

DRUID

As he pranced through the woodland, the flowers bloomed the first blossoms of spring beneath his bare toes. Seating himself amongst them, and ensuring the folds of his embroidered robe fell just so, he began to sing the song of the seasons. Around him, the birds joined in, one landing on his fingertips, greeting him with a cheerful chirrup. It was going to be a good day...

Harnessing the raw, elemental power of the world around them, the druid can turn that power to their will in ways similar to mages. However, unlike the rigid learning regimes of mages, druids find their wisdom out in the wild; this requires the druid to be more self-sufficient, utilising armour and weapons augmented by the bounties of nature.

Becoming a Druid

The base classes from which a character can become a druid are **mage** and **priest**. When a character from either of these classes reaches a new level at any point between 4th and 10th, they can choose to give up their former life and become a druid.

As per all prestige classes, when a character chooses to follow the path of the druid, their currently known skill list is compared to the skill list of the druid. Any known skills that do not appear on the druid list or general list are lost and the XP cost is reimbursed to the character; these XP can be immediately spent on new skills from the druid skill list. From the point that a character becomes a druid, they can only purchase skills from the list in this document or from the general list in the main player's manual.

Finally, any mage spells already known are compared to those on the druid spell lists. Any known spells that do not appear on this list are lost and replaced with the same number of spells from the same circles of the druid spell list. A druid is not able to cast any spells above 4th circle, so any known spells above this circle will be permanently lost.

CLASS ABILITIES

Druids Grove

As a priest prays at a shrine or a mage meditates within a circle of power, a druid can regain lost power through resting within their grove.

To create a grove, the druid must seek out a suitable area and prepare it before use. The central focus of the grove must include a representation of the druid's first elemental proficiency. As the druid's strength increases, the focus should evolve to represent all proficiencies. The perimeter of the grove should also be clearly marked; the edge of the grove cannot be more than 6' away from the central focus point. Other than these restrictions, the style of the grove is down to the choice of the druid.

Elemental Aspected

The druid and shaman prestige classes both have roots in the mage and priest base classes. Whilst the shaman draws their power from the interplay of energies found in the natural environment, the druid taps into the raw, elemental forces around them. These elemental forces can be described in the same way as those drawn on by mages and so a druid follows a similar path as a mage, harnessing one or more elements and bending them to their will. This is touched on in more detail in the section on class spells in this document and in the Core Rules document.

Ritual Specialism

A druid is in tune with the natural environment around them and as such has an intuitive grasp of how power flows through plants and creatures they encounter. As such, they can extract the greatest benefit from such ingredients when attempting to harness this power through ritual magic.

To signify this, when a character becomes a druid, they gain for free a level of ritualism (if not already trained in ritualism) and can take the alchemy specialism (if they do not already have a specialism). They can also add their druid level to any alchemy rituals they are leading or assisting.

LEVEL PROGRESSION

Whilst a character that chooses to become a druid may be up to a 10th level priest or mage, they start their career as a druid again at level 1. From that time onwards, all future XP spent increases their druid level, as detailed below. The following table details the number of experience points needed to be spent to reach each level, along with any bonuses granted at each level.

Level	Experience Points	Bonus	Note
1	Starting points (minimum of 33)	Initiate druid; choose first elemental proficiency, gain level of ritualism and ritual specialism	Any skills that do not appear in the druid or general skill lists are lost and the XP cost reimbursed
2	+ 9	+2 mage points (MP)	
3	+ 18	+2 offensive points (OP)	
4	+ 28	None	
5	+ 39	May learn Master level skills 2 nd elemental proficiency chosen	If not already able
6	+ 49	None	
7	+ 60	Base hits increase to 2/1	If not already at 2/1
8	+ 72	+2 mage points (MP)	
9	+ 83	May learn Grand Master level skills 3 rd elemental proficiency chosen	
10	+ 95	None	
11	+ 107	+2 offensive points (OP)	
12	+ 120	None	
13	+ 133	Base hits increase to 2/2	
14	+ 146	+2 mage points (MP)	
15	+ 159	None	
16	+ 172	+2 offensive points (OP)	
17	+ 186	None	
18	+ 200	None	
19	+ 214	+2 mage points (MP)	

CLASS SKILLS

The following table details the XP cost for each skill available to the druid. Only skills from this list and from the general skill list in the player's manual can be taken by a druid; any other skills must be unlearned and their XP cost

be reimbursed. Skills highlighted in yellow are from the mage class manual; if a skill has an asterisk (*) next to it, the skill is slightly different to that from the mage manual and so directly replaces the former skill.

