



1. Apprentice Spell

Fireball

CV	Type	Duration
6	Hex Missile Damage Replicable Range 36"	One Turn

Effect

The target suffers 2D3+1 hits with Str 4, AP 0, Flaming Attacks, Magical Attacks.



2. Adept Spell

Flaming Swords

CV	Type	Duration
[color=#0000ff]8[/color]	Augment Range 18"	One Turn

Effect

The target gains +1 to wound, Flaming Attacks (Melee Melee \meleeandshooting{} Shooting Shooting), Magical Attacks (Melee Melee \meleeandshooting{} Shooting Shooting).



3. Adept Spell

Dragon's Roar

CV	Type	Duration
9	Augment Range 18"	One Turn

Effect

del>A single model part in the target /del>span style="color: #0000ff;">Choose a single model part in the target unit when casting the spell. This model part/span> gains **Breath Attack (Str 4, AP 0, Flaming Attacks, Magical Attacks)** and **Grind Attack (2D6 hit(s), Str 4, AP 0, Flaming Attacks, Magical Attacks)**.



4. Adept Spell

Pyroclastic Flow

CV	Type	Duration
9	Hex Missile Damage Range 24"	One Turn

Effect

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



5. Master Spell

Pillars of Fire

CV	Type	Duration
11	Augment Range 18"	One Turn

Effect

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



6. Master Spell

Cage of Embers

CV	Type	Duration
10	Hex Range 36"	One Turn

Effect



THE IX AGE
FANTASY BATTLES

CROWN OF THE
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span style="color: #0000ff;">The target gains
Weakness (Flaming Attacks)/span>.

Immediately when the spell is cast, span
style="color: #0000ff;">it suffers 2D3 hits
with Str 4, AP 0, and **Magical
Attacks**/span>.

In addition, whenever the target moves (*see
Definition and Terminolog Chapter*), it suffers
2D3 hits with Str 4, AP 0, Flaming Attacks,
Magical Attacks.