At 6th level, each Druid chooses to specialize in one of the following fields: Druid of the Pack, Blighter, or Shifter; once chosen, this specialization may never be changed.

Level	Damage		Marginal Archery Damage	Critical Archery Damage	Thrown Damage
	Melee Damage				
1	1		NA	NA	1
2	2		NA	NA	2
3	2		NA	NA	2
4	3		NA	NA	3
5	4		NA	NA	4
	Druid of the Pack, Blighter	Shifter			
6	4	5	NA	NA	4
7	5	6	NA	NA	5
8	5	6	NA	NA	5
9	6	7	NA	NA	6
10	6	7	NA	NA	6

Specialty Abilities

Blighter

The following abilities are gained by Druids who specialize in the corruption of nature. Sometimes it takes fire to fight fire and the Blighter is on the front lines. These abilities are in addition to the standard Druid abilities described above.

Level 6

Conjure Acid

Range: 1-inch   **Area:** *Special   **Duration:** Instantaneous
Stacking: NA   **Misc.:** Material Component   **Cost:** Var.

When the Druid casts this spell, he can create vessels (beanbags) of acid. The caster must have the physical representations available. Players may still bring as many bags of Acid as they wish into a game – this spell is merely an in-game method of replenishing used bean bags during an adventure. This spell creates 2 bean bags per spell point. The Druid may spend up to his level in spell points. Acid vials created by this spell expire at the end of game day. Material component: red beanbags.

Improved Acid Vial

Range: 1-inch   **Area:** 1 Vial   **Duration:** Instantaneous
Stacking: Damage   **Misc.:** Material Component   **Cost:** Var.

When the Druid casts this spell, he can cause his vial of acid to do additional damage. For every 1 druid point spent the acid vial will do an additional 2 points of damage. Material component: red beanbags.

Level 7

Diseased Bolt

Range: 50 feet   **Area:** 1 target   **Duration:** Instantaneous
Stacking: NA   **Misc.:** NA   **Cost:** 7

With this spell the Druid causes a single creature to take 3 points of damage per level of the Druid. One minute later the target will take the damage a second time. The additional damage may be countered if *Freeze Disease* (Cleric 2) or *Stasis* (Cleric 6), *Neutralize Disease* (Cleric 4), *Cleanse* (Cleric 6), *Purify* (Cleric 9), or green *Flower of Avalon* (Druid 8)is cast on the victim before the 1 minute is up. This spell does not work on undead creatures or those immune to magical disease.

Elemental Healing

Range: Self   **Area:** Self   **Duration:** Game Day or until used
Stacking: Damage   **Misc.:** Material Component   **Cost:** 7

With this spell, a Druid can absorb the effects of one damaging spell of his choice. To absorb a spell, it must be a single-target elemental spell that is targeted at the Druid.

This spell will absorb up to 4 points of damage per level of the Druid; damage beyond this amount will be taken by the Druid. *Elemental Healing* will restore 1 life point for every 4 points (round up) of damage that are absorbed; the Druid cannot gain points beyond his base life points, and "restored" points beyond his base will be lost. The Druid may distribute the points to his limbs or torso as needed. The duration of this spell is until a damaging spell of the caster's choice is absorbed, or one game day, whichever comes first. Material component: Blue flag.

Level 8

Curse of Corruption

Range: 50 feet   **Area:** 1 Target   **Duration:** 5 minutes
Stacking: Damage   **Misc.:** NA   **Cost:** Var

The target's protection is reduced by 1 point per 2 spell points spent. A Druid may spend up to his level in spell points. The target's protection cannot be reduced to less than zero or destroyed. This will affect all armor, magical, mundane, or innate. This spell will also affect a Monks armor against Area of Effect spells as well as protections spells such as *Missile Protection* (Monk 5) or *Elemental Protection* (Monk 5). It will not affect a Magic User in *Concentration* (Magic User 6) but it will activate a *Wrath* (Cleric 4). Example: An 8th level druid spends 6 spell points to reduce a target's armor by 3 points, he calls: *"Target, Corruption, -3 armor".* Instantaneous A *Remove Curse* (Cleric 3) will counter this ability.

