

Guardians of Utaemia

Druid Abilities and Spells

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Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

Druid

Druids are the caretakers of the woodlands and of the animal kingdom.

Prerequisites:

1. Seeker Abilities: "Magical Prowess"
2. Trade-Skill, "Farmer"
3. Trade-Skill, "Herbalist"
4. Trade-Skill, "Survivalist"

Animal Ally (Spell)

This spell will cause an animal class creature to feel a sense of loyalty and protectiveness for the druid.

Modification Point cost: 8

Area of Effect: One targeted animal class creature.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Permanent

Effect time: Instant.

Explanation: This spell will cause one single animal class creature to become loyal and protective towards the druid (not unlike a loyal dog that protects its master (not the druid's allies and friends).

Any actions in any way, shape, or round about form, by the druid to bring harm to the animal will break this spell permanently (it can never be cast upon the animal again).

Hand movement: Two hands.

Healing: None.

Immunities: Cursed, diseased, and / or sickened animals infected with radical or violent-like infirmities are not effected by the power of this spell until cured.

Maximum adjustment: Not applicable.

Notes: None.

Range: 1 space (5') x awareness of the druid.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 4

Susceptibilities: None.

Value: Scroll: 7,200 white-gold / **Spell-rune:** 72 white-gold

Animal Apathy (Spell)

This spell will cause an animal class creature to be neutral to your presence.

Modification Point cost: 4

Area of Effect: One targeted animal class creature.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Permanent

Effect time: Instant.

Explanation: This spell will cause one single animal class creature to not feel threatened by the presence of the druid (not the druid's allies and friends), thus the animal will treat the druid with indifference.

Any actions in any way, shape, or round about form, by the druid to bring harm to the animal will break this spell permanently (it can never be cast upon the animal again).

Hand movement: Two hands.

Healing: None.

Immunities: Cursed, diseased, and / or sickened animals infected with radical or violent-like infirmities are not effected by the power of this spell until cured.

Maximum adjustment: Not applicable.

Notes: None.

Range: 1 space (5') x awareness of the druid.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 1,800 white-gold / **Spell-rune:** 18 white-gold

Animal Bind (Spell)

Draws all animals within the “Area of Effect” to be allied with the druid.

Modification Point cost: 30

Area of Effect: 40 spaces (200') out in all directions from where caster is standing. If the caster moves, the “Area of effect:” will move with him or her.

Avoidance-roll: Yes: vs. “Magic” to step without the spell’s area of effect unless animal would be destroyed by staying within. Only one attempt can be made to exit the spell’s “Area of effect:”.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1 fortnight (two weeks) in which the 9 spell-points used to cast this spell will not regenerate. When the spell’s duration is expired, or the caster wills the spell to expire, the spell-points will begin to regenerate.

Effect time: 1 hour (720 turns). Within the hour one random animal will be encountered.

Explanation: This spell will cause all animals to be drawn into the “Area of effect:” by the power of the spell. Once within the spell the animal encounter will be an ally to the Druid.

If this spell is used to hunt it will draw the random animal encounter in, but then will be stripped (painlessly) from the druid’s mind after the first animal is hunted and slain. In other words, the spell-rune, “Animal Bind” must be found once again and successfully memorized in order to regain the spell.

Hand movement: Two hands.

Healing: None.

Immunities: Only Animal Class creatures are effected by this spell.

Maximum adjustment:

Notes: None.

Range: Caster only.

Resting time: 1 hour (720 turns).

Special: None.

Spell Preparation: None.

Spell-points to cast: 5 spell-points cast for this spell will never regenerate.

Susceptibilities: None.

Value: Scroll: 9,000 white-gold / Spell-rune: 90 white-gold

Animal Empathy (Spell)

This spell will empower the druid to sense and feel what an animal feels.

Modification Point cost: 10

Area of Effect: One targeted animal class creature.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1 turn (5 seconds) x the level of the caster.

Effect time: Instant.

Explanation: This spell will enable the druid to feel what the targeted animal feels physically, mentally and spiritually.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: Monster class creatures in this field of druidic study are restricted to giant animals only (i.e., giant rat, wolf, etc.). Other monster class creatures, such as goblins are not effected in the least by this ability; rather, this ability enrages them.

Range: Touch.

Resting time: 1 turn (5 seconds) x the level of the animal (after the "Duration" of this spell is expired).

Special: None.

Spell Preparation: None.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 14,400 white-gold / **Spell-rune:** 144 white-gold

Animal Harmony (Spell)

This spell will cause an animal class creature to accept the caster. An Animal under the power of this spell is easily befriended.

