

This document contains the progression and class details for druids.



Druid

Description: Druids are primal thaumaturgists, the scions of an age old tradition passed down from the early days of man's sapience. They command magics wrested from the elemental skein holding all existence together, and wield them with brutal, iron-willed efficiency. At the same time their approach towards ritual and invocation demands that they observe the laws of natural balance: all power must stem from somewhere, and when expended must dissipate somewhere else. When casting spells druids take on the role of a guiding conduit, transferring energy from the ether into reality and directing it with their will.

Due to their close connection with natural energies and primal powers druids tend to be very skilled in the ways of animals and the wilderness. Druids organize themselves into insular sects, the nature of which varies from close-knit cults to loosely organized covens. The common goal of all of these groups is to keep a watchful eye on other practitioners of the volatile form of magic in order to prevent the abuse and distortion of its gifts.

Hit Points: A druid gains d8 hit points each level.

Weapon training: Druids are trained in simple weapons such as clubs, maces, daggers, handaxes, spears, staves, javelins, slings, blowguns, shortbows and longbows. Druids may wear any armor, although they usually eschew the use of metal equipment altogether as it interferes with their spells (see *the Earthen Oath* below).

Alignment: Due to the intensely balanced nature of druidic magic most practitioners tend towards a lawful or neutral disposition. Chaotic druids are often too disruptive of the natural order to have long or sustainable lives, but they certainly do appear from time to time.

Ogham script: Druidic orders have many secrets passed on from the very dawn of time. Upon their initiation a druid is taught to read the ancient script known as ogham which the druids use to keep their annals and records. Ogham script is a sacred secret, and teaching it to outsiders is swiftly punished with powerful curses and excommunication. Ogham only exists as a written language, there is no spoken or performative component.

The Earthen Oath: Druidic sects view all metal as the bones of the earth, and consequently disapprove of mining, smithing and metallurgy as an abuse of the natural order. Additionally, the simple and brutal invocations they perform are particularly susceptible to interference from the disruptive resonance of metal objects. As part of their initiation a prospective druid swears the Earthen Oath, promising to eschew the unnecessary use of metal items. A druid suffers a spell check penalty ranging from -1 to -10 for each metal item upon their person larger than a dagger or similar small object; the degree of the penalty depends on the size of the item. In case of armor made of metal check penalties for druidic spellcasting are doubled.

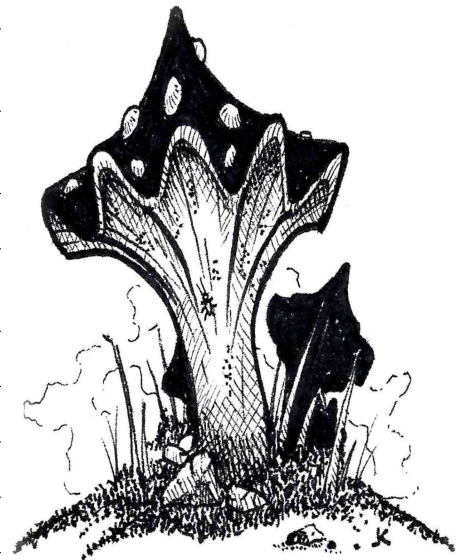
Caster level: Druids use their class level as their caster level bonus, and use their Intelligence modifier as a casting bonus for spell checks.

Druidic magic: Druidic magic is intuitive: neither science nor art, but rather a violent compulsion forcing nature to release its raw power in service of the druid. Druidic spells vary in what they require for the magic to manifest, and these demands are often convoluted and arduous for the caster. Druidic magic is essentially a primal, undistilled form of arcane spellcasting. Most of the rules governing wizardly magic apply here as well (including the ability for spellburn), with the following exceptions:

Druidic spells: A druid instinctively learns new spells each level. Determine new spells by rolling a d24 on the druidic spell list table (Table A). If the result is a blank or a spell the druid already knows the druid may choose a spell of equal or lesser level instead. This is the only way druids learn spells: they cannot gain new magic from grimoires or spellbooks (exceptions are at Judge's discretion of course: it is said that some of the ancient megaliths found in far away, abandoned places contain druidic spells and incantations written in ogham runes).

