



Rank	Points
1	3
2	6
3	9
4	11
5	13
6	15
7	17
8	19
9	21
10	23
11	25
12	27
13	29
14	30
15	31
16	32
17	33
18	34
19	35
20	36

Daimyo
Sir Hiruma
Tsukebe the
Perverted,
Samurai of
Rokugan

Reward offered
if Lost

How To Use THE BIG BOOK OF ROKUGAN SPELLS

Grade 15

Inside this book you will find every spell
of the class

DRUID

Along with basic explanations, and
reductions, broken down by level.
On the left hand side of the page you
will find the 50% reduced spell as well
as a brief explanation. All spells cost 1
Spell Point, unless noted with an *.

Invocations lines are in **BOLD** and
always on the left hand page.

On the right hand side you will find the
reductions, as well as the level it is
reduced at. All spells will include
information on the rules regarding the
spell. Some spells (over 500 words) are
too large to fit on a single page. In those
spells you will find one leaf (left and
right pages) for the basic 50% reduction,
and a second leaf for reductions, level
information and some basic rules on the
spell. Spells with a ^^ Marker are
Adventure Only spells.

This book has been approved by the spell marshal on

Based on the February 2006 Rulebook

Light – Rank 1 ^^

30 Words – 50% Reduced

Component – Light Source

*****0 Spell Point*****

Kami of Light

Come to Me

Light my way

So I can

See the path.

RULES:

This spell allows the Druid to create a small sphere of light that will remain for up to 30 minutes of continuous use. If the light is turned off, for whatever reason, the spell is cancelled and must be recast if light is desired again. The Light may only be directed toward the ground within a 10' radius of the Druid. Small flashlights or glow sticks may be used, but no spotlights. This spell may be memorized and cast without reading from a Spell Book.

Feign Death – Rank 1

30 Words - 50% Reduced

Component – none

Now I lay

Me down to

Sleep I pray

Thee lord

My soul to keep

RULES:

This spell allows the Druid to slow his heartbeat and breathing. This spell may be memorized and can be cast without reading from a Spell Book. The Druid may not move or speak except to answer, "Yes," when asked if dead; otherwise the spell is broken.

Mending – Rank 2
100 Words – 50% Reduced
Component – Dust

Touch and Go! Fix this Yo! Make it Whole Now!

Touch and Go! Fix this Yo! Make it Whole Now!

Touch and Go! Fix this Yo! Make it Whole Now!

Touch and Go! Fix this Yo! Make it Whole Now!

Touch and Go! Fix this Yo! Make it Whole Now!

RULES: This spell allows the Druid to bind, restore, and repair physical objects. Druids may mend any wooden or leather items, including shields, weapons, Barkskin, and normal leather armors; Druids may not Mend ships, gates, or any metal objects, including studded and ringmail armor. A suit of armor is considered to be a single item. Dispel Magic does not negate the effect of the Mending spell.



Detect Traps – Rank 2 ^^
100 Words – 50% Reduced
Component – Y shaped Stick

Teeny tiny trip wire, that is hid from my sight,
Make clear your place to my eyes, with pure light,
Line of fire, burn to sight, show hid place bright,
Make it safe for me to go ahead without plight,
Allow this Druid to see traps placed even at night!

RULES: This spell allows the Druid to detect any traps within a 10' radius in a woodland setting. This spell does not reveal the nature of the trap, only the trap's location. The Elders of the event will determine the exact effectiveness of this spell.



Cure Light Wounds – Rank 3
300 Words – 50% Reduced
Component – Magic Symbol

Kami of the sore hurt, the pain and ache, be gone now, for I send you far, far, away from me and mine, never to come back ever, ever, again!

Come to me now all you small kami of the healing wind, the pure spring, and the cool earth. Come out and come to my hand, so that I may;

Smooth out the hurt and the pain in this one here in front of me. Lay out the one true path, the way to health and the way to joy;

So that the one who is hurt here may walk down that one true path, and live that health, and live that joy, as you the kami have need to. See now Oni of the wrong path, the shade and the pain, I banish you and seal you away from this one! Listen to me as I Cure Light Wounds!

RULES:

This spell allows the Druid to cure one light wound for anyone. This spell has no effect on weapons, shields, or armor.



