




 <div> Druidism </div> <div> 1 Fountain of Youth </div> <div> 6+ 12" Instant Augment, Focused </div> <div> <p>When resolving the spell, choose one of the following effects:</p> <ul style="list-style-type: none"> • Recover 1 Health Point of a Character in the target unit. • Raise 4 Health Points of Standard Height R&F models without Tall in the unit. • Raise 2 Health Points of any other models in the unit. </div>	 <div> Druidism </div> <div> 2 Entwining Roots </div> <div> (5+)(8+) 18" Last one Hex Turn </div> <div> <p>The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.</p> </div>	 <div> Druidism </div> <div> 3 Healing Waters </div> <div> 8+ 18" Last one Turn Augment </div> <div> <p>The target gains Fortitude (6+) and Fortitude (+1, max 3+).</p> </div>	 <div> Druidism </div> <div> 4 Master of Earth </div> <div> (7+)(8+) (6")(18") Instant Hex, Damage </div> <div> <p>The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.</p> </div>
 <div> Druidism </div> <div> 5 Stone Skin </div> <div> 9+ 18" Last one Turn Augment </div> <div> <p>Melee Attacks against the target can never wound on better than 5+.</p> </div>	 <div> Druidism </div> <div> 6 Summer Growth </div> <div> 12" 11+ Instant Ground </div> <div> <p>Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.</p> </div>		

