

The Defiler

The Defiler (Evil-Hero)

Background:

The Defiler is normally an evil druid that draws on the power of nature itself to augment their own power. The first defilers are rumored to actually to be necromancers but no one knows for sure. Their art has been around for about 5,000 years or so. They are hated by preservers as preservers seek to bring as much life to nature and heal the damage that defilers do. Jungles and areas with very thick realms of life are home to the defiler. They can use more power with less negative affect on the overall area.

Characteristics:

The Defiler usually has some agenda or some reason to want the power. The Defiler looks on nature as a source of power they can wield to that end. They don't seek to destroy it. On the contrary they seek its growth and proliferation. They look on it as a source of power and those that destroy nature destroy their power. So these druids will hunt down and kill those guilty of such things. This leads to a balancing act since the Defiler actually leeches his power from the very land he protects. A defiler can cause nature to wilt, deteriorate, and eventually die if he saps the life force from an area. So defilers can't use their power in one place to long or their power will wilt and die as well.

Membership Requirements

- **Personality Profile:** Morality (Value Life) 5 or less; Self (Necromancy/natural Order of Things) 3 or less.
- Survival 12+
- **Action Dice:** You must have 1 - D6 action dice available.
- Trained in Necromancy

Elves find this magic to be the most evil of all. No fey will ever become a Defiler.

Training to become a Defiler:

This takes 1 year searching for an entity that will grant you these powers. Alternatively, you can meet a defiler and they can mentor you. This usually requires some servitude, payment or partnership on your part. They can train and mentor you in 2 weeks. Remember these guys are always evil or misguided and may have strange or unreasonable requests of you.

Path Requirements & Benefits

Path Rank	Requirements	Benefits
1	See Above	Consuming Fire, Defiler's Curse
2	3 CP, Train 1 week	Creating Fire, Black Tornado Rite
3	Train 1 week	Fire Resistance, Natures Bane, Serpentine Serpent Rite
4	5 CP , 1 Week Training	Defense against Scrying, Sustaining Fire
5	5,000 gc to the trainer	Desolation Rite & Plague Rite

Consuming Fire: The Defiler literally sucks the life out of his natural surroundings. This regenerates his vitality and also gives the defiler temporary mana. Vitality always regenerates first. The Defiler can never pull mana from a Sacred Grove or holy place to a god that is not his. If you don't kill off an area it takes 2 weeks to recover. If it dies it takes 1 year.

Amount of Life around you	Regeneration Rate	Area dies after restoring cumulative vitality & mana
Grass/ light foliage	Regenerate 1 per minute	10
Moderate lands/sparse forest	Regenerate 2 per minute	20
Heavy scrub / forest	Regenerate 4 per minute	30
Thick Forest/ Jungle	Regenerate 2 round	45
Dense Jungle	Regenerate 4 round	60

Defiler's Curse: This ability allows you to increase the SC of your spell cast and in doing so leech mana from the land. For every two you increase your spell craft you gain 1 mana toward the spell you are casting.

Creating Fire: The Ultimate power of the defiler is to corrupt the forces of nature. The area he infects will actually draw life force from all who enter the area and this heals and replenishes the natural area. Druids are immune to this. The area affected can be calculated using the references on the **Consuming Fire table above**. Nature gets life force from this and this fuels the Druids consuming fire when he casts his spells. *Visitors are always welcome.*

Black Tornado			
Requirement:	1 week studying the libram of Nature with the Necromancer's Lexicon	Pages:	3
Casting Time:	3 rounds	Cost:	100 gc
Duration:			
Effect: This Rite summons a medium creature that looks like a black tornado. It is initially 5 HD. It gets 1 attack per at +6. The attack causes 2d6 of dark energy damage and the black tornado gains ½ the damage it does in temporary hit points. The creature moves at 90' per round, and has DR 5. Each time a target takes more than 7 points of damage from a single hit it has the chance of being sucked into the tornado. An acrobatics (Tumble) SC of 13 negates. It can only suck in its size or smaller creatures. When a person is sucked into the creature, it takes an amount of damage each round inside, the amount lost each round is the same amount as the target took the round it was sucked in. Each creature inside the tornado increases the HD of the tornado by 1 and every 2 increases the size by 1 category.			

Fire Resistance: Resist Fire 5* His Path Rank.

Natures Bane	
<i>Prerequisite:</i>	1 week studying the libram of Nature with the Necromancer's Lexicon
CP Cost	3
You have found foul uses for the things he kills by way of his power. You can use the rising ritual on plants.	

Serpentine Serpent			
Requirement:	1 week of study of the Necromancer's Lexicon	Pages:	6
Casting Time:	5 Rounds	Cost:	145 gc
Duration: 1 hour per rank in the path			
Effect: This summons forth a black serpent of medium size with emerald green eyes. The caster can see through its eyes control it and cast spells through the Serpent. The serpent can fly at 60' and has a maneuverability of good. The serpent has the same Vitality as the defiler, no wounds and has the MR of the defiler as well. It has 1 bite attack at the defiler's AB with no modifiers. It does 1d10 points of damage and includes a poison The poison is very powerful and has a 3 round course. A failed save and the victim dies. and I constrict for 1 point of damage per level.			
Serpentine Poison			
Round 1	Round 2	Round 3	
Resist Acrobatics (Tumble) SC 23	Resist Athletics (Endure) SC 23	Resist Athletics (Endure) SC 23	
Fail you lose 2 Strength	Fail you lose 2 Strength	You die	
Success Negates	Success Negates	Success Negates	

Defense against Scrying: You gain a bonus of 2* your defiler rank to your scrying defense.

Sustaining Fire: The Defiler, while sleeping in a natural surroundings, will receive 1 full days nourishment from the nature around him. He has no need to eat or drink as long as he can sleep time in natural surroundings.

Area Slept	Effect on Area
Grass/ light foliage	The area is dead after 8 hours of sleep
Moderate lands/sparse forest	Area is decayed and rotting
Heavy scrub / forest	Area shows some rotting and is heavily wilted.
Thick Forest/ Jungle	Area is wilted and tainted
Dense Jungle	Plants are wilted

Desolation			
Requirement:	1 week studying the libram of Nature with the Necromancer's Lexicon	Pages:	4
Casting Time:	14 minutes	Cost:	300 gc
Duration: Until it grows back.			
Effect: The caster of this rite kills all plant life in a 1 mile radius around himself.			

Plague			
Requirement:	2 weeks studying the libram of Nature with the Necromancer's Lexicon	Pages:	9
Casting Time:	4 hours	Cost:	1,900 gc
Duration: The plague lasts 1 day			
Effect: This rite allows you to summon a plague of vermin or insects. They attack an area you designate up to 1 square mile. The plague devastates food supplies and causes minor injuries to everyone in the area.			