



Druidism

1 Fountain of Youth

7+

- Augment
- Focused
- Replicable
- Range 36"

Instant

Raise 1 HP in the target's Health Pool.

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



Druidism

2 Entwining Roots

7+

- Hex
- Range 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. .



Druidism

3

Healing Waters

9+

- Augment
- Range 18"

One Turn

The target gains Fortitude (6+) and Fortitude (+1).
If the target or the caster is in contact with a Water Terrain when the spell is cast:
The target also gains Immune (Flaming Attacks).



Druidism

4

Nature's Venom

10+

- Augment
- Range 18"

One Turn

The target gains Poison Attacks (Melee).
If the target or the caster is in contact with a Field when the spell is cast:
The target also gains Poison Attacks (Shooting).



Druidism

5

Stone Skin

11+

- Augment
- Range 18"

One Turn

The target gains +1 Res, and Melee Attacks allocated towards it never wound on better than 4+.



Druidism

6

Earth's Blessing

11+

- Ground
- Range 24"

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.

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FANTASY BATTLES

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