	Druidism		Druid	lism		Druic	lism		Druid	lism
1 Fountain of Youth		2 Entwining Roots			3 Healing Waters			4 Nature's Venom		
7+	Augment Focused Instant	7+	Hex Range 24"	One Turn	9+	Augment Range 18"	One Turn	10+	Augment Range 18"	One Turn
	Replicable Range 36"									
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			The target gains Fortitude (6+) and Fortitude (+1).  If the target or the caster is in contact with a Water Terrain when the spell is cast: The target also gains Immune (Flaming Attacks).			The target gains Poison Attacks (Melee).  If the target or the caster is in contact with a Field when the spell is cast:  The target also gains Poison Attacks (Shooting).		
	Druidism		Druid	lism						
5 Stone Skin		6 Earth's Blessing								
11+	Augment One Turn Range 18"	11+	Ground Range 24"	Permanent						

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+.

