Druidism 1 Master of Earth	Druidism 2 Healing Waters	Druidism 3 Entwining Roots	Druidism 4 Spirits of the Wood
Hex Damage 6+ {5+} Direct Range 18"	8+ {7+} Augment One Turn Range 12"	8+ {7+} Hex One Turn Range 12"	Augment 9+ {8+} {Universal} One Turn Range 12"
The Range of this spell can be measured from the caster, or from any Impassable Terrain Feature on the table. The target suffers D6 Strength 4{5} hits.	The Range of this spell can be measured from the caster or from any Water Terrain Feature on the table. The target gains Regeneration (5+){(4+)}.	The Range of this spell can be measured from the caster or from any Forest Terrain Feature on the table. The target suffers -1{-2} Weapon Skill and Ballistic Skill, both to a minimum of 1.	All models in the target unit are considered to be within a Forest. {If the target is a friendly unit, it gains Strider (Forest).}
Druidism	Druidism	Druidism	Druidism
Druidism 5 Stone Skin	Druidism 6 Summer Growth	Druidism A Fountain of Youth	Druidism T The Oaken Throne

