

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"> <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>		

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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