

Druids for Chivalry and Sorcery Light

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"Interpreting Omens" skill based on a mechanism by Allison E. Kaese

Druidic Magic

DF: 7 (9 Skill Points) Attributes vary: See below

Druids are not just the priests of the Celtic World. They also provide judges, physicians, teachers and poets in the "secular" world. The Lore they maintain is purely oral, none of it ever written down by the Druids, though they have access to a form of writing, called Ogham, that is usually used in funeral inscriptions and in stones that record important events and places and in the creation of magical devices.

The Druids first learn their lore in colleges. Depending on your game-world these may be monastic settlements secluded from normal Celtic life, or a group of students who study with a teacher attached to the court of a king. The term "king ("Ri" or "Righ" in Gaelic, "Brenin" in Welsh) usually denotes any noble, rather than one we would think of as a king. The colleges also teach the children of important families, and later from their elders in the groves and shrines where they maintain their deities. Druids do not have temples as such, but they maintain sacred places, such as the well-known groves with an oak or ash tree, pools or even standing stones from more primitive, pre-Celtic races.

These sacred places are usually dedicated to purely local deities, but these are not minor, they are extremely powerful in their own domains, and attract supplicants from great distances, particularly those with oracular or healing powers. The Celtic worldview is that all things are connected, people, gods, animals, plants and places, that the **land** itself is sacred.

Another principle in the Celtic religion is sacrifice. At certain times of the year or at certain occasions supplicants would make sacrifices or dedications. These would be animals or good, such as items of silver or gold. The point is that the sacrifice would have to **mean** something, else there was no point, no throwing out your second best sword to gain favour, only your best or a specially made item would do. Sometimes the things were not sacrificed, but merely dedicated to the deity, such as naming your child after a deity. However if times were hard the sacrifices often became greater and more desperate.

Druids fulfilled many roles, not just Priests, but also Judges, teachers, doctors and poets. You don't **have** to be a druid to occupy any of these roles, but the Druids did provide the training. Most of the nobles would have had Druid tutors. It was also the Druid's responsibility to bless children upon entering the world.

The attributes of the Druid vary, depending on the path that they follow. The path will be known to the Druidic candidate soon after joining the college. Druid refers to a Priest without a secular avocation.

Druid (Druidh or Sagart [Priest])	Piety
Judge (Brithem)	Wisdom
Teacher (Fear-teagaisg) and Physician (Lighiche)	Intellect
Poet (Bard)	Bardic Voice

[NOTE: The term for teacher and Physician are modern Gaelic.]

All Druids gain **Druidic Mode, Faith, Willpower, Read Character, Craft (Make Oghams), Language (Read Oghams)** and three **Magicks** as Vocational Skills.

They also gain skills depending on the path they will follow.

Priest	Judge	Teacher	Physician	Poet
Theology	History	History	Healing Arts	Music
Faith(to level 2)	Lore (Law)	Geography	Lore (Herbs)	Oratory
Lore(Faery)	Renown	Any 1 Lore	Lore (Anatomy)	History
Interpret Omens				Singing

There are female Priestesses, they are **not** called Druidesses, but Priestesses (Ban-Sagart). They follow the Priestly path or that of the physician or poet. The Celtic Poet does more than recite Poetry, they sing, play instruments, notably the harp, recite the genealogies and history of the nobles whose court they are at, as well as stories and legends.

New Skill for C&S Light

Interpret Omens (Skill Points 8 – Attribute = Wisdom)

Most important decisions in the North are taken only after the omens are consulted. There is a story of a Druid who consulted the omens before his daughter gave birth. She was told that if her son was born the next day then he would be a king, but if born that day he would be normal. She held on until the next day to give birth but died in the process.

When this skill is learned the character chooses from three forms of divination from the list below. An extra type of divination can be learned by expending an extra skill point. Unless you lower the cost of a skill by it being Mastered or Vocational, it skill costs 8 points to raise it a level.

How accurate the information this skill provides is up to the G.M. It will rarely provide certainty, usually the omens will only provide cryptic clues about the future.

Types of Divination		(names given are Gaelic)	
Interpreting Clouds	(neladoracht)	Reading the yew rods/Runes	(ogham-fiosachd)
Reading the entrails	(mionach-fiosachd)	Reading the divination-wheel	(roth ramhach)
Astrology	(speuradireachd)	Interpreting Dreams	(leughadh aisling)
Reading the fires	(teine-fiosachd)	Interpreting shapes in other things	(deilbh-fiosachd)
Interpreting the cry of birds	(eun-fiosachd)		

Ranks in Druidry

ML	Rank	
1 - 2	Candidate (fear-iarraidh)	A candidate is one who has presented him/herself for study at the Druidic college. They learn some small secrets as they are assessed to see if they are fit to proceed.
3 - 5	Student (Sgoilear)	The Student has proven worthy, and will be apprenticed in rites and tasks with more experienced Druids
6 – 8	Druid (Druidh)	The Druid is a full priest or priestess. The specialist Druids may be assigned to courts of Kings and the Priestly sort to Sacred Places.
9+	Arch Druid (Ard- Druidh)	The Highest Druid in the land. Any other Druid reaching this magical level but not obtaining the office of Arch Druid may take the rank of "Faidh" – Seer, if they devote themselves to Prophecy and foreseeing the future.

Some nations do not have a High Druid, preferring a convocation of equals

Druidical Magick

Except where stated below, Druids can be taken to operate as the Magus Mode of Magick.

The Druids focus will be a staff or a torc. A torc is a kind of neck or arm ring made of twisted metal, usually gold or silver. Like Magi, the Druids magic involves the spoken word, usually in the form of a poem.

When Druids learn spells they can MEMORISE them for 2 Magick Factors (per Rank of Spell), or create a mnemonic Ogham for one MF. This is a device created out of twisted and knotted cloth or rope with carved wooden pieces threaded over. Of course if they lose this Ogham they do not have access to the spell. Although the Druids call these devices Ogham, they are not. That name belongs to the Celtic Script, a gift from the God Oghma (also called Ogmios), deity of eloquence and strength. These mnemonics cannot be read by anyone who does not know the Druidic Craft Ogham skill, and they do not teach it to non-Druids. The Druids merely call these devices Ogham as they are a "mnemonic" for the spell much in the same way that the Druids use real Ogham to trigger the recitation of vast genealogies and histories."

Bonuses to Spell casting

All Druids, of whatever rank, gain +10% to any ritual taking place in a Sacred Place or +15% if that place contains a living Oak, Yew or Rowan Tree. Mistletoe was historically only present in Gaul (modern France) and if playing there the G.M. can opt to allow Mistletoe on an Oak tree to grant a further +5% bonus.