

• 'Oi! Get off my Juniper Bushes...' •

Druid of Albion character

by Todd Jordan 'Greywolf' Peacock

Warhammer Quest



Todd is from Orlando, Florida and when he's not trying to wipe out multitudes of hapless warriors in his despicably ingenious dungeons he works as a computer programmer. Todd enjoys playing Games Workshop games almost as much as he enjoys painting, converting and even sculpting them, although he confesses he isn't particularly skilled in that department yet.

Warhammer Quest remains his favourite game which he graduated to through playing Heroquest and then Advanced Heroquest. We're still waiting for Todd to submit his house rules he developed as a sort of cross over from each of these games.

He is known to his compatriots as 'Greywolf' and you can check out more of his stuff at this website:

WWW.frii.com/~evil/wbq/

This profession is largely similar to the regular Wizard, though the Druid has a slightly different spell selection, and some special skills (and restrictions).

The Druid has undergone several revisions throughout playtesting, and I hope that the latest version is sufficiently playtested to ensure that it will be, while significantly different, well-balanced in relation to other Warrior types.

• DRUID CHARACTER •

Far to the north of the Old World, across the great ocean lie the mystical Isles of Albion. These islands remain virtually

unexplored due to their being populated by savage tribes of primitive humans and of course the mighty Giants of legend. Deep within the rainswept bogs and marshes of this cold and harsh land, there are practitioners of an ancient magic that concerns itself with the raw forces of life and death, and with the cycles of nature. They are similar in many ways to Wizards of the Jade College and are known as the Druids.

Whilst they are most at home in the magic-soaked woodlands of their land, wandering barefoot so that their feet may stay in contact with the life-bearing earth,

there are a few who hanker for adventure and travel the lands of the Old World. The Druid is one such Warrior, foregoing more extended training in his field of magic in order to delve into the dangers of the dungeons and other places where monsters may lurk.

Druids are most certainly out of their element in the rocky depths of dungeon but their proficiency with herbs and medicines is welcomed by any party of adventurers.

• STARTING AS A DRUID •

The Druid is similar in many respects to the Wizard and so has statistics identical to those of the Wizard, both initially and at subsequent Battle-Levels. Instead of receiving the *Hand of Death Scroll*, the Druid starts with a *Healing Salve*.

Druids start with the following profile:

Wounds	1D6+6
Move	4
Weapon Skill	2
Ballistic Skill	6+
Strength	3
Toughness	3
Initiative	3
Attacks	1
Pinning	4+

Wounds

The Druid begins with 1D6+6 Wounds. If any 1's are rolled when determining Wounds, you can re-roll the dice but

must accept the second roll even if it is another roll of 1.

Armour

None

Starting Equipment

The Druid starts with a *Healing Salve* and a Silver Sickle.

Healing Salve

This can heal one Warrior adjacent to the bearer (or the bearer himself) at any time once per turn. When used, it restores 1D6 Wounds, up to maximum. Roll 1D6 after each use. On a roll of 1, the salve has been used up, and is now useless.

Silver Sickle

This is identical to the Wizard's sword except that it causes an additional +1 damage to Undead and Daemonic creatures.

SPECIAL RULES

Forest Walker: The Druid is able to move quickly through forested areas, thanks to his familiarity with the ways of nature, and also to his magical abilities. He may reduce the journey time to any Settlement by one week. (This is not cumulative if you also have an Elf in the party with *Forest Walker*, another Druid, or so on.)

If you are using the house rules concerning outdoor games, the Druid does not suffer the usual movement penalty for moving through wooded areas.

Furthermore, he gains a +1 to his Power roll per turn while he is in a forested area.

Herb Lore: Once per turn, the Druid may attempt to make a salve out of herbs to use in an attempt to heal



wounds on himself or on a wounded companion. When using this skill, roll 1D6 on the following table.