Improved Plant Attack

Range: 30 feet   **Area:** 5-foot radius   **Duration:** 5 minutes
Stacking: NA   **Misc.:** LI   **Cost:** Var.

At 8th level the Druids *Plant Attack* will now affect a 5-foot radius. The Druid must call *"Improved Plant Attack 5-foot radius, X damage, Level."*

Level 9

Steal Vitality

Range: Touch   **Area:** 1 target   **Duration:** Game Day or until used
Stacking: Damage   **Misc.:** NA   **Cost:** Var

This spell imbues the Druids weapon with a potent spell that can steal the life force from any living creature. This spell will deliver 1 point of No Defense damage per spell point spent on a successful melee strike. The damage is delivered to the area hit, with any additional damage going to the torso. The druid may use up to his level in spell points. Additionally, any damage done will be transferred to the druid in the form of healing. If the weapon strike is countered using *Dodge Blow* (Fighter 7, Thief 7) or *Evade* (Movement Monk 7), the spell is still considered to have been used and the Druid receives no healing. This is a pre-cast ability.

Level 10

Circle of Life

Range: 1-inch **Area:** 1 Target **Duration:** Instantaneous
Stacking: NA **Misc.:** NA **Cost:** 10

This spell will allow a druid to sacrifice another creature (NPC) to raise a character who has died and return him to 1 life point above unconsciousness. The sacrifice must be willing, bound, helpless or unconscious. The target will lose ½ of his level (rounded up) in permanent life points, which will be deducted from his totals to unconsciousness and death and will be at -2 versus all LI effects for the remainder of the game day. The character will be raised at the same level, number of spell or ability points, and number of experience points as before he died. This spell has no effect on an undead or animated body. This spell must be cast within three calendar years (real time) of the target's death. If this spell is read from a scroll, all of the above strictures still apply.

Druid of the Pack

The following abilities are gained by Druids who are protectors of a pack. The definition of a pack is up to the Druid and these abilities are in addition to the standard Druid abilities described above.

Level 6

Natures Ally Token

Range: 50 feet	**Area:** Special	**Duration:** Instantaneous
Stacking: NA	**Misc.:** NA	**Uses:** *

The druid may designate a "Pack" by giving a token to other characters at the beginning of each game day. The Druid may only have enough tokens equal to ½ his level in existence at any 1 time. The "Pack" consists of the druid (Druid does not need a token for himself) and anyone in possession of one of his tokens. Anytime the druid casts a Pack spell (designated in spell name), the entire pack is affected (or not affected in the case of Nature's grasp). When casting a Pack spell, the druid should first call "Pack" to let his pack mates know they need to pay attention to the spell being cast. The tokens should be distinctive and be roughly fist size. The GM may demand the pack mates show their token at any time to adjudicate Pack spells. Max 50-foot range. *Moving the token from one person to another cost is 2 per token and takes 5 seconds.*

On the Hunt (Pack)

Range: 50 feet	**Area:** Pack	**Duration:** 1 combat or 1 game day
Stacking: Damage	**Misc.:** NA	**Cost:** 6

When the Druid casts this spell it will imbue all pack members' weapons with an exotic material or elemental damage type. Examples include: *Silver, Cold-Iron, Gold, Fire, Ice, Lightning, or Earth*. The exotic material or element is chosen by the druid at the time of casting and must be the same for each member of the pack. A pack member may dismiss it elemental or exotic material and damage at any time and it only affects the PC, not the entire pack. In addition, the pack gains +2 damage at 6th level and +3 damage at 9th level. Example cast: "*Pack, On the Hunt, Silver, +2*"

Level 7

Healing Rain (Pack)

Range: 50 feet	**Area:** Pack	**Duration:** Instantaneous
Stacking: NA	**Misc.:** NA	**Cost:** 7

When invoked, this spell heals the druid pack an amount equal to 3 plus the druid's level. Example: A 7th level druid would call *"Pack, Healing Rain, 10 points".*

Strength of the Pack (Pack)

Range: 50 feet	**Area:** Pack	**Duration:** 1 combat or 1 game day
Stacking: LI	**Misc.:** NA	**Cost:** 7

