

## Druid Base List 3.23

### DRUIDSTAFF

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Minor Druidstaff	piece of wood	P	touch	U
2)	Organic Weapons I	self	P	self	U
3)	Warp Wood	piece of wood	P	100'	F
4)	Lesser Druidstaff	minor druidstaff	P	touch	U
5)	Hammerstaff	druidstaff	1 rd/lvl	touch	U
6)	Organic Weapons II	self	P	self	U
7)	Druid Symbol	druidstaff	varies	touch	U
8)	Greater Druidstaff	lesser druidstaff	P	touch	U
9)	Recall Staff	druidstaff	—	50'/lvl	U
10)	Animal Staff	druidstaff	1 min/lvl	touch	U
11)	Bridge	druidstaff	1 min/lvl	touch	U
12)	Lesser Holy Symbol	10'R	C	touch	U
13)	Organic Weapons III	self	P	self	U
14)	Silver Druidstaff	greater druidstaff	P	touch	U
15)	Birdstaff	druidstaff	1 min/lvl	touch	U
16)	Greater Holy Symbol	10'R	C	touch	U
17)	Thunderstaff	druidstaff	1 rd/lvl	touch	U
18)	Great Hammerstaff	druidstaff	1 rd/lvl	touch	U
19)	Beast Staff	druidstaff	1 min/lvl	touch	U
20)	Golden Druidstaff	silver druidstaff	P	touch	U
25)	Organic Weapons IV	self	P	self	U
30)	Lord Druidstaff	golden druidstaff	P	touch	U
50)	Druidstaff True	lord druidstaff	P	touch	U

**1. Minor Druidstaff** — Allows the caster to take a suitable piece of oak, ash, yew, elm, linden or mallorn and form a Druidstaff. Upon its creation, caster may chose 4 points from the *Minor* set of abilities (see the Special Notes on page 2). The creation process take 2 days.

**2. Organic Weapons I** — With proper materials the caster may create 1 short bow, 1/2 long bow, 1/3 composite bow or 1/4 crossbow, 1 spear or javelin, 2 arrows or bolts, 1/3 of a shield or 1 weapon haft. The process takes 1 hour and the weapon's basic OB bonus is -5 (non-magical). The spell may be cast additional times to either finish a partially completed item and/or to increase the weapon's OB by +5 per casting (to a maximum of +5). Remember: the weapon's OB bonus is not magical.

**3. Warp Wood** — Destroys the straightness, strength, and form of a piece of wood up to 1 lb/lvl.

**4. Lesser Druidstaff** — As *Minor Druidstaff*, except that it turns the Druid's Minor Druidstaff into a Lesser Druidstaff. Caster may now add 4 ability points from *Minor* or *Lesser* abilities. The transformation take 6 hours.

**5. Hammerstaff** — For the duration the Druidstaff give x1,5 concussion hits in melee.

**6. Organic Weapons II** — As *Organic Weapons I*, except that the basic OB bonus is 0 and it may be increased to a max of +10.

**7. Druid Symbol** — Caster may store one spell on his Druidstaff to cast later with no preparation (only one such stored spell at a time).

**8. Greater Druidstaff** — As *Lesser Druidstaff*, except that it turns the Druid's Lesser Druidstaff into a Greater Druidstaff. Caster adds 4 additional ability points from *Minor*, *Lesser* or *Greater* abilities. The transformation take 6 hours.

**9. Recall Staff** — Will return the caster's Druidstaff to his outstretched hand at a rate of 1000'/rnd.

**10. Animal Staff** — Transforms caster's Druidstaff into an animal no larger than 200% of the caster's mass. The animal is treated as a familiar (see Familiar on Closed Essence list: Gate Mastery), except neither staff, nor wielder, gets penalized if the other is killed. Animal cannot be a flying creature. If the animal is killed it returns to Staff form. If the animal is entirely disintegrated the Staff is destroyed. The animal will pursue the last orders given. To control the animal or change orders require concentration.

