

THE WODDAR PROFESSIONS

DRUIDS

KNOWLEDGE SKILLS

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
Leather Soak	4	As long as the character is wearing 10 points of Armor (before modifications for Armor Efficiency, magical armor, or shields), this Knowledge will always provide a damage soak of 1, to a minimum of 1 damage.	Constant	None
Small Weapon	1	This ability will allow the user to wield a dagger or other small weapons.	Constant	None
Staff	3	This skill will allow the user the ability to wield a staff.	Constant	None
Teach	4	This ability will allow a person to teach any skill that they know for any profession for which they satisfy the prerequisites to teach. Advanced skills and lists as well as hidden skills and hidden sub-lists cannot be taught by player characters. A character cannot teach a profession until she has an advanced list in that profession and cannot teach a sub-profession until she knows at least 15 build worth of skills from that sub- profession.	Constant	Any Rank 5 Druid Prayer or Sacrament
Utilize Component	3	This ability allows a character to recognize, harvest, dissect, and use components. The most common components can be used by characters for mana and vigor. Other components may have different effects as described by the component. Characters with this knowledge may also harvest raw components located in-game and grants the knowledge required to dissect components from different creatures. Harvesting and dissecting a component takes 1 minute. For mana and vigor components this will harvest 2 points per minute. A single character may only harvest a maximum of 10 points from a single component node each hour. Components can be traded between players, however all components wither and die at the end of the weekend.	Constant	None
Literacy	2	This skill grants a character the ability to read and write the common language.	Constant	None
1	Caster Essence	The caster may purchase 1 healable essence for 1 build every other level. Starting at level 1.	Constant	None
Mana	1, 2	The character may purchase 1 healable Mana at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Mana thereafter.	Constant	None
Vigor	1, 2	The character may purchase 1 healable Vigor at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Vigor thereafter.	Constant	None

DRUID PRAYERS

A Druid may only learn up to Rank 5 in the Elemental path that they are baptized into (primary). They may only learn up to Rank 4 in any second path (secondary), up to Rank 3 in any third path (tertiary), and only up to Rank 2 in the final path (quaternary). To learn a prayer of the following rank in a given elemental path, the Druid must learn at least one earlier prayer of that elemental path, though she may gain higher rank prayers of a given element as long as her overall number of prayers on that rank does not exceed the overall number of prayers on the previous rank. The Dragon Path has no restrictions, nor does the Druid need to know the previous Dragon spell to learn the next higher Ranking one.

Rank	Prayer	Build	Casting	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal	<i>By The Elemental Fury, I...</i>							
<i>AIR</i>								
1	Invigorate Your Spell	2	1m	This prayer will add +5 Elemental (Fire, Ice, Lightning, Stone) Damage to the target's next non-damage spell. Damage type must be chosen at spell cast. Target must be willing.	5 Minutes	Reactive	Any Willing	Literacy
1	Innervate Your Blade	2	1m	This prayer will enchant a blade to deal 5 Elemental (Fire, Ice, Lightning, Stone) Damage for the next 3 swings instead of normal weapon damage. This Damage cannot be augmented or multiplied. Damage type must be chosen at spell cast. Target must be willing.	5 Minutes	Instant	Weapon	Literacy
<i>EARTH</i>								
1	Bestow Nimbus of (Element)	2	1m	This prayer creates a magical bond between the Druid and her target, enabling the Druid to cast any damage prayer of the chosen element to the target to heal them for that amount. This nimbus does not work with the spell Mana Spark or Teeth of <Element>	1 Hour	Instant	Any	Literacy
1	Bestow Stone Skin	2	1m	Grants the target +5 Armor. This Armor is the first to be removed by damage. This armor cannot be repaired.	6 Hours	Instant	Any	Literacy
<i>FIRE</i>								
1	Strike You With (Element)	2	1m	This prayer will inflict 5 points of elemental damage to a target. Elemental type is chosen at casting.	Instant	Instant	Any	Literacy
1	Summon Teeth of (Element)	2	1m	This prayer will cause every step the victim takes to deal to them 1 Elemental (Fire, Ice, Lightning, Stone) Damage. Damage type must be chosen at spell cast.	1 Minute	Instant	Any	Literacy