Table A: Druidic spell list

D24	1st level	2nd level	3rd level	4th level	5th level
1	Animal summoning 129	Binding 271	Animate dead 285	Bolt from the blue 287	Affliction of the gods 295
2	Comprehend languages 129	Blessing 255	Banish 269	Demon summoning 206	Lokerimon's unerring hunter 249
3	Curse 273	Cure paralysis 272	Cause earthquake 296	Emirikol's entropic maelstrom 213	Magic bulwark 251
4	Darkness 258	Food of the gods 262	Control fire 238	Eternal champion 214	Mind purge 252
5	Detect evil 259	Detect magic 260	Control ice 239	Fly 217	Righteous fire 301
6	Detect invisible 165	Enlarge 139	Consult spirit 204	Hepsoj's fecund fungi 247	Sword magic 229
7	Find familiar 141	Gust of wind 219	Dispel magic 208	Invisibility 172	
8	Force manipulation 143	Invisible companion 173	Eldritch hound 211	Sanctify/desecrate 298	
9	Invoke patron 144	Knock 175	Ekim's mystical mask 137	Transference 232	
10	Lotus stare 276	Levitate 176	Haste 221	True name 293	
11	Neutralize poison or disease 277	Lightning bolt 222	Holy sanctuary 263	Wizard sense 245	
12	Patron bond 148	Locate object 178	Polymorph 243	Wizard staff 199	
13	Paralysis 264	Magic shield 146	Restore vitality 278		
14	Protection from evil 265	Make potion 223	Spiritual weapon 291		
15	Read magic 152	Monster summoning 184	Slow 228		
16	Resist cold or heat 266	Nythuul's porcupine coat 186	Transmute earth 244		
17	Runic alphabet, mortal 154	Runic alphabet, fey 227	Vermin blight 300		
18	Shatter 193	Scare 191	Weather control 302		
19	Sleep 155	Speak with the dead 290			
20	Spider climb 156	Spider web 196			
21	Strength 198	Turn to stone 233			
22	Snake charm 280	Water breathing 235			
23	Stinging stone 282	Ward portal 160			
24	Wood wyrding 268	Write magic 236			



Ritual requirements: Due to the primitive nature of druidic magic, each druid has specific ceremonies and actions they have to enact in order to access the mystic powers in their service or additional conditions they need to fulfill in order to invoke the spells they know. After determining a druidic spell roll d30 on the ritual requirements table (Table B) for the specifics of the ceremony. This replaces the rules for mercurial magic and disapproval. Note that some of the druidic ritual requirements extend casting time considerably: in these situations the Judge should feel free to require concentration rolls if the situation warrants it (guidelines for concentration checks can be found on pg. 106 of the DCC rulebook).

Table B: Druidic rituals

D30	Ritual requirements
1	<i>Sacred ceremony:</i> The spell is linked to one of the sacred ceremonies of the druids, and requires extensive ritual work to be executed. The spell's casting time is increased fivefold or to a minimum of five rounds, during which time the druid has to focus on the ritual work. Additionally, the druid gains a +10 to the spell check roll, and may choose any result equal to or below their roll from the spell's result list.
2	<i>Primal conduit:</i> The caster must act as conduit for spell's energies, suffering d6 points of damage per spell level upon casting. The caster may freely divide the damage between their attributes and their hit points.
3	<i>Life for magic:</i> The spell is fueled by the life force of sentient beings. A number of sentient (but not necessarily sapient) creatures equal to the spell's level must be sacrificed during the casting of the spell. Each sacrifice increases the spell's casting time by one round, and adds a bonus of +2 to the spell check roll.
4	<i>Blood for magic:</i> The ritual requires the spilling of blood and the viscera of sapient creatures. During the ritual a number of physical attribute points equal to twice the level of the spell must be sacrificed in addition to other, voluntary spellburn. These points need not come from the caster however, and may be drained from another willing character instead. This additional sacrifice does not increase the spell check result.
5	<i>Soul for magic:</i> The casting ceremony is powered partially by soul energy. When casting the spell a number of mental attribute points equal to twice the level of the spell must be sacrificed in addition to voluntary spellburn. These points need not come from the caster however, and may be drained from another willing character instead. This additional sacrifice does not increase the spell check result.
6	<i>Pain for magic:</i> The primitive magic of the spell is powered by extreme pain. The caster must inflict suffering upon themselves or someone else while casting the spell: they must break a major bone, dislodge a joint or cause a similar amount of pain in order to be successful. This additional suffering does not increase the spell check result.
7	<i>Doomed casting:</i> The ritual casting courts disaster and fuels itself with the secrets of ancient Hyperborea. The vigilant Doom of that vaunted place turns its eye upon the druid, who immediately gains doom points equal to the spell's caster level upon successful casting. The Judge can spend these doom points to force any roll made by the druid character into a fumble (as in, natural 1) after the roll is made.
8	<i>Reclaimed by nature:</i> The primal spirits grant the magic to the druid at great cost. The spell requires valuables equal to 10 gp per spell level to be spent as additional material components during casting, these items are consumed in the process.
9	<i>Soul of summer:</i> The spell requires additional material components suitable for calling the soul of summer: fresh leaves or flowers, honey, bright sunlight or some other similar material must be included in the casting ceremony. These components are consumed in the casting.
10	<i>Soul of autumn:</i> The casting must be fueled by additional material components related to the autumn harvest: wilted leaves or plants, harvest foods, drizzling rain or similar energies must be utilized as spell components. These materials are consumed in the casting.
11	<i>Soul of winter:</i> The magic demands additional material components linked to the freezing cold of Fimbulwinter: ice, snow or extreme cold must be included as materials in the casting of the spell. These components are consumed in the casting.

