

*Hereditary Spell*

### Embrace of the Serpent

---

<i>CV</i>	<i>Type</i>	<i>Duration</i>
10+/13+	Range 18"/36"	Instant

---

*Effect*

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.

*Hereditary Spell*

### Wall of Thorns

---

<i>CV</i>	<i>Type</i>	<i>Duration</i>
7+/14+	Range 0"/6"	Instant

---

*Effect*

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.

*Hereditary Spell*

### Wendala's Maelstrom

---

<i>CV</i>	<i>Type</i>	<i>Duration</i>
6+/12+	Range 0"/6"	Instant

---

*Effect*

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.

*Hereditary Spell*

### The Living Jungle

---

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8+/11+	Range 18"/36"	Instant

---

*Effect*

Causes 5D6 S 2 hits.

*Hereditary Spell*

### Singing Wind

---

<i>CV</i>	<i>Type</i>	<i>Duration</i>
5+/8+	Range	Instant

---

*Effect*

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.

*Hereditary Spell*

### Spirit Walk

---

<i>CV</i>	<i>Type</i>	<i>Duration</i>
-	Range	Instant

---

*Effect*

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.

*Hereditary Spell*

### Siren's Dream

---

<i>CV</i>	<i>Type</i>	<i>Duration</i>
12+/24+	Range 12"/24"	Instant

---

*Effect*

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.

*Hereditary Spell*

### Serpent's Strength

---

<i>CV</i>	<i>Type</i>	<i>Duration</i>
6+/12+	Range 6"/12"	Instant

---

*Effect*

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

WARHAMMER  
BATTLE

WARHAMMER  
BATTLE

WARHAMMER  
BATTLE

WARHAMMER  
BATTLE

WARHAMMER  
BATTLE

WARHAMMER  
BATTLE

WARHAMMER  
BATTLE

WARHAMMER  
BATTLE