



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

#### Effect



### 3. Adept Spell

#### Spade fiammeggianti

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

#### Effect



### 4. Adept Spell

#### Flusso piroclastico

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

#### 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
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.



#### Vampata

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

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