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|---|---|----------|
|    | <b>Shamanism</b>                          |          |
| 1   | Predator's Instinct                       |          |
| 7+  | Augment<br>Aura<br>Replicable<br>Range 8" | One Turn |
| <p>The target gains +2" Cha and Resistance (Ranged Attacks).</p> <p>No model or unit can be affected by more than one instance of this spell simultaneously</p> |   |          |

|   |                      |          |
|---|----------------------|----------|
|  | <b>Shamanism</b>     |          |
| 2   | Awaken the Beast     |          |
| 7+  | Augment<br>Range 18" | One Turn |
| <p>The target gains +1 Str and +1 AP.</p>   |                      |          |

|  |                                       |          |
|--|---------------------------------------|----------|
|   | <b>Shamanism</b>                      |          |
| 3  | Swarm of Insects                      |          |
| 9+   | Hex<br>Missile<br>Damage<br>Range 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> |                                       |          |

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|---|------------------------|----------|
|  | <b>Shamanism</b>       |          |
| 4   | Savage Fury            |          |
| 8+  | Universal<br>Range 18" | One Turn |
| <p>The target gains Fearless, Frenzy, Fury, and Unruly.</p>                         |                        |          |

|   |                  |  |
|---|------------------|--|
|    | <b>Shamanism</b> |  |
| 5   | Totemic Summon   |  |
| 11+   | Instant          |  |
| <p>Summon a Totemic Beast (profile below), that is immediately placed on the Battlefield using the rules for Ambush (Board Edge).</p> |                  |  |

|   |                        |          |
|---|------------------------|----------|
|    | <b>Shamanism</b>       |          |
| 6   | Wild Shape             |          |
| 11+   | Universal<br>Range 24" | One Turn |
| <p>The target's Height is increased by +1, to a maximum of 5, and it gains +1 Res and Stomp Attack (1 hit). If it already had Stomp Attack, the number of hits caused by its Stomp Attack is increased by +1. In models with multiple model parts, only a single model part, chosen by the caster, is affected.</p> |                        |          |

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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