1. Apprentice Spell
Fireball

CV	Type	Duration
6+	Hex	Instant
	Missile	
	Damage	
	Replicable	
	Range 36"	

Effect

The target suffers 2D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks.

2. Adept Spell
Flaming Swords

CV	Type	Duration
7+	Augment	One Turn
	Range 18"	

Effect

The target gains +1 to wound, Flaming Attacks (Melee & Shooting) and Magical Attacks.

3. Adept Spell
Dragon's Roar

CV	Type	Duration
9+	Augment	One Turn
	Focused	
	Range 24"	

Effect

A single model part in the target gains Breath Attack (Str 4, AP 0, Flaming Attacks, Magical Attacks), and Grind Attack (2D6 hits, Str 4, AP 0, Flaming Attacks, Magical Attacks).

4. Adept Spell
Pyroclastic Flow

CV	Type	Duration
9+	Hex	Instant
	Missile	
	Damage	
	Range 24"	

Effect

The target suffers 5D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks.

5. Master Spell
Pillars Of Fire

CV	Type	Duration
11+	Augment	One Turn
	Range 18"	

Effect

Standard Melee Attacks from Rank-and-File models in the target hit automatically, have their Str always set to 4, AP always set to 0, and gain Flaming Attacks and Magical Attacks.

6. Master Spell
Cage of Embers

CV	Type	Duration
10+	Hex	One Turn
	Range 36"	

Effect

Immediately when the spell is cast, and whenever the target moves, it suffers 2D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks . It gains Weakness (Flaming Attacks).

CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES