

The Dreams of Ruin

Druidic Strategies and Prayers

Labyrinth Lord's Copy

Notes for the Labyrinth Lord

Druids use a simplified research environment to represent the holistic and ultimately superficial nature of their understanding of the dreams. The druid research pathway is depicted as three rebuses relating to stars over a mountain. The roots of the mountain and the stars in the sky each indicate lore and spells, respectively.

The druid chooses which mountain they will meditate on, and randomly determines if they will discover a root or a star (flip a coin or otherwise impose a 50/50 chance). They can then pick whatever unknown lore they want. A druid can only get each result one time, and so to more they learn from a given rebus, the higher their chances of getting any given lore or spell they haven't learned yet.

Druids can exchange knowledge readily, as described in the druidic research rules. Due to the broad and shallow nature of their research approach, multiple druids, exchanging knowledge frequently to minimize duplicated results is the most efficient route for druidic exploration.

There are two "hidden rebuses" that represent major druidic prayers and strategies. Do not show these to the players initially. Instead, reveal their existence the first time one of the stars on the hidden rebus is revealed by researching a prayer conventionally. Hidden Rebus #1 will be revealed the first time a druid researches a prayer. Hidden Rebus #2 will be revealed the first time a druid researches a dream-harnessing prayer. A druid may uncover the existence of both greater rebuses at once if the first prayer they learn is dream-harnessing.

The players can't research the greater mysteries until the prerequisite number of prayers are unlocked.

Subsequently, as the druid(s) perform more research and discovers more valid prerequisites, fill in the names of the spells on the hidden rebuses. When they have discovered the necessary prerequisite prayers then allow them to choose to uncover the greater secrets if they so choose.

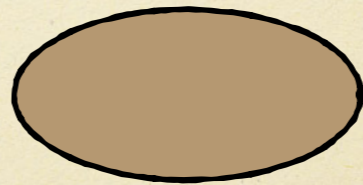
Key to the Rebus



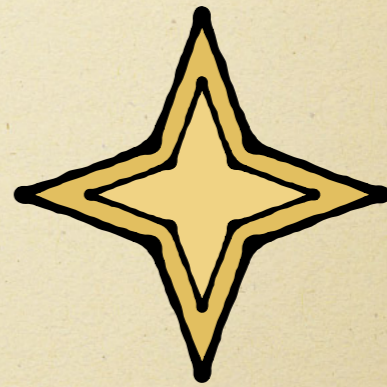
Technology



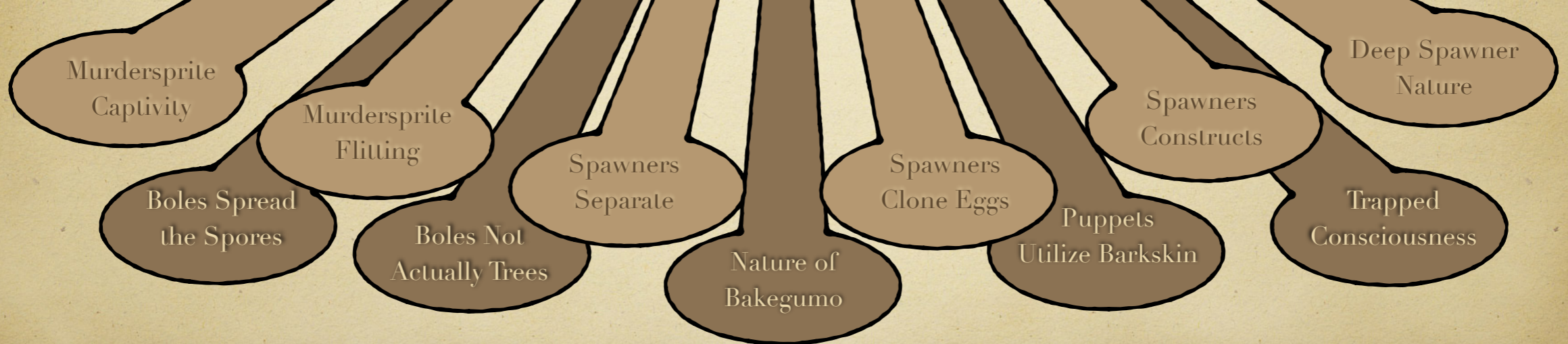
Spell

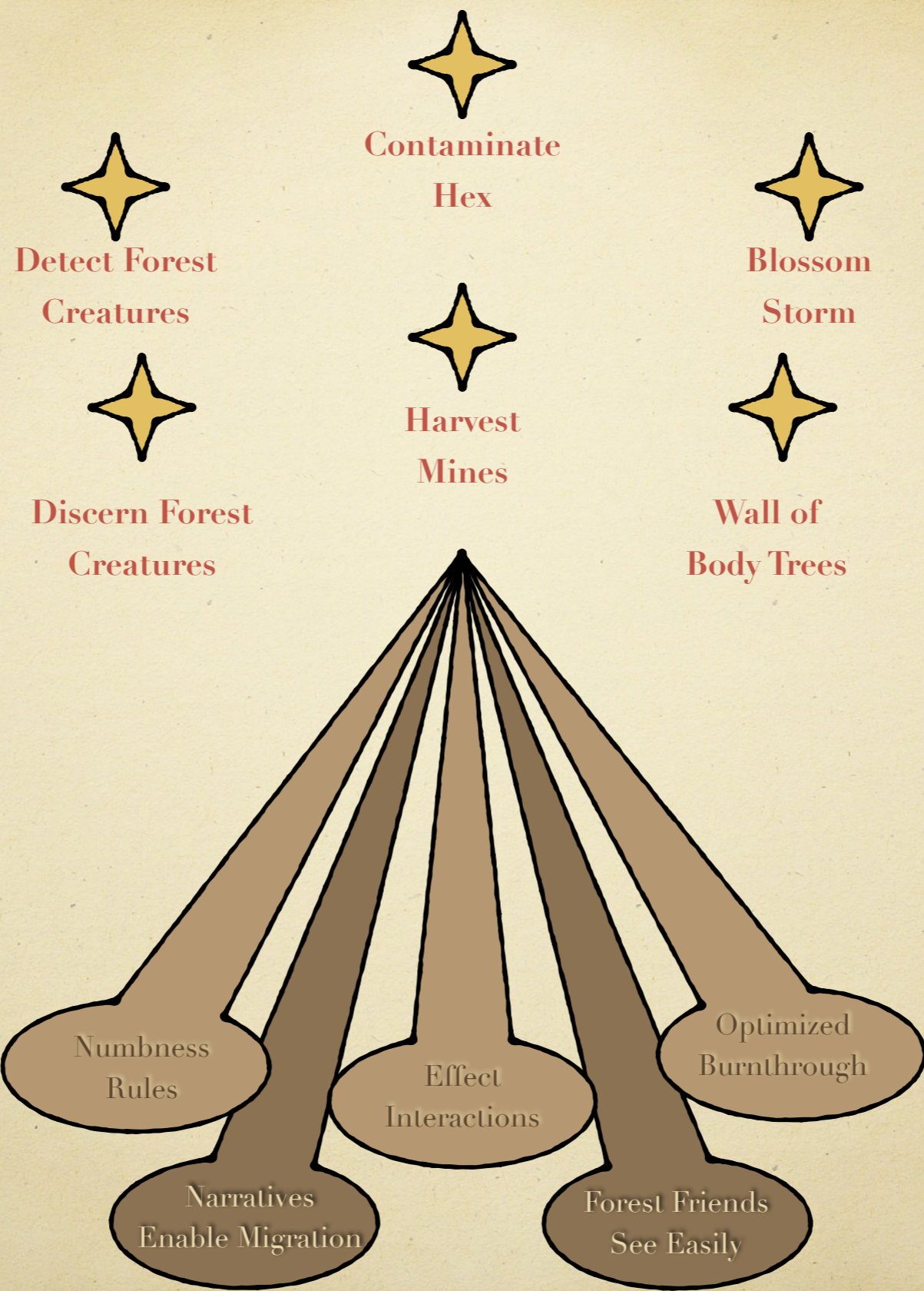


Lore



Greater
Prayer







Dream
Barrier



Dream
Cleanse