When this spell is cast, the druid pack gains +1 vs LI. Example: *"Pack, Strength of the Pack, +1 versus LI"*

Level 8

Curse of Corruption

Range: 50 feet **Area:** 1 Target **Duration:** 5 minutes
Stacking: Damage **Misc.:** NA **Cost:** Var

The target's protection is reduced by 1 point per 2 spell points spent. A Druid may spend up to his level in spell points. The target's protection cannot be reduced to less than zero or destroyed. This will affect all armor, magical, mundane, or innate. This spell will also affect a Monks armor against Area of Effect spells as well as protections spells such as **Missile Protection** (Monk 5) or **Elemental Protection** (Monk 5). It will not affect a Magic User in **Concentration** (Magic User 6) but it will activate a **Wrath** (Cleric 4). Example: An 8th level druid spends 6 spell points to reduce a target's armor by 3 points, he calls: *"Target, Corruption, -3 armor".* Instantaneous A **Remove Curse** (Cleric 3) will counter this ability.

Level 9

Elemental Orb

Range: 20 feet **Area:** Self **Duration:** 1 hour or until used
Stacking: Damage **Misc.:** Material Component **Cost:** 9

When the druid cast this spell, he will be surrounded by 3 Orb charges. The element type of the orbs is chosen at the time of casting. All three orbs are the same element. The druid may use an orb with no further preparation however, 5 seconds between using an orb and starting another SAS, including using another orb. Expending an orb allows the druid to deal an amount of damage equal to 2 points per druid level, to a single target within 20'. The target also suffers a 10' knockback. Example: *"Target, Fire Orb, 18 points, knockback 10 feet".* A druid must display a red flag while this spell is in effect.

Lightning Storm

Range: 50 feet **Area:** Var. **Duration:** Instantaneous
Stacking: Damage **Misc.:** KD **Cost:** Var

The druid may select a number of targets equal to ½ his level (round down). Those targets are struck by a single bolt of lightning that deals 3 points of damage per spell point spent, Minimum of 4 SP for 12 points of damage. The targets also suffer a 5 second knockdown. Instantaneous Example: A 9th level druid spends 9 spell points, *"Target 1, target 2, target 3, target 4, Lightning Storm 27 points, 5 second knockdown."* Targets cannot be more than 5 feet apart. The damage may be **Evaded**.

Level 10

Natures Grasp (Pack)

Range: 50 feet **Area:** 5 feet **Duration:** 5 minutes
Stacking: Damage **Misc.:** NA **Cost:** 10

This spell causes a 5-foot radius area around the target to spring forth spiked vines that snare anyone in the area. The druid and his pack mates are immune to this spell. Targets affected are **Rooted** in place for 15 seconds and take damage equal to 2 x Druid Level. A **Knight's Strength III** counters the root effect, but not the damage. Example: *"Pack, Target, Nature's Grasp, Root 15 seconds, damage 20 points."*

Shifter

The following abilities are gained by Druids who have embraced the path of a shape changer and are in addition to the standard Druid abilities described above.

Level 6

Additional Damage

Range: Self **Area:** Self **Duration:** Permanent
Stacking: Base **Misc.:** NA **Cost:** 0

At 6th level the Shifter gains an additional point of damage, reflected in the chart above. This skill is a base of the character class and may not placed in a magic item.

Natural Predator

Range: Self **Area:** Unlimited **Duration:** Permanent
Stacking: NA **Misc.:** NA **Cost:** 0

The Shifter may imbue his weapons with an exotic material or elemental damage type. Examples include: *Silver, Cold-Iron, Gold, Fire, Ice, Lightning, or Earth*. The druid may change the type at will, but 5 seconds must pass between each use.

Tracking Scent

Range: Self **Area:** Unlimited **Duration:** Unlimited
Stacking: NA **Misc.:** NA **Cost:** 0

The Shifter gains the ability to track a creature by scent. The shifter does not need to have seen the creature before tracking. This skill is limited by GM knowledge.