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
<i>WATER</i>								
1	Snare Leg	2	1m	The afflicted limb is grasped by tendrils of ice, preventing movement. Combined strength of 3 or better will break this effect. Leg is chosen by the caster. This is a Pin effect.	1 minute	Instant	Any	Literacy
1	Rust Lock	2	1m	This prayer will rust any lock. This rust will cause the lock to function as 1 rank lower to a minimum of Rank 1. No lock may be affected by more than one of this spell. No racial skill will work in conjunction with this prayer.	30 Minutes	Instant	Lock	Literacy
<i>DRAGON</i>								
1	Feather Fall	2	1m	This prayer will allow the target to fall for a period of up to 1 minute. If they hit the ground during that time, they will take no impact from that fall. They may move 1 foot per second to role-play moving. This spell will cover a maximum fall of 60 feet per consecutive cast.	6 Hours	Invoked	Any	Literacy
Verbal	<i>By The Elemental Fury, I...</i>							
<i>AIR</i>								
2	Bestow Elemental Thorns	3	2m	This prayer will enable the target to divide the numerical amount of the next spell or prayer they cast any way among any number of targets. These thorns must be thrown within 1 minute or will be lost. The effect of increased damage due to weaknesses will only happen once per spell.	1 Minute	Instant	Self	Equal number of Rank 1 Druid Prayers
2	Create a Component Bloom	3	2m	This prayer increases the potency of a component, adding one month to its expiration date. This may only be done once per component.	1 Month	Instant	Component	Equal number of Rank 1 Druid Prayers
<i>EARTH</i>								
2	Shield You From the Elements	3	2m	Stops one numerical elemental (Fire, Ice, Lightning, Stone) attack, either spell or weapon strike. Damage type need not be chosen.	6 Hours	Invoked	Any	Equal number of Rank 1 Druid Prayers
2	Bestow Stone of Blood	3	2m	This prayer grants the target +5 non-healable essence. This essence is the first to be removed by damage and must be applied to a conscious target (cannot be used to heal a person in their death count.	6 Hours	Instant	Any	Equal number of Rank 1 Druid Prayers
<i>FIRE</i>								
2	Bestow an Internal Fire	3	2m	This prayer will fill the victim with fire. Any time they are healed, the victim will take 5 fire damage.	1 Minute	Instant	Any	Equal number of Rank 1 Druid Prayers
2	Summon Claws of (Element)	3	2m	The Druid summons 2 Small claws into any person, which strike for 1 Elemental (Fire, Ice, Lightning, Stone) Damage each. Vigor effects will not work through these claws, but Strength bonus and any Claw proficiencies will apply. Elemental type is chosen at casting.	1 Hour	Instant	Any	Equal number of Rank 1 Druid Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
<i>WATER</i>								
2	Summon a Fog	3	2m	This prayer will prevent the Target from performing any action outside of melee range. This includes casting spells or using ranged weapons.	1 Minute	Instant	Any	Equal number of Rank 1 Druid Prayers
2	Summon a Tidal Surge	3	2m	This effect will pull the Target 10 feet towards the Druid. This spell may also be used on objects not held by people.	Instant	Instant	Any	Equal number of Rank 1 Druid Prayers
<i>DRAGON</i>								
2	Share Totem	3	2m	This prayer allows the Druid to copy a Warden's totem to any Druid. Both the Warden as well as the target will have full use of the totem. A Warden may only share one totem in this manner. The mimicked totem lasts for the original casting duration as per the Warden's existing totem durations. If the shared totem has an associated vigor cost for use of the skill, the Druid must cast this off their own vigor pool.	Varies	Instant	Totem	Equal number of Rank 1 Druid Prayers
Verbal <i>By The Elemental Fury Of The Dragon, I...</i>								
<i>AIR</i>								
3	Summon the Storm's Fury	4	3m	This prayer imbues the target with energy, empowering their spells. With each successful successive spell strike against any enemy, the target will increase the damage of their next spell by one point. If a spell misses or is otherwise negated, the count must start over. Only spells cast using a packet can benefit or buff through this spell. Cannot be used with Scalds or Sparks.	5 Minutes	Instant	Any	Equal number of Rank 2 Druid Prayers
3	Bestow Burgeoning Force	4	3m	For the duration of this prayer, as long as the Druid maintains contact with a friendly target, this prayer enables the Druid to imbue their target with a vigor efficiency of +1. This effect may stack with other efficiency granting abilities to a maximum of +2. This prayer may not be self-cast. If the target falls unconscious, this prayer ends	1 Minute	Instant	Any	Equal number of Rank 2 Druid Prayers
<i>EARTH</i>								
3	Create a Bone of Stone	4	3m	This prayer summons the tenacity of stone into a person, enabling them to negate one Break Limb or Sever Limb spell, prayer or effect.	6 Hours	Invoked	Any	Equal number of Rank 2 Druid Prayers
