

THE DRUID

Scroll of Malevolence #036

COMBAT ENCOUNTERS

The party fights...

1. **{Stump Rot}** A mad druid who sat on the stump of a dead evil treant for too long.
2. **{Territorial}** A druid who's spent a bit too much time as territorial beast and no longer allows intruders in their forest.
3. **{Coven}** A trio of evil mushroom druids who people have mistaken for a hag coven.
4. **{Vengeful}** An awoken tree that killed their druid maker to get their staff.
5. **{Goblin Shaman}** A goblin druid who protects the goblins of the forest from adventurers and other "cruel folk".
6. **{Specter}** A shaman's ghost that won't rest until all stains of humanity are cleansed from their forest.

ROLEPLAY ENCOUNTERS

The party meets...

1. **{Companion}** A druid's badger companion

that tries to lead the party to the druid.

2. **{Petrified}** A smiley druid who lives inside a tree that has grown around their body.
3. **{Druid King}** The arrogant "Forest King" who sits atop their walking stump throne.
4. **{Coming Home}** An ancient oak tree that was planted by a druid and has waited over 150 years for them to return.
5. **{Funeral}** A druid burying their grizzly bear companion who was slain by goblins.
6. **{Tired}** An elderly pixie druid struggling to watch over the entire, massive forest.

EXPLORATION ENCOUNTERS

The party discovers...

1. **{Old Stones}** A forgotten dragon-bone rune circle crafted by primordial lizardfolk druids long before the age of man.
2. **{Offerings}** A rust-covered stump shrine that turns metal weapons given to it into enchanted druidic weapons.
3. **{Lunar Cave}** A werewolf druid's meditative cave that seals itself shut on full moons.
4. **{Unseelie}** A rotten portal to the feywild that is kept sealed shut with the bones of a druid who sacrificed themselves.
5. **{Old Bones}** A druidic graveyard with giant antlers used as grave markers.
6. **{Warning}** Ancient druid cave art warning of a forthcoming primordial awakening.

