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+ Gamma 18"/36" Instant	7+/14+ Gamma 0"/6" Instant	6+/12+ Gamma 0"/6" Instant	8+/11+ Gamma 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+ Gamma 12"/24" Instant	6+/12+ Gamma 6"/12" 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.	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.	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.	Targets all units within 6" of the Wizard. The unit gains +1 S until the start of the caster's next Magic phase.

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