3	Conjure a Stone Arm	4	3m	The Druid transforms the arm of themselves or another into stone. This arm can no longer wield a weapon or cast spells, but behaves as a Shield which the target may use to defend themselves from weapon strikes with. This limb is not breakable by Break Limb, but is subject to all shield rules. This arm may not be buffed by effects intended for shields. Target must be willing. A max 12 inch buckler may be used to designate this spell.	1 Hour	Instant	Arm	Equal number of Rank 2 Druid Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
<i>FIRE</i>								
3	Blast You With Fire	4	3m	This prayer will inflict 10 points of Fire damage to a target	Instant	Instant	Any	Equal number of Rank 2 Druid Prayers
3	Summon a Firestorm	4	3m	The Druid conjures a firestorm. For the next 15 seconds, the Druid may cast spell packets for 2 fire damage each. The verbal for this spell needs only to be cast at the beginning. The druid may pick multiple targets for this spell. The druid can only throw one packet at a time. The effect of increased damage due to weakness can only happen once per spell cast.	15 Seconds	Instant	Self	Equal number of Rank 2 Druid Prayers
<i>WATER</i>								
3	Summon Shackles of Ice	4	3m	This prayer allows the caster to throw a ball of ice that will bind the target as per the "Bind" spell for 1 minute. Any other that touch or strike the original target will also become stuck to them for the duration of the prayer and be under a "Bind" effect	1 Minute	Instant	Any	Equal number of Rank 2 Druid Prayers
3	Rust Your Weapon	4	3m	This spell will lower the damage of any non-mithril weapon by half rounded down. This only affects continuous damage effects. Continuous damage counts base weapon damage, proficiencies and strengths. All other effects are added on top after the halving from this spell.	1 Minute	Instant	Weapon	Equal number of Rank 2 Druid Prayers
<i>DRAGON</i>								
3	Control Elemental	4	3m	Being the heralds of the elements, the Druids also have some ability to control them. This prayer will work on many natural elementals, though some are simply too powerful to control. Only one elemental can be under control of the Druid at a time, including those summoned by the druid	30 Minutes	Instant	Elemental	Equal number of Rank 2 Druid Prayers
Verbal	<i>By The Elemental Fury Of The Dragon, I...</i>							
<i>AIR</i>								
4	Create a Blade of Lightning	5	4m	This prayer summons the elemental energy of the air into a weapon enabling it to deal +1 damage and converting its damage type to Lightning for 5 minutes for others and 30mins if cast on self. This damage type cannot be changed unless through application of a different spell or effect	6 Hours	Invoked/ 30 Minutes/ Reduced: 5 Minutes	Weapon	Equal number of Rank 3 Druid Prayers
4	Energize	5	4m	For the next 2 strikes, the damage modifier used by the target of this spell is increased by 1. This will make a regular strike be x2, a Critical Strike x3, and a Power Strike x4.	1 Minute	Instant	Any	Equal number of Rank 3 Druid Prayers
4	Imbue Gale Force	5	4m	This prayer enables a target's spells/prayers to also include a Knockback effect, for 1 minute, which will force the target of the spell back 10 feet before the spell takes effect.	1 Minute	Instant	Any	Equal number of Rank 3 Druid Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
<i>EARTH</i>								
4	Create a Wall of Brambles	5	4m	The Druid can create a wall in any path inside or out that extends 5 feet in either direction from the spell packet. Once in effect, the wall will last as long as the druid channels this spell. People and weapons may not pass through, but spells can. To hold up the wall, the Druid must hold his arm up with the palm out towards the wall. Walls require that the caster carry a flashlight. The flashlight beam must be directed at the ground at the point where the wall is cast and can be slowly pivoted to mark the length of the wall. Targets that are caught in the wall when cast will not take any damage and can choose to appear on either side of the wall.	5 Minutes	Channeled	Wall	Equal number of Rank 3 Druid Prayers
4	Conjure Stone Armor	5	4m	This prayer adds +20 non-repairable armor to a person. This armor is first to be removed by damage. Any Break Limb effect will be negated and will remove 5 points of this armor. This effect occurs as long as 5 or more points of this armor remain. This armor cannot be repaired.	6 Hours	Instant	Any	Equal number of Rank 3 Druid Prayers
4	Summon a Clay Shield	5	4m	This prayer will stop any one numerical attack, except surprise attacks	6 Hours	Invoked	Any	Equal number of Rank 3 Druid Prayers
<i>FIRE</i>								
4	Heat Metal	5	4m	Upon casting the Druid chooses what the prayer effects, weapon, shield, or armor. If this prayer effects a weapon or shield the target will take 1 fire damage per second for as long as they continue holding their weapon or shield up to 15 seconds. If this prayer effects the targets armor the target takes 15 fire damage	Instant	Instant	Any	Equal number of Rank 3 Druid Prayers
