

Army Spell Amazons		
H	Embrace of the Serpent	
10+/13+	Alcance 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>		

Army Spell Amazons		
H	Wall of Thorns	
7+/14+	Alcance 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>		

Army Spell Amazons		
H	Wendala's Maelstrom	
6+/12+	Alcance 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>		

Army Spell Amazons		
H	The Living Jungle	
8+/11+	Alcance 18"/36"	Instant
<p>Causes 5D6 S 2 hits.</p>		

Army Spell Amazons		
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>		

Army Spell Amazons		
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		
H	Siren's Dream	
12+/24+	Alcance 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+	Alcance 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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