**11. Bridge** — When the caster's Druidstaff is placed on the ground (usually at the edge of a chasm), this spell will cause it to expand and change into a 1' wide wooden bridge (length of no more than 2'/lvl) with no railings. It will only bear 1000 lbs. Caster may return the Druidstaff to normal and pick up it at either end.

**12. Lesser Holy Symbol** — When cast on a Druidstaff, this spell works as a *Protections Sphere II* (on Channeler Base list: Protections) except that it is mobile, i.e moves with the staff. Bonus is +10 to either maneuvers, RR's or DB for all allies within 10'R.

**13. Organic Weapons III** — As *Organic Weapons I*, except that the basic OB bonus is +5 and may be increased to a max of +15.

**14. Silver Druidstaff** — As *Lesser Druidstaff*, except that it turns the Druid's Greater Druidstaff into a Silver Druidstaff. The Staff gains 6 additional ability points and the entire process take 6 hours.

**15. Birdstaff** — As *Animal Staff*, except that the Druidstaff may be transformed into a flying animal of up to 50% of the caster's mass.

**16. Greater Holy Symbol** — As *Lesser Holy Symbol*, except it works as a *Protections Sphere III* (i.e bonus is + 15).

**17. Thunderstaff** — Caster's Druidstaff delivers an electrical critical in addition to the normal critical delivered by the Druidstaff (severity is equal to the normal critical's).

**18. Great Hammerstaff** — As *Hammerstaff*, except that concussion hits are doubled.

**19. Beast Staff** — As *Animal Staff* or *Bird Staff*, except that the creature may be an animal or a legendary creature of animal intelligence (no magical abilities except flight). The creature mass may not exceed 50%/lvl of the caster's mass.

**20. Golden Druidstaff** — As *Lesser Druidstaff*, except that it turns the Druid's Silver Druidstaff into a Golden Druidstaff. The Staff gains 6 additional ability points and the process take 6 hours.

**25. Organic Weapons IV** — As *Organic Weapons I*, except that the basic OB bonus is +10 and it may be increased to a max of +20.

**30. Lord Druidstaff** — As *Lesser Druidstaff*, except that it turns the Druid's Golden Druidstaff into a Lord Druidstaff. The Staff gains 9 additional ability points and the process take 6 hours.

**50. Druidstaff True** — As *Lesser Druidstaff*, except that it turns the Druid's Lord Druidstaff into a True Druidstaff. The Staff gains 15 additional ability points and the process take 6 hours.

## SPECIAL NOTES

1) Spells referring to a Druidstaff may be applied to any of the various Druidstaves: Minor, Lesser, Greater, Silver, Golden, Lord or True. However, each Druid may only have one Druidstaff in existence at a time and his spells may only affect his own Druidstaff. The bonuses are personal and do not apply to anyone else.

2) The GM may want to make one special (perhaps magical) wood particularly appropriate for a Druidstaff (e.g Mallorn). Such material could give the Staff additional ability points.

3) When a Druidstaff is created (and later upgraded), its magical abilities increases. Every increase confers ability points that is used with the point-buy system below to individualize each Druidstaff. A Druidstaff may not contain abilities higher than its current status, i.e a *Minor Druidstaff* may only contain *Minor* abilities. The cost within parenthesis are the point cost for the ability.

## MINOR ABILITIES

**Bonuses.** The Druidstaff provide a +5 bonus to either OB, DB, RR or any other chosen skill (GM discretion). The first +5 cost 1 pt, the increase to +10 cost 2 pts, the +5 increases up to +30 cost 3 pts each and thereafter each +5 increase cost 5 pts.

Bonus guide									
Bonus	+5	+10	+15	+20	+25	+30	+35	+40	+45
Cost	1	2	3	3	3	3	5	5	5
Total	1	3	6	9	12	15	20	25	30

**Power Points.** The druidstaff serves as a PP adder. The bonus to PP Development increases in +5 increments. The cost follows the table shown below. After 55 each +5 increase cost 3 pts.