12	<i>Soul of spring:</i> The soul of spring and rebirth has to be invoked while casting the ritual. Additional spell components consisting of seeds, sprouting plants or lustful emotions of procreation must be included in the ceremony. These components are consumed in the casting.
13	<i>Promethean ritual:</i> The spell is powered by primal fire. Invoking it requires immediate access to a large bonfire or an equivalent amount of living flame.
14	<i>Chthonian ritual:</i> The ritual is fueled by the subterranean flow of ley line energies. Invoking the spell requires the caster to be underground or within a monumental stone structure.
15	<i>Naiadean ritual:</i> The magic builds itself from the sinuous flow of living water. Casting the spell requires access to a large mass of water.
16	<i>Mistral ritual:</i> The casting demands access to open air or surging winds. Can only be cast in the open air
17	<i>Blessings of Father Sun:</i> The spell can only be cast during daytime.
18	<i>Shrouds of Sister Moon:</i> The ritual can only be invoked during nighttime.
19	<i>Gifts of Mother Earth:</i> Casting the spell requires a gemstone of a value equal to 10 gp per spell level. The gemstone is not consumed in the casting.
20	<i>Inscribed in ogham:</i> The ritual requires carving special command words in ogham script during the casting of the spell. The marks can be carved on any material provided the druid has access to suitable tools, but the carving process increases the casting time of the spell by rounds equal to the spell's level.
21	<i>Yew implements:</i> Casting the spell requires access to special implements fashioned from yew. Acquiring these tools costs 10 gp per level of the spell, and they are not consumed during the casting.
22	<i>Mistletoe materials:</i> Invoking the ritual requires a sprig of mistletoe, which is consumed upon the casting of the spell.
23	<i>A sage haze:</i> The casting ceremony requires burning a bundle of sage as a material component. The bundle is consumed upon casting.
24	<i>Naked casting:</i> The powers granting the magic require the druid to be stark naked while casting the spell.
25	<i>Complete silence:</i> The magic of the spell can only be invoked through silence. The caster must spend round equal to the spell's level in quiet meditation before they can attempt to invoke the spell.
26	<i>Scream ing ululation:</i> The spell can only be manifested through screaming, atonal ululation. This must last for rounds equal to the spell's level before the druid can attempt to cast the spell.
27	<i>Wild excess:</i> The ritual is fueled by primal urges: before invoking the spell the caster must engage in base pleasures for rounds equal to spell level.
28	<i>Beasts of the woods:</i> Casting the spell requires invoking a predatory animal spirit through the use of a specially prepared totem charm made of the animal itself. The implement costs 10 gp per spell level, and is not consumed upon casting.
29	<i>Eyes of the sky:</i> The ceremony requires invoking a sacred bird spirit through the use of a specially prepared totem charm made of the animal itself. The charm costs 10 gp per spell level, and is not consumed upon casting.
30	<i>Horns of the herd:</i> The ritual demands the donning of a headdress prepared from the antlers or horns of a herd beast. The headdress costs 10 gp per spell level and is not consumed in the casting.

