Portrait		Ide	entity				N	/liscellan	eous		285 Po	ints 🗹
	⊃\$ Name	e Earl Forb				Cr	eated (	Oct 3, 20	023, 9:23	AM	1 Unsp	pent
	Title	Archi dru	uide			II		•	2023, 5:46	ll ll	25 Ance	
	Organization						_	Richard			0 Attri	•
							, 0.			1	65 Adva	
					cription							dvantages
	⊃ Gender				eight 1.8		m	-	air Black		0 Quirl	
	>\$ Age				eight 60			_	es Blue		53 Skills	
	-	Septembe	er 15		Size +0			_	in <mark>Olive</mark>			
	Religion	Sylvanus			TL 3			_ ¾ Har	nd Right		86 Spel	IS
Primary Attributes	Secondary A	ttributes		Human	noid			Enc	umbrance	, Move 8	& Dodge	
[0] <b>10</b> Strength (ST) [0			Roll			DR	<u>'</u>	Level				ve   Dodge
[0] 10 Dexterity (DX) [0]	_	Check		Eyes	-9	0/3	<b>A</b> 0	None		10		5 8
[0] 14 Intelligence (IQ) [0		otion (Per)	3-4	Skull	-7	2/5		Light		20	_	4 7
[0] 10 Health (HT) [0]		` ,	5	Face	-5	0/3		Medium	1	30	_	3 6
			6-7	Right Le		0/3	II	Heavy		60	_	2 5
Basic Damage [0	_	•	8	Right Ar	-	1/4		X-Heavy	,	100	_	1 4
1d-2 Basic Thrust [0		& Smell	9-10	J	+0	1/4	_					1 4
1d Basic Swing [0			11	Groin	-3	0/3			ifting & M		nings	
[0		•	II						Basic Lif			
[0	Basic I	Move	12	Left Arm		1/4			One-Han			
Point Po	ools		13-14			0/3		80 kg	Two-Han	ded Lift		
[0] 10 of 10 FP [Rested]			15	Hand		0/3		120 kg	Shove &	Knock O	ver	
[0] 10 of 10 HP [Healthy			16	Foot	-4	1/4		240 kg	Running	Shove &	Knock C	)ver
tel io or io in the land	,		17-18		-5	0/3		150 kg	Carry On	Back		
				Vitals	-3	1/4		500 kg	Shift Slig	htly		
±				Po	action		<u> </u>					
		tion		Ne.	action							
-1 from others aware of			•	- • /	. 1 4		- \					
+1 from sapient being w	ith whom yo	u actively	ıntera	ct (convers	e lectur	'e eta	~ )					
+1 to Influence rolls					c, icctui	c, cu	٠.)					
Melee	e Weapon			Usage	: SL	P	arry	Block	Dam		Read	
Melec	e Weapon			Usage	SL 0	P.	arry	Block	1d freezi		t Spec	ial
Melee Frostbite Hail	e Weapon				: SL	P	arry	Block			_	ial
Melect Frostbite Hail base cost 1 for damaging hail	e Weapon			Usage	9 SL 0 0	No No	arry		1d freezi 1d-2 cr		t Spec Spec	ial
Melectors Frostbite Hail base cost 1 for damaging hail Natural Attacks	e Weapon			Usage Area Bite	SL 0 0 0 13	P No No	arry arry	Block	1d freezi 1d-2 cr 1d-2 cr		t Spec Spec	ial
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks	e Weapon			Area Bite Kick	SL 0 0 13 11	No No No	arry arry		1d freezi 1d-2 cr 1d-2 cr 1d-1 cr		t Spec Spec C C,1	ial
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks	e Weapon			Area Bite Kick Punch	SL 0 0 13 11 13	No No No 9	arry		1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr	ing/poin	Spec C C,1 C	ial ial
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks	e Weapon			Area Bite Kick	SL 0 0 13 11 13 0	No No No	arry		1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S	ing/poin	t Spec Spec C C,1 C Spec	ial ial
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks	e Weapon			Area Bite Kick Punch	SL 0 0 0 13 11 13 0	No No No 9	arry		1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr	ing/poin	Spec C C,1 C	ial ial
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud	e Weapon			Area Bite Kick Punch Area	SL 0 0 0 13 11 13 0 13	No No No No No	arry	No	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S	ing/poin	t Spec Spec C C,1 C Spec	ial ial
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear		SL A	cc	Area Bite Kick Punch Area Thrust	SL 0 0 13 11 13 0 13 13	No No No No 9 No 9	arry	No	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp	ing/poin	t Spec Spec C C,1 C Spec 1* 1,2*	ial ial  9 9†
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear	e Weapon Usage	SL   A		Area Bite Kick Punch Area Thrust	SL 0 0 13 11 13 0 13 13	No No No 9 No 9	arry	No No No	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp	ing/poin	t Spec Spec C C,1 C Spec 1* 1,2*	ial ial  9 9†
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it.	Usage			Area Bite Kick Punch Area Thrust Thrust	SL 0 0 13 11 13 0 13 13	No No No 9 No 9	arry	No No No RoF	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp	ing/poin	t Spec Spec C C,1 C Spec 1* 1,2*	ial ial  9 9†
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control).	Usage	6 3		Area Bite Kick Punch Area Thrust Thrust Dama	SL 0 0 13 11 13 0 13 13 age	P Nd Nd Nd Nd 9 Nd 9	arry  Range	No No No RoF	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp	ing/poin	t Spec Spec C C,1 C Spec 1* 1,2*	ial ial  9 9†
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning	Usage	<ul><li>6</li><li>3</li><li>6</li><li>3</li></ul>	•	Area Bite Kick Punch Area Thrust Thrust Dama 1d burn/p	SL 0 0 13 11 13 0 13 13 age	P Nd Nd Nd Nd 9 Nd 9 9	arry 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	No No No RoF	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp	ng/poin neeze	t Spec Spec C C,1 C Spec 1* 1,2*	ial ial 9 9† oil ST
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear	Usage	6 3	•	Area Bite Kick Punch Area Thrust Thrust Dama	SL 0 0 13 11 13 0 13 13 age	P Nd Nd Nd Nd 9 Nd 9 9	arry  Range	No No No RoF	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp	ing/poin	t Spec Spec C C,1 C Spec 1* 1,2*	ial ial  9 9†
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear Spider Silk	Usage	<ul><li>6</li><li>3</li><li>6</li><li>3</li></ul>		Area Bite Kick Punch Area Thrust Thrust Dama 1d burn/p	9 SL 0 0 13 11 13 0 13 13	No N	arry 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	No No No RoF	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp	ng/poin neeze	t Spec Spec C C,1 C Spec 1* 1,2*	ial ial 9 9† oil ST
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear Spider Silk max range 100 yards	Usage	6 3 6 3 12 +2 6 3		Area Bite Kick Punch Area Thrust Thrust Dama 1d burn  1d-1 burn/p 1d+1 imp	SL 0 0 13 11 13 0 13 13 age	P Nd Nd Nd Nd 9 Nd 9 9	Range 10/100 10/15 5/point	No No RoF 1	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp Shots  T(1)	neeze Bulk	t Spec Spec C C,1 C Spec 1* 1,2* Rec 1	ial ial 9 9† oil ST
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear Spider Silk	Usage	6 3 6 3 12 +2 6 3		Area Bite Kick Punch Area Thrust Thrust Dama 1d burn  1d-1 burn/p 1d+1 imp	SL 0 0 13 11 13 0 13 13 age	P Nd Nd Nd Nd 9 Nd 9 9	Range 10/100	No No No 1 1	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp	ng/poin neeze	t Spec Spec C C,1 C Spec 1* 1,2*	ial ial 9 9† oil ST
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear Spider Silk max range 100 yards	Usage	6 3 6 3 12 +2 6 3	Pts	Area Bite Kick Punch Area Thrust Thrust Dama 1d burn  1d-1 burn/p 1d+1 imp	SL 0 0 13 11 13 0 13 13 age	P Nd	Range 10/100 50/100 10/15 5/point	No No No 1 1	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp Shots  T(1)	neeze Bulk	t Spec Spec C C,1 C Spec 1* 1,2* Rec 1	ial ial 9 9† oil ST
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear Spider Silk max range 100 yards Trait	Usage	6 3 6 3 12 +2 6 3	Pts 0	Area Bite Kick Punch Area Thrust Thrust Dama 1d burn  1d-1 burn/p 1d+1 imp grapple ST	SL 0 0 0 13 11 13 0 13 13 13 age	P Nd	Range 10/100 50/100 10/15 5/point / Technid	No No No 1 1	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp Shots  T(1)	ing/poin ineeze  Bulk  -6	t Spec Spec C C,1 C Spec 1* 1,2* Rec 1	ial ial  ial  9 9† oil ST
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear Spider Silk max range 100 yards  Trait Natural Attacks	Usage	6 3 6 3 12 +2 6 3	Pts 0	Usage  Area  Bite  Kick  Punch  Area  Thrust  Thrust  Dama  1d burn  1d-1 burn/p  1d+1 imp  grapple ST	SL 0 0 0 13 11 13 0 13 13 13 age	No N	Range 10/100 50/100 10/15 5/point / Technid	No No No 1 1	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp Shots  T(1)  SL 13	neeze Bulk -6 RSL DX+3	t Spec Spec C C,1 C Spec 1* 1,2* Rec 1	ial ial  ial  9 9† oil ST
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear  Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear Spider Silk max range 100 yards  Trait Natural Attacks  High Druid	Usage	6 3 6 3 12 +2 6 3	Pts 0 120 80	Usage  Area  Bite  Kick  Punch  Area  Thrust  Thrust  Dama  1d burn  1d-1 burn/p  1d+1 imp  grapple ST	SL 0 0 0 13 11 13 0 13 13 13 age	P Nd Nd Nd 9 Nd 9 9 Nd 9 9	Range 10/100 50/100 10/15 5/point / Technid	No No RoF 1 1 ique	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp Shots  T(1)  SL 13	neeze Bulk -6 RSL DX+3	t Spec Spec C C,1 C Spec 1* 1,2* Rec 1	ial
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear  Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear Spider Silk max range 100 yards  Trait Natural Attacks  High Druid Attributes Increased Intellig	Usage	6 3 6 3 12 +2 6 3	Pts 0 120 80	Area Bite Kick Punch Area Thrust Thrust Dama 1d-1 burn/p 1d+1 imp grapple ST	SL 0 0 0 13 11 13 0 13 13 13 age	Possible Pos	Range 10/100 50/100 10/15 5/point / Technid /	No No RoF 1 1 ique	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp Shots  T(1)  SL 13	Bulk -6 -8 -8 -8 -8 -8 -8 -8 -8 -8 -8 -8 -8 -8	t Spec Spec C C,1 C Spec 1* 1,2* Rec 1	ial
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear  Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear Spider Silk max range 100 yards  Trait Natural Attacks  High Druid Attributes	Usage	6 3 6 3 12 +2 6 3	Pts 0 120 80 80 85	Area Bite Kick Punch Area Thrust Thrust Dama 1d burn  1d-1 burn/p 1d+1 imp grapple ST  B271 PY68:31  B15	SL 0 0 0 13 11 13 0 13 13 13 age	Possible Pos	Range 10/100 50/100 10/15 5/point / Technid / Ty Skills oteric M	No No RoF 1 1 ique pon (Spe	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp Shots  T(1)  SL 13 ar) 12	Bulk  -6  RSL  DX+3  DX+2  Per	t Spec Spec C C,1 C Spec 1* 1,2* Rec 1	ial
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear Spider Silk max range 100 yards  Trait Natural Attacks High Druid Attributes Increased Intellige Class Advantages	Usage Thrown	6 3 12 +2 6 3	Pts 0 120 80 80 85	Area Bite Kick Punch Area Thrust Thrust Dama 1d-1 burn/p 1d+1 imp grapple ST	SL 0 0 0 13 11 13 0 13 13 13 age	No N	Range 10/100 50/100 10/15 5/point / Technicid / Technicid / Technicid / Technicid / Technicid	No No RoF 1 1 ique pon (Spe	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp Shots  T(1)  SL 13 12 14 14	Bulk  -6  RSL  DX+3  DX+2  Per	t Spec Spec C C,1 C Spec 1* 1,2* Rec 1	ial   9   9†   oil   ST   PY68:31   B208   B226
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear  Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear Spider Silk max range 100 yards  Trait Natural Attacks High Druid Attributes Increased Intellig Class Advantages Blessed	Usage Thrown ence 4	6 3 12 +2 6 3	Pts 0 120 80 85 10	Area Bite Kick Punch Area Thrust Thrust Dama 1d burn  1d-1 burn/p 1d+1 imp grapple ST  B271 PY68:31  B15	SL 0 0 0 13 11 13 0 13 13 13 age	No N	Range 10/100 50/100 10/15 5/point / Technicid	No No No RoF 1 1 1 lique pon (Spess ledicine	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp Shots  T(1)  SL 13 12 14 14	Bulk  -6  RSL  DX+3  DX+2  Per	t Spec Spec C C,1 C Spec 1* 1,2* Rec 1	ial
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear  Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear Spider Silk max range 100 yards  Trait Natural Attacks High Druid Attributes Increased Intellig Class Advantages Blessed by Silvanus (dieu de	Usage Thrown ence 4 la nature sauvaiend) 4	6 3 12 +2 6 3	Pts 0 120 80 80 85 10 20	Area Bite Kick Punch Area Thrust Thrust Dama 1d burn  1d-1 burn/p 1d+1 imp grapple ST  B271 PY68:31  B15  B40	SL 0 0 0 13 11 13 0 13 13 13 age	No N	Range 10/100 50/100 10/15 5/point / Technicid	No No No RoF 1 1 ique con (Spe	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp Shots  T(1)  SL 13 12 14 14	Bulk  -6  RSL  DX+3  DX+2  Per	t Spec Spec C C,1 C Spec 1* 1,2* Rec 1	ial   9   9†   oil   ST   ST     ST   ST   ST   ST   ST
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear  Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear Spider Silk max range 100 yards  Trait Natural Attacks High Druid Attributes Increased Intellig Class Advantages Blessed by Silvanus (dieu de Talent (Animal Fr Power Investiture Druidic Circle	Usage Thrown ence 4 la nature sauvaiend) 4 e (High Druid	6 3 12 +2 6 3	Pts 0 120 80 80 85 10 20	Usage Area Bite Kick Punch Area Thrust Thrust Dama 1d-1 burn/p 1d+1 imp grapple ST  B271 PY68:31  B15  B40  B90	SL 0 0 0 13 11 13 0 13 13 13 age	No N	Range 10/100 50/100 10/15 5/point / Technid	No No No RoF 1 1 1 ique con (Spe	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp Shots  T(1)  SL 13 12 14 14	Bulk -6 -8 -8 -8 -9 -6 -6 -7 -6 -7 -7 -7 -7 -7 -7 -7 -7 -7 -7 -7 -7 -7	t Spec Spec C C,1 C Spec 1* 1,2* Rec 1	ial   9   9†   oil   ST     ST     ST     ST     ST     ST   ST     ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST   ST
Frostbite Hail base cost 1 for damaging hail Natural Attacks Natural Attacks Natural Attacks Pollen Cloud Spear Spear  Ranged Weapon Innate Attack (Burn) Requires a Will roll to control it. With a 14+ you cannot control). Lightning Spear Spider Silk max range 100 yards  Trait Natural Attacks High Druid Attributes Increased Intellig Class Advantages Blessed by Silvanus (dieu de Talent (Animal Fr	Usage Thrown ence 4 la nature sauvaiend) 4 e (High Druid	6 3 12 +2 6 3	Pts 0 120 80 85 10 20 50	Usage Area Bite Kick Punch Area Thrust Thrust Dama 1d-1 burn/p 1d+1 imp grapple ST  B271 PY68:31  B15  B40  B90	SL 0 0 0 13 11 13 0 13 13 13 age	No N	Range 10/100 50/100 10/15 5/point / Technicid	No No No RoF 1 1 1 ique con (Spe	1d freezi 1d-2 cr 1d-2 cr 1d-1 cr 1d-2 cr Cough/S 1d imp 1d+1 imp Shots  T(1)  SL 13 ar) 12 14 14	Bulk -6 -8 -8 -8 -9 -6 -6 -7 -6 -7 -7 -7 -7 -7 -7 -7 -7 -7 -7 -7 -7 -7	t Spec Spec C C,1 C Spec 1* 1,2* Rec 1	ial   9   9†   oil   ST   ST     ST   ST   ST   ST   ST

