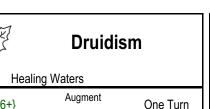
cen Throne Caster		1 Healir
Caster		
nge Caster	Permanent	7+ {6+}
pells are cast vext marked with n Throne must ist in order to u Attribute. If any friendly Fhrone again, con their Magic E	with an amplified in {} and ignore ar already be in place the {amplified Caster attempts or if the opponent bice pool at the e	The Range of t Caster or from board. The t t
Druid	ism	
		5 Stone
Augment Range 24	Insian	t 9+ {8+}
	aster is affected spells are cast was are cast was are cast was are cast was a first order to under the cast in order to under the day of the veil). Druid Growth Augment	aster is affected by The Oaken spells are cast with an amplified ext marked with {} and ignore are throne must already be in plaint in order to use the {amplified Attribute. If any friendly Caster attempts Throne again, or if the opponent their Magic Dice pool at the egic Phase sequence (after Siph the Veil). Druidism Growth Augment Instan

Standard Height and either Type Infantry or Beast

Type.

** More than half of the models in the unit have

Towering Presence. *** Use this if neither of the above is applies.



spell can be measured from the ny Water Terrain Feature on the get gains Fortitude (5+) {(4+)}.

Range 12"



Druidism

Master of Earth

Hex Damage **6+** {5+} Instant Direct Range 18"

The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board.

The target suffers D6 hits with Strength 4 (5), Armour Penetration 1 (2) and Magical Attacks.



Druidism

Entwining Roots

Hex **6+** {5+} One Turn Range 12"

The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board.

The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.

7	Druidism	

Augment One Turn Range 12"



7+ {6+}

Druidism

One Turn

Spirits of the Wood

Auament {Universal} Range 12"

Druidism

Fountain of Youth

Augment Focused Instant Range 12"

spell can be measured from the Hill Terrain Feature on the board. The target gains +2 (+3) Resilience.

Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). {If the target is a friendly unit, it gains Strider (Forest).}

The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.

