




 Druidenkult 1 Fountain of Youth 6+ 12" Sofortig Augment, Focused When resolving the spell, choose one of the following effects: • 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.	 Druidenkult 2 Entwining Roots (5+)(8+) 18" Letzter Zug Hex The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.	 Druidenkult 3 Healing Waters 8+ 18" Letzter Zug Augment The target gains Fortitude (6+) and Fortitude (+1, max 3+).	 Druidenkult 4 Master of Earth (7+)(8+) (6")(18") Sofortig Hex, Damage The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
 Druidenkult 5 Stone Skin 9+ 18" Letzter Zug Augment Melee Attacks against the target can never wound on better than 5+.	 Druidenkult 6 Summer Growth 12" 11+ Sofortig Ground Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.		

