Druidism

0 Healing Waters

6+ Instantáneo

Choose a friendly unit within 18″ of the caster. The chosen unit gains Aegis (5+). The effects last until the start of your next Magic Phase.

Druidism

0 Master of Earth

6+ Instantáneo

Choose an enemy unit within 18″ of the caster and within the caster's Front Arc. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3+1 hits with Strength 4 and AP 1.

Druidism

0 Stone Skin

9+ Instantáneo

Choose a friendly unit within 12″ of the caster. The chosen unit gains +2 Resilience. The effects last until the start of your next Magic Phase.


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