



SHAMANISM

A SCARIFICATION

Caster

One Turn

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

The scars on his skin hardened and turned a hue like stone. When my lance struck home, it broke like waves do on sea stones.



SHAMANISM

1 AWAKEN THE BEAST

6+	Range 18"	One Turn
7+	Augment	

The target gains **+1 Strength** and **+1 Armour Penetration**/**+1 Resilience**.

With a roar which threatened to break the sky, the ancient creature summoned great power. His ghouls made short work of our company after that evil.



SHAMANISM

2 SWARM OF INSECTS

	Hex	
5+	Missile	
8+	Damage	Permanent
	Range 24"	
	Range 48"	

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 immediately ends when the target performs an Advance, March, Charge, Failed Charge or Pursuit Move.

Yes I ran, damn you, one moment everything was fine, then the next I was covered with wriggling horror.



SHAMANISM

3 SAVAGE FURY

5+	Universal	One Turn
8+	Range 12"	
	Range 24"	

The target gains Battle Focus, Fearless, and Frenzy.

I bestow the rage of the Blood Stag unto thee! Lay waste to the trespassers!



SHAMANISM

4 CHILLING HOWL

6+	Range 36"	One Turn
10+	Hex	

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 *Chilling Howl*.

The wolf's howl, a reminder that hunter can easily become hunted.



SHAMANISM

5 TOTEMIC SUMMON

10+	Range 96"	Instant
12+	Ground	

Summon a Totemic Beast (profile below). It must be placed within 1"/10" of the Board Edge.

All seemed lost, then the Damsel finished her prayer. From legend to life, the creature answered, with a call like a thousand bounds, and came to our rescue.

Totemic Beast		Large, Beast, 40x40mm			
Global	Adv	Mar	Dis	Model Rules	
	3D6	-	7	Fearless, Random Movement (3D6")	
Defensive					
HP	Def	Res	Arm	Defensive Rules	
3	3	5	0		
Offensive					
Att	Off	Str	AP	Att	
4	3	5	2	3	
				Breath Attack (Str 3, AP0)	



SHAMANISM

6 BREAK THE SPIRIT

9+	Hex	One Turn
11+	Range 18"	
	Range 36"	

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

The rats swarmed us, they were everywhere, spoiling our shots and tripping any who strayed too far. Then, just like that, they were gone in the blink of an eye.