Skill	Apprentice	Expert	Master	Grand Master
Arcane Power	2	3	4	5
Arcane Power Advanced	4	5	6	7
Bone Crafting	4	5	6	7
Cloth Armour Mastery	3	5	7	-
Create Scroll	4	5	6	-
Druid Lore *	3	4	5	6
Druidic Recharge	4	5	6	7
Druid Strike	4	5	6	7
Elemental Resistance	3	4	5	6
Grove Gardener	4	5	6	7
Read Scroll	3	4	5	6
Ritual Circle	4	5	6	7
Scroll Writing	3	4	5	-
Spell Potency	3	4	5	6
Spell Storing	3	4	5	6
Spell Study	2	3	4	5
Staff Mastery	3	4	5	6
Two-handed Weapon Mastery	3	4	5	6

Arcane Power

The basic necessity for the casting of any druidic spells.

Replaces any levels of Divine Power

<i>Apprentice</i>	+5 magic points (MP)
<i>Expert</i>	+5 magic points (MP)
<i>Master</i>	+5 magic points (MP)
<i>Grand Master</i>	+5 magic points (MP)

Arcane Power Advanced

This gives the druid more power to cast more spells, more often.

Prerequisite is Arcane Power at master level. Replaces any levels of Divine Power Advanced.

<i>Apprentice</i>	+5 magic points (MP)
<i>Expert</i>	+5 magic points (MP)
<i>Master</i>	+5 magic points (MP)
<i>Grand Master</i>	+5 magic points (MP)

Bone Crafting

The druid can use the bones of fallen creatures to strengthen their armour and weapons, allowing the essence of the creature to continue aiding the druid.

To signify the augmentation of weapons and armour, physical representations of bones (or similar) must be attached clearly to the items. Bones can be harvested from fallen foes using the harvesting skill; the body parts card gathered can be traded for bones (1 per level of harvesting skill) at GOD. Only a druid can gain the advantages of weapons and armour augmented this way.

<i>Apprentice</i>	An augmented weapon can be used for one “through” blow (no OP are required for this); after that blow, the bones are destroyed. This requires 1 bone and takes 5 minutes to successfully augment a weapon.
<i>Expert</i>	Augmented armour provides +1 hit to covered locations; this is not renewed with armour patching. This requires 1 bone and takes 5 minutes to successfully augment a piece of armour.
<i>Master</i>	An augmented weapon can be used for one “crush” blow; after that blow, the bones are destroyed. This requires 3 bones and takes 15 minutes to successfully augment a weapon.
<i>Grand Master</i>	An augmented weapon permanently reduce the offensive point cost of called blows by 1 OP, to a minimum of 1 OP. This requires 5 bones and takes 1 hour to successfully augment a weapon.

Cloth Armour Mastery

Through extensive training, the druid can make the most effective use of the limited armour available to them. *In order to resist a blow, the druid must have seen the source of the blow.*

Prerequisite is Cloth Armour Use

<i>Apprentice</i>	+1 hit on all locations covered by cloth armour; this bonus is lost if the armour covering a particular location is removed, either intentionally or at the end of a combat encounter in which the armour was destroyed.
<i>Expert</i>	Can resist a common called blow that strikes a cloth-armoured location, taking 1 point of damage instead of the effect of the blow, once per day (call “resist” to signify this)
<i>Master</i>	Can resist a common called blow that strikes a cloth-armoured location, taking 1 point of damage instead of the effect of the blow, twice per day (call “resist” to signify this)

Create Scroll

This skill allows the druid to create scrolls from spells held within their spell book.

Only one scroll can be created by a druid at an event; the maximum circle of that scroll is dictated by their skill.

Creating a scroll requires the spending of MP equal to the circle of the spell.

Prerequisites are Scroll Writing and Read Scroll to the same level of expertise.

