	Druidenkult		Druidenkult	5		Druide	enkult		Druide	enkult
1 Fountain of Youth		2 Entwining Roots			3 Healing Waters			4 Nature's Venom		
7+	Augment Focused Instant Replicable Angebot 36"	7+	Hex One Tur Angebot 24"	'n	9+	Augment Angebot 18"	One Turn	10+	Augment Angebot 18"	One Turn
Raise 1 HP in the target's Health Pool.  No model can Raise more than 1 HP per turn from this spell.		The target suffers -2" Cha and -2" Mob, both to a minimum of 2".  If the target or the caster is in contact with a Forest when the spell is cast:  The target suffers an D6 hits with Str 4, AP1, and Magical Attacks.  These hits are resolved immediately when the spell is cast			The target gains Fortitude (6+) and Fortitude (+1). If the target or the caster is in contact with a Water Terrain when the spell is cast: The target also gains Immune (Flaming Attacks).			The target gains Poison Attacks (Melee).  If the target or the caster is in contact with a Field when the spell is cast:  The target also gains Poison Attacks (Shooting).		
Druidenkult		Druidenkult								
5 Stone Skin		6 Earth's Blessing								
11+	Augment One Turn Angebot 18"	11+	Ground Permane Angebot 24"	ent						
			d Forest, Field or Water Terrain fea nich when casting the spell) with a diameter on the target.	6"						

This Terrain Feature has Dangerous Terrain. If the

chosen Terrain Feature has already been created by the caster using this spell, first remove the Terrain Feature from the Battlefield before placing it again on the target.

The target gains +1 Res, and Melee Attacks allocated towards it never wound on better than 4+.

