



Shamanism

1

Predator's Instinct

7+

- Augment
- Aura
- Replicable
- Range 8"

One Turn

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

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



Shamanism

2

Awaken the Beast

7+

- Augment
 - Range 18"
- One Turn
-

The target gains +1 Str and +1 AP.



Shamanism

3

Swarm of Insects

9+

- Hex
- Missile
- Damage
- Range 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

4

Savage Fury

8+

- Universal
- Range 18"

One Turn

The target gains Fearless, Frenzy, Fury, and Unruly.



Shamanism

5

Totemic Summon

11+

Instant

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



Shamanism

6

Wild Shape

11+

- Universal
- Range 24"

One Turn

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.



WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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