<i>Apprentice</i>	May write a 1 st circle scroll once per event
<i>Expert</i>	May write a scroll of up to 2 nd circle once per event
<i>Master</i>	May write a scroll of up to 4 th circle once per event

Druid Lore

This grants the druid access to the higher circles of magical spells.

Replaces any levels of Priest Lore or Mage Lore

<i>Apprentice</i>	May learn 1 st circle spells beyond their starting spells; may choose two additional 1 st circle spells
<i>Expert</i>	May learn 2 nd circle spells; may choose one 2 nd circle spell
<i>Master</i>	May learn 3 rd circle spells; may choose one 3 rd circle spell
<i>Grand Master</i>	May learn 4 th circle spells; may choose one 4 th circle spell

Druid Strike

This skill allows the druid to use the elements surrounding them to imbue their weapons, allowing them to defend their grove with greater efficiency. This can be combined with any other combat calls the druid may be able to make (e.g. earth through). It costs no OP or MP to call the elemental damage.

<i>Apprentice</i>	May call damage equal to the first chosen elemental proficiency of the druid for one combat (at the discretion of the attending referee). This can be used once per day
<i>Expert</i>	May call damage equal to the first chosen elemental proficiency of the druid for one combat (at the discretion of the attending referee). This can be used twice per day
<i>Master</i>	May call damage equal to any of the elemental proficiencies of the druid for one combat (at the discretion of the attending referee), changing the damage called at will during the combat. This can be used three times per day.
<i>Grand Master</i>	May call damage equal to any of the elemental proficiencies of the druid for one combat (at the discretion of the attending referee), changing the damage called at will during the combat. This can be used four times per day.

Druidic Recharge

This allows the druid to restore their lost magic points through meditation within their grove.

<i>Apprentice</i>	May restore 3 MP per day – 20 minute meditation/point restored
<i>Expert</i>	May restore 6 MP per day – 10 minute meditation/point restored
<i>Master</i>	May restore 12 MP per day – 5 minute meditation/point restored
<i>Grand Master</i>	May restore 20 MP per day – 5 minute meditation/point restored

Elemental Resistance

Manipulation of the natural elements grants the druid a level of resistance to their effects.

<i>Apprentice</i>	May resist any magical effects from one of the druid’s chosen elements for 5 minutes once per day
<i>Expert</i>	May resist any magical effects from all of the druid’s chosen elements for 5 minutes once per day
<i>Master</i>	May resist all magical effects for 5 minutes once per day
<i>Grand Master</i>	May resist all magical effects for 5 minutes twice per day

Grove Gardener

Through careful tending of the plants surrounding their grove, the druid can increase the level of protection granted when staying within its confines.

<i>Apprentice</i>	Protection from missiles; no ranged weapons can penetrate the grove (call “no effect” to signify this)
<i>Expert</i>	Wall of elements, as per the druid’s elemental masteries; magic of the corresponding elements cannot penetrate the grove (call “no effect” to signify this)
<i>Master</i>	Protection from undead; no undead creatures can enter the grove
<i>Grand Master</i>	Protection from demons; no demonic or extra-planar creatures can enter the grove

Read Scroll

This allows the druid to read a scroll that they have found on their travels.

Any scroll can be read by a character with this skill; the only limitation is the circle of the spell, as dictated by the proficiency level in this skill.

Scrolls are cast by tearing them in half and calling “by the power of this scroll, spellcasting [spell name]”

<i>Apprentice</i>	1 st and 2 nd circle scrolls may be read
<i>Expert</i>	Up to 4 th circle scrolls may be read
<i>Master</i>	Up to 6 th circle scrolls may be read
<i>Grand Master</i>	All scrolls may be read

Ritual Circle

The druid can devote their prepared grove to the purpose of carrying out rituals.

Prerequisite is Grove Gardener to the same level of expertise.

<i>Apprentice</i>	Increases ritualism level of ritual leader by 1 for rituals carried out within the grove
<i>Expert</i>	Increases ritualism level of ritual leader by 3 for rituals carried out within the grove
<i>Master</i>	Doubles the ritualism level of the ritual leader for rituals carried out within the grove
<i>Grand Master</i>	Trebles the ritualism level of the ritual leader for rituals carried out within the grove

Scroll Writing

This allows the druid to transfer scrolls into their spell book.

