




 <b>Druidism</b>
0 Hidden Paths
12" Augment Last one Turn
The target gains Strider.


 <b>Druidism</b>
1 Fountain of Youth
(5+){7+} 12" Augment, Focused Instant
The target or its unit Raises (1) {D3} Health Points. Models with Towering Presence and Characters cannot Raise more than 1 Health Point per phase from this spell.

 <b>Druidism</b>
2 Entwining Roots
(5+){8+} 18" Hex Last one Turn
The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.

 <b>Druidism</b>
3 Healing Waters
8+ 18" Augment Last one Turn
The target gains Fortitude (6+) and Fortitude (+1, max 3+).

 <b>Druidism</b>
4 Master of Earth
7+ 6" Hex, Damage Instant
The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

 <b>Druidism</b>
5 Stone Skin
9+ 18" Augment Last one Turn
Melee Attacks against the target can never wound on better than 5+.

 <b>Druidism</b>
6 Summer Growth
12" 11+ Ground Instant
Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.

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