Disciplines of Faith (Ritualism)

Class Disadvantages

Camouflage

Default: Survival-2

-45

-5 B132

1 B183

14 IQ

Trait	Pts		Skill / Technique	SL	RSL	Pts	
Sense of Duty	-15	B153	Animal Handling	17	IQ+3	1	B175
Wild Nature			Hidden Lore	13	IQ-1	1	B199
Demophobia (Crowds)	-15	B149	Weather Sense/TL3	13	IQ-1	1	B209
CR: 12 (Resist quite often)	-5	B140	Mimicry	12	IQ-2	1	B210
Intolerance (Urbanites) Scope: Common			Pharmacy/TL3 (Herbal)	12	IQ-2	1	B213
Technophobia/TL4- (Machinery) CR: 12 (Resist quite often)	-5	B150	Veterinary/TL3  Default: Animal	16	IQ+2	1	B228
<b>⊘</b> Tiefling Ancestry	25		Handling-6				
Infravision	10	B60+	Survival	13	Per-1	1	B223
Charisma 1	5	B41	Default: Naturalist/TL3-3				
Hellish Resistance 3 Limited to %Cold, Electricity, Fire%; Tough Skin (Effects that just require skin contact or a scratch ignore this DR) Damage resistance to %one of Cold,	5	B47+	Religious Ritual (Druidic) Default: Theology (Druidic)-4	12	IQ-2	1	B217
Electricity, Fire%			Theology (Druidic)	12	IQ-2	1	B226
Bad Reputation : Infernal Bloodline 1	-3	B26+	Background Skills	4.0	51/	8	D400
People Affected (Almost everyone except			Climbing	10	DX	2	B183
other Tieflings) Horns	-1	B164	Stealth	10	DX	2	B222
Pointed cannine teeth	0	B164	First Aid/TL3 Default: Esoteric Medicine	15	IQ+1	1	B195
Tail 1 No Physical Attack; Weak (Quarter body ST);	2	B53	Hidden Lore	13	IQ-1	1	B199
No Grasping Hand			Observation	13	Per-1	1	B211
Thick tail, four to tive feet long			Teaching	13	IQ-1	1	B224
Infernal Legacy - Optional	7		Brawling	13	DX+3	8	B182+
Darkness - choose level	3		Flight	9	HT-1	1	B195
Obscure (Vision) 3 Magical (Not available if no mana	3	B72+	only in Eagle shape  Tiefling	,	111-1	0	D193
source); Limited Use (Once per day) Create a sphere of partial darkness of 1m radius. You can spend 2FP per m to			Only if Hellish rebuke is selected			0	
extend the radius.  Darkness 10  Magical (Not available if no mana source); Limited Use (Once per day)  Create a sphere of total darkness of 1m radius. You can spend 2FP per m to	0	B72+	Innate Attack (Hellish rebuke)	6	DX-4	0	B201
extend the radius.							
Hellish rebuke	4						
Innate Attack (Burn) 1 Only if hurt and only against the person who hurt you. Requires a Will roll to control it. With a 14+ you cannot control).	4	B61+					
	Spell			SL	RSL	Pts	
<ul> <li>High Druid</li> <li>Power Investiture (High Druid)</li> </ul>						86 22	PY68:31
Animal Control () Ritual: speak a word or two OR make a small Class: Regular; Cast: Variable; Maintain: Half,			n: 1 min; College: Druid	17	IQ+3	1	M30
Animal Control (Bird) Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 3; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Druid						1	M30
							M30
Animal Control (Mammal) Ritual: speak a word or two OR make a small Class: Regular; Cast: 5; Maintain: 3; Time: 1 s	gesture;	Cost: -1		17	IQ+3	1	M30
Animal Control (Reptile) Ritual: speak a word or two OR make a small Class: Regular; Cast: 2; Maintain: 1; Time: 1 s	gesture;	Cost: -1		17	IQ+3	1	M30
Animal Control (Vermin) Ritual: speak a word or two OR make a small Class: Regular; Cast: 1; Maintain: 1; Time: 1 s	gesture;	Cost: -1		17	IQ+3	1	M30

