Shamanism

1   Awaken the Beast

| 5+ [7+] | Augment Range 18" | One Turn |

The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].

Shamanism

2   Swarm of Insects

| 5+ [8+] | Hex Missile Damage Range 24" [48"] | Permanent |

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.

Shamanism

3   Savage Fury

| 5+ [8+] | Universal Range 12" [24"] | One Turn |

The target gains Frenzy and Battle Focus.

Shamanism

4   Chilling Howl

| 6+ [10+] | Hex Range 36" | One Turn |

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

5   Totemic Summon

| 10+ [12+] | Ground Range 96" | Instant |

Summon a Totemic Beast (profile below). It 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
4 3 5 2 3 Breath Attack (Str 3, AP 0)

Shamanism

6   Break the Spirit

| 9+ [11+] | Hex Range 18" [36"] | One Turn |

The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).

Shamanism

A   Scarification

| Range Caster | One Turn |

Melee Attacks against the target can never wound on better than 5+.

CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES