

Hereditary Spell Embrace of the Serpent <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>10+/13+</td><td>Range 18"/36"</td><td>Immédiat</td></tr></table> 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.	CV	Type	Duration	10+/13+	Range 18"/36"	Immédiat	Hereditary Spell Wall of Thorns <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+/14+</td><td>Range 0"/6"</td><td>Immédiat</td></tr></table> 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.	CV	Type	Duration	7+/14+	Range 0"/6"	Immédiat	Hereditary Spell Wendala's Maelstrom <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>6+/12+</td><td>Range 0"/6"</td><td>Immédiat</td></tr></table> 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.	CV	Type	Duration	6+/12+	Range 0"/6"	Immédiat	Hereditary Spell The Living Jungle <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>8+/11+</td><td>Range 18"/36"</td><td>Immédiat</td></tr></table> Effect Causes 5D6 S 2 hits.	CV	Type	Duration	8+/11+	Range 18"/36"	Immédiat
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Hereditary Spell Singing Wind <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>5+/8+</td><td>Range</td><td>Immédiat</td></tr></table> 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.	CV	Type	Duration	5+/8+	Range	Immédiat	Hereditary Spell Spirit Walk <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>-</td><td>Range</td><td>Immédiat</td></tr></table> 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.	CV	Type	Duration	-	Range	Immédiat	Hereditary Spell Siren's Dream <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>12+/24+</td><td>Range 12"/24"</td><td>Immédiat</td></tr></table> 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.	CV	Type	Duration	12+/24+	Range 12"/24"	Immédiat	Hereditary Spell Serpent's Strength <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>6+/12+</td><td>Range 6"/12"</td><td>Immédiat</td></tr></table> Effect Targets all units within 6" of the Wizard. The unit gains +1 S until the start of the caster’s next Magic phase.	CV	Type	Duration	6+/12+	Range 6"/12"	Immédiat
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5+/8+	Range	Immédiat																									
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-	Range	Immédiat																									
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12+/24+	Range 12"/24"	Immédiat																									
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6+/12+	Range 6"/12"	Immédiat																									

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