4	Burn Your Limb	5	4m	The target of this prayer receives a "Break Limb" effect. The Druid chooses which limb is affected.	Instant	Instant	Any	Equal number of Rank 3 Druid Prayers
4	Purge Myself with Fire	5	4m	This prayer, cast upon the Druid, will negate a single magical debuffing effect with a duration and grant the druid a ball of fire to be thrown for 10 Fire. The ball must be thrown within 5 seconds or the Druid will take the damage.	6 Hours	Invoked	Self	Equal number of Rank 3 Druid Prayers
<i>WATER</i>								
4	Turn Flesh to Ice	5	4m	This prayer transforms the victim's flesh to ice, preventing all movement and speech for the duration. This also serves to prevent any damage or other effects done to the victim for the duration. This is an Imprisonment effect.	1 Minute	Instant	Any	Equal number of Rank 3 Druid Prayers
4	Bestow Frostbite	5	4m	This prayer reduces the victim's resistance to Elemental (Fire, Ice, Lightning, Stone) Damage, increasing melee damage by 1 and spell damage by 5 from all elemental sources. All elemental damage types will apply. This will not negate natural defenses	1 Minute	Instant	Any	Equal number of Rank 3 Druid Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
4	Frost Your Spirit	5	4m	This prayer reduces all the targets spells/prayers to 5 damage for 1 minute	1 Minute	Instant	Any	Equal number of Rank 3 Druid Prayers
<i>DRAGON</i>								
4	Empower Your Totem	5	4m	This prayer allows a Druid to empower a Warden's totem so that when the totem is used it does an additional 15 Elemental (Fire, Ice, Lightning, Stone) Damage as well as the original effect of the totem. This prayer applies separately to the victim of the totem effect. (Negation effects that work on the totem will not prevent the damage from this prayer's effect). Damage type must be chosen at the casting of this spell. Only Totems with a duration of 1 minute or less may be Empowered. Once the totem is invoked the Empowerment is used.	6 Hours	Reactive	Totem	Equal number of Rank 3 Druid Prayers
Verbal	<i>By The Elemental Fury Of The Dragon Mother Of All, I...</i>							
	<i>AIR</i>							
5	Revitalize You	6	5m	This prayer grants the target +5 Mana or +5 Vigor and an efficiency of +1 of either, for 5 minutes. Target of this spell may not be the caster. Either Vigor or Mana must be chosen at time of casting.	5 Minutes	Instant	Any Other	Equal number of Rank 4 Druid Prayers
5	Summon a Guiding Wind	6	5m	This Prayer will enable the target to imbue a single weapon strike with a guided wind, affording them the ability to land a single effect anywhere on the target, regardless of location requirements. "Guiding Wind" may only be invoked once per casting. This prayer is cast upon a person and not a weapon. This prayer does not work with surprise attacks.	6 Hours	Invoked/ Next attack	Any Other	Equal number of Rank 4 Druid Prayers
5	Summon a Cyclone	6	5m	This prayer creates an area of effect "Knockback" 360 degrees around the Druid within weapons reach. This prayer effects allies and enemies	Instant	Instant	Self	Equal number of Rank 4 Druid Prayers
5	Blessing of Tempest: Charge	6	5m	Once invoked the Druid may redirect one magic or physical range attack. The Druid may throw a packet in the direction they wish to redirect the attack. This prayer may be self-cast on the Druid only	6 Hours	Instant	Self	Equal number of Rank 4 Druid Prayers
5	Wind Walk	6	5m	The target of this prayer walks on the wind, allowing them to levitate for 5 minutes. While this prayer is active the target is immune to pins and binds, traps, and harmful terrain. The target may also levitate straight upwards to strike targets with melee attacks that would normally be out of reach. While under the effect of this prayer the target travels double the distance from movement effects, such as "Knockback." The caster must hold an arm straight out from their side, as an extended wing, to indicate they're levitating. Furthermore, a character cannot run while under this effect.	5 Minutes	Instant	Any	Equal number of Rank 4 Druid Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
5	Summon Hammer of Tempest	6	5m	<p>This prayer summons a bastard hammer into the Druid's possession. This weapon is attuned to the Druid. This weapon temporarily grants Druid knowledge of how to use this weapon type for the duration of the spell. The weapon swings for base 2/3 Lightning Damage. This weapon may not be broken. This weapon must be marked with a yellow glow stick.</p> <p>Only one weapon per Druid can be summoned at a time.</p> <p>For each swing landed on any enemy target, the weapon will gain 1 charge up to 25 charges. Charges can only be generated on conscious enemy targets. Every 5 charges, on weapon strike, the weapon may expel its existing charges on a friendly target to grant the target that many Lightning Damage Shields. A lightning damage shield will deal 5 Lightning damage per 5 charges to the next strike landed on the target. All charges will be expended upon the next strike. This weapon strike by the Druid will not generate a charge</p>	30 Minutes	Instant	Self	Equal number of Rank 4 Druid Prayers
