

Druidism		
1	Master of Earth	
6+ {5+}	18" Hex, Damage, Direct	Instant
<p>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.</p>		

Druidism		
2	Healing Waters	
8+ {7+}	12" Augment	Last one Turn
<p>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+)}.</p>		

Druidism		
3	Entwining Roots	
8+ {7+}	12" Hex	Last one Turn
<p>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.</p>		

Druidism		
4	Spirits of the Wood	
9+ {8+}	12" Augment, {Universal}	Last one Turn
<p>All models in the target unit are considered to be within a Forest. {If the target is a friendly unit, it gains Strider (Forest).}</p>		

Druidism		
5	Stone Skin	
10+ {9+}	12" Augment	Last one Turn
<p>The Range of this spell can be measured from the caster or from any Hill Terrain Feature on the table. The target gains +2{+3} Toughness.</p>		

Druidism		
6	Summer Growth	
11+ {10+}	24" Augment	Instant
<p>This spell has different effects depending on the Height of the largest fraction of the target unit's models (use the largest Height in case of a tie). Standard: Raise 5{7} Wounds. Large: Raise 2{3} Wounds. Gigantic: Raise 1 {1} Wound.</p>		

Druidism		
A	Fountain of Youth	
	12" Augment, Focused	Instant
<p>The target or its unit Recovers {Raises} 1 Wound. No single model can Recover (or Raise) more than 1 Wound per Phase from this spell.</p>		

Druidism		
T	The Oaken Throne	
4+	Caster	Remains in play
<p>If the caster has The Oaken Throne in play when certain spells are cast by the caster, the {augmented} version is used. In that case, use any text marked with {} and ignore any red text. For the Attribute Spell, The Oaken Throne must be in play when the Spell triggering the Attribute was cast.</p>		

WIZARD KING SPELL
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