Army Spell Amazons	Army Spell Amazons	Army Spell Amazons	Army Spell Amazons
H Embrace of the Serpent	H Wall of Thorns	H Wendala's Maelstrom	H The Living Jungle
10+/13+ Portée 18"/36" Instant	7+/14+ Portée 0"/6" Instant	6+/12+ Portée 0"/6" Instant	8+/11+ Portée 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.	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.	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.	Causes 5D6 S 2 hits.
Army Spell Amazons	Army Spell Amazons	Army Spell Amazons	Army Spell Amazons
H Singing Wind	H Spirit Walk	H Siren's Dream	H Serpent's Strength
5+/8+ Instant	- Instant	12+/24+ Portée 12"/24" Instant	6+/12+ Portée 6"/12" Instant
	Whenever a spell from the Lore of the Serpent is		

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