Modification Point cost: 6

Area of Effect: One targeted animal class creature.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Permanent

Effect time: Instant.

Explanation: This spell will cause one single animal class creature to not only feel at ease in the presence of the caster, but easily trusted. This spell does not cause a bonding between the caster immediately, but this can be accomplished by the caster easily after this spell is in effect (not the druid's allies and friends).

Any actions in any way, shape, or round about form, by the druid to bring harm to the animal will break this spell permanently (it can never be cast upon the animal again).

Hand movement: Two hands.

Healing: None.

Immunities: Cursed, diseased, and / or sickened animals infected with radical or violent-like infirmities are not effected by the power of this spell until cured.

Maximum adjustment: Not applicable.

Notes: None.

Range: 1 space (5') x awareness of the druid.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 3

Susceptibilities: None.

Value: Scroll: 3,600 white-gold / Spell-rune: 36 white-gold

Animal Trust (Spell)

Gives an animal class creature full trust in the druid.

Modification Point cost: 6

Area of Effect: One Animal class creature.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Permanent

Effect time: Instant.

Explanation: This spell will cause the targeted animal to trust the caster completely. Any action or thought towards any animal under the influence of this spell, with the intention of harming any animal effected, in any manner, or round about way, will break the spell. If, after the trust of an animal has been broken, the same caster casts on any animal previously effected by this spell, it will have no effect.

Hand movement: Two hands.

Healing: None.

Immunities: A Diseased and / or sick animal is not effected by this spell.

Maximum adjustment: Not applicable.

Notes: None.

Range: 1 space (5') x awareness of the druid.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 3

Susceptibilities: None.

Value: Scroll: 5,000 white-gold / Spell-rune: 50 white-gold

Animated Tree (Spell)

Causes a tree to animate; coming to life to serve the caster.

Modification Point cost: 40

Area of Effect: One tree.

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None. See: "Animated Tree" in the A section of the Creatures book.

Duration: 3-D10 turns +1 per level of the caster.

Effect time: Instant.

Explanation: Animated Tree will cause a targeted tree to spring to life and serve as the druid commands.

Hand movement: Two hands.

Healing: None.

Immunities: Animated and living trees, such as the Natur and the Saga Natur are not effected.

Maximum adjustment: Not applicable.

Notes: The armor-rank and damage-points of the tree will be strictly up to the G.M. (this depends upon the size and type of tree being animated).

Range: Touch.

Resting time: 3 turns (15 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 20

Susceptibilities: None.

Value: Scroll: 300,000 white-gold / **Spell-rune:** 3,000 white-gold

Armor of Natur (Spell)

A chain armor created from the energy and being of an oak tree.

Modification Point cost: 10

Area of Effect: One tree.

Avoidance-roll: None.

Casting time: 12 turns (1 minute)

Damage: None.

Duration: Permanent. Spell-points used to create a set of this armor will never be recovered.

Effect time: Instant.

Explanation: The Armor of Natur is a set of chain armor created from the energy and being of an oak tree. This armor has the exact same stats as a Krakkin-steel chain armor, yet has an increase damage-reduction of 6 versus physical attacks, but has an even more increased damage-reduction of 8 vs. organic attacks. This armor can be endowed with magic and / or enchantments once created (just as a normal set of forged armor can).

Hand movement: Two hands.

Healing: None.

Immunities: Animated and living oak trees are not effected by the power of this spell.

Maximum adjustment: Not applicable.

Notes: None.

Range: Touch.

Resting time: 3 turns (15 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 25,000 white-gold / **Spell-rune:** 250 white-gold

Blade of Natur (Spell)

A sharp-edged weapon of the druid's choosing created from the energy and being of an oak tree.

Modification Point cost: 10

Area of Effect: One tree.

Avoidance-roll: None.

Casting time: 12 turns (1 minute)

Damage: None.

Duration: Permanent. Spell-points used to create a set of this weapon will never be recovered.

Effect time: Instant.

Explanation: The Blade of Natur is a sharp-edged weapon created from the energy and being of an oak tree. This weapon has the exact same stats as a normal weapon of its kind, yet causes increased damage +1 per 5 levels advanced. It has an increased damage of +2 per 5 levels vs. organic creatures. This weapon can be endowed with magic and / or enchantments once created (just as a normal forged weapon of its type).

Hand movement: Two hands.

Healing: None.

Immunities: Animated and living oak trees are not effected by the power of this spell.