Spell	SL	RSL	Pts	
Beast Link	17	IQ+3	1	M30
Ritual: speak a word or two OR make a small gesture; Cost: -1				
Class: Regular; Cast: 3; Time: 5 sec; Duration: Until next call; College: Druid  Beast Seeker	17	IQ+3	1	M32
Ritual: speak a word or two OR make a small gesture; Cost: -1	.,	.4.0		02
Class: Info; Cast: 3; Time: 1 sec; Duration: Instant; College: Druid	47	10.0		1404
Beast Speech Ritual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	1	M31
Class: Regular; Cast: 4; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Druid				
Bless Plant	-	-	0	M161
Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 1 minimum; Time: 5 min; Duration: 1 Crop or Season; College: Druid				
Cure Disease	-	-	0	M91
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Regular; Cast: 4; Time: 10 min; Duration: Permanent; College: Druid  Fog	17	IQ+3	1	M193
Ritual: speak a word or two OR make a small gesture; Cost: -1	''	10.5		WITZ
Class: Area; Cast: 2; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Druid				
Frost Ritual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	1	M193
Class: Area; Cast: 1; Time: 1 sec; Duration: Indef; College: Druid				
Heal Plant	-	-	0	M161
Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 3; Time: 1 Min; Duration: Permanent; College: Druid				
Hide Path	-	-	0	M162
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Regular; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Druid				M102
Know Location Ritual: need both hands and feet free and must speak; Time: 2x	_	-	0	M103
Class: Info; Cast: 2; Time: 10 sec; Duration: Instant; College: Druid				
Light Tread	-	-	0	M145
Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 4; Maintain: 1; Time: 1 sec; Duration: 10 min; College: Druid				
Mystic Mist	17	IQ+3	1	M168
Ritual: speak a word or two OR make a small gesture; Cost: -1				
Class: Area; Cast: 1; Maintain: Same; Time: 5 min; Duration: 10 hr; College: Druid  Neutralize Poison	_	_	0	M92
Ritual: need both hands and feet free and must speak; Time: 2x				14172
Class: Regular; Cast: 5; Time: 30 sec; Duration: Permanent; College: Druid				14405
Pathfinder Ritual: need both hands and feet free and must speak; Time: 2x	-	-	0	M105
Class: Info; Cast: 4; Time: 10 sec; Duration: Instant; College: Druid				
Plant Growth	-	-	0	M162
Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 3; Maintain: 2; Time: 10 sec; Duration: 1 min; College: Druid				
Plant Vision	-	-	0	M162
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Regular; Cast: 1 per 10 yards; Maintain: Same; Time: 1 sec; Duration: 30 sec; College: Druid  Pollen Cloud	-	-	0	M162
Ritual: need both hands and feet free and must speak; Time: 2x				141102
Class: Area; Cast: 1; Time: 1 sec; Duration: 5 min#; College: Druid				NATA
Predict Earth Movement Ritual: need both hands and feet free and must speak; Time: 2x	-	-	0	M51
Class: Info; Cast: 2/day; Time: Varies; Duration: Instant; College: Druid				
Predict Weather	17	IQ+3	1	M193
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cast: Varies; Time: 5 sec; Duration: Instant; College: Druid				
Purify Food	-	-	0	M78
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Regular; Cast: 1/lb; Time: 1 sec; Duration: Permanent; College: Druid  Repel Animal ()	17	IQ+3	1	M31
Ritual: speak a word or two OR make a small gesture; Cost: -1	17	ıųτ3	'	1410 1
Class: Area; Cast: Variable; Time: 10 sec; Duration: 1 hr; College: Druid				
Repel Animal (Bird) Ritual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	1	M31
Class: Area; Cast: 3; Time: 10 sec; Duration: 1 hr; College: Druid				
Repel Animal (Fish)	17	IQ+3	1	M31
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 2; Time: 10 sec; Duration: 1 hr; College: Druid				
 olabo. Alica, oast. 2, Tillic. 10 sec, Daration. Till, College. Didia			1	

Spell	SL	RSL	Pts	
Repel Animal (Mammal) Ritual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	1	M31
Class: Area; Cast: 5; Time: 10 sec; Duration: 1 hr; College: Druid  Repel Animal (Reptile)  Ritual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	1	M31
Class: Area; Cast: 2; Time: 10 sec; Duration: 1 hr; College: Druid  Repel Animal (Vermin)  Ritual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	1	M31
Class: Area; Cast: 1; Time: 10 sec; Duration: 1 hr; College: Druid  Rider ()	-	-	0	M31
Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 5 min; College: Druid				1404
Rider Within Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 4; Maintain: 1; Time: 3 sec; Duration: 1 min; College: Druid	-	-	0	M31
Shape Air Ritual: need both hands and feet free and must speak; Time: 2x	-	-	0	M24
Class: Regular; Cast: 1-10; Time: 1 sec; Duration: 1 min; College: Druid  Shape Earth  Ritual: need both hands and feet free and must speak; Time: 2x	-	-	0	M50
Class: Regular; Cast: 1/25 cu ft; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Shape Plant	-	-	0	M161
Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 3; Maintain: 1; Time: 10 sec; Duration: 1 min; College: Druid	_	_	0	M185
Shape Water Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 1#; Maintain: 1; Time: 2 sec; Duration: 1 min; College: Druid			U	WITOS
Spider Silk max range 100 yards Ritual: need both hands and feet free and must speak; Time: 2x	-	-	0	M32
Class: Missile; Cast: 1/5 yd strand; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Druid  Wall of Wind  Ritual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	1	M25
Class: Area; Cast: 2; Maintain: Half; Time: Instant; Duration: 1 min; College: Druid	17	10.0	1	N4160
Weather Dome Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Maintain: 2; Time: 1 sec; Duration: 6 hrs; College: Druid	17	IQ+3	1	M169
Windstorm Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 2; Maintain: Half; Time: Instant; Duration: 1 min; College: Druid	17	IQ+3	1	M25
Power Investiture (High Druid)			8	
Beast Soother Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1 to 3; Time: 1 sec; Duration: Permanent; College: Druid	17	IQ+3	1	M29
Beast-Rouser Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1 to 3; Time: 1 sec; Duration: 1 hr or reaction roll; College: Druid	17	IQ+3	1	M30
Detect Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2; Time: 5 sec; Duration: Instant; College: Druid	17	IQ+3	1	M101
Detect Poison Ritual: need both hands and feet free and must speak; Time: 2x Class: Area-Info; Cast: 2; Time: 2 sec; College: Druid	-	-	0	M166
Extinguish Fire Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 3; Time: 1 sec; Duration: Permanent; College: Druid	-	-	0	M72
<b>Final Rest</b> Ritual: need both hands and feet free and must speak; Time: 2x	-	-	0	M89
Class: Regular; Cast: 20; Time: 10 min; Duration: Permanent; College: Clerical  Find Direction  Ritual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	1	M101
Class: Info; Cast: 2; Time: 1 sec; Duration: Instant; College: Druid  Hawk Vision  Ritual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	1	M111
Class: Regular; Cast: 2/level; Maintain: Half; Time: 2 sec; Duration: 1 min; College: Druid  Identify Plant	-	-	0	M161
Ritual: need both hands and feet free and must speak; Time: 2x Class: Info; Cast: 2; Time: 1 sec; Duration: Instant; College: Druid				