<i>EARTH</i>								
5	Bestow a Stone Carapace	6	5m	Reduces all spell damage taken by the target by 5 damage to a minimum of 1 damage.	6 Hours	Invoked/ 5 Minutes	Any	Equal number of Rank 4 Druid Prayers
5	Bestow Rigid Resolve	6	5m	Any multiplied melee damage effect (Crit/Powerstike/etc.) is reduced to 1. This does not alter normal weapon strikes. This prayer cannot prevent damage already taken.	6 Hours	Invoked/ 5 Minutes	Any	Equal number of Rank 4 Druid Prayers
5	Enrich metal	6	5m	This prayer is placed on a weapon or shield. This prayer is invoked reactively to the first break effect the target takes negating the break effect and making the target unbreakable for the next 5 minutes.	6 Hours	Reactive/ 5 Minutes	Weapon or Shield	Equal number of Rank 4 Druid Prayers
5	Blessing of Terrasque: Protect	6	5m	The target of this spell must declare the number at the beginning of this spell cast. The target of this spell (not the caster) may sacrifice any amount of regular weapon damage they deal to increase their soak by +1 per point of damage. No person may raise their soak above 5 while under the effect of this channel. Regular weapon damage is calculated through base weapon damage, proficiency, and strength knowledges only. Only one person may be under the effect of this prayer at a time.	15 Minutes	Channeled	Any	Equal number of Rank 4 Druid Prayers
5	Earth Form	6	5m	This prayer will create a sanctuary effect on the target, protecting the target from all skills and effects. The target must be holding their arm out at a 90-degree angle at their elbow. Their hand must be raised with an open palm. The arm must remain unsupported. If the arm fails to meet these requirements, the prayer ends. In the sanctuary the caster is slow and may only move at a heel-to-toe rate	30 Minutes	Channeled	Any	Equal number of Rank 4 Druid Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
5	Summon a Shield of Terrasque	6	5m	<p>This prayer summons a shield into the Druid's possession. This shield is attuned to the Druid. This weapon temporarily grants the Druid knowledge of how to use this Shield for the duration of the spell. The shield also affords the Druid +10 armor upon its summoning. This shield may not be broken. This shield must be marked with a green glow stick. Only one shield per Druid can be summoned at a time.</p> <p>For each melee swing absorbed from any enemy target on this shield, the shield will gain 1 charge up to 20 charges. At any point, the Druid may touch a friendly target to grant to them that many charges in armor. This armor cannot be repaired and is the first to be removed by damage. This armor lasts for 30 minutes. Armor may not be granted to a person already under the effects of this shield's effect. (If someone already has armor granted by this shield, they cannot be given more armor until the existing effect is removed.) If the charges are not expelled within 5 minutes of the last generated charge, the charges are lost and must restart the Charge count. Charges can only be gained off of conscious enemy targets.</p>	30 Minutes	Instant	Self	Equal number of Rank 4 Druid Prayers
<i>FIRE</i>								
5	Summon a Ring of Fire	6	5m	The Druid casts this prayer around themselves, causing a wave of fire to inflict 10 Fire Damage to everyone within melee range of the druid, friend or foe. Druid must use a weapon to designate this prayer.	Instant	Instant	Any	Equal number of Rank 4 Druid Prayers
5	Engulf You in Fire	6	5m	This prayer will inflict an initial 15 points of Fire damage to a target. In addition, the target will also take 2 fire damage every minute for 5 minutes. Healing in the first 5 minutes will stop the 2 fire damage a minute, but will require a second healing to heal the 15 damage	5 Minutes	Instant	Any	Equal number of Rank 4 Druid Prayers
5	Immolate	6	5m	This prayer will summon into the victim a burning immolation. After taking 5 Fire Damage, the victim will take 5 fire damage every 10 seconds. Anyone who touches this person (not including weapon strikes) will take 5 fire damage once per touch. For the purposes of Nimbus, the fire damage taken by touching the afflicted person will not grant healing. Damage increases due to weaknesses will only apply to the initial damage	1 Minute	Instant	Any	Equal number of Rank 4 Druid Prayers
5	Damnation of Forge: Burn	6	5m	<p>The victim of this prayer takes Essence damage from all sources of Elemental Damage as long as the Druid channels. If the victim would have any natural or magical resistances to Elemental Damage, these resistances will be suspended for the duration of this channel. The caster must point at and maintain line of sight with the Target. Effects that cause a target to take minimal from Essence damage will still apply as normal.</p> <p>Duration: Channeled/15 Minutes.</p>	15 Minutes	Channeled	Any	Equal number of Rank 4 Druid Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
