Amazons

Embrace of the Serpent

10+/13+ • 18"/36" Instant

Remains in Play. All models in the unit take a S 3 hit. For every turn (friend and foe) the spell is active, all models in the unit suffer another Hit each at the end of the Magic phase, with the S of the Attack increasing by 1 every turn.

Amazons

Wall of Thorns

7+/14+ • 0"/6" Instant

Is cast on the Wizard and any unit they are with. Until the start of the caster's next Magic phase, the Wizard and their unit counts as fighting behind a defended obstacle, and any enemy models in base contact that charges them must take a Dangerous Terrain test. Boosted version covers all friendly units within range.

Amazons

Wendala's Maelstrom

6+/12+ • 0"/6" Instant

Targets the Wizard and any unit they are with. Until the start of the caster's next Magic phase, all enemy missile attacks targeting them suffer a - 1 To Hit penalty. Boosted version targets all friendly units within range.

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8+/11+	•	18"/36"	Instant
Causes 5	 D6	S 2 hit	ts.

Amazons

Singing Wind

5+/8+ Instant

The Wizard makes a Breath Weapon Attack. This may be cast in close combat, following the normal rules for Breath Weapons. All models Hit suffer a Strength 4/5 Hit.

Amazons

Spirit Walk

- Instant

Whenever a spell from the Lore of the Serpent is successfully cast on a friendly unit, it gains +D6 to their M and does not need to take any tests for Dangerous Terrain until the start of the caster's next magic phase.

Amazons

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12+/24+ • 12"/24" Instant

Affects all enemy units within range. Until the start of the caster's next turn, these units suffer -1 to their A, S, and M value, down to a minimum of 1.

Amazons

Serpent's Strength

6+/12+ • 6"/12" Instant

Targets all units within 6" of the Wizard. The unit gains +1 S until the start of the caster's next Magic phase.