Quell
Forest



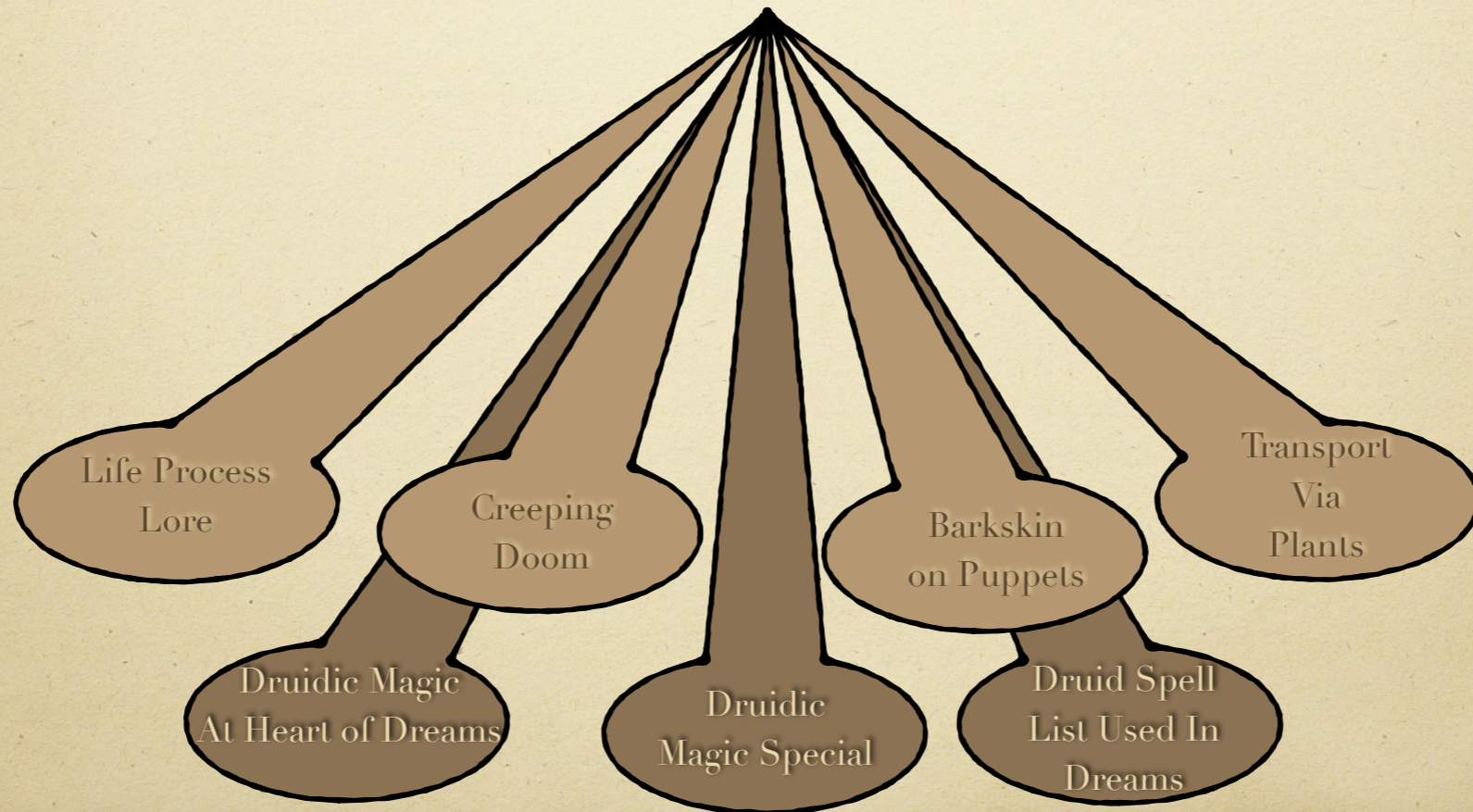
Invisibility to
Dreams



Natural
Dream Resistance



Safe
Passage



Hidden Rebus #1

Regeneration of
the Source

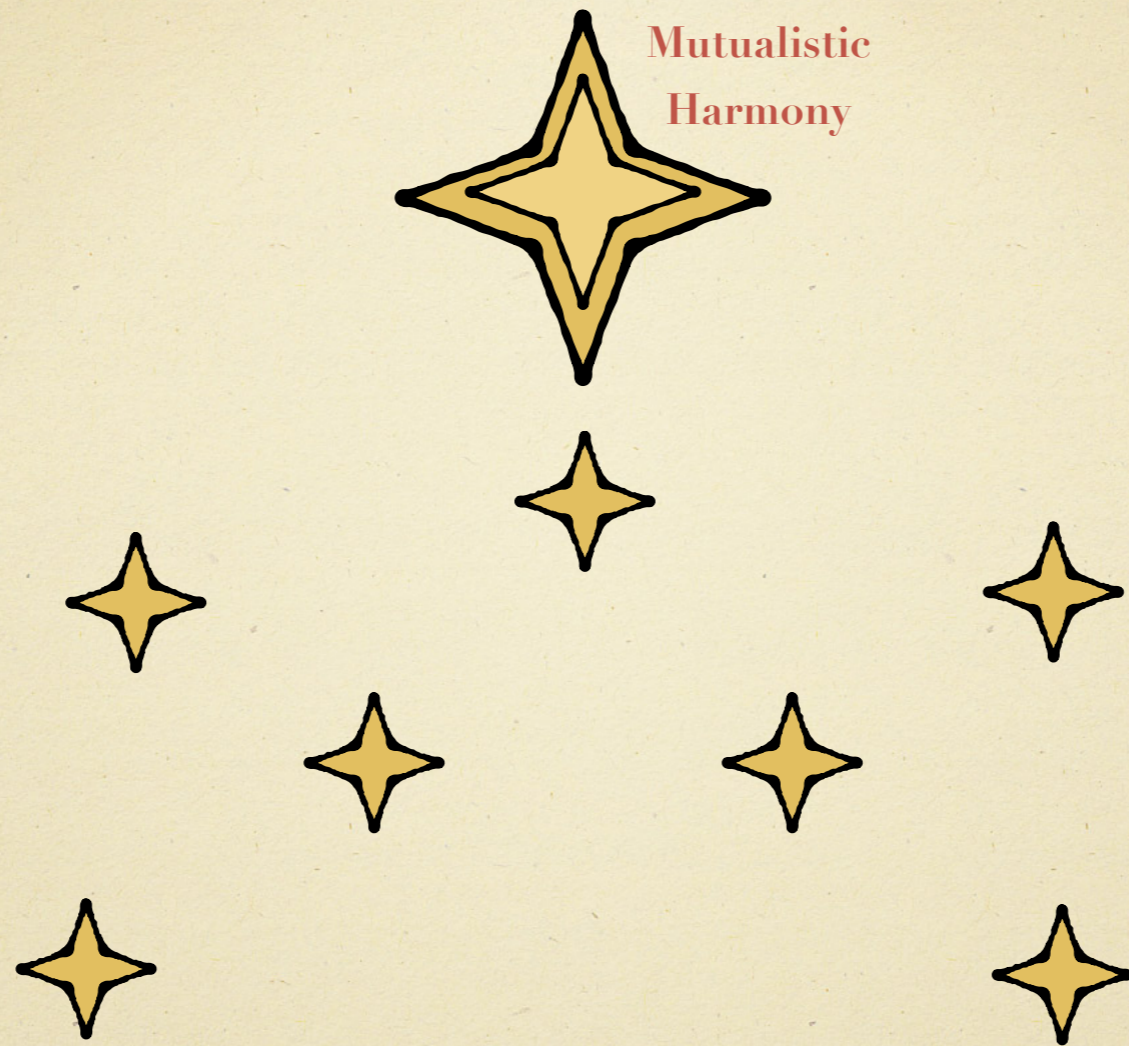


Druidic Planting
Strategies



At least one prayer must be quell forest, invisibility to dreams,
safe passage or blossom storm. This is not required to begin research, but to complete it.

Hidden Rebus #2



At least 7 prayers for harnessing the Dreams must be known.
These prayers are on p. 153-157 of the Dreams of Ruin.