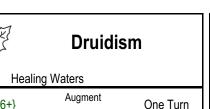
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moves a dic	aken Throne again, o ce from their Magic D ny Magic Phase sequ the Veil).	or if the opponent Dice pool at the e	nt end	rom
	Druid	ism		
4 Sur	mmer Growth		5 St	one
<b>11+</b> {10+}	}	insian	9+ {8+}	
11+ {10+}	mmer Growth	t Instan	9+ {8+}	0

Standard Height and either Type Infantry or Beast

Type.

\*\* More than half of the models in the unit have

Towering Presence. \*\*\* Use this if neither of the above is applies.



spell can be measured from the ny Water Terrain Feature on the get gains Fortitude (5+) {(4+)}.

Range 12"



## **Druidism**

Master of Earth

Hex Damage **6+** {5+} Instant Direct Range 18"

The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board.

The target suffers D6 hits with Strength 4 (5), Armour Penetration 1 (2) and Magical Attacks.



## **Druidism**

**Entwining Roots** 

Hex **6+** {5+} One Turn Range 12"

The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board.

The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.

7	Druidism	

Augment One Turn Range 12"



**7+** {6+}

## **Druidism**

One Turn

Spirits of the Wood

Auament {Universal} Range 12"

## Druidism

Fountain of Youth

Augment Focused Instant Range 12"

spell can be measured from the Hill Terrain Feature on the board. The target gains +2 (+3) Resilience.

Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). {If the target is a friendly unit, it gains Strider (Forest).}

The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.

