



1. Apprentice Spell

### Fireball

CV	Type	Duration
5	Hex Missile Damage Replicable Range 36	Instant

*Effect*

The target suffers #1D3 (2)~hits with Str~4, AP~0, Flaming Attacks, Magical Attacks.%



2. Adept Spell

### Flaming Swords

CV	Type	Duration
8	Augment Range 18	One Turn

*Effect*

The target gains +1 to wound, Magical Attacks (Melee \& Shooting), Flaming Attacks (Melee \& Shooting).%



3. Adept Spell

### Dragon's Roar

CV	Type	Duration
9	Augment Range 18	One Turn

*Effect*

Choose a single model part in the target unit when casting the spell. This model part gains Breath Attack (Str~4, AP~0, Flaming Attacks, Magical Attacks) and Grind Attack (#1D6 (2), Str~4, AP~0, Flaming Attacks, Magical Attacks, Unmodifiable)}. %alphasorting not working for some reason



4. Adept Spell

### Pyroclastic Flow

CV	Type	Duration
9	Hex Missile Damage Range 24	Instant

*Effect*

The target suffers #1D3 (5)~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 are always Str~4 and AP~0, and gain Flaming Attacks, Magical Attacks, Automatic Hits, Fight in Extra Rank.



6. Master Spell

### Tidal Flame

CV	Type	Duration
10	Hex Missile Damage Range 24	Instant

*Effect*

The target suffers 1 hit with Str 3, AP 0, Area Attack (55), Direct Hit (Str 6, AP 2, Multiple Wounds (2)), Flaming Attacks, Magical Attacks.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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