	Spell	SL	RSL	Pts	
M	aster	-	-		M30
	tual: need both hands and feet free and must speak; Time: 2x				
	ass: Regular Blocking; Cast: 2; Time: 1 sec; Duration: Indefinite; College: Druid	17	10.0	1	MOA
	o-Smell tual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	1	M24
	ass: Regular; Cast: 2; Maintain: 2; Time: 1 sec; Duration: 1 hr; College: Druid				
Pι	urify Air	-	-	0	M23
	tual: need both hands and feet free and must speak; Time: 2x				
	ass: Area; Cast: 1; Time: 1 sec; Duration: Instant; College: Druid  urify Water			0	M184
	tual: need both hands and feet free and must speak; Time: 2x	_	_	0	IVI I 04
	ass: Special; Cast: 1/gal; Time: 5-10/gal#; Duration: Permanent; College: Druid				
	uick March	-	-	0	M144
	tual: need both hands and feet free and must speak; Time: 2x ass: Regular; Cast: 4; Time: 1 min; Duration: 1 day; College: Druid				
	ecover Energy	17	IQ+3	1	M89
	tual: speak a word or two OR make a small gesture; Cost: -1	.,	14.0		14103
	ass: Special; Cast: 0; Maintain: 0; Time: 1 sec; Duration: Special; College: Druid				
1	eek Food	-	-	0	M77
	tual: need both hands and feet free and must speak; Time: 2x ass: Info; Cast: 2; Time: 1 sec; Duration: Instant; College: Druid				
	eek Pass	-	-	0	M51
Rit	tual: need both hands and feet free and must speak; Time: 2x				
	ass: Info; Cast: 3; Time: 10 sec; Duration: Instant; College: Druid				
1	eek Plant	-	-	0	M161
	tual: need both hands and feet free and must speak; Time: 2x ass: Info; Cast: 2; Time: 1 sec; Duration: 1 min; College: Druid				
	eek Water	-	-	0	M184
	tual: need both hands and feet free and must speak; Time: 2x				
	ass: Info; Cast: 2; Time: 1 sec; Duration: Instant; College: Druid				
1	ense Life tual: need both hands and feet free and must speak; Time: 2x	-	-	0	M45
	ass: Info/Area; Cast: 1/2; Time: 1 sec; Duration: Instant; College: Druid				
	ell Position	17	IQ+3	1	M101
	tual: speak a word or two OR make a small gesture; Cost: -1				
	ass: Info; Cast: 1; Time: 1 sec; Duration: Instant; College: Druid er Investiture (High Druid)			22	
3	er investiture (migri bruid)				
	nimate Plant	-	-	0	M164
	puble casting cost if plant moves				
	tual: need both hands and feet free and must speak; Time: 2x ass: Regular; Cast: 3; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Druid				
	east Summoning	17	IQ+3	1	M30
	tual: speak a word or two OR make a small gesture; Cost: -1	1,	10.5		WIOO
Cla	ass: Regular; Cast: 3; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Druid				
	ossom	-	-	0	M162
	tual: need both hands and feet free and must speak; Time: 2x ass: Area; Cast: 2; Time: 5 min; Duration: 1 hour; College: Druid				
	reathe Water	-	-	0	M189
Rit	tual: need both hands and feet free and must speak; Time: 2x				
	ass: Regular; Cast: 4; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Druid				MACA
	ouds tual: need both hands and feet free and must speak; Time: 2x	-	-	0	M194
	ass: Area; Cast: 1/20; Maintain: Same; Time: 10 sec; Duration: 10 min; College: Druid				
	onceal	17	IQ+3	1	M162
	tual: speak a word or two OR make a small gesture; Cost: -1				
	ass: Area; Cast: Varies; Time: 4 sec; Duration: 1 hour; College: Druid				M162
_	reate Plants tual: need both hands and feet free and must speak; Time: 2x	-	-	0	M163
	ass: Area; Cast: Varies; Time: Varies; Duration: Permanent; College: Druid				
Di	spel Possession	17	IQ+3	1	M49
	tual: speak a word or two OR make a small gesture; Cost: -1				
	ass: Regular; Cast: 10; Time: 10 sec; Duration: Instant; College: Druid	17	IU+3	1	M163
	tual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3		WI 103
	ass: Regular; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Druid				
	prest Warning	-	-	0	M162
	tual: need both hands and feet free and must speak; Time: 2x				
L Cla	ass: Area; Cast: 2; Maintain: Same; Time: 1 sec; Duration: 10 hours; College: Druid				

Spell	SL	RSL	Pts	
Freeze		IQ+3		M185
Ritual: speak a word or two OR make a small gesture; Cost: -1				
Class: Regular; Cast: Varies; Time: 10 sec; Duration: Permanent; College: Druid  Instant Neutralize Poison	16	IQ+2	1	M92
Ritual: speak a word or two OR make a small gesture; Cost: -1	10	IQ+Z	'	IVI9Z
Class: Regular; Cast: 8; Time: 1 sec; Duration: Permanent; College: Druid				
Melt Ice	17	IQ+3	1	M186
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 2#; Time: 10 sec; Duration: Perm #; College: Druid				
Oath	17	IQ+3	1	M138
Ritual: speak a word or two OR make a small gesture; Cost: -1			-	
Class: Regular; Cast: 4; Time: 1 min; Duration: Permanent; College: Druid				
Plant Control Ritual: need both hands and feet free and must speak; Time: 2x	-	-	0	M164
Class: Regular; Cast: 3; Maintain: 1/2 cast; Time: 1 sec; Duration: 1 min; College: Druid				
Plant Sense	-	-	0	M163
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Regular; Cast: 3; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Druid  Plant Speech			0	M164
Ritual: need both hands and feet free and must speak; Time: 2x	_	_	U	101104
Class: Regular; Cast: 3; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Druid				
Protect Animal	17	IQ+3	1	M32
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1; Maintain: 1; Time: 1 min; Duration: 1 min; College: Druid				
Rain of Nuts	17	IQ+3	1	M165
Ritual: speak a word or two OR make a small gesture; Cost: -1			-	
Class: Area; Cast: 1 per 10 yds; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid			_	
Rejuvenate Plant Ritual: need both hands and feet free and must speak; Time: 2x	-	-	0	M163
Class: Regular; Cast: 3; Time: 1 sec; Duration: Permanent; College: Druid				
Remember Path	17	IQ+3	1	M107
Ritual: speak a word or two OR make a small gesture; Cost: -1				
Class: Regular; Cast: 3; Maintain: 1; Time: 10 sec; Duration: 1 hr; College: Druid  Resist Cold	17	IQ+3	1	M74
Ritual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	'	IVI / 4
Class: Regular; Cast: 2; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Druid				
Resist Lightning	17	IQ+3	1	M196
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Druid				
Resist Pressure	-	-	0	M169
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Regular; Cast: Varies; Time: 1 sec; Duration: 1 min; College: Druid	47	10.0		1407
Summon Air Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	1	M27
Class: Special; Cast: Special; Time: 30 sec; Duration: 1 hr; College: Druid				
Summon Earth Elemental	-	-	0	M27
Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: 4#; Time: 30 sec; Duration: 1hr; College: Druid				
Summon Fire Elemental	_	-	0	M27
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Special; Cast: 4#; Time: 30 sec; Duration: 1 hr #; College: Druid		10 -		146=
Summon Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	1	M27
Class: Special; Cast: 4#; Time: 30 sec; Duration: 1 hr; College: Druid				
Swim	17	IQ+3	1	M147
Ritual: speak a word or two OR make a small gesture; Cost: -1				
Class: Regular; Cast: 6; Maintain: 3; Time: 3 sec; Duration: 1 min; College: Druid  Tangle growth	17	IQ+3	1	M162
Ritual: speak a word or two OR make a small gesture; Cost: -1	''	ניטו	'	141 1 0 2
Class: Area; Cast: Varies; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Druid				
Walk Through Plants	-	-	0	M163
Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 3; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Druid				
Walk Through Wood	17	IQ+3	1	M164
Ritual: speak a word or two OR make a small gesture; Cost: -1				
Class: Regular; Cast: 3; Maintain: 2; Time: 1 sec; Duration: 1 sec; College: Druid  Water Vision	17	10 : 2	4	N/107
water vision Ritual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	1	M187
Class: Info; Cast: 1#; Maintain: 1; Time: 1 sec; Duration: 30 sec; College: Druid				

