

Druid Alternative Advancement Abilities

Written by Tils for [The Druids Grove](http://www.thedruidsgrove.org/)
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Luclin AA Abilities

General Abilities (Must be level 51 or more)

Name of AA Ability	Number of AA Needed Per Level										General Description	Passive (On all the time)	Active (Needs a Hotkey)	Active Timer (Recast Time)	Cast Time
	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10					
Innate Strength	1	1	1	1	1						Each skill level with this ability increases the character's base Strength by two points.	Yes	No	N/A	N/A
Innate Stamina	1	1	1	1	1						Each skill level with this ability increases the character's base Stamina by two points.	Yes	No	N/A	N/A
Innate Agility	1	1	1	1	1						Each skill level with this ability increases the character's base Agility by two points.	Yes	No	N/A	N/A
Innate Dexterity	1	1	1	1	1						Each skill level with this ability increases the character's base Dexterity by two points.	Yes	No	N/A	N/A
Innate Intelligence	1	1	1	1	1						Each skill level with this ability increases the character's base Intelligence by two points.	Yes	No	N/A	N/A
Innate Wisdom	1	1	1	1	1						Each skill level with this ability increases the character's base Wisdom by two points.	Yes	No	N/A	N/A
Innate Charisma	1	1	1	1	1						Each skill level with this ability increases the character's base Charisma by two points.	Yes	No	N/A	N/A
Innate Fire Protection	1	1	1	1	1						Each skill level with this ability increases the character's base resistance to fire by two points.	Yes	No	N/A	N/A
Innate Cold Protection	1	1	1	1	1						Each skill level with this ability increases the character's base resistance to cold by two points.	Yes	No	N/A	N/A
Innate Magic Protection	1	1	1	1	1						Each skill level with this ability increases the character's base resistance to magic by two points.	Yes	No	N/A	N/A
Innate Poison Protection	1	1	1	1	1						Each skill level with this ability increases the character's base resistance to poison by two points.	Yes	No	N/A	N/A
Innate Disease Protection	1	1	1	1	1						Each skill level with this ability increases the character's base resistance to disease by two points.	Yes	No	N/A	N/A
Innate Run Speed	1	1	1								Each skill level will increase the character's base run speed. This increase only adds to the character's natural running speed, it will not function with any other speed increase such as Spirit of Wolf or riding a horse. Each level gives approximately a 10% boost to the base run speed level 3 being a bit slower than Journeyman boots. It is also permanently on and works in dunegons and cannot be despelled.	Yes	No	N/A	N/A
Innate Metabolism	1	1	1								Each skill level reduces the character's need for food and water. The first skill level reduces the consumption of food by 10%, the second by 25% and the third by 50%.	Yes	No	N/A	N/A
Innate Lung Capacity	1	1	1								Each skill level increases the time that the character can hold his breath. The first skill level improves lung capacity by 10%, the second by 25% and the third by 50%.	Yes	No	N/A	N/A
First Aid	1	1	1								Each skill level increases the maximum percentage of healing that the character can grant using the Bind Wound skill. The first skill level will increase the maximum by 10%, the second by 20% and the third by 30%.	Yes	No	N/A	N/A
New Tanaan Crafting Mastery	3	3	3	3	3	3					This ability allows you to earn skill ups in one more than one tradeskill above 200. Each rank allows one more tradeskill (smithing, tailoring, baking, brewing, fletching, pottery, jewelry) to be raised above 200.	Yes	No	N/A	N/A
Innate Regeneration	1	1	1								Each skill level improves the character's ability to heal. Each skill level increases the character's base regeneration by one point. So at level 3 you would have three extra hp a tick.	Yes	No	N/A	N/A

Archetype Abilities (Must be level 55 or more and have spent 6 AA points General Abilities)