5	Wall of Fire	6	5m	This prayer will create a Wall of Fire 10' by 10'. This wall will stop any physical missile attacks. If someone walks through this wall they take an initial 10 fire damage and are also under the effect of "Heat Metal" as if all their armor, weapons and shield are effected	5 Minutes	Channeled	Any	Equal number of Rank 4 Druid Prayers
5	Summon the Sword of Forge	6	5m	<p>This prayer summons a bastard sword into the Druid's possession. This weapon is attuned to the Druid. This weapon temporarily grants Druid knowledge of how to use this weapon type for the duration of the spell. The weapon swings for base 2/3 Fire Damage. In addition, this sword swing for +1 Fire Damage. This weapon may not be broken. This weapon must be marked with a red glow stick. Only one weapon per Druid can be summoned at a time.</p> <p>For each swing landed on any enemy target, the sword will gain 1 charge up to 20 charges. At any point, on weapon strike, the sword may expel its existing charges to deal that much damage in fire damage to the target instead of normal weapon damage. This strike counts as a weapon cast spell and may not be augmented by effects that augment melee strikes, but may be augmented by effects that augment spells. This strike will not generate a charge. If the charges are not expelled within 5 minutes of the last generated charge, the charges will be lost and the Charge count must be restarted. Charges can only be gained off of conscious enemy targets.</p>	30 Minutes	Instant	Self	Equal number of Rank 4 Druid Prayers
<i>WATER</i>								
5	Summon an Icy Flow	6	5m	The next time the druid is struck with a melee attack the attacker is afflicted by Icy Floes for 1 minute. Ice Floe prevents the victim from dodging or evading and they must move at a heel to toe pace.	6 Hours	Reactive/ 1 Minute	Self	Equal number of Rank 4 Druid Prayers
5	Rust Armor	6	5m	This prayer reduces the damage soaked by armor to 0 on the victim. This will affect magic, but not mithril armor.	5 Minutes	Instant	Any	Equal number of Rank 4 Druid Prayers
5	Create Mark of the Water Lord	6	5m	The victim of this prayer takes Bane from Elemental Damage cast by that druid	5 Minutes	Instant	Any	Equal number of Rank 4 Druid Prayers
5	Damnation of Leviathan: Drown	6	5m	As long as the Druid channels, the duration of all existing magical debuffs are extended until this channel ends. This will not extend the duration of debuffing effects applied after this channel begins.	15 Minutes	Channeled	Any	Equal number of Rank 4 Druid Prayers
5	Wash Away Your Defenses	6	5m	This prayer washes away the targets latent spell/prayer defenses. The Druid may choose 2 latent defenses to remove from the target. This prayer can't be defended by defenses being targeted.	Instant	Instant	Any	Equal number of Rank 4 Druid Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
5	Summon Leviathan's Spear	6	5m	<p>This prayer summons a bastard spear into the Druid's possession. This weapon is attuned to the Druid. This weapon temporarily grants Druid knowledge of how to use this weapon type for the duration of the spell. The weapon swings for base 2/3 Ice Damage. This weapon may not be broken. This weapon must be marked with a blue glow stick. Only one weapon per Druid can be summoned at a time.</p> <p>For each swing landed on any enemy target, the weapon will gain 1 charge up to 20 charges. At any point, on weapon strike, the weapon may expel its existing charges to cause the afflicted target a Mana or Vigor inefficiency of +1 per 5 charges. This effect only lasts one minute. This strike counts as a weapon cast spell. This strike will not generate a charge. Charges can only be generated off of conscious enemy targets</p>	30 Minutes	Instant	Self	Equal number of Rank 4 Druid Prayers
<i>DRAGON</i>								
5	Gift of the Brood	6	5m	<p>Gift of the Brood – This prayer grants the Druid a benefit depending on their element.</p> <p>Air: An Air Druid can take an incorporeal form as an Air Elemental. Once the Air Druid casts this prayer it becomes latent for 6 hours. Once invoked it lasts 30mins. While in this form the target can take no physical actions and can only cast Air Druid spells. However, while in this form the target may also fly and is immune to all physical attacks and take minimal from all other except magic, mithril, and essence. The target become weak against Mithril. (Must wear a white tabard to signify the target is in form). To signify flying extend one arm straight out and flap up and down, keeping arm straight.</p> <p>Water: A Water Druid receives a +5 soak from spell damage to a min. of 1 for 30 mins.</p> <p>Fire: The Fire Druid receives an aura of fire. Every time the Fire Druid is hit with a melee attack the attacker takes 2 fire damage for 30 mins.</p> <p>Earth: The Earth Druid becomes immune to movement/pin/bind effects and gains stun resist for 1v per use for 30 mins.</p> <p>A Druid may only have 1 target under the effect of this spell at a time.</p>	6 Hours	Invoked/ 30 Minutes	Any	Equal number of Rank 4 Druid Prayers