Protection from Lightning – Rank 3

200 Words – 50% Reduced

Component – Blue Cape

Come to me all you small Kami of the sparks
and bolt and sound, shroud me and hold me tight
To your breast that I may live and endure this
hate and this spite of the clouds. All you Kami
Of the earth and of the ground, please rise up and
give me your solidity, that I might stand firm
And hold my own against the fury of my enemy,
who calls down the bolt of pure blue power from
The clear blue sky above us to do me harm, wrap
me in your steel so that stand firm forever.

RULES: This spell allows the Druid to protect any creature or item from one lightning or electrical-based attack. The Druid may protect himself at 3rd Rank, other creatures at 5th Rank, and items at 7th Rank. Protected items may include gates, siege weapons, and melee weapons, but not entire ships; when a protection spell is cast, it encompasses all of that player's gear. When the spell is complete, the Druid must place a blue cape on the target; this cape must be at least 2' by 3' and hang properly on the target. This spell does not hinder the Druid's use of any other magic. Protection from Lightning remains in effect after death for up to 12 minutes; that is to say, if the player is resurrected or Animated within 12 minutes of death, the protection remains, otherwise, it is dispelled. Only one protection may be in effect at any time; for example, a player with Protection from Lightning may not have Protection from Ice cast on the shield he is wielding. Two or more Protection spells negate each other.

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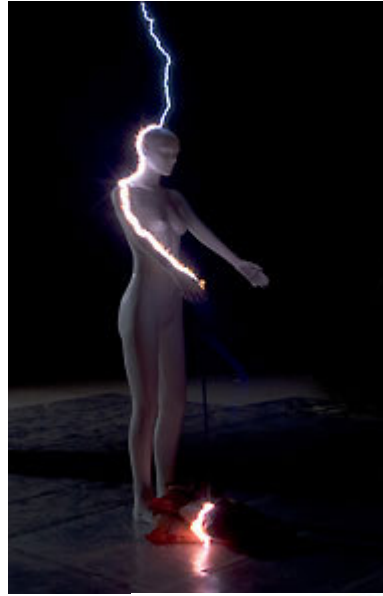
Lightning Bolt – Rank 4
150 Words – Reduced 50%
Component – Blue Spell Ball

Oh Kami of the red cloud, the broken
sky, fly forth and smite, lay low the men;
Who would defy me; Tempest, which
howls with the voice of ten thousand
hounds; Rise up and Enfold me; Lend
unto me the voice of these ten thousand
hounds; So that I may rend this world
into a river of blood and souls, to destroy
those who would to stop me!

*****INVOCATION LINE*****

**I, [NAME], Summon Nature's
Lightning!!**

RULES: This spell allows the Druid to call forth a bolt
of Lightning, which causes black damage upon
impact. If a Lightning bolt lands in a body of water,
before striking anything else, it gains a radius effect of
3', that affects any player with a body part in the
water. This effect does black damage to every spell
ball-legal hit zone of the affected player, but counts
only as a single attack to that player.



雷田般手



Barkskin – Rank 5

250 Words – 50% Reduced

Component – Brown Band w/ White

Hear me now thou tiny Kami who lives in the old wood of the old tree, see me now naked to the fury of storms! Aid me now in this the hour of my need, clothe me in this my time of want, wrap me in your embrace of wood. Take me and hold me as one holds a lover, secure and wanting for nothing, then surround me and cover every inch of my body with you about and around me I will become strong, and I will become steadfast, for you are my shield from those who wish ill. Now Kami of the living wood, dryad who dwells in my heart embrace me, enwrap me in your skin, give me the blessing of Barkskin.

RULES: This spell allows the Druid to increase his armor rating by one level. For example non-armored areas would act as AR4 and leather armor would act as AR3. The spell is broken upon the Druid's death and can be dispelled through the Druid spell Dispel Magic. Mending will restore Barkskin. Barkskin may not be used in conjunction with the Bracers of Defense.



Neutralize Poison – Rank 5 ^^
175 Words – 50% Reduced
Component – Magic Symbol

Hear me all you tiny kami of the poison fang, the tainted blade, the evil and angry spite. Flow out and away from my voice, be gone from this place, and trouble me no more. Flow out and flow away from this space, grant peace, where before there was only suffering and pain. Soothe and make whole the taint in the blood of the poor one here, make them pure. Pour out and seal away the evil and the dark stain in the way before me. Neutralize Poison!