Mayes   Name	Spell	SL	RSL	Pts	
Class: Special Arec, Cast. 1760, Manitain Same, Time 1 min Duration: 1 hr, College: Druid Whirdool Ritual: speak a word or two OR make a small gesture; Cost1 Class: Arec, Cast. 2 Manitain: Half, Time Varieties Duration: 1 min#; College: Druid  Wind Wind Ritual: speak a word or two OR make a small gesture; Cost1 Ritual: speak a word or two OR make a small gesture; Cost1 Ritual: speak a word or two OR make a small gesture; Cost1 Class: Special; Cast. 1 per 10 CP; Time 5 see; Duration: 1 min; College: Druid  Banish Ritual: speak a word or two OR make a small gesture; Cost1 Class: Special; Cast. 1 per 10 CP; Time 5 see; Duration: 1 min; College: Druid  Beat To Special; Cast. 1 per 10 CP; Time 5 see; Duration: 1 min; College: Druid  Bigipht Ritual: speak a word or two OR make a small gesture; Cost1 Class: Regular, Cast. 5 Manitar; 2; Time: 5 see; Duration: 1 min; College: Druid  Bigipht Ritual: speak a word or two OR make a small gesture; Cost1 Class: Regular, Cast. 5 Manitar; 2; Time: 5 see; Duration: 1 min; College: Druid  Big Ord Ord Class: Regular, Cast. 5 Manitar; 2; Time: 5 see; Duration: 1 min; College: Druid  Body of Water Ritual: speak a word or two OR make a small gesture; Cost1 Class: Regular; Cast. 5 Manitar; 2; Time: 5 see; Duration: 1 min; College: Druid  Body of Wind  Body of Wind  Ritual: speak a word or two OR make a small gesture; Cost1 Class: Regular; Cast. 5 Manitar; 2; Time: 4 see; Duration: 1 min; College: Druid  Body of Wind  Ritual: speak a word or two OR make a small gesture; Cost1 Class: Regular; Cast. 5 Manitaria; 2; Time: 4 see; Duration: 1 min; College: Druid  Class: Regular; Cast. 5 Manitaria; 2; Time: 4 see; Duration: 1 min; College: Druid  Class: Regular; Cast. 5 Manitaria; 2; Time: 4 see; Duration: 1 min; College: Druid  Class: Regular; Cast. 5 Manitaria; 2; Time: 4 see; Duration: 1 min; College: Druid  Class: Regular; Cast. 7 Manitaria; 3; Time: 5 see; Duration: 1 min; College: Druid  Class: Regular; Cast. 7 Manitaria; 2; Time: 4 see; Duration: 1 min; C	·	17	IQ+3	1	M194
Whifipool   Ritust speak a word or two OR make a small gesture; Cost: -1   Clease. Area. Cast: -2 Mantains, Helf, Time Varies; Duration: 1 min#; College: Druid   17   IQ+3   1   M195					
Ritual: speak a word or two OR make a small geature; Cost -1   Class: Rever. Cast -2; Marriant Haff, Time: Varies putation: Timin#, College: Druid   17   IQ+3		47	10.0		14407
Class Area; Cast 2, Maintain: Half, Time Varies; Duration: 1 mine; College: Druid  Wind  Ritual: speak a word or two OR make a small gesture; Cost. 1 Class Special/Area; Cast. 1/56; Maintain: Same, Time: 1 mir, Duration: 1 hr, College: Druid  Power Investiture; (High Druid)  Banish  Ritual: speak a word or two OR make a small gesture; Cost. 1 Ritual: speak a word or two OR make a small gesture; Cost. 1 Class. Regular; Cast. 6, Maintain: 2 Times 5 sec, Duration: 1 min; College: Druid  Beat Possassion  Ritual: speak a word or two OR make a small gesture; Cost. 1 Class. Regular; Cast. 6, Maintain: 2 Times 5 sec, Duration: 1 min; College: Druid  Bight  Ritual: need both hands and feel free and must speak; Time; 2 class. Area; Cast. 1 min; min; Times 5 min; Duration: 1 min; College: Druid  Body of Slime  Ritual: need both hands and feel free and must speak; Time; 2 class. Regular; Cast. 6, Maintain: 2 Times 5 sec, Duration: 1 min; College: Druid  Body of Slime  Ritual: need both hands and feel free and must speak; Time; 2 class. Regular; Cast. 6, Maintain: 2 Time; 5 sec, Duration: 1 min; College: Druid  Body of Water  Ritual: speak a word or two OR make a small gesture; Cost. 1 Class. Regular; Cast. 6, Maintain: 2 Time; 5 sec, Duration: 1 min; College: Druid  Body of Wind  British speak a word or two OR make a small gesture; Cost. 1 Class. Regular; Cast. 7, Maintain: 2 Time; 5 sec, Duration: 1 min; College: Druid  Body of Wood  Ritual: speak a word or two OR make a small gesture; Cost. 1 Class. Regular; Cast. 7, Maintain: 3, Time; 5 sec, Duration: 1 min; College: Druid  Control far Elemental  Ritual: speak a word or two OR make a small gesture; Cost. 1 Class. Regular; Cast. 7, Maintain: 3, Time; 5 sec, Duration: 1 min; College: Druid  Control far Elemental  Ritual: speak a word or two OR make a small gesture; Cost. 1 Class. Regular; Cast. 7, Maintain: 3, Time; 5 sec, Duration: 1 min; College: Druid  Control far Elemental  Ritual: speak a word or two OR make a small gesture; Cost. 1 Class. Regular; Cast. 1 was a smal		1/	IQ+3	1	M18/
Wind   Ritual speak a word or two OR make a small gesture; Cost: -1   Class: Special Afree; Cast: 1/50: Maintain: Same; Time: 1 min; Duration: 1 hr; College: Druid   2   2   2   2   3   3   3   3   3   3					
Ritual speak a word or two OR make a small gesture; Cost -1 Class-Special/Area, Cast -1 (56). Maintains: Same, Time: 1 mire, Duration: 1 hr; College: Druid  Power Investiture (High Druid)  8 Bansish Ritual speak a word or two OR make a small gesture; Cost -1 Class-Special Cast 1 per 10 CP; Time 5 see, Duration: Permanent; College: Druid Class-Special Cast 1 per 10 CP; Time 5 see, Duration: Permanent; College: Druid Bilght Ritual speak a word or two OR make a small gesture; Cost -1 Class-Special; Cost 5, Maintain: Z; Time 5 see, Duration: Permanent; College: Druid Bilght Ritual need both hands and feet free and must speak. Time: 2x Class-Speak Cast 5, Maintain: Z; Time 5 see, Duration: Permanent; College: Druid Body of Slime hands and seet free and must speak. Time: 2x Class-Speak Cast 5, Maintain: Z; Time 5 see, Duration: 1 mir, College: Druid Body of Water Ritual speak a word or two OR make a small gesture; Cost -1 Class-Speak Cast 5, Maintain: Z; Time 4 see; Duration: 1 mir, College: Druid Body of Wind Ritual speak a word or two OR make a small gesture; Cost -1 Class-Speaking-Cast 5, Maintain: Z; Time 2 see; Duration: 1 mir, College: Druid Body of Wood Ritual need both hands and feet free and must speak. Time: 2x Class-Speaking-Cast 5, Maintain: Z; Time 2 see; Duration: 1 mir, College: Druid Control Air Elemental Ritual speak a word or two OR make a small gesture; Cost -1 Class-Speaking-Cast 5, Maintain: 3, Time 5 see; Duration: 1 mir, College: Druid Control Air Elemental Ritual need both hands and feet free and must speak. Time: 2x Class-Speaking-Cast 5, Maintain: 3, Time 5 see; Duration: 1 mir, College: Druid Control Air Elemental Ritual need both hands and feet free and must speak. Time: 2x Class-Speak aword or two OR make a small gesture; Cost -1 Class-Speak aword or two OR make a small gesture; Cost -1 Class-Speak aword or two OR make a small gesture; Cost -1 Class-Speak aword or two OR make a small gesture; Cost -1 Class-Speak aword or two OR make a small gesture; Cost -1 Class-Speak Cast 5, Speak Maint		17	10+3	1	M195
Class: Special Area. Cast: 1/50. Maintain: Same, Time: 1 min; Duration: 1 hr; College: Druid 4  Banish Ritual: speak a word or two OR make a small gesture; Cost: 1 Class: Speak: Cast: 1 per 10 CP, Time: 5 sec; Duration: 1 min; College: Druid Beast Possession Ritual: speak a word or two OR make a small gesture; Cost: 1 Class: Repular, Cast: 6, Maintain: 7, Time: 5 sec; Duration: 1 min; College: Druid Blight Blight Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 1 minimum; Time: 5 min; Duration: 1 clop or Season; College: Druid Class: Repular, Cast: 6, Maintain: 7, Time: 5 sec; Duration: 1 min; College: Druid Body of Slime Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 1 minimum; Time: 5 min; Duration: 1 min; College: Druid Class: Repular, Cast: 6, Maintain: 7, Time: 4 sec; Duration: 1 min; College: Druid Class: Repular, Cast: 6, Maintain: 7, Time: 4 sec; Duration: 1 min; College: Druid Body of Wider Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Repular, Cast: 6, Maintain: 7, Time: 4 sec; Duration: 1 min; College: Druid Body of Wider Ritual: speak a word or two OR make a small gesture; Cost: -1 Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Repular, Cast: 7, Maintain: 3, Time: 2 sec; Duration: 1 min; College: Druid  Body of Wider Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Repular, Cast: 7, Maintain: 3, Time: 5 sec; Duration: 1 min; College: Druid  Control Aff Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Repular, Cast: 7, Maintain: 3, Time: 5 sec; Duration: 1 min; College: Druid  Control Fer Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special: Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Cost: Cost: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Crate Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Repular, Cast: Varies, Maintain: Hin; Duratio					
Banish Ritual: speak a word or two OR make a small gesture; Cost:-1 Class: Speak Cast I per 10 CP. Time: 5 sec; Duration: Permanent; College: Druid  Beast Possession Ritual: speak a word or two OR make a small gesture; Cost:-1 Class: Regular; Cast: C, Maintain: 2, Time: 5 sec; Duration: 1 min; College: Druid  Bilght Ritual: need both hands and feet free and must speak; Time: 2x Class: Area, Cast: I minimum; Time: 5 min; Duration: 1 min; College: Druid  Body of Slime Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: C, Maintain: 2, Time: 5 sec; Duration: 1 min; College: Druid  Body of Water Ritual: speak a word or two OR make a small gesture; Cost:-1 Class: Regular; Cast: S, Maintain: 2, Time: 4 sec; Duration: 1 min; College: Druid  Body of Wind  Ritual: speak a word or two OR make a small gesture; Cost:-1 Class: Regular; Cast: S, Maintain: 2, Time: 5 sec; Duration: 1 min; College: Druid  Body of Wind  Ritual: speak a word or two OR make a small gesture; Cost:-1 Class: Regular; Cast: S, Maintain: 2, Time: 5 sec; Duration: 1 min; College: Druid  Body of Wood  Ritual: speck to word or two OR make a small gesture; Cost:-1 Class: Regular; Cast: S, Maintain: 3, Time: 5 sec; Duration: 1 min; College: Druid  Control Aff Elemental  Class: Regular; Cast: S, Maintain: 3, Time: 5 sec; Duration: 1 min; College: Druid  Control Aff Elemental  Ritual: speak a word or two OR make a small gesture; Cost:-1 Class: Regular; Cast: S, Maintain: Special, Time: 2 sec; Duration: 1 min; College: Druid  Control Earth Elemental  Ritual: speak a word or two OR make a small gesture; Cost:-1 Class: Regular; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Earth Elemental  Ritual: speak a word or two OR make a small gesture; Cost:-1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec; Cost:-1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec; Cost:-1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Plant Speak a word or two OR make a small gestu	Class: Special/Area; Cast: 1/50; Maintain: Same; Time: 1 min; Duration: 1 hr; College: Druid				
Banish Ribus spak a word or two OR make a small gesture: Cost: -1 Class: Special: Cast: 1 per 10 CP; Time: 5 sec; Duration: Permanent; College: Druid  Beast Possession Ribus: spak a word or two OR make a small gesture: Cost: -1 Class: Regular; Cast: 5 Mindrian: 2; Time: 5 sec; Duration: Timit; College: Druid  Bilght Ribus: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 1 minimum; Time: 5 min; Duration: 1 Crop or Season; College: Druid  Body of Slime Ribus: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 5, Maintain: 2; Time: 5 sec; Duration: 1 min; College: Druid  Body of Water Ribus: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 5, Maintain: 2; Time: 4 sec; Duration: 1 min; College: Druid  Body of Wind Ribus: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 5, Maintain: 2; Time: 4 sec; Duration: 1 min; College: Druid  Body of Wind Ribus: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 7, Maintain: 2; Time: 5 sec; Duration: 1 min; College: Druid  Body of Wood Ribus: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 7, Maintain: 3; Time: 5 sec; Duration: 1 min; College: Druid  Control Air Elemental Ribus: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 7, Maintain: 3; Time: 5 sec; Duration: 1 min; College: Druid  Control Earth Elemental Ribus: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Earth Elemental Ribus: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ribus: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Spring Ribus: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Perm	· - /			29	
Ritual: speak a word or two OR make a small gesture. Cost: -1 Class: Special. Cest 1 per 10 CP, Time 5 sec. Duration. Permanent. College: Druid  Beast Possession Ritual: speak a word or two OR make a small gesture. Cost: -1 Class. Regular, Cast. 6, Maintain 2, Time 5 sec, Duration. 1 min; College: Druid  Bilght Ritual: need both hands and feet free and must speak. Time: 2 x Class. Area, Cast. 1 minimum; Time: 5 min. puration: 1 crop or Season, College: Druid  Body of Slime Ritual: need both hands and feet free and must speak. Time: 2 x Class. Regular, Cast. 5, Maintain 2, Time 5 sec; Duration. 1 min; College: Druid  Body of Water Ritual: speak a word for two OR make a small gesture; Cost: -1 Class: Regular, Cast. 5, Maintain 2, Time 4 sec; Duration. 1 min; College: Druid  Body of Wind Ritual: speak a word for two OR make a small gesture; Cost: -1 Class: Regular, Cast. 5, Maintain 2, Time 4 sec; Duration. 1 min; College: Druid  Body of Wood  Ritual: need both hands and feet free and must speak. Time: 2 x Class. Regular, Cast. 7, Maintain 3, Time: 5 sec; Duration. 1 min; College: Druid  Control Air Elemental  Ritual: speak a word for two OR make a small gesture; Cost: -1 Class: Regular, Cast. 7, Maintain 3, Time: 5 sec; Duration. 1 min; College: Druid  Control Earth Elemental  Ritual: need both hands and feet free and must speak. Time: 2 sec; Duration: 1 min; College: Druid  Control Earth Elemental  Ritual: need both hands and feet free and must speak. Time: 2 x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental  Ritual: need both hands and feet free and must speak. Time: 2 x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental  Ritual: speak a word for two OR make a small gesture; Cost: -1 Class: Regular, Cast: 4 visite; Time: 2 x cost: -1 Class: Regular, Cast: 4 visite; Time: -1 x cost: -1 Class: Regular, Cast: 4 visite; Time: -1 x cost: -1 Class: Regular, Cast: 4 visite; Time: -1 x cost: -1 Class: Regular, Cast: 4 v		4-			144 54
Class: Special; Cast: 1 per 10 CP: Time: 5 sec; Duration: Fermanent; College: Druid  Beast Possession Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Casts: Chaintaina; 2 Time: 5 sec; Duration: 1 min; College: Druid  Bilght Ritual: need both hands and feet free and must speak; Time: 2x Class: Area; Cast: 1 minimum; Time: 5 min; Duration: 1 Crop or Season; College: Druid  Body of Siline Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 6, Maintain; 2 Time: 5 sec; Duration: 1 min; College: Druid  Body of Water Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 6, Maintain; 2 Time: 5 sec; Duration: 1 min; College: Druid  Body of Wind Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 6, Maintain; 2 Time: 4 sec; Duration: 1 min; College: Druid  Body of Wind Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 6, Maintain; 2 Time: 2 sec; Duration: 1 min; College: Druid  Body of Wood Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid  Body of Wood Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid  Control Carth: Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 5, Maintain; 2 Time: 2 sec; Duration: 1 min; College: Druid  Control Carth: Elemental Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid  Control Feet Elemental Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid  Control Feet Elemental Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid  Control Carth: Elemental Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid  Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Class: Special; Cast: Special; Time:		1/	IQ+3	1	M156
Beast Possession   17   Q43   1   M32					
Rituat: speak a word or two OR make a small gesture; Cost: -1 Class. Regular, Cast 5; Maintain: 2; Time: 5 sec; Duration: 1 min; College; Druid  Bilght Biluat: need both hands and feet free and must speak; Time: 2x Class. Area, Cast: 1 minimum; Time: 5 min; Duration: 1 Crop or Season; College; Druid  Body of Slime Rituat: need both hands and feet free and must speak; Time: 2x Class. Regular, Cast: 5; Maintain: 2; Time: 5 sec; Duration: 1 min; College; Druid  Body of Water Rituat: speak a word or two OR make a small gesture; Cost: -1 Class Regular, Cast: 5; Maintain: 2; Time: 4 sec; Duration: 1 min; College; Druid  Body of Wind  Bruat: speak a word or two OR make a small gesture; Cost: -1 Class Regular, Cast: 5; Maintain: 4; Time: 2 sec; Duration: 1 min; College; Druid  Body of Wind  Rituat: speak a word or two OR make a small gesture; Cost: -1 Class Regular, Cast: 7; Maintain: 4; Time: 2 sec; Duration: 1 min; College; Druid  Body of Wond  Rituat: need both hands and feet free and must speak; Time: 2x Class Regular, Cast: 7; Maintain: 3; Time: 5 sec; Duration: 1 min; College; Druid  Control Air Elemental  Rituat: speak a word or two OR make a small gesture; Cost: -1 Class Regular, Cast: 7; Maintain: 3; Time: 5 sec; Duration: 1 min; College; Druid  Control Farth Elemental  Rituat: need both hands and feet free and must speak; Time: 2x Class Special; Cast: 5; Special; Time: 2x sec; Duration: 1 min; College; Druid  Control Fire Elemental  Rituat: speak a word or two OR make a small gesture; Cost: -1 Class Special; Cast: 5; Special; Time: 2x sec; Duration: 1 min; College; Druid  Control Water Elemental  Rituat: speak a word or two OR make a small gesture; Cost: -1 Class Regular, Cast: Varies, Time: 1 min; Duration: 1 min; College; Druid  Create Animal  Rituat: speak a word or two OR make a small gesture; Cost: -1 Class Regular, Cast: Varies, Time: 1 min; Duration: Permanent; College; Druid  Dry Spring  Rituat: speak a word or two OR make a small gesture; Cost: -1 Class Regular, Cast: Varies, Time: 1 min; Duration: P		17	10+3	1	M32
