Shamanism	Shamanism	Shamanism	Shamanism
1 Awaken the Beast	2 Swarm of Insects	3 Savage Fury	4 Chilling Howl
5+ [7+] 18" Last one Augment Turn	24" [48"] 5+ [8+] Hex, Missile, Permanent Damage	5+ [8+] 12" [24"] Last one Universal Turn	6+ [10+] 36" Last one Hex 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	
10+ [12+] 96" Instant	9+ [11+]	Caster Last one Turn	
Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board			

must be placed within 1" [10"] of the Board Edge.

Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm
Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6")
Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi

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+.