Name of AA Ability	Number of AA Needed Per Level										General Description	Passive (On all the time)	Active (Needs a Hotkey)	Active Timer (Recast Time)	Cast Time
	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10					
Healing Adept	2	4	6								Each skill level improves the character's effectiveness with instant effect healing spells. The first skill level increases the effectiveness of the character's healing spells by 2%, the second skill level raises the healing increase to 5% and the third raises the increase to 10%. This means at level 3 you will be healing 10% more on a healing spell.	Yes	No	N/A	N/A
Healing Gift	2	4	6								Each skill level gives the character a chance for a 'critical' healing effect when casting instant effect healing spells. A critical effect will double the healing granted by the spell. The first skill level grants a 3% chance for a critical healing spell, the second skill level raises the critical healing chance to 6% and the third raises the chance to 10%. This ability also does not effect druid percentage heals Tunares Renewal and Karanas Renewal.	Yes	No	N/A	N/A
Spell Casting Mastery	2	4	6								Level 1 decreases mana usage by 2% of the base mana cost, for all spells cast. Level 2 decreases it an additional 3%, and Level 3 decreases it by a further 5%	Yes	No	N/A	N/A
Spell Casting Reinforcement	2	4	6								Each skill level increases the duration of caster's "buff" spells. The first skill level increases the duration of buffs by 5%, the second raises the increase to 15% and the third raises the increase to 30%.	Yes	No	N/A	N/A
Spell Casting Fury	2	4	6								Gives the caster the ability to do 'critical' damage with direct damage spells. Each skill level increases the chance to do critical damage with a direct damage spell. The first skill level gives a 2% chance for critical damage, the second increases the chance to 4% and the third increases the change to 7%. It also effects the maximum amount of damage a direct damage spell does. At level 1 the max damage of the spell plus a third of the max damage (eg. 900hp DD would max for 1200hp). At level 2 the max damage of the spell plus a 2 thirds of the max damage (eg. 900hp DD would max for 1500hp). At level 2 the max damage of the spell plus a twice of the max damage (eg. 900hp DD would max for 1800hp).	Yes	No	N/A	N/A
Channelling Focus	2	4	6								Each skill level reduces the chances of spell interruption due to damage or movement. The first skill level reduces the chance of interruption but 5%, the second skill level increases the reduction to 10% and the third brings the reduction to 15%.	Yes	No	N/A	N/A
Mental Clarity	2	4	6								Each skill level improves the character's ability to recover mana. Each skill level increases the character's base mana recovery by one point every six seconds.	Yes	No	N/A	N/A
Natural Durability	2	4	6								Each skill level increases the character's natural hit points. The first skill level increases the character's hit points by 2%, the second skill level raises the hit point increase to 5% and the third raises the increase to 10%. While HP buffs are not effected by this ability, stamina buffs are.	Yes	No	N/A	N/A
Combat Stability	2	4	6								Each skill level gives the character an increased ability to reduce the damage he takes in combat (damage mitigation). The first skill level increases the character's damage mitigation by 2%, the second skill level raises the damage mitigation increase to 5% and the third raises the increase to 10%	Yes	No	N/A	N/A
Combat Agility	2	4	6								Each skill level gives the character an increased chance to avoid being hit in combat (damage avoidance). The first skill level increases the character's ability to avoid being hit by 2%, the second skill level raises the damage avoidance increase to 5% and the third raises the increase to 10%.	Yes	No	N/A	N/A

Druid Class Specific Abilities (Must be level 59 or more and have spent 12 points in Archetype Abilities)

Name of AA Ability	Number of AA Needed Per Level										General Description	Passive (On all the time)	Active (Needs a Hotkey)	Active Timer (Recast Time)	Cast Time
	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10					
Mass Group Buff	9										This ability gives the Druid the power to make his next group buff spell into an area of affect spell. The spell would benefit everyone in the area, not just the caster's group. This Ability causes the spell to use up to as much as twice as much mana. It will require at least the normal casting cost, and will use up to as much as twice the mana if the caster has that much available.	No	Yes	72mins	N/A
Quick Evacuation	3	6	9								Each skill level reduces the casting time for evacuation spells. The first skill level reduces the casting time of evacuation spells by 10%, the second skill level makes the reduction 25% and the third makes the reduction 50%.	Yes	No	N/A	N/A
Exodus	6										This ability gives the Druid the power to cast a Succor spell almost instantly and without the memorization of a spell or the expenditure or mana. There is also still the possibility of being left behind like all "evacuate" line spells.	No	Yes	72mins	0.1 sec
Quick Damage	3	6	9								(Prerequisite: Spell Casting Fury 3) Each skill level reduces the casting time of direct damage spells. The first skill level reduces the casting time of direct damage spells by 2%, the second skill level makes the reduction 5% and the third makes the reduction 10%.	Yes	No	N/A	N/A
Enhanced Root	5										This ability gives the Druid a 50% reduction to the chance that their own direct damage spells will break the hold of root spells on a target.	Yes	No	N/A	N/A
Dire Charm	9										This ability allows the Druid to charm an NPC without fear that the NPC will break the charm (charm will end only when the Druid leaves the zone or logs out) without the memorization of a spell or the expenditure of mana. All of the usual restriction for charm spells along with a few others apply to this skill, except in regards to duration. This ability is limited to animals level 46 and below.	No	Yes	72mins	6secs
Innate Camouflage	5										This works much like the Improved Superior Camouflage spell, but with an guaranteed duration of 20 minutes or more depending on focus items and SCR. This however can be broken like all invisible spells by external influences.	No	Yes	7sec	0.1 sec
Spell Casting Reinforcement Mastery	8										(Prerequisite: Spell Casting Reinforcement 3) - This ability raises the increased duration granted by Spell Casting Reinforcement to 50%.	Yes	No	N/A	N/A

