



1. Apprentice Spell

Fireball

CV	Type	Duration
6+	Hex Missile Damage Replicable Range 36"	Instant

Effect

The target suffers 2D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks.



2. Adept Spell

Flaming Swords

CV	Type	Duration
7+	Augment Range 18"	One Turn

Effect

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



3. Adept Spell

Dragon's Roar

CV	Type	Duration
9+	Augment Focused Range 24"	One Turn

Effect

A single model part in the target gains Breath Attack (Str 4, AP 0, Flaming Attacks, Magical Attacks), and Grind Attack (2D6 hits, Str 4, AP 0, Flaming Attacks, Magical Attacks).



4. Adept Spell

Pyroclastic Flow

CV	Type	Duration
9+	Hex Missile Damage Range 24"	Instant

Effect

The target suffers 5D3 hits with Str 4, AP 0, Flaming Attacks and 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 hit automatically, have their Str always set to 4, AP always set to 0, and gain Flaming Attacks and Magical Attacks.



6. Master Spell

Cage of Embers

CV	Type	Duration
10+	Hex Range 36"	One Turn

Effect

Immediately when the spell is cast, and whenever the target moves, it suffers 2D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks . It gains Weakness (Flaming Attacks).

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