

| Druidisme | | |
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| 1 | Fountain of Youth | |
| 6+ | Augment Focused Portée 12" | Instant |
| <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. | | |

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

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| 3 | Healing Waters | |
| 8+ | Augment Portée 18" | One Turn |
| <p>The target gains Fortitude (6+) and Fortitude (+1, max 3+).</p> | | |

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| 4 | Master of Earth | |
| (7+)(8+) | Hex Damage Portée (6")(18") | Instant |
| <p>The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.</p> | | |

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| 5 | Stone Skin | |
| 9+ | Augment Portée 18" | One Turn |
| <p>Melee Attacks against the target can never wound on better than 5+.</p> | | |

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| 6 | Summer Growth | |
| 12" | Ground Portée 11+ | Instant |
| <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> | | |

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