Only scrolls of spells that appear in the spell list of a character can be written into their spell book; if the spell is not on their spell list, any attempt to write it to a character's spell book will immediately fail.

Attempting to write a scroll into a spell book will destroy the scroll, whether the attempt is successful or not.

Every player has a remote chance of successfully achieving this task; this is 10% for 1st & 2nd circle spells and lower for higher circle spells. A dice is rolled when this is attempted; if the player fails then the scroll is lost and not transferred into the book. If scroll writing with another druid or mage, the level of the highest participant may be taken.

<i>Apprentice</i>	1 st and 2 nd circle spells 60%; 3 rd and 4 th circle spells 30%
<i>Expert</i>	1 st and 2 nd circle spells 95%; 3 rd and 4 th circle spells 60%
<i>Master</i>	1 st and 2 nd circle spells 100%; 3 rd and 4 th circle spells 95%

Spell Potency

This allows the druid to study the ways of spell construction. With greater knowledge it is possible for others not to be able to resist your spells. The caster must call 'irresistible' before the spell name.

Prerequisite is Spell Study to the same level of expertise.

<i>Apprentice</i>	One 1 st circle spell may be cast as irresistible once a day
<i>Expert</i>	One spell of up to 2 nd circle may be cast as irresistible once a day
<i>Master</i>	One spell of up to 3 rd circle spell may be cast as irresistible once a day
<i>Grand Master</i>	One spell of up to 4 th circle spell may be cast as irresistible once a day

Spell Storing

This allows the druid to pre-cast a spell and store it in the forefront of their mind, allowing them to cast it as the next spell without saying the entire verbal length. The spell is cast by saying "Spell Store [spell name]". If the stored spell is not the next spell cast or sunset occurs before the spell is cast, the spell is lost.

<i>Apprentice</i>	May store a 1 st circle spell; +1 MP
<i>Expert</i>	May store a spell up to 2 nd circle; +2 MP
<i>Master</i>	May store a spell up to 3 rd circle; +3 MP
<i>Grand Master</i>	May store any spell; +4 MP

Spell Study

This skill allows the druid to learn additional spells beyond those initially learnt.

<i>Apprentice</i>	Can choose an additional 1 st circle spell from the list; +1 MP
<i>Expert</i>	Can choose an additional 2 nd circle spell from the list; +2 MP
<i>Master</i>	Can choose an additional 1 st circle and 3 rd circle spell from the list; +3 MP
<i>Grand Master</i>	Can choose an additional 2 nd circle and 4 th circle spell from the list; +4 MP

Staff Mastery

The traditional weapon of a druid is the humble staff. With this skill, the druid can use a staff to help focus their power, whilst also gaining several other surprising benefits.

<i>Apprentice</i>	Can channel spells with a touch component through the staff; +2 MP
<i>Expert</i>	Can call “disarm” once per day when striking an arm holding an object or weapon; +2 MP
<i>Master</i>	Can call “stagger” once per day when striking a leg; +2 MP
<i>Grand Master</i>	When holding their staff, the druid cannot be staggered or knocked to the floor by any means (e.g. by a stagger spell or by an earthquake); +2 MP

Two-Handed Weapon Mastery

This grants the druid access to advanced techniques in the use of two-handed weapons.

<i>Apprentice</i>	Double blow style; +2 offensive points (OP)
<i>Expert</i>	Staggering blow style; +2 offensive points (OP)
<i>Master</i>	Crush blow style; +2 offensive points (OP)
<i>Grand Master</i>	Critical blow style; +2 offensive points (OP)

COMBAT SUMMARY

The following table summarises the full range of offensive and defensive calls that can be made by a druid, along with the relevant points cost.

Offensive	
Call	Cost (OP)
Critical (blow)	6
Crush (blow)	6
Double (blow)	1
Stagger (blow)	3

SPELL LIST

The following table and list details the spells available to each druid.

Spells prefixed by a single * require one elemental proficiency in order to be cast. Spells prefixed by two or more * require the corresponding number of elemental proficiencies before they can be cast. For example, the spell “shatter” requires two elemental proficiencies; there is no condition to dictate which two proficiencies are needed.