Maximum adjustment: Not applicable.

Notes: None.

Range: Touch.

Resting time: 3 turns (15 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 25,000 white-gold / **Spell-rune:** 250 white-gold

Entangle (Spell)

Causes all vegetation to grasp at your target, attempting to subdue it.

Modification Point cost: 8

Area of Effect: 15' radius (1 space and the next ring of spaces surrounding that space (15' x 15' circular pattern).

Avoidance-roll: Yes: vs. "Paralysis"

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Permanent

Effect time: Instant.

Explanation: When Entangle is cast, all living vegetation (i.e., tree branches, grass, flowers, bushes, etc.) will come to life and wrap the target of the spell, securing their victim firmly. The vegetation grasp will have such a good hold on the target that only an avoidance-roll vs. "Paralysis" will free the victim. But only one such roll can be made.

Hand movement: Two hands. Druid points at the surrounding vegetation.

Healing: None.

Immunities: Vegetation will not attack another Organic Creatures.

Maximum adjustment: Not applicable.

Notes: None.

Range: 20 spaces (100")

Resting time: None.

Special: The G.M. will determine if any vegetation is located about the target of the spell. See: "G.M., Decisions of the:" in the **G** section of the Basic Rules Book.

Spell Preparation: Target needs to be among lush vegetation.

Spell-points to cast: 4

Susceptibilities: None.

Value: Scroll: 8,000 white-gold / **Spell-rune:** 80 white-gold

Familiar (Spell)

Druid can summon a common black bear, forest cat, owl, raven, or wolf to be a companion to him or her.

Modification Point cost: 10

Area of Effect: One full forested region.

Avoidance-roll: None.

Casting time: 1 hour (720 turns).

Damage: None.

Duration: Instant. The familiar will become a lifelong companion and trusted ally of the caster.

Effect time: Instant.

Explanation: When this spell is cast the druid will send out a magical call to a black bear, forest cat, owl, raven, or wolf. This animal will come to the druid, serving as a permanent companion for the remainder of its life, or the remainder of the druid's life.

There will be a 99% chance that this spell will be successful. If unsuccessful, the 5 spell-points to cast this spell will be forfeit willingly by the druid forever. See: "Special".

See: "Notes"

Hand movement: Two hands.

Healing: None.

Immunities: Only animal class creatures can be effected by the power of this spell (not giant class animals (or monsters)).

Maximum adjustment: Not applicable.

Notes: A familiar will be able to communicate verbally with the caster. The caster can also see through the eyes of the familiar at will.

Range: As "Area of Effect"

Resting time: None.

Special: Spell-points used to cast this spell are willingly forfeited forever in trade for the familiar.

Spell Preparation: Druid must meditate undisturbed for the "Casting time" of the spell.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 10,000 white-gold / **Spell-rune:** 100 white-gold

Green Wisps (Spell)

Creates 8 green, fist-sized, flames that encircle the druid's hand. The flames can be cast upon a foe.

Modification Point cost: 14

Area of Effect: Up to 8 targeted creatures. This spell will create 8 green flames, each in the appearance of small fist-sized comets. They can be hurled at single or multiple creatures simultaneously. Once they strike the intended target, each Green Wisp will explode in a shower of green sparks and vanish.

Avoidance-roll: None. Defender can attempt to block, dodge, or parry. Green Wisps are considered as a hurled weapon with a +1 to strike per level of the druid.

Casting time: 2 turns (10 seconds)

Damage: 1-D6 x the level of the caster. Note: If this spell is cast within the visual presence of the organic creature, Saga Natur, the damage will be doubled.

Duration: Caster's level. Example: A 7th level caster can hold Green Wisps swirling about his or her hand for 7 turns (on the 8th turn, Green Wisps would then fade and need to be cast again).

Effect time: Instant.

Explanation: When this spell is cast the druid will create 8 green, fist-sized, flames that will encircle his or her hand. The Druid must roll to strike a target as he or she would normally using a weapon, yet there will be a +20 to strike.

This is not a burning flame, but the energy drawn from the forces of nature about the caster. Thus, protective armoring and gear will sustain damage before flesh.

Hand movement: One hand.

Healing: None.

Immunities: Plant-life (including all species and types of ORGANIC creatures).

Maximum adjustment: None.

Notes:

Range: 15 spaces (75')

Resting time: 1 turn (5 seconds)

Special:

Spell Preparation: None.

Spell-points to cast: 7

Susceptibilities: Undead will sustain x2 damage (x4 if Druid is within the presence of a Saga Natur).

