

Shamanism		
0	Awaken the Beast	
6+ [8+]	Augment Range 18"	One Turn
The target gains +1 Strength [Toughness].		

Shamanism		
1	Swarm of Insects	
5+ [8+]	Hex Missile Damage Range 24" [48"]	Permanent
Immediately after successfully casting this spell the target suffers 5D6 Strength 1 hits. If one or more unsaved Wounds are caused, the target suffers -1 Ballistic Skill. This spell is immediately ended when the target performs an Advance, March or Charge Move.		

Shamanism		
2	Savage Fury	
5+ [9+]	Universal Range 6" [18"]	One Turn
The target gains Frenzy.		

Shamanism		
3	Pounding Drumbeat	
5+ [9+]	Augment Range 18" [12"Aura]	Instant
The target performs a 2D6" Magical Move straight forward (it cannot move backwards, sidestep, Reform, Pivot or Wheel during this move), but it can choose to not move at all or to move less than the full distance. [When more than one unit is affected, roll distance and move the unit before rolling distance for the next unit.]		

Shamanism		
4	Chilling Howl	
6+ [9+]	Augment Range 18" [12"Aura]	One Turn
All to-wound rolls against the target from Shooting Attacks suffer a -1 modifier.		

Shamanism		
5	Break the Spirit	
9+ [12+]	Hex Range 18" [36"]	One Turn
The target suffers a -1 modifier to hit, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).		

Shamanism		
6	Totemic Summon	
11+ [14+]	Ground Range 96"	Instant
Summon a Totemic Beast (statline below). It must be placed within 1"[10"] of the Board Edge. (Totemic Beast (for Totemic Summon) M: 3D6, WS: 3, BS: -, S: 5, T:5, W:3, I:3, A:4, Ld: 7, Monstrous Beast Base size 40x40mm, Special Rules: Random Movement (3D6), Immune to Psychology, Breath Weapon (Strength 3))		

Shamanism		
A	Scarification	
	Range Caster	One Turn
Close Combat Attacks against the target cannot wound on better than 5+.		

WIZARD KING SPELL
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