

| Army Spell Amazons | | |
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| H | Embrace of the Serpent | |
| 10+/13+ | Gamma 18"/36" | Instant |
| <p>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.</p> | | |

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| H | Wall of Thorns | |
| 7+/14+ | Gamma 0"/6" | Instant |
| <p>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.</p> | | |

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|---|---------------------|---------|
| H | Wendala's Maelstrom | |
| 6+/12+ | Gamma 0"/6" | Instant |
| <p>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.</p> | | |

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| H | The Living Jungle | |
| 8+/11+ | Gamma 18"/36" | Instant |
| <p>Causes 5D6 S 2 hits.</p> | | |

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| H | Singing Wind | |
| 5+/8+ | | Instant |
| <p>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.</p> | | |

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| H | Spirit Walk | |
| - | | Instant |
| <p>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.</p> | | |

| Army Spell Amazons | | |
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| H | Siren's Dream | |
| 12+/24+ | Gamma 12"/24" | Instant |
| <p>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.</p> | | |

| Army Spell Amazons | | |
|---|--------------------|---------|
| H | Serpent's Strength | |
| 6+/12+ | Gamma 6"/12" | Instant |
| <p>Targets all units within 6" of the Wizard. The unit gains +1 S until the start of the caster's next Magic phase.</p> | | |

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