Value: Scroll: 32,000 white-gold / **Spell-rune:** 320 white-gold

Monster Apathy (Spell)

This spell will cause giant animal class creatures to be neutral to your presence.

Modification Point cost: 8

Area of Effect: One targeted monster, animal, class creature.

Avoidance-roll: None.

Casting time: 2 turns (10 seconds)

Damage: None.

Duration: Permanent

Effect time: Instant.

Explanation: This spell will cause one single monster, animal, class creature to not feel threatened by the presence of the druid (not the druid's allies and friends), thus the monster, animal, will treat the druid with indifference.

Any actions in any way, shape, or round about form, by the druid to bring harm to the monster, animal, will break this spell permanently (it can never be cast upon the monster, animal, again).

Hand movement: Two hands.

Healing: None.

Immunities: Cursed, diseased, and / or sickened monster, animal, class creatures infected with radical or violent-like infirmities are not effected by the power of this spell until cured.

Maximum adjustment: Not applicable.

Notes:

Range: 1 space (5') x awareness of the druid.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 4

Susceptibilities: None.

Value: Scroll: 3,600 white-gold / Spell-rune: 36 white-gold

Monster Harmony (Spell)

This spell will cause a giant animal class creature to accept the caster. A Monster under the power of this spell is easily befriended.

Modification Point cost: 12

Area of Effect: One targeted monster, animal, class creature.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Permanent

Effect time: Instant.

Explanation: This spell will cause one single monster, animal, class creature to not only feel at ease in the presence of the caster, but easily trusted. This spell does not cause a bonding between the caster immediately, but this can be accomplished by the caster easily after this spell is in effect (not the druid's allies and friends).

Any actions in any way, shape, or round about form, by the druid to bring harm to the monster, animal, will break this spell permanently (it can never be cast upon the monster, animal, again).

Hand movement: Two hands.

Healing: None.

Immunities: Cursed, diseased, and / or sickened monsters infected with radical or violent-like infirmities are not effected by the power of this spell until cured.

Maximum adjustment: Not applicable.

Notes: Monster class creatures in this field of druidic study are restricted to giant animals only (i.e., giant rat, wolf, etc.). Other monster class creatures, such as goblins, race types, ogres, etc., are not effected in the least by this spell.

Range: 1 space (5') x awareness of the druid.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 6

Susceptibilities: None.

Value: Scroll: 7,200 white-gold / Spell-rune: 72 white-gold

Monster Ally (Spell)

This spell will cause a giant animal class creature to feel a sense of loyalty and protectiveness for the druid.

Modification Point cost: 16

Area of Effect: One targeted monster, animal, class creature.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Permanent

Effect time: Instant.

Explanation: This spell will cause one single monster, animal, class creature to become loyal and protective towards the druid (not unlike a loyal dog that protects its master (not the druid's allies and friends).

Any actions in any way, shape, or round about form, by the druid to bring harm to the monster, animal, will break this spell permanently (it can never be cast upon the monster, animal, again).

Hand movement: Two hands.

Healing: None.

Immunities: Cursed, diseased, and / or sickened monsters infected with radical or violent-like infirmities are not effected by the power of this spell until cured.

Maximum adjustment: Not applicable.

Notes: Monster class creatures in this field of druidic study are restricted to giant animals only (i.e., giant rat, wolf, etc.). Other monster class creatures, such as goblins, race types, ogres, etc., are not effected in the least by this spell.

Range: 1 space (5') x awareness of the druid.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 8

Susceptibilities: None.

Value: Scroll: 14,200 white-gold / **Spell-rune:** 142 white-gold

Monster Empathy (Spell)

This spell will empower the druid to sense and feel what a giant animal class creature feels.

Modification Point cost: 20

Area of Effect: One targeted monster, animal, class creature.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1 turn (5 seconds) x the level of the caster.

Effect time: Instant.

Explanation: This spell will enable the druid to feel what the targeted monster, animal, feels physically, mentally and spiritually.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: Monster, animal, class creatures in this field of druidic study are restricted to giant animals only (i.e., giant rat, wolf, etc.). Other monster, animal, class creatures, such as goblins, race types, ogres, etc., are not effected in the least by this spell.

Range: Touch.

Resting time: 1 turn (5 seconds) x the level of the monster, animal, (after the "Duration" of this spell is expired).

Special: None.

Spell Preparation: None.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 28,800 white-gold / **Spell-rune:** 288 white-gold