
 **Druidism**

1 Master of Earth

Hex
Damage
Direct
Range 18"

6+ {5+} Instant

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.


 **Druidism**

2 Healing Waters

Augment
Range 12" One Turn

8+ {7+}

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+)}


 **Druidism**

3 Entwining Roots

Hex
Range 12" One Turn

8+ {7+}

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.


 **Druidism**

4 Spirits of the Wood

Augment
Range 12" One Turn

9+ {8+} {Universal}

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**

5 Stone Skin

Augment
Range 12" One Turn

10+ {9+}

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.


 **Druidism**

6 Summer Growth

Augment
Range 24" Instant

11+ {10+}


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.

 **Druidism**

A Fountain of Youth

Augment
Focused
Range 12" Instant

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.

 **Druidism**

T The Oaken Throne

4+ Range Caster Remains in Play

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.

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