

Grimleafs

Druid

Handbook

v1.2

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Druids of Argos

Druids are essentially clerics of nature. Through force of will and harmony with nature, the druid can manipulate and direct power that rivals any wizard.

In the realm of the natural, winds and fire and other things, the druid is far more powerful than a wizard. In the realm of the supernatural, such as dispel magic and petrification, the wizard is far more powerful than a druid. The two clashing can be a battle that spawns the greatest of legends.

A druid is a tree-hugger, nature boy who loves and worships the Creator. He is the guardian of nature, protecting the greatest of the High God's creations. He doesn't usually interact with people, spending his time caring for the ecosystem and its inhabitants. He leaves dealing with people to the Rangers.

One of the greatest threats to a druid is an undead creature. Vampires especially, undead in general are an abomination. They don't fit into the ecosystem at all. In fact, many undead inadvertently destroy the local ecosystem.

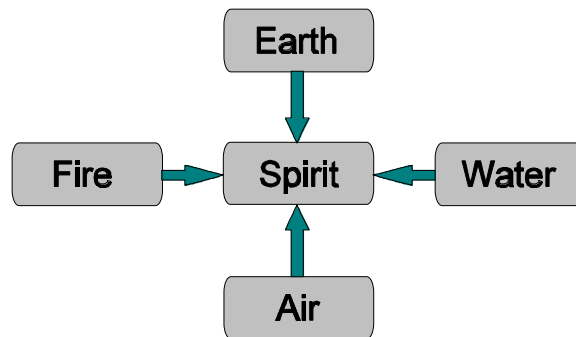
The druids are loosely organized. There is no set hierarchy. In the presence of each other, they know who is most powerful, sensing it naturally. Most listen to the wise ones as well as the powerful ones. Seldom do more than two or three druids meet. Maybe 1% of the population of Argos consists of druids.

Druids who adventure will save any gemstones they find. Later, the druid will usually use any gemstones to acquire land to create a preserve and a sacred grove. Seldom will they keep any coin on their person.

The druids in the Isles know that nature is unbalanced and are determined to find a way to fix the situation. A cleric and wizard alerted some to the fact that they discovered the Isles to be in a kind of "dimensional bubble" and all are working to bring it down. Little do the inhabitants of the Isles even know the significance of the bubble.

Druidic Magic

Druidic magic is based on the five elemental forces: Earth, Air, Fire, Water, and Spirit. Druidic magic does not function in the same way wizard and clerical magic does. Druids do not pray for spells. Nor does a druid tap into supernatural powers within him. A Druid uses, manipulates, and bends nature to his or her will. To do this, a Druid must weave strands of the five elemental forces in a specific way to achieve their desired effect. The most important strand to a Druid is the element of Spirit. Spirit is the binding strand.



Each force is a strand of the element it represents. The Strand of Earth is made of stone, flexible yet strong as steel, with a liquid like appearance. The Strand of Fire is made of a continuous strand of flames, variable in color and temperature. The Strand of Water appears as a water like rope, variable in dryness and temperature. The Strand of Air are the color of storm clouds, strong as steel or as gentle as a breath. The bonding Strand, Spirit, varies in color, ranging from a deep green to a deep blue, unique to each Druid.

Only druids and specific creatures can see the strands and the weaves that result from the druid's manipulation of the strands. Vampires, Death Knights, and Liches can all see the strands. The reason is simple, they are not natural in any fashion and are therefore a cancer that unbalances nature. Any druid will fight to his dying breath to rid his domain of the undead. These same undead can save vs. direct attack weaves and if they succeed, the undead creature can shatter the druid's weave. The effect can vary, but is usually devastating to the druid.

Each Druid starts out able to perform many of the same spells, or weaves. Their ability to control these weaves, and the strength of these weaves grows as the Druid rises in experience level.

Earth opposes Air, Fire opposes water. This is the First step in unraveling a weave. Unraveling a weave is the only way to dispel Druidic magic. A Druid must use the exact same proportion of the opposite element to begin the unraveling. Next a Druid must remove the Strand of Spirit from the weave. When both of these things have been done,

the weave will begin to fall apart. However, A Druid can only unravel their own weave or that of a lower level Druid.

Druidic spells, or weaves, can only manipulate the form, function and effects of nature, be it the weather, plants, animals, stone, water, dirt, air, fire, etc. Druidic weaves can be of any nature, offensive, defensive, preservation, helpful, deterrent, etc. Depending upon the climate the Druid resides in, he or she might be more proficient in the use of certain elemental Strands, but all Druids can weave any of the Strands together.

