Shamanism	Shamanism	Shamanism	Shamanism
1 Awaken the Beast	2 Swarm of Insects	3 Savage Fury	4 Chilling Howl
5+ [7+] Augment One Turn	Hex 5+ [8+] Missile Permanent Damage	5+ [8+] Universal One Turn Range 12" [24"]	6+ [10+] Hex One Turn Range 36"
The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].	Range 24" [48"] Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.	The target gains Frenzy and Battle Focus.	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effets].
Shamanism	Shamanism	Shamanism	
5 Totemic Summon	6 Break the Spirit	A Scarification	
10+ [12+] Ground Instant Range 96"	9+ [11+] Hex One Turn Range 18" [36"]	Range Caster One Turn	
Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge.			
Totemic Beast (for Totemic Summon) single model Size Large Type Beast	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).	Melee Attacks against the target can never wound on better than 5+.	

Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 335-Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)

