1. Apprentice Spell

Palla di fuoco

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

Cascata di fuoco

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

Effect

3. Adept Spell

Spade fiammeggianti

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

Effect

4. Adept Spell

Flusso piroclastico

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

Effect

5. Master Spell

Salva rovente

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

Braci avvolgenti

CV	Type	Duration
10+	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.

Vampata

CV	Type	Duration
	Hex Missile Damage Range 24"	Instant

Effect

The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.

The target suffers span style="color: #ff0000;">D6/span> span style="color: #0000ff;">[2D6]/span> hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.

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

The target suffers span style="color: #ff0000;">2D6/span> span style="color: #0000ff;">[3D6]/span> hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.