

## Druidismo

Fountain of Youth	
Augment	

7+

- FocusedReplicable

Instant

• Alcance 36"

Raise 1 HP in the target's Health Pool.

No model can Raise more than 1 HP per turn from this spell.



## Druidismo

2

Entwining Roots

• Hex

7+

• Alcance 24"

One Turn

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. .

TO T	Druidismo	
3	Healing Waters	
9+	<ul><li>Augment</li><li>Alcance 18"</li></ul>	One Turn
If the targe cast:	gains Fortitude (6+) and Fortitu t or the caster is in contact with also gains Immune (Flaming A <b>Druidismo</b>	a Water Terrain when the spell is
یریم 4	Nature's Venom	
10+	<ul><li>Augment</li><li>Alcance 18"</li></ul>	One Turn
The target		



## Druidismo



Stone Skin

11+	<ul><li>Augment</li><li>Alcance 18"</li></ul>	One Turn	
The target gains +1 Re 4+.	s, and Melee Attacks allocated towards	it never wound on better than	
E C F	Druidismo		
6	Earth's Blessing		
11+	<ul><li>Ground</li><li>Alcance 24"</li></ul>		Permanent

Place a round Forest, Field or Water Terrain feature (declare which when casting the spell) with a 6" diameter on the target. 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.











