

Shamanism		
A	Scarification	
Caster		Last one Turn
<p>Melee Attacks against the target can never wound on better than 5+.</p>		

Shamanism		
1	Awaken the Beast	
5+ [7+]	18" Augment	Last one Turn
<p>The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].</p>		

Shamanism		
2	Swarm of Insects	
5+ [8+]	24" [48"] Hex, Missile, Damage	Permanent
<p>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.</p>		

Shamanism		
3	Savage Fury	
5+ [8+]	12" [24"] Universal	Last one Turn
<p>The target gains Frenzy and Battle Focus.</p>		

Shamanism		
4	Chilling Howl	
6+ [10+]	36" Hex	Last one Turn
<p>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 effects].</p>		

Shamanism		
5	Totemic Summon	
10+ [12+]	96" Ground	Instant
<p>Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge.</p> <p>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 4 3 5 2 3 Breath Attack (Str 3, AP 0)</p>		

Shamanism		
6	Break the Spirit	
9+ [11+]	18" [36"] Hex	Last one Turn
<p>The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).</p>		

WIZARD KING SPELL
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FANTASY BATTLES

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