

# Druidic Studies

Taps into the powers of the Druid.

Modification-point cost: 2

# Prerequisites

1. Seeker Ability: "Magical Prowess".
2. Seeker Ability: "Metaphysical Studies".
3. Seeker Ability: "Nature Awareness (Gifted)".

# Cub

Druid will have a chance of searching out and finding a lone bear or wolf cub.

Modification Point cost: 2

Area of Effect: One bear or wolf cub.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: The druid will develop an empathetic feeling that will draw him or her to a lone and helpless bear or wolf cub.

Hand movement: None.

Healing: None.

Immunities: Only an "Animal" class bear or wolf

Maximum adjustment: Not applicable.

Notes: This can only be attempted one single time per year

Range: 1 league (3 miles).

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2 If this ability works, the Druid will temporarily lose the 2 ability points until the cub has matured to adulthood. If a cub dies of unnatural causes before adulthood, 2 ability points will be permanently and willingly forfeit.

Susceptibilities: Not applicable.

Value: Scroll: 300 white-gold / Spell-rune: 30 white-gold.

# Green Silk

This ability will enable the Druid to touch a finger to a spot on a tree and then to another tree. This will create a thin, luminescent, thread-like, strand visible only to a Druid who has this ability. This strand is used for traveling distances without getting lost.

Modification Point cost: 2

Area of Effect: 1 league (3 miles) x the level of the Druid.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Permanent until Druid wishes to cancel the spell. Other ways that Green Silk can be cancelled: Electricity and Fire will destroy this spell.

Effect time: Instant.

Explanation: This spell will enable the Druid to touch a finger to a spot on a tree and then to another tree. This will create a thin, luminescent, thread-like, strand visible only to a Druid who has this ability. This strand is used for traveling distances without getting lost.

Hand movement: One hand.

Healing: Not applicable.

Immunities: Not applicable.

Maximum adjustment:

Notes: Green Silk can only be used if the "Range" can reach from one tree to the next, and can only be used on living trees.

Range: Touch.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2 While each Green Silk is in effect, Ability Points used to create it will not regenerate.

Susceptibilities: Not applicable.

Value: Scroll: 190 white-gold / Spell-rune: 19 white-gold.