	Hereditary Spell	Hereditary Spell	Hereditary Spell	Hereditary Spell
	Embrace of the Serpent	Wall of Thorns	– Wendala's Maelstrom	The Living Jungle
a S 3 hit. F spell is active, all n Hit each at	Type Duration Range Instant 18"/36" Instant b Play. All models in the unit take Sor every turn (friend and foe) the models in the unit suffer another the end of the Magic phase, with e Attack increasing by 1 every	CV Type Duration 7+/14+ Range 0"/6" Instant Effect Is cast on the Wizard and any unit they a 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.	CVTypeDuration6+/12+Range 0"/6"InstantEffectTargets 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.	CV Type Duration 8+/11+ Range 18"/36" Instant Effect Causes 5D6 S 2 hits.
	Hereditary Spell	Hereditary Spell	Hereditary Spell	II
	5 1	5 1	iicreanary spen	Hereditary Spell
	Singing Wind	Spirit Walk	Siren's Dream	Serpent's Strength
CV				
CV 5+/8+ Effect	Singing Wind	Spirit Walk	Siren's Dream	Serpent's Strength

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