

Garradrugh Multiclassing

How Do We Do It?

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WE MADE A WHOOPS

So, something I realized the other day when talking to someone what had gotten The Garradrugh was that I had made a class that almost seemed impossible to multiclass into. All of the base 5e player classes make it pretty simple with their structure, and usually there is minimal roleplay required to make that shift.

However, with *The Garradrugh*, I built a class that required 90% more roleplay and mechanical mumbo jumbo to make a multiclass work. So, in this little errata, I am going to cover the four modes or arcs your character could multiclass into a garradrugh – this is for both DMs and players alike.

THE FOUR MODES

The four modes of how you can multiclass into a Garradrugh I created using comic book archetypes, as I think it works a little easier to help visualize and understand each mode. So, bear with me.

THE AMON-SUR MODEL

This mode is based off of the dynamic we see appear between the dying Green Lantern Amon-Sur and rookie jet pilot Hal Jordan. Hal finds Amon-Sur dying in the wreckage of his crashed ship, and Amon-Sur gifts Hal his ring, making him the new Green Lantern of Sector 2814.

This mode – which you can also refer to as the Passing Of The Artifact – is one that you see throughout literature, film, comics, television, and all over. So, how does this

play into your multiclassing. Well, perhaps your party is walking through dense woodlands, and you find a dying Garradrugh. They cannot make it to the Grove, but bear an important message that must be given to their fellows and master.

They pass their beocryd unto you, the beocryd hyper-reverting to its bulb state as it recovers from its wounds and begins to connect with you. From there, you must deliver the message, and you are now a Garradrugh.



THE PHANTOM PARADOX

The Phantom Paradox comes in the form of familial inheritance. With the classic comic and '90s movie starring Billy Zane, we see the role and mask of the Phantom passing down from father to son for century upon century.

This could be the dynamic that your character has with their parents and lineage. You were sent into the world for a time to learn of its ways and understand how mortals work, but now you must return to the Grove to receive your beocryd and start your duties as a Garradrugh.

This is where some of the fun comes in – where both of your parents Garradrugh or just one? Which Garradrugh were they? Were they disgraced and living in the mortal world to escape their fellows, or were they emissaries to the younger races?

Plus, with *The Phantom*, we see Kit uphold the mantle to fight off and destroy pirates and criminals. What is your creed as a Garradrugh, besides serving the Grove?

THE DARKNESS UNWILLING

Within the award-winning Top Cow/Image title *The Darkness*, we see Jackie Estacado



go from orphan and street rat to high-level gangster and crime boss. However, there is something that few people know about him – that he is a host for The Darkness, an ancient and primal force of shadow and evil.

Keeping this mode in mind, perhaps you were born with your beocryd deep within your body, unknown to you or your parents, but the Grove had chosen you since the dawn of time. And it wasn't until some great catalyst – you witnessed the poaching of innocent animals, a forest fire demolished your village, loggers overzealously logged your land to oblivion – and in your rage your beocryd awoke.

Your relationship with your role as a Garradrugh is unwanted and undesired, yet you cannot shake free of the control of the Grove, and you have come to a point where you believe you can contain and utilize the power you carry, but all it takes is one slip up and the Grove has your mind.

PARTNERS...KIND OF...

In the comic mythology of *Ghost Rider*, we see the angel of vengeance Zarathos combat with its various hosts – Johnny Blaze, Danny Ketch, Alejandra, and others – in an attempt to take the handlebars of the Hellcycle fully. However, all three of those Ghost Riders came to be able to control Zarathos and form an uneasy truce.

Your connection with the Grove and your beocryd is one of necessity – you forged a deal with the Grove or a Garradrugh in exchange for something: salvation, medicine, money, or power. But now, the Grove is collecting, and you are to become one of the fold.

You are able to work in tandem with the Grove, keeping a powerful wall between its control and your own mind, but there are times when you lose that control and give into its sheer elemental force. When do these moments appear? Are they in times of intense stress, pain, or loss? How do these moments manifest? Roots bursting from your body, or perhaps poisonous spores?

SUGGESTIONS AND IDEAS, NOT REQUIREMENTS

Now, these are obviously not requirements on how to multiclass into a Garradrugh, in the end – that is between player and DM. But a DM and player should be willing and ready for a hefty roleplay in order to bring the Garradrugh to life and make those big movements to bring the multiclass to life.

Best of luck, and may the trails form before your feet.