PP Adder guide											
PP	5	10	15	20	25	30	35	40	45	50	55
Cost	1	1	2	2	2	2	2	2	2	3	3
Total	1	2	4	6	8	10	12	14	16	19	22

**Javelin staff (1).** The druidstaff can be thrown like a javelin. It has the range penalties of a javelin, but the attack is resolved on the quarterstaff attack table.

**Quick staff (1).** When attacking with the staff, wielder has a +20 initiative bonus.

**Parrying staff (1).** When making a full parry, the staff adds an additional +25 to wielders DB.

## LESSER ABILITIES

**Healing staff (1).** If held against a living being (person or animal) the staff will hum lightly and heal 1 hit/rnd *or* instantly heal as many hit points as wielders level. Ability usable 3x/day.

**Totem staff (1).** Caster chose one type of animal that will never attack the staffs bearer unless intentionally provoked. This ability may be chosen several times to add additional types of animals.

**Bull staff (2).** All melee attacks with the staff makes an additional Unbalancing critical at the same severity as the normal critical.

**Crackling staff (2).** If struck against a solid surface, the staff causes an effect equal to a "Cracks Call" spell (Magician Base – Earth Law). Ability usable 3x/day.

**Turtle Staff (2).** Provide wielder with +25 hit points.

**War staff (2).** All attacks made with the druidstaff are made on the warmattock attack table.

## GREATER ABILITIES

**Bestial staff (1).** When the spells *Animal Staff* or *Beast Staff* are used, the animal or beast has +10 to OB and DB and +25 additional hit points.

**Raging staff (2).** All attacks made with the druidstaff has x2 concussion damage.

**Absorbing staff (2).** A number of PP equal to caster's level (per day) of base attack spells directed at wielder may be absorbed by the staff and rendered harmless. Wielder must chose to use this ability before rolling RR. Elemental attack spells cannot be absorbed.

**One-handed staff (2).** The staff can be used as a one-handed weapon for attacks, freeing up wielders "shield hand".

**Nemesis (3).** Against one chosen type of creature *or* one race *or* one chosen group of men (e.g easterlings), the staff delivers a *Slaying* critical in addition to any normal critical.

## Silver Abilities

**Cleansing staff (1).** Up to 1x/week, the staff Dispel a curse if the curse fails an RR. The curse's level is the level of the caster of the original curse. If the curse is not dispelled, the staff cannot try again until its wielder has gone up another level of experience.

**Dancing staff (3).** If wielder becomes unable to defend himself (e.g stunned no parry, down or out) the staff will dance to protect him. It has a bonus equal to wielders normal OB and will dance for as long as his level divided by 3 (rounds per day).

**Traveling staff (3).** When in a wooded area (i.e with tree trunks large enough to fit wielders mass) wielder may step into one tree and out another up to 100'/lvl away. The process take one full round and is usable 3x/day.

## GOLDEN ABILITIES

**Holy staff (4).** All criticals delivered also deliver an additional *Holy Weapon* critical (Channeling Companion) at same severity.

**Multiplier staff (6).** The staff functions as a x2 PP multiplier. Since an adder and a multiplier cannot be used simultaneously, the staff will no longer function as a PP adder.

## LORD ABILITIES

**Summoning Staff (5).** Wielder may summon all animals of a chosen type within a radius of 1000' per level. They will arrive within 1-5 hours and do his bidding for 24 hours. Ability is usable once per week.

**Youthly staff (10).** Increases wielders physical stats (CO, ST, AG, EQ and QU) by 5, up to a maximum of 100.

## TRUE ABILITIES

**Multiplier staff (12).** The staff functions as a x3 PP multiplier. It replaces any earlier adder or multiplier functions.