




	Shamanism	
1	Predator's Instinct	
7+	Augment Aura Replicable 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>		

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

	Shamanism	
3	Swarm of Insects	
9+	Hex Missile Damage 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>		

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

	Shamanism	
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>		

	Shamanism	
6	Wild Shape	
11+	Universal 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>		

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