Primal casting: Druidic castings are often volatile, and court catastrophe when things go wrong. A druidic spell's level indicates its fumble range (for example, a level 3 spell has a fumble range of 1-3). Note that some of the spells in the druidic spell list are listed as idol magic spells in the DCC rulebook: for these spells apply the fumble results from an arcane spell of similar level and use the generic misfire table if required (DCC rulebook pg. 120).

Whenever a druidic caster fumbles a spell they suffer primal corruption in addition to any other effects applied from the spell itself. Druidic corruption is determined by rolling on the primal corruption table (table C). The results on the druidic corruption table are cumulative, and increase in intensity if rolled multiple times.

Table C: Primal corruption	
D10 - spell level + LCKmod.	Effect
<i>1 or less</i>	The strange energies of primal magic begin to putrefy and rot the caster's flesh while leaving their life-force intact within the decaying husk. Reduce all of their physical stats (STR, AGI, STA) by -1d3 permanently. Additionally, the caster is followed by a malodorous cloud of reeking death and flies, causing a -1 to all rolls made within 15' (-4,5m).
2	A shadow of umbral, base magic grasps at the caster's soul, marking them forever as not wholly of this world. Reduce all of their mental stats (INT, PER, LCK) by -1d3 permanently. Additionally, a looming shadow can be felt in their presence, causing a -2 to all relevant social checks, and drawing undue attention from umbral beings (such as ghosts, spirits, eldritch beasts and the like).
3	The evolutionary power of primordial arcana suffuses the caster's body, causing it to mutate spasmodically. The caster grows an extra (roll d8): (1) head; (2) arm; (3) leg; (4) set of internal organs; (5) tentacle or pseudopod; (6) exoskeleton; (7) set of wings; (8) arthropod appendage. There is a 50/50 chance that the new appendage is vestigial rather than functional; further effects upon the characters actions and performance are left to Judge's discretion.
4	Elemental forces take hold of the caster, changing their base nature. When this corruption takes effect for the first time, roll d4 to determine element type: (1) earth; (2) wind; (3) fire; (4) water. The druid becomes fervently fascinated with the element, and the obsession increases in intensity upon further rolls. Eventually the druid starts to require the element in order to survive, finally only being able to draw sustenance from the element in question. The mechanical effects and speed of this transformation are left up to the Judge's discretion, and vary from minor to absolutely elemental.
5	The magics invoked by the druid effect a permanent stonelike quality to them. Roll d4: (1) skin flakes and petrifies; (2) eyes turn into gleaming gemstones; (3) flesh hardens and crystallizes; (4) hair forms into mineral threads. Additionally, the effect transforms the characters attributes, moving 1d3 points from a random attribute to their Stamina; this effect is permanent and affects the maximum values of the attributes.
6	The spell infuses the caster with phytoic qualities. Roll d4: (1) skin becomes barklike; (2) eyes change into flowerlike growths; (3) bones turn into hardened wood; (4) hair becomes a tangle of vines and fronds. Additionally, the effect changes the casters body, moving 1d3 points from a random attribute to their Personality; this effect is permanent and affects the maximum values of the attributes.
7	The caster undergoes a pelagic transformation fueled by primordial magic. Roll d4: (1) skin takes on a shimmery, scaly quality; (2) eyes become bulbous and unblinking; (3) bones sprout finlike extrusions; (4) hair turns into anemone-like pseudopods. Additionally, the effect changes the casters body, moving 1d3 points from a random attribute to their Agility; this effect is permanent and affects the maximum values of the attributes.
8	The invading magic imposes an avian quality upon the caster. Roll d4: (1) skin is covered in soft, downy feathers; (2) eyes become large and birdlike; (3) bones turn hollow and delicate; (4) hair changes into a mass of long feathers. Additionally, the effect changes the casters body, moving 1d3 points from a random attribute to their Intelligence; this effect is permanent and affects the maximum values of the attributes.
9	The primal power of errant magic brings out the bestial nature of the caster. Roll d4: (1) skin becomes covered in tangled, shaggy fur; (2) eyes turn feral and gleam in the dark; (3) limbs elongate and muscles grow; (4) hair changes into a proud mane of knotted locks. Additionally, the effect changes the casters body, moving 1d3 points from a random attribute to their Strength; this effect is permanent and affects the maximum values of the attributes.