1 st circle	2 nd circle	3 rd circle	4 th circle
* Blast 1	* Blast 2	Beast form	** Command beast
Create focus	Grow	Creeping death	** Dispel magic
Detect magic	Hold person	Merge with wood	* Mass Blast 1
Drop	Identify	** Hold monster	Wither limb
Entangle	Spider climb	** Shatter	
Speak to beast	Warp		
* Wound			

Beast form	The caster takes on the aspect of the named beast, acquiring the associated skill at master level for the duration of the spell; hawk (detect secret), wolf (tracking), hare (leaping), fish (swimming). Spell lasts for 5 minutes (at discretion of the attending referee).
Blast 1	Does one point of ranged elemental damage to the chest of the target, ignoring armour.
Blast 2	Does two points of ranged elemental damage to the chest of the target, ignoring armour.
Command beast	Target beast must obey the next 5 word command issued by the caster as closely as possible; the command cannot directly damage the target (e.g. "go jump in the lava" will not work on a target, but "try jumping over the chasm" will work).
Create focus	Changes an existing mundane object into the focus of the caster's power. This is the only spell that can be cast without a focus; a focus is required for casting all other spells. A character can only have one focus at a time.
Creeping death	The touched target can only be healed by magical spells; potions and first-aid have no effect on physical wounds. Effect lasts for 1 hour or until dispelled or dismissed.
Detect magic	Can detect whether an item has any magical properties, or is affected by a curse. No details of the magic or curse can be determined, only their presence or absence.
Dispel magic	Removes any and all ongoing magical effects from the target and their items, including fear effects, armour, wards. Allows for cursed items to be released, but does not remove curses from items. Magical items will lose any charges and/or be rendered useless for 5 minutes (behaving as if they were simply mastercrafted items).
Drop	Target must release whatever is held in the hands; the held object must hit the floor before being picked up. Works on objects held in two hands.
Entangle	Target's feet and legs become stuck in vegetation, preventing forward movement for 30 seconds. Requires vegetation to be present underfoot.
Grow	Up to three touched target herbs (alchemical ingredient obtained through foraging) are duplicated.
Hold monster	Target monster (e.g. ogre, cyclops or troll) is held in place for 30 seconds; it cannot move at all for the duration. Any physical or spell damage taken will immediately break the held effect.
Hold person	Target humanoid (e.g. human, orc, elf or lizard) is held in place for 30 seconds; it cannot move at all for the duration. Any physical or spell damage taken will immediately break the held effect.
Identify	Caster learns the magical properties of an object at a cost of 2 power points per effect. Curse effects are always identified last. If the object has multiple effects, the spell will drain power points until either all the effects have been identified or the caster is reduced to 0 or 1 power point; the spell will never cause the caster to "overcast".
Mass blast 1	All targets within a 90 degree cone in front of the caster (shown by the caster's arms) are affected by an elemental blast 1 spell (1 point of damage to the chest, ignoring armour).
Merge with wood	Caster may merge with any wooden object (e.g. tree) large enough to contain their body, placing hand above head. They may remain within the object for up to 5 minutes. At the end of the spell (or when it is chosen to be ended), the caster must leave the object from the same point by which they entered.

Shatter	Target object is damaged sufficiently to prevent its use. Large objects (chests, doors, tables etc.) or magical items cannot be shattered. If an item is warded, blessed or magical, the bearer must call "no effect". Armour damaged in this way must be repaired before it can be used again.
Speak to beast	The caster may ask one question (one sentence) of a beast which will be answered, to the best knowledge of the beast. This may be cast a maximum of three times on one target.
Spider climb	Touched target can climb any non-magical surface (e.g. a tree or cavern wall); elemental or divine barriers cannot be scaled. Effect lasts until the target breaks contact with the surface being climbed, or for a maximum of 30 seconds.
Warp	Target wooden object (shield, staff, bow, quiver of arrows) is damaged sufficiently to prevent its use. Large objects (chests, doors, tables etc.) or magical items cannot be shattered. If an item is warded or is magical, the bearer must call "no effect".
Wither limb	The target touched limb is rendered absolutely useless; cannot hold things with a withered arm or walk on a withered leg unaided. This damage requires healing as per a broken bone.
* Wound	Does two points of elemental damage to the touched location of the target. Does not ignore armour.