SACRAMENTS

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
1	Incantation of the Elements	3	1m, 1v, 1e	This sacrament will allow the Druid to summon a little piece of their element into a non-mithril weapon. That weapon will deal +0 of that elemental damage. In addition, this sacrament will allow the Druid to impart a little piece of their element into another caster or even themselves. The target may choose to use the Druid's element in place of whatever type of damage the spell would normally deal.	6 Hours	Invoked/ 30 Minutes weapon, 1 Hour prayers	Any	Literacy
1	Shield of the Elements	3	1m, 1v, 1e	This sacrament will allow the Druid to summon into a non-mithril shield a piece of the Dragon's scale. This shield will stop any elemental damage.	6 Hours	Invoked/ 30 Minutes	Any	Literacy
2	Seal of Constricting Vines	4	2m, 1v, 1e	This seal will hold within it the ability to bind any that touch it per the "Bind" effect. Both legs will be stuck together and arms will be stuck at their side for 5 minutes. Use of +2 strength will break have of this bind (either arms or legs). At the end of the duration of the binding effect, the target will sustain 10 points of damage. For more information on seals please reference the Casting of Seals section of the rulebook.	6 Hours	Instant	Self	Equal number of Rank 1 Druid Sacraments
2	Bow of the Element	4	2m, 1v, 1e	<p>The Druids are ever learning and developing their skills. Their ties to the Wardens have allowed them to glean some of these martial skills. The Druid performs this elemental summoning to create themselves a weapon of their elemental path - The Bow of Element (Fire, Lightning, Ice, Earth). The player must provide their own phys reps for both bow and arrows. Their arrows are fired for 5 elemental damage. In addition, the Druid's elemental path will allow them to cause an additional effect.</p> <p>Anyone may use this summoned weapon. These weapons can be improved by any known strengths or proficiencies, but only the Druid may access the following magical effects (as per their baptized element).</p> <p>Fire: 3m – Critical Strike</p> <p>Earth: 3m – Break Limb</p> <p>Ice: 3m - Stun</p> <p>Air: 3m – Sure shot</p>	6 Hours	Invoked/ 30 Minutes	Any	Equal number of Rank 1 Druid Sacraments

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
3	Feast of the Druid	5	3m, 1v, 1e	The Druids are known not only for controlling the elements, but also for enjoying the bounty of what they offer. By working with a group, the Druids may provide a great feast for many to share in. Everyone partaking in the feast will be granted 1 point of non-healable essence for every person who took part in the Sacrament. This Sacrament has a mana cost equal to the number of participants. Participants can donate their share of mana. However, targets of this sacrament must be in the same room. In the case of being outside, must be within a 50' radius.	6 Hours	Instant	Any	Equal number of Rank 2 Druid Sacraments
3	Dragon's Resilience	6	4m, 2v, 2e	The Druid may cast this upon anyone. When the recipient of this sacrament comes into contact with any alchemical device or disease in any form, this latent sacrament will invoke, protecting them from this effect and any additional effects for 5 minutes. This shield will prevent the recipient from taking any alchemical effects, be it a poison or potion, in any form, or any disease. As the elements will not discern between beneficial or harmful effects, instead this sacrament will prevent ALL effects and will be invoked by ANY of these effects. Recipient needs to be conscious for this Sacrament to be invoked. Exceptions may exist. Duration: 6 Hours, Invoked: 5 minutes	6 Hours	Reactive/ 5 Minutes	Any	Equal number of Rank 2 Druid Sacraments
4	Banner of Dragons	6	4m, 2v, 2e	This sacrament allows the Druid to raise a Banner dependent on their baptized Dragon	30 Minutes	Channeled	Banner	Equal number of Rank 3 Druid Sacraments

Air - This Banner, pulses every minute to allow everyone friendly to the Druid who can see it to increase the next melee strike or damaging spell by +5 Lightning. For more details on banners please see the banners section in the Ritualists section.

Earth - This Banner, prevents anyone friendly to the druid from being moved by outside effects, this includes knock backs, trips and repels. For more details on banners please see the banners section in the Ritualists section.

Fire - This banner, will pulse every minute after it is raised to deal 5 fire damage to all enemies in ear shot of the banner carrier every minute. For more details on banners please see the banners section in the Ritualists section

Water - This banner, will require all enemies in sight or hearing of the banner to begin all spell verbals with "By the Dragon's Leave..." else the spell will not have effect. For more details on banners please see the banners section in the Ritualists section.

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
4	Living Armor	6	4m, 2v, 2e	<p>This sacrament will breathe life into the non-mithril armor it is cast upon. Once this is cast, the armor may be healed as if it were a creature of its own. The armor may not be healed for more than what the armor was at when this sacrament was cast. Due to the limitations of the armor, Seal Wounds and Regenerate All may not work on armor to restore armor points. For the purposes of healing and through Healer effects such as Flowing Health, this Armor counts as a different entity than the wearer and requires a specific targeting. In the case of Armor Stacking, only one layer of armor is effected by a single casting of Living Armor, however, each layer of Armor the character is wearing may be enchanted by this sacrament. Each layer of Armor must be healed individually</p>	6 Hours	Instant	Armor	Equal number of Rank 3 Druid Sacraments
5	Sacrament of Brood's Sacrifice	7	5m, 2v, 2e	<p>The Druid must cast this Sacrament upon themselves and another person. This Sacrament creates a sacrificial bond between the Druid and the other participant which can be triggered at any time during the Sacrament's duration by the Druid. When triggered, the Druid must remain motionless, they cannot speak or move else the effect is ended. (The Player may turn their head to monitor the sacrament effect, but no steps may be taken.) For the Duration of this effect and as long as the other participant is within 10 feet of the Druid, the Participant may ignore all physical effects and damage. Instead, the Druid will take these effects onto himself. While the Druid may pass below his essence total and remain standing to channel this effect, they must begin counting their death count as appropriate. There is no limit to how low the Druid will count negative essence.</p> <p>This spell effect will end if the Druid moves, if the Druid finishes their Critical Death Count or for a maximum of 15 minutes. The effect of broken limbs, severed limbs and all other physical ailments will apply onto the Druid immediately upon the end of this effect. It is important to note that the Druid will only take these effects as long as the other participant is within 10 feet of the Druid, and that the participant will take all magical effects. As well, the Druid is considered to be within an imprisonment for this duration and cannot be healed or affected by spells or skills and may not be moved by outside effects. The target of this Sacrament should inform the Druid what their armor soak is, as this will be subtracted as normal from weapon strikes received by the Druid. The Druid's armor is the first to be damaged by this sacrament, but his own armor soak will not be subtracted.</p>	6 Hours	Invoked/ 15 Minutes	Any	Equal number of Rank 4 Druid Sacraments

