druidism	druidism	druidism	druidism
1 Fountain of Youth Augment Focused Replicable Alcance 24"	2 Entwining Roots 7 Hex One Turn Alcance 24"	3 Veil of Mist 9 Hex One Turn Alcance 24"	4 [color=#0000ff][color=#0000ff]Shower o Rocks[/color][/color] Hex 9 Damage One Turn Alcance 24"
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". In addition the target suffers -2 Agi to a minimum of 1.	All units within 12" of the target suffer - 1 to hit with Shooting Attacks and a - 1 modifier to their Casting Rolls.	The target suffers 2D3+1 hits with Str 3, AP 1, and Magical Attacks. If the target contains a Rank-and-File model with Light Troops, these hits are instead resolved with Str 4, AP 2, and Magical Attacks.
druidism 5 Stone Skin 11 Augment Alcance 24" One Turn	druidism 6 [color=#0000ff]Quicksand[/color] 11 Alcance 24" One Turn		
The target gains +1 Res. In addition, Melee Attacks allocated towards it never wound on better than 4+.	The target suffers - 1 to-hit with its Melee Attacks. The first time in each Player Turn that it performs a Move (See Definitions and Terminology Chapter), each of its Health Pools must take a Dangerous Terrain(6+) Test.		