Level 7

Scorpion Strike

Range: Melee Strike **Area:** 1 Target **Duration:** Game Day or until used
Stacking: Damage **Misc.:** NA **Cost:** 7

The druid charges his weapon with a single use toxin poison which adds 2 points of damage per level in addition to causing the weapon's melee damage; the Druid must call out "Toxin Poison" and the amount of melee damage on the next successful melee strike. Only the Druid who brewed the poison may use it, and he can only have one toxin poison available at a time. If the strike misses or is blocked, the poison is not used; if the weapon strike is countered by the use of **Dodge Blow** (Fighter 7, Thief 7) or **Evade** (Movement Monk 7), the poison is expended but will have no effect. This is a precast ability.

Water Breathing

Range: Self   **Area:** Self   **Duration:** 5 minutes per level

Stacking: NA   **Misc.:** Material Component   **Cost:** 7

While submerged in water, the druid is immune to drowning and any other detrimental effects of being submerged that are caused solely by the water. Effects from other conditions such as heat or cold still apply. While submerged the Shifter is considered to be a creature of water and other natural water creatures will treat him as one of them, essentially under an *animal pact natural water creature*. Additionally, while submerged in the water the druid may us *Monks speed* (Monk 7) one time.

Level 8

Heart of the Bear

Range: Self   **Area:** Self   **Duration:** 5 minutes or 1 combat

Stacking: NA   **Misc.:** NA   **Cost:** 8

The druid calls on the strength of the bear increasing his strength. The druid gains the effects of *Knights Strength III* (Knight 8). He also gains 3 uses of *Knockback 5 feet* which must be used while under the *Heart of the Bear* and 5 seconds must pass between uses.

Immunity to Non-Magical Disease

Range: Self   **Area:** Self   **Duration:** Permanent

Stacking: NA   **Misc.:** NA   **Cost:** 0

The Shifter is immune to all non-magical diseases. This ability is permanently in effect and does not need to be activated by the druid.

By using this ability, the Shifter will be immune to any poison including Red Death and *Kill Dagger* (Thief 2) poison for 5 minutes or until the end of the current combat, whichever is longer. If the Druid is the target of a Toxin Poison while under the effects of this ability, he will take no damage from the attack (either the poison or the weapon strike that delivers it). Additionally, any existing poisons in the Shifter's system are neutralized. This ability can be used as an immediate counter and requires no casting time.

Level 9

Immunity to Poison

Range: Self	**Area:** Self	**Duration:** 5 minutes or 1 combat
Stacking: NA	**Misc.:** NA	**Cost:** 9

Titan Skin

Range: Self	**Area:** Self	**Duration:** 1 combat
Stacking: Damage	**Misc.:** Material Component	**Cost:** 9

This spell provides the Druid with 5 additional points of armor. The additional armor will last for one combat or one game day, whichever comes first. Material component: Blue flag.

Level 10

Elemental Pact

Range: Self	**Area:** Self	**Duration:** Permanent
Stacking: Var	**Misc.:** NA	**Cost:** 0

At this level the shifter can partially take the form of an elemental at will. The type of elemental must be chosen from either Fire, Ice, Lightning, or Earth and may not changed once picked. The shifter gains a limited form of damage versus area of effect spell protection (20 points) that is only effective against the element chosen. Additionally, the Shifter gains the ability to speak the language of the element chosen. The creature will, at the very least, allow the Shifter and any nonbelligerent members of his party to pass unharmed (GM discretion) as long as the Shifter remains friendly. This skill is a base of the character class and may not placed in a magic item.

Improved Aspects of the Beast

Range: Self	**Area:** Self	**Duration:** Permanent
Stacking: Var	**Misc.:** NA	**Cost:** 10

At 10th level the Shifter has learned to channel his inner beast to its fullest extent. Whenever a Shifter casts **Aspect of the Beast** (Druid 8) and spends 10 spell points instead of the normal 8, he gains the following abilities in addition to those already granted by the aspect chosen. These abilities must be used during the current aspect and expire when it does. This skill is a base of the character class and may not placed in a magic item.

- Damage increases by 1 point
- Armor increases by 1 point
- Gains 1 use of the following abilities per the monk description;
    - **Physical Attack** (Monk 3)
    - **Leap** (Monk 2)
    - **Throw** (Monk 5)