	Druidenkult	Druidenkult		Druidenkult		Druidenkult	
1 Fountain of Youth		2 Entwining Roots	3 Healing Waters		4 Na	4 Nature's Venom	
7+	Augment Focused Instant Replicable Angebot 36"	7+ Hex One Turn Angebot 24"	9+	Augment One Turn Angebot 18"	10+	Augment One Turn Angebot 18"	
Raise 1 HP in the target's Health Pool. No model can Raise more than 1 HP per turn from this spell.		The target suffers –2" Cha and –2" Mob, both to a minimum of 2". If the target or the caster is in contact with a Forest when the spell is cast: The target suffers an D6 hits with Str 4, AP1, and Magical Attacks. These hits are resolved immediately when the spell is cast.	If the targe	gains Fortitude (6+) and Fortitude (+1). et or the caster is in contact with a Terrain when the spell is cast: get also gains Immune (Flaming Attacks).	If the target	t gains Poison Attacks (Melee). t or the caster is in contact with a ld when the spell is cast: get also gains Poison Attacks (Shooting).	
5 Sto	Druidenkult one Skin	Druidenkult 6 Earth's Blessing					
11+	Augment One Turn Angebot 18"	11+ Ground Permanent Angebot 24"					

Place a round Forest, Field or Water Terrain feature (declare which when casting the spell) with a 6" diameter on the target.

This Terrain Feature has Dangerous Terrain. If the chosen Terrain Feature has

already been created by the caster using this spell, first remove the Terrain Feature from the Battlefield before placing it again on the target.

The target gains +1 Res, and Melee Attacks allocated towards it never wound on better

than 4+.

