




	shamanism	
1	Predator's Instinct	
7	Augment Replicable Portée 18"	One Turn
<p>The target gains +2" Cha and Resistance (Ranged Attacks).</p> <p>No model can be affected by more than one instance of this spell simultaneously.</p>		

	shamanism	
2	Savage Fury	
8	Universal Portée 18"	One Turn
<p>The target gains Fearless, Frenzy, Fury, Unruly. In addition, the target can never be wounded on better than 3+</p>		

	shamanism	
3	Awaken the Beast	
7	Augment Portée 18"	One Turn
<p>The target gains +1 Str and +1 AP.</p>		

	shamanism	
4	Swarm of Insects	
9	Hex Missile Damage Portée 36"	One Turn
<p>Immediately when the spell is cast, the target suffers 5D6 hits with AP 0 and Magical Attacks. These hits always wound on 6+.</p> <p>In addition, it suffers -1 to hit with Shooting Attacks.</p>		

	shamanism	
5	[color=#0000ff]Wild Spikes[/color]	
10	Augment Portée 18"	One Turn
<p>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)</p>		

	shamanism	
6	Totemic Summon	
11	One Turn	
<p>Summon a Totemic Beast (profile below), which is immediately placed on the Battlefield using the rules for Ambush (Board Edge).</p>		

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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