RULES:

This spell allows the Druid to neutralize the effects of most poisons and toxins. The Elders of the event will determine the exact effectiveness of this spell.



Warp Wood – Rank 6

300 Words – 50% Reduced

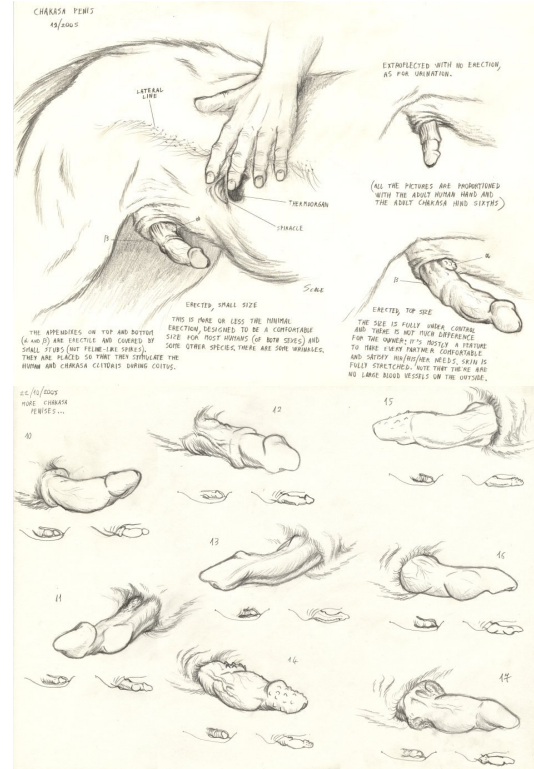
Component – Grey Spellball

Zhamzashgazaboor burning in the pits of my Gahenah; I call forth the fires of my Armageddon; To forge unto me a flaming sword of mine wrath; To strike down mine enemies; For they are opposed to me! Grant this unto me as an exodus; So that I may throw wide the gates of my Hel; And burn mine enemies unto their ash! With a venom that flows deeper and blacker then the blood of the dead; Now rise up and engulf me; Clothe me in a robe of Infinite Blackness; To walk unhindered through the hearts of men; To force them to weep unto me their tears of Blood at mine passing! Grant this unto me as an exodus; So that I may throw wide the gates of my Hel; And burn mine enemies unto their ashes! Now Kami grant me this power I beg!

*****[INVOCATION LINE]*****

I, [NAME], Summon Nature's Warp!!

RULES: This spell allows the Druid to warp all man-sized wooden objects within a 3' radius of impact, rendering them unusable. Warp Wood will affect items including shields, bows, arrows, planks, spears, polearms, and ordinary chests; it will not affect large items such as siege weapons, gates, or ships. Warped items may be repaired via the Mending spell. Warp Wood may be dispelled before its effects have taken place, but the effects of warping may not; a warped item must be mended.

