Druidismo	Druidismo	Druidismo	Druidismo
1 Dominare la terra	2 Acque curative	3 Radici avvinghianti	4 Spiriti del bosco
Hex Output 6+ {5+} Direct Gamma 18"	8+ {7+} Augment One Turn Gamma 12"	8+ {7+} Hex One Turn Gamma 12"	Augment 9+ {8+} {Universal} One Turn Gamma 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).}
Druidismo	Druidismo	Druidismo	Druidismo
Druidismo 5 Pelle di pietra	Druidismo 6 Crescita estiva	Druidismo UN Fonte della giovinezza	T Trono di quercia

