Druidism

1   Fountain of Youth

6+	12" Augment, Focused	Instant

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.

Druidism

2   Entwining Roots

(5+){8+}	18" Hex	Last one Turn

The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.

Druidism

3   Healing Waters

8+	18" Augment	Last one Turn

The target gains Fortitude (6+) and Fortitude (+1, max 3+).

Druidism

4   Master of Earth

(7+)(8+)	(6")(18") Hex, Damage	Instant

The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

Druidism

5   Stone Skin

9+	18" Augment	Last one Turn

Melee Attacks against the target can never wound on better than 5+.

Druidism

6   Summer Growth

12"	11+ Ground	Instant

Friendly units within 6″ of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.