Planes of Power AA Abilities

Planar Advancement

Name of AA Ability	Number of AA Needed Per Level										General Description	Passive (On all the time)	Active (Needs a Hotkey)	Active Timer (Recast Time)	Cast Time
	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10					
Advanced Innate Strength	1	1	1	1	1	1	1	1	1	1	(Prerequisite: Innate Strength at Level 5.) This ability raises your innate Strength by two points per rank. You may train in this ability twice each level, beginning at level 61.	Yes	No	N/A	N/A
Advanced Innate Stamina	1	1	1	1	1	1	1	1	1	1	(Prerequisite: Innate Stamina at Level 5.) This ability raises your innate Stamina by two points per rank. You may train in this ability twice each level, beginning at level 61.	Yes	No	N/A	N/A
Advanced Innate Agility	1	1	1	1	1	1	1	1	1	1	(Prerequisite: Innate Agility at Level 5.) This ability raises your innate Agility by two points per rank. You may train in this ability twice each level, beginning at level 61.	Yes	No	N/A	N/A
Advanced Innate Dexterity	1	1	1	1	1	1	1	1	1	1	(Prerequisite: Innate Dexterity at Level 5.) This ability raises your innate Dexterity by two points per rank. You may train in this ability twice each level, beginning at level 61.	Yes	No	N/A	N/A
Advanced Innate Intelligence	1	1	1	1	1	1	1	1	1	1	(Prerequisite: Innate Intelligence at Level 5.) This ability raises your innate Intelligence by two points per rank. You may train in this ability twice each level, beginning at level 61.	Yes	No	N/A	N/A
Advanced Innate Wisdom	1	1	1	1	1	1	1	1	1	1	((Prerequisite: Innate Wisdom at Level 5.) This ability raises your innate Wisdom by two points per rank. You may train in this ability twice each level, beginning at level 61.	Yes	No	N/A	N/A
Advanced Innate Charisma	1	1	1	1	1	1	1	1	1	1	(Prerequisite: Innate Charisma at Level 5.) This ability raises your innate Charisma by two points per rank. You may train in this ability twice each level, beginning at level 61.	Yes	No	N/A	N/A
Warding of Solusek	1	1	1	1	1	1	1	1	1	1	(Prerequisite: Innate Fire Protection at Level 5.) This ability raises your base resistance to fire-based spells by two points per rank. You may train in this ability twice each level, beginning at level 61.	Yes	No	N/A	N/A
Blessing of Eci	1	1	1	1	1	1	1	1	1	1	(Prerequisite: Innate Cold Protection at Level 5.) This ability raises your base resistance to cold-based spells by two points per rank. You may train in this ability twice each level, beginning at level 61.	Yes	No	N/A	N/A
Marrs Protection	1	1	1	1	1	1	1	1	1	1	(Prerequisite: Innate Magic Protection at Level 5.) This ability raises your base resistance to magic-based spells by two points per rank. You may train in this ability twice each level, beginning at level 61.	Yes	No	N/A	N/A
Shroud of the Faceless	1	1	1	1	1	1	1	1	1	1	(Prerequisite: Innate Poison Protection at Level 5.) This ability raises your base resistance to poison-based spells by two points per rank. You may train in this ability twice each level, beginning at level 61.	Yes	No	N/A	N/A
Bertoxxulous Gift	1	1	1	1	1	1	1	1	1	1	(Prerequisite: Innate Disease Protection at Level 5.) This ability raises your base resistance to disease-based spells by two points per rank. You may train in this ability twice each level, beginning at level 61.	Yes	No	N/A	N/A
Planar Power	2	2	2	2	2						This ability raises the maximum that your statistics can be raised to, with items or spells, by 5 points per rank. You may train in this ability once each level, beginning at level 61.	Yes	No	N/A	N/A
Innate Enlightenment	3	3	3	3	3						Each rank of this ability raises the maximum that you may raise your Intelligence and Wisdom by ten points. You may train in this ability once each level, beginning at level 61.	Yes	No	N/A	N/A