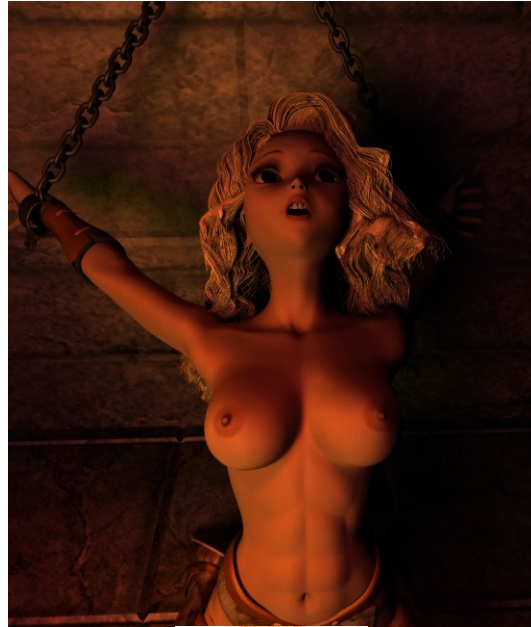


Cure Serious Wounds – Rank 7
350 Words – 50% Reduced
Component – Magic Symbol

Kami of the sore hurt, the pain and ache, be gone now, for I send you far, far, away from me and mine, never to come back ever, ever, again! Come to me now all; You small Kami of the healing wind, the pure spring, and the cool earth. Come out and come to my hand, so that I may; Smooth out the hurt and the pain in this one; Here in front of me. Lay out the one true path, the way to health and the way to joy; So that the one who is hurt here may walk down that one true path; And live that health, and live that joy, as you the Kami have need to. See now Oni of the wrong path, the shade and the pain, I banish you and seal you away from; This one! Listen to me all you Kami who would seek to do ill will, this one here is whole now, and by my power and by my word so shall they remain! Cure Serious!

RULES:

This spell allows the Druid to cure all light wounds, up to all four limbs, on the recipient. This spell has no effect on weapons, shields, or armor.



Cure Disease – Rank 7 ^^

150 Words – 50% Reduced

Component – Magic Symbol

Come to me now all you small
Kami of the healing wind, the
pure spring; And the cool earth.
Come out and come to my hand,
so that I may; Smooth out the
hurt and the pain in this one here
in front of me. Lay out the one
true path, the way to health and
the way to joy; Make whole the
poor being, and banish the
disease within them, make them
whole again!

Rules:

This spell allows the Druid to counter such things as leprosy, consumption, rabies, lycanthropy, plagues, and so on, cleansing the target of most common diseases. The Elders of the event will determine the exact effectiveness of this spell.



起死回生



Commune With Nature – Rank 7^^

300 Words – 50% Reduced

Component – Magic Symbol

Hear me now spirits who dwell in the deep places, I call you forth. The rocks of the earth, the bones of Gaia, come to my call, speak to me. Hear me now spirits who ride the winds of change, who sweep the earth north to south, then south to north, who have seen all, come now, speak to me. Hear me now spirits who run in the deep wild rivers and streams, who flow up from the depths and fall from the heights as rain, come, speak to me. Hear me now spirits who rush through the blood of man and beast alike, who know the hearts and minds of all those who breath, I call, speak to me. Hear me now spirits of clouds and sun, which fly high above the world, and look down upon the earth as though it were a map, come, speak to me.

RULES: The spell allows the Druid to speak with plants and animals within his immediate surroundings in order to determine events that have taken place there. An Elder will determine the exact effectiveness of the spell. The Druid may ask up to three questions, which the Elder will answer with either, "Yes," or, "No." Only information concerning the current adventure may be given and the Elder may not divulge information regarding the actions of other players, such as assassinations.



魔法的

Entangle^^

Rank 8 – 300 Words

Component – Brown Spellball

Itty bitty teeny tiny little Kami, hop up and hold down the ones in front of this one here from where I cast thee. Do not let them get free!

Tie tight with branch and bud so bright, ready to hold to set those who fight. Kill the fight tie them tight bind them all the way up their height. One who sits with in the ground make it so you will now be found, grab where I throw you with out sound tie and gag those to be bound.

Tie it up be it man or hound, so that I know where they can be found, rise up root from the ground; catch them even mid leap or bound. Root of tree blade of grass, rise up now, grow so fast tie the man who tries to pass, grab the girls and hold tight!

*****INVOCATION LINE*****

I, [NAME], Summon Nature's Entangle!!

RULES: This spell causes thick brambles and vines to grow, entangling anyone within the 3' radius. If the spell is cast in an area with little vegetation, such as an open field or indoors, the area of effect is reduced to one creature. The creature(s) affected may not move and may be attacked freely. Burning Hands, Fireball, and Dispel Magic will free the creature(s), as will any cutting weapon by touching them and saying, "I am freeing you!" This spell will penetrate all armor and shields. This spell will only affect man-sized creatures.



Dispel Magic - Rank 8 – 175 Words

Reduced - 50%

Component – Magic Symbol

Hey now little Kami how did you come to be in front of me, I cast you to the side as you are against me. Fly fast and be gone as I do so decree. Hey now little Kami how did you come to be in front of me, I cast you to the side as you are against me. Fly fast and be gone as I do so decree. Hey now little Kami how did you come to be in front of me, I cast Dispel!