<i>10 or more</i>	The druid falls unconscious immediately, and experiences a feverish vision where the spirits of primal natural forces accost them and demand restitution for the magics they've bestowed upon the hapless caster. They reveal a quest which the druid must undertake to avoid grave consequences. These quests vary in character, but usually involve reclaiming developed land or otherwise advancing the cause of pristine, untouched nature. The trance lasts 2d5 rounds, and both the quest and other possible consequences are left up to the Judge's discretion (and need not be revealed in detail immediately).
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Wildcraft: Wildcraft encompasses all of the skills necessary for survival in the wild. Tracking, trapping, hunting and gathering, finding useful herbs or secure campsites are all valid uses for the wildcraft skill. Druids also use this skill to safely traverse obstacles such as crossing wild rivers or climbing mountains. Refer to the below table for approximate skill DCs for various activities.

Wildcraft is modified by Intelligence.

Table D: Suggested Wildcraft skill DCs				
DC	Tracking	Hunting	Herbology	Climbing
5	Spotting recent tracks.	Finding food for one.	Collecting simple spices.	A tree.
10	Seeing traces that are a few days old.	Snaring small game.	Picking petals for poultices.	A steep slope.
15	Following a stealthy predator.	Hunting big game.	Gathering curative roots.	A rocky outcropping
20	Tracing an intentionally hidden trail.	Capturing enough food for a village.	Discovering magical flora.	A sheer mountain face.

Animal empathy: Druids are skilled at reading and handling natural creatures. This ability can be used to command, woo or frighten animals. Friendly targets are likely to comply easily, while hostile or suspicious targets receive a Will save against the druid's result.

Animal empathy is modified by Personality.

Languages: Upon reaching 1st level druids gain two additional language per point of Intelligence modifier. Roll d100 (re-roll duplicates): (01-03) Alignment tongue; (04-06) Chaos; (07-09) Neutrality; (10-12) Law; (13-15) Dwarf; (16-18) Elf; (19-21) Halfling; (22-24) Gnome; (25-27) Serpent-man; (28-30) Gnoll; (31-33) Harpy; (34-36) Naga; (37-39) Ogre; (40-42) Lizardman; (43-45) Minotaur; (46-48) Angelic; (49-51) Demonic; (52-54) Troglodyte; (55-57) Centaur; (58-60) Dragon; (61-63) Pixie; (64-66) Giant; (67-69) Griffon; (70-72) Bear; (73-75) Eagle; (76-78) Ferret; (79-81) Horse; (82-84) Wolf; (85-87) Spider; (88-90) Cat; (91-93) Songbird; (94-96) Snake; (97-99) Rodent; (00) choose two from any animal or alignment languages.

Action dice: Druids may use their action dice for attack rolls, spell checks or skill checks.

Table E: Druid advancement

Level	Attack	Crit die / table	Action die	Wildcraft*	Animal empathy*	Ref	Fort	Will	Spells known by level				
									1	2	3	4	5
1	+1	1d8/III	1d20	+3	+5	+0	+0	+1	4	-	-	-	-
2	+2	1d10/III	1d20	+3	+7	+0	+1	+1	4	1	-	-	-
3	+2	1d12/III	1d20	+4	+9	+1	+1	+2	5	2	-	-	-
4	+3	1d14/III	1d20	+4	+10	+1	+2	+2	5	2	1	-	-
5	+4	1d14/IV	1d20 + 1d14	+5	+12	+1	+2	+3	6	3	2	-	-
6	+5	1d16/IV	1d20 + 1d16	+6	+14	+2	+3	+3	6	3	3	1	-
7	+6	1d16/IV	1d20 + 1d20	+7	+16	+2	+3	+4	7	4	3	2	-
8	+7	1d20/IV	1d20 + 1d20	+8	+17	+2	+4	+5	7	4	4	2	1
9	+8	1d20/IV	1d20 + 1d20	+9	+18	+3	+4	+6	8	5	5	2	1
10	+9	1d24/IV	1d20 + 1d20 + 1d14	+10	+20	+3	+5	+7	8	6	5	3	2

*: Note that wildcraft is modified by Intelligence, and animal empathy is modified by Personality.

Titles: Druidic titles usually reflect the characters position within their sect or cult, but chaotic individualists often choose their own path, and are named accordingly by their brethren.

Table F: Druid titles

Level	Lawful & Neutral	Chaotic
1	Cunning man/woman	Branchbreaker
2	Auspex	Knavecaster
3	Herald	Instigator
4	Ovate	Haruspex
5	Elder	Darkbrand