




	Druidism		
1	Fountain of Youth		
6+	12" Augment, Focused	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. 			

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

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

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

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

	Druidism		
6	Summer Growth		
12"	11+ Ground	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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