

# DRUIDS



*Hail and welcome, Acolyte,*

I welcome you to the Guild of Druids. This great grove unites the Druids of the Kingdom of Exiles so that we can be a voice that speaks for Nature in a realm where she is so often ignored and misused. As the seasons turn, so do we rise to make ourselves known and respected throughout this land.

## **Serving Nature**

As a Druid in this guild you must follow some simple rules, to make sure that you do not cause harm to Nature in a world where others have made it so easy to disregard her. You must, of course, be a follower of Nature, you must not learn magical skills, and you must not support the exploitative mining industries by making use of metal armour or weapons.

## **Skills**

We will teach you to make the most of your affinity to Nature, opening you to the world of her gifts. Whether it is unlocking the special ability of your totem animal or season, governing and making decisions, or building your relationship with the trees until plants cannot hinder you, you can discover and deepen your bond with Nature with us.

## **Enemies of Nature**

Remember that the Kingdom is not used to Druids being a strong, united force, and many of their ways are not friendly to Nature. The Kingdom allows elemental magic to run rampant, and so you may encounter destructive mages amongst the magic users who have no idea of the damage they do to the Natural world with their spells - or simply do not care. Similarly, half-orcs are not restrained from their orcish urge to destroy and corrupt Nature, nor half-ogres with their lack of care. Sometimes you will need to work alongside these people, or others who exploit Nature's bounties. Do not trust them, but remember that Kingdom law unfortunately does allow them to do these things.

Thankfully, the Kingdom knows its place with regards to Dark Druids. They are the Kingdom's enemy as well as our own, and you will experience no conflict in your duty there.

*Be at peace within our grove,*

*Weather Druid Stratus*

# OOC: Playing a Druid

You can find out the details of being a Druid on the website:

Player Rules > The Kingdom > Guilds > Druids

Druids are priests of Nature. Player character Druids follow the sects of Animal, Tree, Weather or Seasonal. Recently, Druids in the Kingdom banded together to form an official guild. They seek to look after Nature within the Kingdom and protect it from those who would harm it. Druids typically avoid the use of large amounts of metal, as they often believe mining to be disrespectful to Nature.

A character can have many reasons to devote themselves to the Path of Nature. They may have a natural affinity for an animal, grown up in a culture that reveres Nature, or simply have chosen to make it their Path. Many Druid characters are not Kingdom citizens, but instead come from the Nature-aligned realm of Arboria or from further afield.

A Druid may simply live by their beliefs, or may have a particular purpose. Some Druids see greenskins and greyskins as the enemies of Nature, who must be stopped at all costs; others distrust them but hope they are willing to learn better ways of interacting with Nature. Some are willing to accept all but blatant acts of destruction from elemental mages; others watch any magic user with deep suspicion until proven acceptable.

Animal Druids can function as scouts or skirmishers, and many Druids have Tree as their secondary sect because of its valuable Tree Healing miracles. Cloud Form allows Weather Druids to stand aloof from squabbles and fights, whilst Lightning Dart allows them to wreak horrific damage on their enemies. Seasonal Druids are still learning how to make the most of their changeable sect. Animal and Seasonal Druids get a unique special ability based on their affinity to Nature.

Druids are full of deep and interesting roleplay opportunities, and the special abilities of Animal and Seasonal Druids give you the chance to play something unique and distinctive. However, it can sometimes be difficult to make a Druid character work well with a party containing many half-orcs or metal-users. Although you probably won't accept elemental magic buffs, you can still be buffed by other miracles or non-elemental magic such as Light and General. Druids can also fill in for scouts and are often important diplomats for negotiations between the party and the monsters and NPCs they encounter.

As a Druid, your character would know that:

- The five sects of Druidism are Animal, Tree, Weather, Seasonal and Dark. Dark Druidism is illegal in the Kingdom and in Arboria.
- Druid congregations are known as Groves.
- Before 113AE, Seasonal Druidism did not exist. Instead, there was Elemental Druidism. There was a tumultuous upheaval in the Natural and magical world and Elemental Druidism disappeared, with Seasonal rising to fill its place.
- In 116AE, the rift between Nature and Elemental Magic was healed. Older Druids may still dislike all magic users on principle though!