

| Druidenkult  |                                   |         |
|--|-----------------------------------|---------|
| 1  | Fountain of Youth                 |         |
| 6+   | Augment<br>Focused<br>Angebot 12" | 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> |                                   |         |

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

| Druidenkult  |                        |          |
|--|------------------------|----------|
| 3  | Healing Waters         |          |
| 8+   | Augment<br>Angebot 18" | One Turn |
| <p>The target gains Fortitude (6+) and Fortitude (+1, max 3+).</p> |                        |          |

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

| Druidenkult  |                        |          |
|--|------------------------|----------|
| 5  | Stone Skin             |          |
| 9+   | Augment<br>Angebot 18" | One Turn |
| <p>Melee Attacks against the target can never wound on better than 5+.</p> |                        |          |

| Druidenkult  |                       |         |
|--|-----------------------|---------|
| 6  | Summer Growth         |         |
| 12"  | Ground<br>Angebot 11+ | 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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