
 **shamanism**

1 Predator's Instinct

7 Augment
Replicable One Turn
Gamma 18"

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


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

 **shamanism**

2 Savage Fury

8 Universal
Gamma 18" One Turn


The target gains Fearless, Frenzy, Fury, Unruly. **In addition, the target can never be wounded on better than 3+**

 **shamanism**

3 Awaken the Beast

7 Augment
Gamma 18" One Turn

The target gains +1 Str and +1 AP.


 **shamanism**

4 Swarm of Insects

9 Hex
Missile Damage One Turn
Gamma 36"

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**

5 [color=#0000ff]Wild Spikes[/color]

10 Augment
Gamma 18" One Turn

Choose a single model part in the target unit when casting the spell. This model part gains **Grind Attack (4 hit(s), Str 6, AP 3)**

 **shamanism**

6 Totemic Summon

11 One Turn

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

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