Class: Regular, Cast: 6, Maintain: 2, Time: 5 sec; Duration: 1 min; College: Druid  Bight Ritual: need both hands and feet free and must speak; Time: 2x Class: Area, Cast: 1 minimum; Time: 5 sec; Duration: 1 Crop or Season; College: Druid  Body of Silime Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 6, Maintain: 2, Time: 5 sec; Duration: 1 min; College: Druid  Body of Water Ritual: speak a word or two 08 make a small gesture; Cost: -1 Class: Regular; Cast: 5, Maintain: 2, Time: 4 sec; Duration: 1 min; College: Druid  Body of Wind Ritual: speak a word or two 08 make a small gesture; Cost: -1 Class: Regular; Cast: 5, Maintain: 2, Time: 4 sec; Duration: 1 min; College: Druid  Body of Wood Ritual: speak a word or two 08 make a small gesture; Cost: -1 Class: Regular; Cast: 7, Maintain: 3, Time: 5 sec; Duration: 1 min; College: Druid  Body of Wood Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 7, Maintain: 3, Time: 5 sec; Duration: 1 min; College: Druid  Control Air Elemental Ritual: speak a word or two 08 make a small gesture; Cost: -1 Class: Regular; Cast: 7, Maintain: 3, Time: 5 sec; Duration: 1 min; College: Druid  Control Earth Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Maintain: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two 0R make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel M			.4.0	•	
Ritual: need both hands and feet free and must speak; Time: 2x Class: Area, Cast: Timinium, Time: Simi, Duration: 1 Crop or Season; College: Druid  Body of Silime Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular, Cast: 5, Maintain: 2; Time: 5 sec; Duration: 1 min; College: Druid  Body of Water Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: 5, Maintain: 2; Time: 4 sec; Duration: 1 min; College: Druid  Body of Wind Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: 5, Maintain: 2, Time: 4 sec; Duration: 1 min; College: Druid  Body of Wood Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular, Cast: 7, Maintain: 3, Time: 5 sec; Duration: 1 min; College: Druid  Control Air Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: 7, Maintain: 3, Time: 5 sec; Duration: 1 min; College: Druid  Control Farth: Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: 7, Maintain: 3, Time: 5 sec; Duration: 1 min; College: Druid  Control Earth: Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Maintain: 5 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: Varies; Time: 2 sec; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: Varies; Time: 1 sec; Duration: Permanent; College: Druid  Dispel Magic  Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: Varies					
Class: Area, Cast: 1 minimum; Time: 5 min; Duration: 1 Crop or Season; College: Druid  Body of Slime Rituat need both hands and feet free and must speak; Time: 2x Class: Regular, Cast: 6, Maintain: 2; Time: 5 sec; Duration: 1 min; College: Druid  Body of Water Rituat speak a word or two OR make a small gesture: Cost: -1 Class: Regular, Cast: 5, Maintain: 2; Time: 4 sec; Duration: 1 min; College: Druid  Body of Wind Rituat speak a word or two OR make a small gesture: Cost: -1 Class: Regular, Cast: 5, Maintain: 2, Time: 4 sec; Duration: 1 min; College: Druid  Body of Wood Rituat need both hands and feet free and must speak; Time: 2x Class: Regular, Cast: 7, Maintain: 3, Time: 2 sec; Duration: 1 min; College: Druid  Control Air Elemental Rituat speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: 7, Maintain: 3, Time: 5 sec; Duration: 1 min; College: Druid  Control Earth Elemental Rituat need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Rituat need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Rituat need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Rituat speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: Varies; Time: 2 sec; Duration: 1 min; College: Druid  Create Spring Rituat speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: Varies; Maintain: Half; Time: 1 sec/cost Duration: 1 min; College: Druid  Dispel Magic  Rituat speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: Varies; Maintain: Half; Time: 1 sec/cost Duration: 1 min; College: Druid  Dispel Magic  Rituat speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic  Rituat speak a word or two OR make a	Blight	-	-	0	M162
Body of Slime   Rituat need both hands and feet free and must speak. Time: 2x   Class: Regular, Cast: 6, Maintain: 2; Time: 5 sec; Duration: 1 min; College: Druid   17   IQ+3   1   M185   Rituat speak a word or two OR make a small gesture; Cost: -1   Class: Regular, Cast: 5, Maintain: 2, Time: 4 sec; Duration: 1 min; College: Druid   17   IQ+3   1   M27   IQ+3   1   M27   IQ+3   1   M27   IQ+3					
Rituals need both hands and feet free and must speak Time: 2x Classs Regular Cast 5, Maintain: 7, Time 5 sec, Duration: 1 min; College: Druid  Body of Water Ritual speak a word or two OR make a small gesture; Cost: -1 Class Regular (2st 5, Maintain: 2, Time: 4 sec; Duration: 1 min; College: Druid  Body of Wind Ritual speak a word or two OR make a small gesture; Cost: -1 Class Regular (2st 5, Maintain: 42, Time: 2 sec; Duration: 1 min; College: Druid  Body of Wood Ritual: need both hands and feet free and must speak; Time: 2x Class Regular (2st 7, Maintain: 3, Time: 5 sec; Duration: 1 min; College: Druid  Control Air Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class Regular (2st 7, Maintain: 3, Time: 5 sec; Duration: 1 min; College: Druid  Control Earth Elemental Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class Special; Cast Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class Special; Cast Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class Regular; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class Regular; Cast: -1, Time: 3 sec; Duration: Permanent; College: Druid  Prostbile Ritual: speak a word or two OR make a small gesture;	· · · · · · · · · · · · · · · · · · ·			0	NAIGE
Class: Regular, Cast: 6, Maintain: 2, Time: 5 sec; Duration: 1 min; College: Druid  Body of Water Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: 5, Maintain: 2, Time: 4 sec; Duration: 1 min; College: Druid  Body of Wind Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, PRH-TI, Cast: 6, Maintain: 4; Time: 2 sec; Duration: 1 min; College: Druid  Body of Wood Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular, Cast: 7, Maintain: 3; Time: 5 sec; Duration: 1 min; College: Druid  Control Air Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: 7, Maintain: 3; Time: 5 sec; Duration: 1 min; College: Druid  Control Elemental Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: Varies; Maintain: Half; Time: 1 sec/cost: Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: Varies; Maintain: Half; Time: 1 sec/cost: Duration: 1 min; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: Varies; Maintain: Half; Time: 1 sec/cost: Duration: 1 min; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Prostbile Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Hall  Dasse Cost: 1 for damagin			-	U	COLIN
Body of Water   Ritust: speak a word or two OR make a small gesture; Cost: -1   Class: Regular; Cast: 5; Maintain: 2; Time: 4 sec; Duration: 1 min; College: Druid   17   IQ+3   1   M27   IQ+3   1   M27   IQ+3   1   M27   IQ+3   1   M27   IQ+3					
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular, Cast: 5, Maintain: 2; Time: 4 sec; Duration: 1 min; College: Druid  Body of Wind Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular/RHT; Cast: 8, Maintain: 4; Time: 2 sec; Duration: 1 min; College: Druid  Body of Wood Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular, Cast: 7, Maintain: 3; Time: 5 sec; Duration: 1 min; College: Druid  Control Air Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular/RHS or of LQ: Cast: Special; Maintain: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Earth Elemental Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Create Spriig Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: -1 Time: 1 min; Duration: Permanent; Col		17	10+3	1	M185
Body of Wind   Ritual: speak a word or two OR make a small gesture: Cost: -1   Class: Regular/R-HT; Cast: 8; Maintain: 4; Time: 2 sec; Duration: 1 min; College: Druid   0   M165					
Ritual: speak a word or two OR make a small gesture; Cost: -1   Class: Regular/R-HT, Gast: 8; Maintain: 4; Time: 2 sec; Duration: 1 min; College: Druid   Body of Wood Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid   Control Air Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1   Class: Regular/R-ST or IQ; Cast: Special; Maintain: Special; Time: 2 sec; Duration: 1 min; College: Druid   Control Earth Elemental Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid   Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid   Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 2 min; College: Druid   Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid   Control Water Elemental Ritual: need both hands and feet free and must speak; Time: 2 sec; Duration: 1 min; College: Druid   Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Special; Time: 2 sec; Duration: 1 min; College: Druid   Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid   Dispel Magic   Druid Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid   Drug Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: -3; Time: 2 sec; Duration: Permanent; College: Druid   Drug Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: -3; Time: 2 sec; Duration: Permanent; College: Druid   Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: -1-3; Time: 3 sec; Duration: Permanent; College: Druid   Class: Area; Cast: -1-3; Tim					
Class: Regular/R-HT; Cast: 8; Maintain: 4; Time: 2 sec; Duration: 1 min; College: Druid  Body of Wood Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular, Cast: 7; Maintain: 3; Time: 5 sec; Duration: 1 min; College: Druid  Control Air Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular/R-F3 or IQ, Cast: Special; Maintain: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Earth Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Prostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Prostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Hall Base cost: 1 for damaging hall Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1-1,5ff; Maintain: Asme; Time: 1 sec; Dur		17	IQ+3	1	M27
Body of Wood   Ritual: need both hands and feet free and must speak; Time: 2x   Class: Regular, Cast: 7; Maintain: 3; Time: 5 sec; Duration: 1 min; College: Druid   17   IQ+3   1   M28					
Ritual: need both hands and feet free and must speak; Time: 2x Class: Regular; Cast: 7; Maintain: 3; Time: 5 see; Duration: 1 min; College: Druid  Control Air Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Classs: Regular; Past: 7 or IQ; Cast: Special; Maintain: Special; Time: 2 see; Duration: 1 min; College: Druid  Control Earth Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 see; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 see; Duration: 1 min; College: Druid  Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 2 see; Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 see/cost; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: -1-3; Time: 3 see; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: -1-3; Time: 3 see; Duration: Permanent; College: Druid  Plant Form Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: -1-3; Time: 3 see; Duration: Permanent; College: Druid  Plant Form Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: -1-Magery; Time: 1 -3 see; D				0	MAGE
Class: Regular, Cast: 7, Maintain: 3, Time: 5 sec; Duration: 1 min; College: Druid  Control Air Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular/R-ST or IQ; Cast: Special, Maintain: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Earth Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special, Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Majoe Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Pail  Base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Pictual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1		-	-	U	M165
Control Air Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular/RST or IQ; Cast: Special; Maintain: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Earth Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite  Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Hail  base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#, Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Plant Form  Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Mesical varies; Time: 1 sec; Duration: 1 min; College: Druid  Plant Form  Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Mesical varies; Time: 1 sec; Duration: 1 min; College: Druid  Plant Form  Ritual: speak a word or two OR make a smal					
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 sec/cost: 1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Aca; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Aca; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Aca; Cast: 7; Time: 1 min; Duration: Permanent; College: Druid  Hail  Dase cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: Intant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x		17	10+3	1	M28
Class: Regular/R-ST or IQ; Cast: Special; Maintain: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Earth Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Prostitie Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail Base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x					0
Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Prostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail  base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x	Class: Regular/R-ST or IQ; Cast: Special; Maintain: Special; Time: 2 sec; Duration: 1 min; College: Druid	t			
Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1-1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Plant Form Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid		-	-	0	M28
Control Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Cast: Special; Cast: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: Stries: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail  base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1-15#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-14Magery; Time: 1-3 sec; Duration: 1 min; College: Druid  Plant Form Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-14Magery; Time: 1-3 sec; Duration: 1 min; College: Druid  Plant Form Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-14Magery; Time: 1-3 sec; Duration: 1 min; College: Druid					
Ritual: need both hands and feet free and must speak; Time: 2x Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/Cost; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/Cost; Duration: 1 min; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x				0	MOO
Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Control Water Elemental  Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1-5; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-5; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x		-	-	U	IVIZ8
Control Water Elemental Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Prostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1-5; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x					
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cast: Special; Time: 2 sec; Duration: 1 min; College: Druid  Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x		17	IQ+3	1	M28
Create Animal Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x					
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x					
Class: Regular; Cast: Varies; Maintain: Half; Time: 1 sec/cost; Duration: 1 min; College: Druid  Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missels; Cast: 1-1/5#; Maintain: Same; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x		17	IQ+3	1	M98
Create Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x					
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x		17	IU+3	1	M100
Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x		17	ιςτο	'	טל ו ועו
Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x					
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Time: sec=cost; Duration: Permanent; College: Druid  Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x		17	IQ+3	1	M126
Dry Spring Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x	Ritual: speak a word or two OR make a small gesture; Cost: -1				
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x					
Class: Regular; Cast: Varies; Time: 1 min; Duration: Permanent; College: Druid  Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x		17	IQ+3	1	M188
Frostbite Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x					
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x		17	IU+3	1	M180
Class: Regular; Cast: 1-3; Time: 3 sec; Duration: Permanent; College: Druid  Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x		17	ιψτο	1	WITOS
Hail base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x					
base cost 1 for damaging hail Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x		17	IQ+3	1	M195
Class: Area; Cast: 1/5#; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Druid  Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x					
Lightning Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x					
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x		17	10.12	1	M106
Class: Missile; Cast: 1-Magery; Time: 1-3 sec; Duration: Instant; College: Druid  Plant Form Ritual: need both hands and feet free and must speak; Time: 2x		17	IQ+3	Т	IVI 196
Plant Form Ritual: need both hands and feet free and must speak; Time: 2x					
Ritual: need both hands and feet free and must speak; Time: 2x		-	-	0	M164
Class: Special; Cast: 5; Maintain: 2; Time: 1 sec; Duration: 1 hour; College: Druid	Class: Special; Cast: 5; Maintain: 2; Time: 1 sec; Duration: 1 hour; College: Druid				