Roll Result

- 1 The affected Warrior reacts badly to the salve and takes another 1D6 Wounds (with no modifier for Toughness or Armour).
- 2-3 Nothing happens.
- 4-5 The salve works, and the wounded Warrior regains 1D6 Wounds.
- 6 The treatment is even better than expected and

the wounded Warrior regains 2D6 Wounds.

Affinity with Giants: The Druid is very familiar with the violent and uncouth ways of the hulking beasts that share his homeland. Therefore, in the event that the Druid encounters a Giant whilst out adventuring he may attempt to sooth its incredible rage and dissuade it from attempting to eat the party! The Druid may roll a D6 and add his Battle Level, if he scores more than 8+ he has succeeded in driving off the Giant which is removed immediately although no gold

is gained. Should the Druid fail in this test the mentally challenged Giant will consider him food and attack!

Equipment

The Druid may use any equipment or magical items available to the Wizard, with a few exceptions. Druids must go barefoot or only wear sandals, so they may not wear boots (including magical items such as *Boots of Swiftness*). Also, they will never use gunpowder, so they may not use anything from the Gunsmith's shop. If any Treasure Cards are found which contain new spells (such as a *Finger of Doom scroll*) listed as usable by the Wizard, the Druid cannot utilise them, as they are outside of his area of expertise.

SETTLEMENTS

The Druid is largely treated the same as the Wizard when visiting a Settlement, except that he may not visit the Wizards' Guild, as he does not consort with generalised spellcasters, nor with the Colleges of Magic.

The Sacred Circle

This is a Special Location available to any Druid who is outside of a Settlement. There are many circles of standing stones throughout the Known World, from the roughly hewn and erected stones of the pre-human tribes of the Old World to the elegantly carved and jewel-encrusted menhirs of the High Elves. These stones are often used in rituals by Wizards of the Jade College of Magic with whom the Druids have occasional dealings. Druids may congregate to perform their various rituals at these sites. If the Druid wishes to

participate in a ritual, he must spend 50 gold in special preparations and materials, and may roll on the following chart.



STONE CIRCLE TABLE

Roll 1D6

1. While the Druid is able to commune with nature again after spending so long in the bowels of the earth, he gains no practical benefits that will aid him or his comrades in his next quest.
2. The Druid may expect beautiful weather during his next journey to a Settlement. All Hazards involving storms, lightning, tornados, earthquakes, plagues, rock slides, or other hazards of nature may be ignored and treated as an Uneventful Week.
3. The Druid may automatically dispel a single spell cast by an enemy during the upcoming adventure.
4. During a single turn in an upcoming adventure when a '1' is rolled for the Power phase (indicating an Event), the Druid may re-roll his power, and add his Battle-Level to the result (even if another '1' is rolled). The Event is still encountered normally.
5. A single blow of the Druid's choice during the upcoming adventure is deflected, so that the damage caused by it may be ignored.
6. The Druid gains one of the preceding benefits of his choice.

•SPELL SELECTION•

The Druid only selects two spell cards initially, which may be drawn from either or both of the Healing and Defence decks. The Druid also has the option of getting one of these spells as the *Life Force* spell automatically, without having to select it randomly from the deck. Note that with the initial selection, it is possible that he might have a spell that is not listed on his expanded spell list below (which is fine). If *Life Force* is picked, this spell is treated as Casting Level 4 rather than 5.

DRUID SPELL LIST

As the Druid advances in skill, he selects additional spells in the same way as the Wizard, as described in the Wizards' Training section beginning on p50 of the Roleplay Book, except that he selects from the following list of spells.

Some of the spells on this list are identical to those available to the Wizard, though they might have different Casting Levels due to the Druid's differing specialties. New spells added to this list are described in detail.

•CASTING NUMBER 1•

ATTACK SPELLS

Bloodblade

Sting

DEFENSIVE SPELLS

Coughing

Drop

HEALING SPELLS

Create Food

Cure Small Wounds

SPECIAL SPELLS

Open

•CASTING NUMBER 2•

ATTACK SPELLS

Flesh Worm

Strength

DEFENSIVE SPELLS

Feign Death

Marsh Lights

Nausea

Slip

HEALING SPELLS

Healing Hands

SPECIAL SPELLS

Tongues

Zone of Silence

•CASTING NUMBER 3•

ATTACK SPELLS

Ogre Strength

DEFENSIVE SPELLS

The Cloak of Dainne

The Cloak of Dainne is a thin, cloak of pale green light forms in the air and draws itself about the Druid.

