



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] | Augment Range | One Turn |
| [color=#0000ff][8+][color] | [color=#ff0000]24"[color] | |
| [color=#0000ff][12][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.

CROWN OF THE
WIZARD KING SPELL



THE IX AGE
FANTASY BATTLES

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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.