Druid Update

written by CresthavenRPG Guru | March 20, 2020

It’s come to my attention that the Druid class was incomplete. I’ve made the following changes:

Druids gain a language:

Sylvan, the language of woodland creatures.

/creating-characters/classes/druid/

Druid Spell changes:

Druid’s mana is their level plus their Wisdom bonus (include ability focus).

Druids draw their power from the very fabric of life itself. Druids call this source Gaia. Unlike other magic classes they can cast any of their spells, but only in the positive. Reverse or evil versions of spells are not available to them.

/spells/

Thank you to **Vatan** for bringing this up!