This spell creates a cloak of magical energy around the Druid that can absorb 1D6 Wounds.

Target: The Druid

Duration: One Turn

HEALING SPELLS

Finger of Life

SPECIAL SPELLS

Speed



•CASTING NUMBER 4•

ATTACK SPELLS

Acid Blast

DEFENSIVE SPELLS

Levitate

HEALING SPELLS

Heal Wounds

Life Force

changed from Casting Level 5.

SPECIAL SPELLS

Dispel Magic

Second Sight

•CASTING NUMBER 5•

ATTACK SPELLS

The Green Eye

The Druid's stare becomes glassy as a green fire seems to ignite within his eyes. The two bright balls of emerald light grow brighter and larger until they merge into one and with a loud crack and a cascade of sparks, shoot out a beam of destructive green energy.

All models in a straight line in any direction from the Druid, up to a distance of 12 squares away, are automatically hit by this beam. All models that are in (or partially within, in the case of large monsters) this area of effect suffer 2D6 Wounds. Any solid obstacle (such as a wall) will stop further progress of the beam, even if it has not reached its maximum length of 12 squares.

Target: A 1 square wide corridor

Duration: Immediate

DEFENSIVE SPELLS

Lifebringer

SPECIAL SPELLS

Sleep

•CASTING NUMBER 6•

ATTACK SPELLS

The Emerald Fountain

The Druid raises his hands above his head, placing his palms together for a few moments. His fingers begin to spark and a green mist begins to flow from their tips. Upon easing his hands apart a stream of green energy flows from between them, like water from a fountain, covering his opponents and burning their flesh. It cascades down onto the surrounding area, spitting and crackling with the discharge of vast energies.

Every model, friend or foe, within 3 squares of the Druid (not counting diagonal moves) takes 2D6 Wounds.

Target: All within 3 squares of the Druid (not counting diagonals) Duration: Immediate

DEFENSIVE SPELLS

Invulnerability

Shield

HEALING SPELLS

The Jade Casket

Identical to *resurrection*, p57 of the Roleplay book.

SPECIAL SPELLS

The Pool of Many Places

A shimmering pool of emerald liquid appears before the Druid, its surface reflecting some place he has seen before, only to be replaced with the image of another as ripples spread across its surface.

Place a two square by two square template on an open area of the floor to represent the Pool of Many Places, which will remain for a full turn after the Druid has cast this spell. Any ally who moves

into the space occupied by the Pool immediately disappears, only to reappear a turn later to another part of the dungeon that the Druid has already explored (his choice). The first four models using this spell should appear within a two-by-two formation. If any additional models have entered the pool, place them within the next ring of squares radiating outward, forming as compact a formation as possible.

Target: A 2 square by 2 square area within the Druid's line of sight

Duration: One Turn



•CASTING NUMBER 7•

ATTACK SPELLS

Hand of Decay

The Druid's hands take on a pale green hue, and the flesh seems to rot away leaving just the pale white of his bones showing through the lumps of peeling skin.

The Druid may not use any weapons while this spell is in effect. Any successful attack against a model inflicts 1D6 Wounds per Battle-Level of the Druid, with no modifiers (Toughness, Armour, Ignore Pain, etc.). However, this spell will only work against living creatures and has no effect against Undead or Daemons.

Target: Any Monster hit by the Druid this Turn

Duration: Immediate

HEALING SPELLS

Bloodpulse

Earth Blood

The Druid is absorbed into the life-giving earth, where he can recover his strength.

