




	<b>Chamanismo</b>	
1	Predator's Instinct	
7+	Augment Aura Replicable Alcance 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>Chamanismo</b>	
2	Awaken the Beast	
7+	Augment Alcance 18"	One Turn
<p>The target gains +1 Str and +1 AP.</p>		

	<b>Chamanismo</b>	
3	Swarm of Insects	
9+	Hex Missile Damage Alcance 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>		

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

	<b>Chamanismo</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>Chamanismo</b>	
6	Wild Shape	
11+	Universal Alcance 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

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES