Shamanism	Shamanism	Shamanism	Shamanism
1 Awaken the Beast	2 Swarm of Insects Hex	3 Savage Fury	4 Chilling Howl
5+ [7+] Augment One Turn Range 18"	5+ [8+] Missile Permanent	5+ [8+] One Turn Range 12" [24"]	6+ [10+] Range 36" One Turn
The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].	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	
9+ [12+] Ground Instant	9+ [11+] Hex Range 18" [36"] One Turn	Range Caster One Turn	
Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board			



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THE IX AGE