| Druidism  | Druidism  | Druidism   | Druidism   |
|---|---|--|--|
| 1 Master of Earth   | 2 Healing Waters  | 3 Entwining Roots  | 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   | Duvidiom   |
|   | Diuluisiii  | Diuluisiii   | Druidism   |
| 5 Stone Skin  | 6 Summer Growth   | A Fountain of Youth  | T The Oaken Throne   |
|   |   |  |  |

