
 **shamanism**

1 Predator's Instinct

7 Augment
Replicable Alcance 18" One Turn

The target gains +2" Cha and **Resistance (Ranged Attacks)**.


No model can be affected by more than one instance of this spell simultaneously.

 **shamanism**

2 Savage Fury

8 Universal Alcance 18" One Turn


The target gains Fearless, Frenzy, Fury, Unruly. **In addition, the target can never be wounded on better than 3+**

 **shamanism**

3 Awaken the Beast

7 Augment Alcance 18" One Turn

The target gains +1 Str and +1 AP.


 **shamanism**

4 Swarm of Insects

9 Hex Missile Damage Alcance 36" One Turn

Immediately when the spell is cast, the target suffers 5D6 hits with AP 0 and **Magical Attacks**. These hits **always** wound on 6+.


In addition, it suffers -1 to hit with Shooting Attacks.

 **shamanism**

5 [color=#0000ff]Wild Spikes[/color]

10 Augment Alcance 18" One Turn

Choose a single model part in the target unit when casting the spell. This model part gains **Grind Attack (4 hit(s), Str 6, AP 3)**

 **shamanism**

6 Totemic Summon

11 One Turn

Summon a Totemic Beast (profile below), which is immediately placed on the Battlefield using the rules for **Ambush (Board Edge)**.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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