Spell	SL	RSL	Pts	
Sandstorm	17	IQ+3	1	M27
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cast: 3; Maintain: Half; Time: Instant#; Duration: 1 min#; College: Druid				
Shapeshifting (owlbear)	20	IQ+6	12	M32
Ritual: none; Time: x1/2, rounded up, min 1 sec; Cost: -2	20	14.0		IVIOZ
Class: Special; Cast: 8; Maintain: 2; Time: 3 sec; Duration: 1 hr; College: Druid				
Shapeshifting (displacer beast)	16	IQ+2	1	M32
Ritual: speak a word or two OR make a small gesture; Cost: -1				
Class: Special; Cast: 8; Maintain: 2; Time: 3 sec; Duration: 1 hr; College: Druid	1.0	10.0	-	1400
Shapeshifting (Fish) Ritual: speak a word or two OR make a small gesture; Cost: -1	16	IQ+2	1	M32
Class: Special; Cast: 8; Maintain: 2; Time: 3 sec; Duration: 1 hr; College: Druid				
Shapeshifting (Thunderbird)	16	IQ+2	1	M32
Ritual: speak a word or two OR make a small gesture; Cost: -1				
Class: Special; Cast: 8; Maintain: 2; Time: 3 sec; Duration: 1 hr; College: Druid				
Storm	-	-	0	M195
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Area; Cast: 1/50; Maintain: Same; Time: 1 min; Duration: 1 hr; College: Druid			0	B 4 4 1
Strike Barren Ritual: need both hands and feet free and must speak; Time: 2x	-	-	0	M41
Class: Regular; Cast: 5; Time: 30 sec; Duration: Permanent; College: Druid				
Suspend Curse	-	-	0	M125
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Regular; Cast: 10; Maintain: 10; Time: 1 min; Duration: 10 min; College: Druid				
Tide	-	-	0	M194
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Special/Area; Cast: 1/30; Maintain: Same; Time: 1 min; Duration: 1 hr; College: Druid				N/1 CO
Wither Plant Ritual: need both hands and feet free and must speak; Time: 2x	_		0	M163
Class: Area; Cast: 2; Time: 10 sec; Duration: Permanent; College: Druid				
O Power Investiture (High Druid)			5	
5				
Alter Terrain	17	IQ+3	1	M55
Ritual: speak a word or two OR make a small gesture; Cost: -1				
Class: Area; Cast: 1#; Time: 10 sec; Duration: 2d days; College: Druid	47	10.0		14465
Arboreal Immurement Ritual: speak a word or two OR make a small gesture; Cost: -1	17	IQ+3	1	M165
Class: Regular; Cast: Varies; Time: 3 sec; Duration: Indefinite; College: Druid				
Create Air Elemental	17	IQ+3	1	M28
Ritual: speak a word or two OR make a small gesture; Cost: -1				0
Class: Special; Cast: Special; Time: Special; Duration: Permanent; College: Druid				
Create Earth Elemental	-	-	0	M28
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Special; Cast: Special; Time: Special; Duration: Permanent; College: Druid				1400
Create Fire Elemental Ritual: need both hands and feet free and must speak; Time: 2x	-	_	0	M28
Class: Special; Cast: Special; Time: Special; Duration: Permanent; College: Druid				
Create Water Elemental	17	IQ+3	1	M28
Ritual: speak a word or two OR make a small gesture; Cost: -1	1,			
Class: Special; Cast: Special; Time: Special; Duration: Permanent; College: Druid				
Partial Shapeshifting	-	-	0	M32
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Regular; Cast: Varies; Maintain: Varies; Time: 10 sec; Duration: 1 hr; College: Druid  Permanent Beast Possession	16	IQ+2	1	M32
Ritual: speak a word or two OR make a small gesture; Cost: -1	10	IQTZ	1	IVIOZ
Class: Regular; Cast: 20; Time: 1 min; Duration: Indefinite; College: Druid				
Permanent Shapeshifting ()	-	-	0	M33
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Regular; Cast: Varies; Time: 1 min; Duration: Indefinite; College: Druid				
Plant Form Other	-	-	0	M165
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Special; Cast: 5; Maintain: 2; Time: 30 sec; Duration: 1 hour; College: Druid  Remove Curse		_	0	M126
Ritual: need both hands and feet free and must speak; Time: 2x	_	-	U	IVI I ZO
Class: Regular; Cast: 20; Time: 1 hr; Duration: Permanent; College: Druid				
Shapeshift Others	-	-	0	M33
Ritual: need both hands and feet free and must speak; Time: 2x				
Class: Special; Cast: Varies; Maintain: Varies; Time: 30 sec; Duration: 1 hr; College: Druid				
O Power Investiture (High Druid)			0	