Planes of Power Ability

Name of AA Ability	Number of AA Needed Per Level										General Description	Passive (On all the time)	Active (Needs a Hotkey)	Active Timer (Recast Time)	Cast Time
	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10					
Advanced Healing Adept	2	4	6								(Prerequisite: Healing Adept at Level 3) This ability increases the maximum effectiveness of your healing spells by three percent per rank. You may train in this ability once each level, upon reaching levels 62, 63, and 64.	Yes	No	N/A	N/A
Advanced Healing Gift	2	3	4								(Prerequisite: Healing Gift at Level 3.) This ability increases your chance to score an exceptional heal by two percent per rank. An exceptional heal doubles the healing value of the spell. You may train in this ability once each level, upon reaching levels 62, 63, and 64.	Yes	No	N/A	N/A
Lightning Reflexes	3	3	3	3	3						(Prerequisite: Combat Agility at Level 3.) This ability further increases your chance of completely avoiding incoming melee damage. You may train in this ability once each level after reaching level 61.	Yes	No	N/A	N/A
Innate Defense	3	3	3	3	3						(Prerequisite: Combat Stability at Level 3) This ability further increases your mitigation of incoming melee damage. You may train in this ability once each level after reaching level 61.	Yes	No	N/A	N/A
Radiant Cure	2	4	6								This ability grants its wielder the ability to cure their party of many afflictions, poisons, curses, and harmful magics. You may train in the ranks of this ability at or after levels 61, 63, and 65. Level 1 cures 9 counters, Level 2 cures 12 counters and level 3 cures 16 counters. This ability is group only and cannot be MGB.	No	Yes	3mins	3.5 secs
Hastened Exodus	2	2	2								(Prerequisite: Level: 63, Exodus) This ability decreases the amount of time required between uses of Exodus by ten percent per rank. You may train in this ability once each level, upon reaching level 63.	Yes	No	N/A	N/A
Wrath of the Wild	3	3	3								This ability will shield you with a single-hit, large damage barrier of thorns. Additional ranks of this ability increase the amount of damage that is inflicted. You may train the ranks of this ability at or after levels 61, 63, and 65. Level 1 is a 350hp DS, Level 2 is a 500hp DS and Level 3 is a 650 DS.	No	Yes	4mins	1 sec
Spirit of the Wood	4	3	2								You may train in the three ranks of this ability at or after levels 61, 63, and 65. The spell lasts 5 ticks and has the does the following at each level. Level 1: Increase AC 30, Increase Damage Shield 25, 200hp a tick, - Level 2: Increase AC 39, Increase Damage Shield 40, 225hp a tick, - Level 3: Increase AC 48, Increase Damage Shield 55, 250hp a tick. The ability can be MGB and also the timer can be increased up to 2 more ticks when SCR and SCRM are trained.	No	Yes	22mins	0.1 sec
Viscid Roots	5										(Prerequisite: Level 63, Enhanced Root) Root spells applied by the owner of this ability are significantly less likely to break when the victim takes damage initiated by anyone, unlike previous abilities which only affect damage caused by the caster.	Yes	No	N/A	N/A
Fury of Magic	3	6	9								(Prerequisite: Level: 61, Spell Casting Fury at Level 3.) This ability further increases your chance to score a critical hit with your direct damage spells.	Yes	No	N/A	N/A

Druid /ALT Ability Codes

Usage: /alt activate #	#
Dire Charm	46
Exodus	43
Innate Camouflage	80
Mass Group Buff	35
Radiant Cure	153
Spirit of the Wood	185
Wrath of the Wild	170

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