




	druidism	
1	Fountain of Youth	
6	Augment Focused Replicable Range 24"	One Turn
<p>Raise 1 HP in the target's Health Pool.</p> <p>No model can Raise more than 1 HP per turn from this spell.</p>		

	druidism	
2	Entwining Roots	
7	Hex Range 24"	One Turn
<p>The target suffers -2" Cha and -2" Mob, both to a minimum of 2".</p> <p>In addition the target suffers -2 Agi to a minimum of 1.</p>		

	druidism	
3	Veil of Mist	
9	Hex Range 24"	One Turn
<p>All units within 12" of the target suffer - 1 to hit with Shooting Attacks and a - 1 modifier to their Casting Rolls.</p>		

	druidism	
4	[color=#0000ff][color=#0000ff]Shower of Rocks[/color]/[color]	
9	Hex Damage Range 24"	One Turn
<p>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.</p>		

	druidism	
5	Stone Skin	
11	Augment Range 24"	One Turn
<p>The target gains +1 Res. In addition, Melee Attacks allocated towards it never wound on better than 4+.</p>		

	druidism	
6	[color=#0000ff]Quicksand[/color]	
11	Range 24"	One Turn
<p>The target suffers - 1 to-hit with its Melee Attacks. The first time in each Player Turn that it performs a Move (See <i>Definitions and Terminology Chapter</i>), each of its Health Pools must take a Dangerous Terrain(6+) Test.</p>		

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