								a. I			
		Spell						SL	RSL	Pts	
	Ri C	ess tual: need both hands and feet free and must speak; Time: 2 ass: Regular; Cast: 10/50/500; Time: min=cost; Duration: Va Unsatisfied prerequisite(s)		e: Druid				-	-	0	M129
	Ri C	urse tual: need both hands and feet free and must speak; Time: 2 ass: Regular; Cast: 3/10/20; Time: 2/4/6 sec; Duration: Varions Unsatisfied prerequisite(s)		Druid				-	-	0	M129
	Ri	arthquake tual: need both hands and feet free and must speak; Time: 2 ass: Area; Cast: 2; Maintain: Same; Time: 30 sec; Duration: 1 Unsatisfied prerequisite(s)		ge: Druid	I			-	-	0	M54
	Ri	eyser tual: need both hands and feet free and must speak; Time: 2 ass: Area; Cast: 5; Maintain: 2; Time: 5 sec; Duration: 1 sec; Unsatisfied prerequisite(s)		ıid				-	-	0	M190
	Ri C	ove Terrain tual: need both hands and feet free and must speak; Time: 2 ass: Area; Cast: 10; Maintain: 8; Time: 1 min; Duration: 1 hr; Unsatisfied prerequisite(s)		iid				-	-	0	M55
	Ri C	Dicano tual: need both hands and feet free and must speak; Time: 2 ass: Regular; Cast: 15; Maintain: 10; Time: 1 hr #; Duration: 1 Unsatisfied prerequisite(s)		ge: Druid	I			-	-	0	M54
✓	#	Carried Equipment (6.65 kg; \$267)	Uses	TL	LC	<b>9</b>	Â	\$€			
<b>✓</b>	1	Spear		0		40	2 kg		40	2 kg	B273
✓	1	Clothing				120	1 kg	1:	20	1 kg	DFA110
✓	1	Light Leather Boots				17	1.05 kg		17 1.0	)5 kg	DFA108
✓	1	Leather Jacket Flexible, concealable		1		50	2 kg		50	2 kg	B283
<b>✓</b>	1	Haversack Worn on Shoulder				30	0.5 kg				PY106:11
✓	1	Pouch				10	0.1 kg		10 0	.1 kg	DFA111