

# Druid Page 1

Sash: Brown  
 Armor: None  
 Shields: None  
 Weapons: Dagger  
 Magic-User: 5 pts of magic from list  
 Look The Part: 1 extra point of magic



## Incantations

- “The spirits banish thee from this place” x3
- “The mists of corrosion surround thee” x3
- “The strength of earth is mine to evoke” x3
- “I call upon flame to heat that [type of weapon]” x3
- “I enchant thee with Imbued Armor” x3
- “I make this item whole again” x5

## Abilities

Name	Cost	Max	Frequency	Type	School	Range
<b>1st Level</b>						
Barkskin	1	2	1/Refresh	Enchantment	Protection	Touch: Others
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Corrosive Mist	1	1	1/Refresh	Enchantment	Death	Self/Touch: Others
Entangle	1	2	2 Balls / Unlimited	Magic Ball	Subdual	Ball
Equipment: Weapon, Short	2	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Heat Weapon	1	-	1/Life Charge x3	Verbal	Flame	20'
Imbue Armor	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Mend	1	-	1/Life	Verbal	Sorcery	Touch

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### Banish

T: Verbal S: Spirit R: 20'  
 I: “The spirits banish thee from this place” x3  
 E: Target Insubstantial player must return to their base where their Insubstantial State immediately ends.  
 N: A player bearing Undead Minion or Greater Undead Minion who is currently Insubstantial has their Enchantment removed.

### Cancel

T: Neutral S: Neutral R: Touch  
 I: “My work shall be undone” x3  
 E: Remove an Enchantment cast by the caster.

### Corrosive Mist

T: Enchantment S: Death R: Self or Touch: Others  
 I: “The mists of corrosion surround thee” x3  
 M: Three red strips  
 E: Bearer may cast Destroy Armor by announcing “<Player> the mists of corrosion destroy your <armor location> armor”. Bearer must remove a strip after each use of Destroy Armor.  
 N: Corrosive Mist is removed when the last strip is removed.

### Entangle

T: Magic Ball S: Subdual R: Ball  
 I: “The strength of earth is mine to evoke” x3  
 M: Brown Magic Ball  
 E: Target is Stopped for 60 seconds. Engulfing.

(ex)-extraordinary (am)- ambulant X/L- times per life X/R- times per refresh

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## Experienced

T: Neutral S: Neutral

E: A single per-life Verbal purchased becomes Charge x5 in addition to the normal frequency OR a single per-refresh Verbal purchased becomes Charge x10 in addition to the normal frequency. This Verbal must be determined before the game begins and cannot be changed.

L: Verbal must be 4th level or lower.

## Heat Weapon

T: Verbal S: Flame R: 20'

I: "I call upon flame to heat that [type of weapon]" x3 E: Target weapon may not be wielded for 30 seconds. Players who are Immune to Flame may continue to wield the weapon.

## Imbue Armor

T: Enchantment S: Protection R: Touch: Others

I: "I enchant thee with Imbued Armor" x3

M: White strip

E: All armor worn by the bearer gains a +1 modifier. This modifier may allow the armor to exceed the maximum value for its type, up to the bearer's class maximum.

N: Does not apply to magic armor. A player may only benefit from one instance of Imbue Armor, or similar magic and abilities that increase Armor Points, at a time.

## Mend

T: Verbal S: Sorcery R: Touch

I: "I make this item whole again" x5

E: Destroyed item is repaired, or one point of armor in one location is repaired.

**Charge Incant:** "Out of battle I pause to rest, I take some time to catch my breath. Return to me my fleeting power To aid me in my darkest hour."

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