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.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL