

# Druidic Studies

Taps into the powers of the Druid. Once Druidic Studies has been purchased, a character can then proceed to purchase the actual spells and abilities of the Druid.

Modification-point cost: 2

# Prerequisites:

1. Seeker Abilities: "[Magical Prowess](#)".
2. Seeker Abilities: "[Metaphysical Studies](#)".
3. Seeker Abilities: "[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: 3 white-gold.

# Entangle

Cause the foliage to hinder the movement of another.

Modification Point cost: 2

Area of Effect: One target.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1-D4 turns.

Effect time: Instant.

Explanation: Cause all the foliage in the immediate area to hinder the movement of the target of your spell. When this spell is cast the targeted will have a -2 movement per turn for the “Duration” of the spell.

Hand movement: Two hands.

Healing: None.

Immunities: Organic creatures are not effected by this spell.

Maximum adjustment: Not applicable.

Notes: None.

Range: 1 space (5') x the caster's Awareness (i.e., If the caster has a 20 awareness, the range = 20 spaces).

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: Not applicable.

Value: Scroll: 800 white-gold / Spell-rune: 8 white-gold.

# Green Silk

Druid can create a thread-like strand to use as a marker.

**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:** None.

**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, spell-points used to create it will not regenerate.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 200 white-gold / Spell-rune: 2 white-gold.

# Swiftmane

Increases the movement of the targeted for a time.

Modification Point cost: 2

Area of Effect: Caster or targeted creature.

Avoidance-roll: None. Unwilling targets are not effected by this spell.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1 hour (720 turns) + 1 hour per 5 levels advanced.

Effect time: Instant.

Explanation: This spell will give the targeted a +1 movement, +1 movement per 3 levels advanced.

After the spell has worn off, the targeted must make an avoidance-roll vs. "Constitution" or suffer a -1 constitution for 24 hours (excluding the caster).

Hand movement: Two hands.

Healing: Not applicable.

Immunities: Only living targets can use this spell, with the exception of the caster.

Maximum adjustment: x2 movement of the creature Swiftmane is cast upon.

Notes: None.

Range: 2 spaces (10')

Resting time: 1 turn (5 seconds).

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: Not applicable.

Value: Scroll: 800 white-gold / Spell-rune: 8 white-gold.