



### 1. Apprentice Spell

## Bola de Fuego

CV	Type	Duration
4+	Hex Missile Damage Range 36"	Instant

### Effect

The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.



### 2. Adept Spell

## Cascada de Fuego

CV	Type	Duration
[color=#ff0000]5+[color]	Hex Range	One Turn
[color=#0000ff][8+][color]	[color=#ff0000]00]24"/[color]	
[color=#0000ff][12"]	[color=#0000ff][12"]	

### Effect



### 3. Adept Spell

## Espadas Ígneas

CV	Type	Duration
[color=#ff0000]8+[color]	Augment Range	One Turn
[color=#0000ff][11+][color]	[color=#ff0000]18"/[color]	
	[color=#0000ff][6" Aura]	

### Effect

The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.



### 4. Adept Spell

## Flujo Piroclástico

CV	Type	Duration
[color=#ff0000]7+[color]	Hex Missile Damage Range	Instant
[color=#0000ff][10+][color]	[color=#ff0000]00]24"/[color]	
	[color=#0000ff][12"]	

### Effect



### 5. Master Spell

## Salva Abrasadora

CV	Type	Duration
8+	Hex Damage Range 24" Aura	Instant

### Effect

The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.



### 6. Master Spell

## Ascuas Envolventes

CV	Type	Duration
11+	Hex Damage Direct Range 24"	Instant

### Effect

Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.



## Blaze

CV	Type	Duration
	Hex Missile Damage Range 24"	Instant

### Effect

The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.



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The target suffers >D6>[2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

The target suffers >2D6>[3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.