RULES: This spell allows the Druid to nullify most non-permanent magical effects (see footnote 3) within a 10' radius. If Dispel Magic is invoked at the same time as another spell within the 10' radius, that spell is negated. For example, if a Mage invokes Fireball within 10' of the Druid invoking Dispel Magic, the Fireball is nullified.



逆幻術

Nature Love - Rank 10 – 500 Words ^^
Component – Green Spellball Reduced 50%

Hey sexy lady I see you there, give me a taste of your juicy pear, make it so that I will see the fruit that I wish I could see. I hope that you are ready, cause I want to be inside your body. Make my wish come true.

Hey you! If you won't make love to me, I am angry so now you have to go fuck a tree. Go out and hump a bush, take a branch and thrust and push. I hope you get sticky, just like I would make you with bukkake, take it bitch.

Hey sexy lady I see you there, give me a taste of your juicy pear, make it so that I will see the fruit that I wish I could see. I hope that you are ready, cause I want to be inside your body. Make my wish come true.

Hey you! If you won't make love to me, I am angry so now you have to go fuck a tree. Go out and hump a bush, take a branch and thrust and push. I hope you get sticky, just like I would make you with bukkake, take it bitch.

Hey sexy lady I see you there, give me a taste of your juicy pear, make it so that I will see the fruit that I wish I could see. I hope that you are ready, cause I want to be inside your body. Make my wish come true.

*****INVOCATION LINE*****

I, [NAME], Summon Nature's Love!!

RULES: This spell allows the Druid to cause any one creature to become utterly enchanted and enthralled by Nature. Creatures affected by Nature Love may not fight, bear arms, or cast spells. Druids are immune to this spell. Nature Love can be dispelled via Dispel Magic, or the death of the creature affected.



Magic Stone – Rank 10 - 1000 Words ^^
Component – Grey Bag/Pouch

*****2 Spell Point Cost*****

Hid in a hole, deep in a bole, stuck long atop a pole, made in to a roll, shape in to a fold, duck and make it roll, long and ready to go this charm this chant this spell, ready pell mell come high water or hell I shall and will cast this spell, stand rough and ready, hot and heavy, big and steady, tough like my old Chevy, crunchy like the cookies of aunt betty happy as the chain made of Mary Jane love it all the same even if it makes you go insane up in your brain.

Set the time to make a rhyme, cast fast in time spell to go to hell and down the well for good or ill inside a pill when I spill down the hill for uncle Jill and aunt bill in the rush to duck the bill and kill the waitress in her dress when we made a mess and put the cleaning to the test for all the rest of the best of the rest of the nest in the nets of the west in the side of my vest by on the out side of my hairy chest... Incest!!

Hid in a hole, deep in a bole, stuck long atop a pole, made in to a roll, shape in to a fold, duck and make it roll, long and ready to go this charm this chant this spell, ready pell mell come high water or hell I shall and will cast this spell, stand rough and ready, hot and heavy, big and steady, tough like my old Chevy, crunchy like the

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Hid in a hole, deep in a bole, stuck long atop a pole, made in to a roll, shape in to a fold, duck and make it roll, long and ready to go this charm this chant this spell, ready pell mell come high water or hell I shall and will cast this spell, stand rough and ready, hot and heavy, big and steady, tough like my old Chevy, crunchy like the cookies of aunt betty happy as the chain made of Mary Jane love it all the same even if it makes you go insane up in your brain.

RULES: This spell allows the Druid to hold one spell for later use. To hold a spell, the Druid must first cast Magical Stone, and subsequently cast the spell to be held, utilizing the Energy Costs and material components for each. When the Druid is ready to cast the held spell, he simply opens the pouch and chants the invocation line for the held spell; the Druid cannot invoke the spell if he is mortally wounded or has a light wound to both arms. A Druid may only have one spell held at a time; this spell is cancelled upon the Druid's death. Only the casting Druid may invoke the held spell. This spell does not hinder the Druid's use of any other magic.

Spell	Reduction
1	None
2	None
3	None
4	None
5	None
6	1st
7	1st-2nd
8	1st-3rd
9	1st-4th
10	1st-5th
11	2nd-5th
12	3rd-6th
13	4th-7th
14	5th-8th
15	6th-9th
16	6th-10th
17	7th-10th
18	8th-10th
19	9th-10th
20	10th