The Druidic Weaves have certain effects. Some of these are causing damage to opponents, protecting oneself or others, manipulating nature, etc. Druidic magic is not based on a lifetime of study. With Druidic magic, a Druid learns as he goes. Once their basic effects and manipulations are mastered, the potency of the spells increases. On the following damage table, the damage shown is the max amount a druid can cause per level. However, a Druid can determine how much damage to inflict, within their dice roll, but not exceeding the max allowed. Say a 9th level Druid wishes to call a lightning bolt, max damage allowed is 9d8, but chooses only to use 5d8, then the possible damage is up to 40 pts of damage. A druid can also control, with more precision as one rises in level, the area of effect of his weaves, or pinpoint a certain spot to concentrate on.

Fire, cold, suffocation, crushing, explosive, blinding, deafening, Buffeting

Druidic Magic Damage Per Level

Level	Fire/Cold Based	Lightning	Suffocation	Crushing	Exploding	Blinding/deaf	Buffeting
1	1d10	1d8	1d8	1d8	1d8	1d6	1d6
2	2d10	2d8	2d8	2d8	2d8	2d6	2d6
3	3d10	3d8	3d8	3d8	3d8	3d6	3d6
4	4d10	4d8	4d8	4d8	4d8	4d6	4d6
5	5d10	5d8	5d8	5d8	5d8	5d6	5d6
6	6d10	6d8	6d8	6d8	6d8	6d6	6d6
7	7d10	7d8	7d8	7d8	7d8	7d6	7d6
8	8d10	8d8	8d8	8d8	8d8	8d6	8d6
9	9d10	9d8	9d8	9d8	9d8	9d6	9d6
10	10d10	10d8	10d8	10d8	10d8	10d6	10d6

-each level increases at the same rate. (Level x Die)

Weaves:

Directly aimed offensive weaves: starting at 90% of the max dice damage gives the druid a cumulative chance of losing control of the weave with various results. Each % past 90 yields 1% chance of failure on the druid's part to control the weave. i.e. - 91% of max dice damage means that there is a 1% chance of the weave going out of control in some fashion (failure). 92%, 2% , etc. Max of 10% w/ 100% of dice damage.

Weaves of an aimed offensive nature can be shattered by specific undead. The effect is rolled from the table below.

Effects Table:

Effect	Result
1. Shattering of weaves	take ½ damage (with saving throw, ¼ damage)
2. Lose Control of weave	Effect is DM Option
3. Lose Consciousness	1 round
4. Spirit leaves body for astral plane	1 round
5. Lose ability to weave	4 rounds
6. Re-roll for two effects/DM's option	

Druid Stats and Costs:

Endurance Points (EP):

What determines if a druid is exhausted from “weaving” – also a “cost factor” that keeps the druid in check.

Determined by calculating the CN x Level. (CN x level = EP)

Weave:

Rated on difficulty on scale of 1-5, 5 being most difficult.

Cost of each weave=Difficulty rating x 2

Once a druid has used 70% of his EP then rest is required. For each 10% of the remaining EP used, one hour rest *in nature* is required (not in a man made structure, etc) - time required is tripled if rest is done inside a man made structure. i.e.- at 80% mark, 1 hour rest required. At 90% mark, two hours, etc. If in man made structure, then at 80%, 3 hours required...etc.

Communication:

Animals - non-sentient.

Requires a weave of all five elemental threads. Each animal would require a specific order of weave.

Animals - sentient

N/A - difficulty of weave is too great.

Inanimate Objects - based on elements contained within object.

Requires weave of Spirit and any additional elements within object (i.e.- wood furniture, requires Spirit, Earth, Water).

Plants -

Requires weave of all 5 elemental threads. No individual patterns required.

Shape-Changing:

Complex weave requiring all five threads.

See shape changing ability in *Player's Handbook, 2nd Edition* or *Druid's Handbook* for limits and side-effects.

Druid "Magical" Items

Two general types:

Focal Items-

Item is imbued with the ability to focus a weave and reduce the EP cost for a druid by x%.

Functional Items-

Single function item, usable only by druids.

Requires the druid to invoke the item with the spirit thread.

Item performs specific function at no EP cost to druid.

Side Effects-

If destroyed while in use, roll on **Effects Table**.

Casts at level equal to Druid.

Creation of items:

Requires some aspect of each element to bind the weave to it (except for spirit). Some water, some residue of fire or fire in its creation, some earth, and some air blown across it.

i.e.- a ring - made out of stone or metal. Bathed in fire, then water, and some air across it. At the same time, cast weave into it.

Materials must be unused and pure.