

<div>Druidismo</div> <div>1Fountain of Youth</div> <div>6+12"Aumentare, focalizzataImmediato</div> <div>When resolving the spell, choose one of the following effects:<ul style="list-style-type: none"><li>Recover 1 Health Point of a Character in the target unit.</li><li>Raise 4 Health Points of Standard Height R&amp;F models without Tall in the unit.</li><li>Raise 2 Health Points of any other models in the unit.</li></ul></div>	<div>Druidismo</div> <div>2Entwining Roots</div> <div>(5+){8+}18"HexUltimo giro</div> <div>The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.</div>	<div>Druidismo</div> <div>3Healing Waters</div> <div>8+18"AumentareUltimo giro</div> <div>The target gains Fortitude (6+) and Fortitude (+1, max 3+).</div>	<div>Druidismo</div> <div>4Master of Earth</div> <div>(7+){8+}(6"18")Hex, DannoImmediato</div> <div>The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.</div>
<div>Druidismo</div> <div>5Stone Skin</div> <div>9+18"AumentareUltimo giro</div> <div>Melee Attacks against the target can never wound on better than 5+.</div>	<div>Druidismo</div> <div>6Summer Growth</div> <div>12"11+TerraImmediato</div> <div>Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.</div>		