This spell allows the Druid to retreat into the earth to heal from his wounds. Remove his model from play, and roll 1D6. He may not reappear until this many turns have passed. (If you roll a 1, it means he doesn't appear this turn, but he will appear during the Hero Phase of the next turn. If he had cast this spell just before the end of the turn, it would mean he could come back almost immediately.) During this period, he may do nothing. Once this time has expired, he appears once more, anywhere on the same board section, with all his Wounds restored. If the Druid should for whatever reason wish to remain in stasis for longer than the rolled duration, he may do so for as long as is desired, but must declare the period before he enters the earth, as he has no way of perceiving time (or events) once therein.

Target: The Druid

Duration: 1D6 Turns or more



SPECIAL SPELLS

Glory!

•CASTING NUMBER 8•

HEALING SPELLS

Lifestealer

Changed from Casting Level 9.

SPECIAL SPELLS

Chorus of Valour

•CASTING NUMBER 9•

ATTACK SPELLS

The Emerald Waterfall

The Druid throws his arms into the air, clapping his hands together three times. As he does so, a raging torrent of green fire arcs upwards from between his palms. It drenches the surround area, sending out bright green sparks into the air as it spits and crackles with unnatural vigour.

All models within 4 squares of the Druid (not counting diagonal moves) suffer 5D6 Wounds, whether friend or foe.

Target: All models within 4 spaces of the Druid (not counting diagonals)

Duration: Immediate

•CASTING NUMBER 10•

ATTACK SPELLS

The Thousand Cuts

A swirling maelstrom of tiny green shards forms around the Druid's hand as he crushes a tiny statuette. They spin around in ever-increasing circles, gradually causing the mass of whirling blades to get bigger, until they suddenly detach themselves and hurtle towards the Druid's enemy. They cluster around him, stabbing and slashing his flesh as they constrict and squeeze tighter and tighter.

A single target within the Druid's line of sight is nominated as the target, which then suffers 1D6 Wounds for each of the Druid's Battle-Levels, with no

modifiers for anything (Toughness, armour, Ignore Pain, etc.).

Target: Any Monster on the board

Duration: Immediate

HEALING SPELLS

Heartbeat

•CASTING NUMBER 11•

HEALING SPELLS

Tissue of Life

•CASTING NUMBER 12•

SPECIAL SPELLS

Transport of the Damned

REPRESENTING YOUR WARRIOR

Either Hengus the Druid from the Albion Giants Regiment of Renown or the model from the old Talisman game would be perfect for representing this character, or else the Jade Wizard model. Otherwise, select some 'wizardly' model and paint him in a scheme dominated by green perhaps accented with red or brown and equip him with a Sickle.

ROLE-PLAYING TIPS

The Warhammer World is a stern and serious one, for the most part. Druids here are not 'flower-children' going around saying 'peace, brother' and throwing a fit any time someone lights a match, chops down a tree or catches a squirrel.



Druids are wizards whose area of magic happens to deal with the forces of nature. In one aspect, they are simply spellcasters, but in another they are nature priests of a sort – The distinction between 'neutral magic' and religion is somewhat blurred on this point, and how Druids apply their profession to their daily lives may vary greatly.

The Druids are concerned with the forces of nature – life and death. They are by no means pacifists, and one can only speculate about the

rumours that some of their rituals involve human sacrifice, as their number will neither confirm nor deny such accusations. Druids are often seen as outsiders not concerned with the eternal conflict between Good and Evil. It would probably be more appropriate to say that their priorities are typically different from those of other races and lands; they typically live far from the cities, and spend most (if not all) of their time in the woodlands, working powerful magics inextricably bound to the forests and the forces of life and death. Just because some of their number may not feel any compassion for their fellow man (outside of their own circle of Druids) does not mean that they are not just as willing to take up arms against the corrupting (and ultimately deadly) forces of Chaos.

If you'd like to contact me to discuss any feedback or ideas about this character, you can e-mail to me at:

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Da Roolz Boyz

Have you got a rules query? Do you want to know if we still have classic Citadel miniatures available? If the answer to both these questions is 'yes!' or if you want to discuss any aspect of the Games Workshop hobby you should contact the Roolz Boyz, today!

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