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
5	Crown of Elemental Summoning	7	5m, 2v, 2e	Elementals can be called to temporarily inhabit the bodies of mortals. Depending on which element the Druid is attuned to is which elemental they are able to call. Elementals may be healed by normal means. The target of this sacrament must be willing. The elementals must use the druid verbal to cast spells.	1 Hour	Instant	Any Willing	Equal number of Rank 4 Druid Sacraments

Sumoning: Air Elemental

Costuming- White Tabard, White Claws (Long)

Essence: 50

Mana: 50

Vigor: 15

Attack - 3 Lightning with Large Claws

Defenses - Minimal from Elemental

Weakness - Takes +1 damage/+5 spell damage from Mithril

Knowledges- Claw Proficiency (x1)

Skills - Dodge (4v), Evade (5v)

Spells - "By the Elemental Fury, I..."

Strike You with Lightning (1m)

Bestow Nimbus of Lightning (1m)

Innervate Your Blade (1m)

Invigorate Your Spell (1m)

Bestow Burgeoning Force (3)

Energize (4m)

Summon a Cyclone (5m)

Incorporeal Form (1x): The Air Elemental can take an incorporeal form for 15mins. While in this form the target can take no physical actions (such as inflict damage with claws) and can only cast Air Druid spells. However, while in this form the target may also fly and is immune to all physical attacks and take minimal from all other except magi mithril, and essence. In this form the Air Elemental is still weak to Mithril.

Summoning: Ice Elemental

Costuming- Blue Tabard, White Claws (long)

Essence: 60

Mana: 35

Vigor: 25

Attack - 4 Ice (Long Claws)

Defenses - Minimal from Elemental

Weakness - takes +1 Damage/+5 spell damage from Mithril

Knowledges - Claw Proficiency (x1), +1 Strength

Skills – Stun, Break Limb, Block, Parry

Spells: "By the elemental Fury, I..."

Strike you with Ice (1m)

Snare Your Leg (1m)

Summon a Fog (2m)

Summon Shackles of Ice (3m)

Bestow Frost Bite (4m)

Create Mark of the Water Lord (5m)

Blood of the Water Elemental (x1): The Ice Elemental receives a +4 soak from spell damage to a min. of 1 for 15 mins.

Summoning: Fire Elemental

Costuming- Red Tabard, White claws (long)

Essence: 75

Mana: 20

Vigor: 20

Attack - 6 Fire with claws

Defenses - Minimal from Elemental

Weakness - takes +1 damage/+5 spell damage from Mithril

Knowledges- Claw Prof +3 Strength +1

Skills - Stun (2v), Critical Strike (3v), Power Strike (5v),

Spells: "By the Elemental Fury, I..."

Strike You with Fire (1m)

Summon Teeth of Fire (1m)

Blast You with Fire (3m)

Heat Metal (4m)

Burn Your Limb (4m)

Summon a ring of Fire (5m)

Fiery Aura (x1): The Fire Elemental creates an aura of fire. Every time the Elemental is hit with a melee attack the attacker takes 2 fire damage for 15 mins.

Summoning: Earth Elemental

Costuming- Brown Tabard, White Claws (Large)

Essence: 60

Mana: 25

Vigor: 30

Attack - 4 Stone (Long Claws)

Defenses - Minimal from Elemental, Soak +2

Weakness - takes +1 damage/+5 Spell damage from Mithril

Knowledges- Strength +2

Skills – Intercede (2v), Block (3v), Parry (5v), Knock Back (3v), Riposte (5v)

Spells - "By the Elemental Fury, I..."

Strike You with Stone (1m)

Nimbus of Stone (1m)

Bestow Stone Skin (1m)

Bestow Stone Blood (2m)

Conjure a Stone Arm (3m)

Conjure Stone Armor (4m)

Bestow a Stone Carapace (5m)

Earth Form (x1): The Earth Elemental becomes immune to movement/pins/bind effects and gains stun resist for 1v per use for 15 mins.