

## Bestla

(1<sup>st</sup> level Neutral Dryad Druid)



### Physical:

Age: Appears to be in her early 20s (is actually 483 years old)

Weight: 120

Height: 5' 9"

### Statistics:

Strength: 9

Dexterity: 14

Constitution: 10

Intelligence: 15

Wisdom: 17

Charisma: 11

**Special Items/Abilities:**

*Incantation of Awakening*

*Forest Meld*

*Commune with Nature*

*Soul Linked*

**Personality:**

**Secondary Skill:** Navigator

**Traits/Quirks:** Angelic, wise, serene, peaceful, explosive anger, graceful, indifferent to mortals

**Background:**

All you remember is being woken to the sound of ethereal sirens and scratching days ago. Your mind was for a time a trap, and you were violently awoken from the warm embrace of Angantyr by this racket. After some time you were able to temper your thoughts to calm by praying to the great antlered lord, Cern. The forest is being defiled and you are roused from your sleep to preserve it.

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Dryads are beautiful, intelligent tree sprites. They are as elusive as they are alluring, however, and dryads are rarely seen unless taken by surprise-or they wish to be spotted. The dryads exquisite features, delicate and finely chiseled, are much like an elf maiden's. Dryads have high cheek bones and amber, violet, or dark green eyes. A dryads complexion and hair color changes with the seasons, presenting the sprite with natural camouflage. During the fall, a dryads hair turns golden or red, and her skin subtly darkens from its usual light tan to more closely match her hair color. This enables her to blend with the falling leaves of autumn. In winter, both the dryads hair and skin are white, like the snows that cover the oak groves. When encountered in a forest during fall or winter, a dryad is often mistaken for an attractive maid, probably of elvish descent. No one would mistake a dryad for an elf maid during the spring and summer, however. At these times of year, a dryads skin is lightly tanned and her hair is green like the oak leaves around her.

Dryads often appear clothed in a loose, simple garment. The clothing they wear is the color of the oak grove in the season they appear. They speak their own tongue, as well as the languages of elves, pixies, and sprites. Dryads can also speak with plants.

**Alignment:**

True Neutral: True neutral characters believe in the ultimate balance of forces, and

they refuse to see actions as either good or evil. Since the majority of people in the world

make judgments, true neutral characters are extremely rare. True neutrals do their best to avoid siding with the forces of either good or evil, law or chaos. It is their duty to see that all of these forces remain in balanced contention.

True neutral characters sometimes find themselves forced into rather peculiar alliances.

To a great extent, they are compelled to side with the underdog in any given situation, sometimes even changing sides as the previous loser becomes the winner. A true neutral druid might join the local barony to put down a tribe of evil gnolls, only to drop out or switch sides when the gnolls were brought to the brink of destruction. He would seek to prevent either side from becoming too powerful. Clearly, there are very few true neutral characters in the world.

**Incantation of Awakening:** Through an incantation of the ancient and hidden tongue of the dryads Bestla is able to channel nature spirits to bring to life trees, roots and other plants, transforming them into allies. The animated plants feel compelled to aid the dryad, but are not powerless to resist orders.

- \* One plant or tree may be targeted per round, the incantation counts as a minor action.
- \* Allies remain animated for 1 round/level, then re-root themselves.
- \* May choose to use her incantation as Entangle as an equal level priest.

At third level:

- \* Once per week Bestla can exhaust herself to summon a more powerful form of the incantation (Greater Incantation of Awakening). This spell targets all plants in a 30' radius, up to 30 feet/level away from the caster. This incantation takes 1 round to channel but otherwise has the same rules as the standard incantation.

At sixth level:

- \* Greater Incantation of Awakening causes Silence (as priest spell of same level) around Bestla, as it must be sung with deafening power.

**Commune with Nature:** Bestla can speak with plants, as well as pixies, sprites and elves. Does not leave tracks. Heals at quadruple the normal rate while in her home forest. Accordingly, Bestla feels a deep spiritual connection with nature and is compelled to defend it.

**Forest Meld:** Bestla can magically disappear from sight while in a natural woodland environment by melding into the flora once per every three levels. Combat actions reveal her. In addition: pigments and

tissues camouflage as a chameleon while in wooded areas, allowing her to also use hide in shadows as per the thief ability at a 70% chance as long she remains in such an area.

**Soul Linked:** Bestla is linked to the soul of the great oak Angantyr. **Any damage the tree takes, she does as well.** She feels weakened when not in the forest home to her linked tree. This weakness becomes progressively worse; she must visit her home glade once per week for a minimum of one hour or face the consequences. If derelict in this regard she will lose one maximum hit point per day until she disintegrates. Any attack on a dryad's tree will, of course, bring on a frenzied defense by the dryad. **If she is within 360 feet of Angantyr, he may animate as a 12 HD Treant at will.**