

Druids

A Basic Fantasy RPG Supplement

Release 2

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INTRODUCTION

This supplement provides information for playing Druids, a form “specialist” Cleric, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASSES

Druid

Druids are nature priests, revering the gods of the natural world. They use mistletoe as a holy symbol; in regions where mistletoe is not available, they may use some other appropriate plant as defined by their order.

They advance using the same table as Clerics, but have different spells and different weapon and armor restrictions. They may use any one-handed melee weapon, as well as staff, sling and shortbow. They may not wear metal armor of any type, but may wear leather armor.

Instead of the Clerical ability to Turn the Undead, Druids may Turn or Befriend Animals (detailed below).

SPELLS

Below are listed spells available to the Druid subclass described above.

Druid Spells

First Level Druid Spells

1	Animal Friendship
2	Create Water
3	Cure Light Wounds*
4	Detect Magic
5	Detect Snares and Pits
6	Entangle
7	Light*
8	Pass Without Trace

Second Level Druid Spells

1	Find Traps
2	Heat Metal
3	Message
4	Produce Flame
5	Slow Poison
6	Snake Charm
7	Speak With Animals
8	Warp Wood

Third Level Druid Spells

1	Assume Animal Form
2	Call Lightning
3	Continual Light
4	Cure Disease
5	Hold Animal
6	Plant Growth
7	Protection From Fire
8	Water Breathing

Fourth Level Druid Spells

1	Call Woodland Beings
2	Control Temperature, 10' Radius
3	Cure Serious Wounds*
4	Lower Water
5	Tree Sanctuary
6	Protection From Lightning
7	Speak With Plants
8	Sticks to Snakes

Fifth Level Druid Spells

1	Commune With Nature
2	Control Winds
3	Dispel Evil
4	Flame Strike
5	Rock to Mud
6	Wall of Fire

Sixth Level Druid Spells

1	Animate Object
2	Part Water
3	Reincarnation
4	Pass Tree
5	Weather Summoning
6	Word of Recall

DESCRIPTION OF NEW SPELLS

Animal Friendship Range: 30'
 Druid 1 Duration: permanent

Upon encountering a normal or giant-sized (but not magical) animal, the caster may begin casting this spell, which requires an hour to complete. During this period the animal will remain nearby, and will not attack the caster or his or her allies for the duration of the casting (so long as they do not attack or otherwise disturb it). At the end of the casting, if the animal rolls a successful save vs. Spells, the spell has failed. At this point the animal acts naturally, without bearing the caster any special ill-will.

If the animal fails its save, it becomes an *animal friend* and joins the caster for the rest of its natural life, assisting in any way it can. Both the caster and any other *animal friends* are treated as treasured partners. There is no arcane mental connection, nor any particular control, but rather a strong fraternal bond which should go both ways. If the animal is treated poorly, or its love not returned over a period of time, it can attempt another save vs. Spells at the GM's discretion.

A caster may only have, at most, twice his or her level in hit dice of *animal friends*. If this spell is cast on an animal that would put the total above that number, it has no effect.

Assume Animal Form

Druid 3

Range: Self

Duration 1 hour/level

This spell allows the caster to change into the form of any natural animal. The assumed animal form cannot have more hit dice than the caster's level. If slain, the caster reverts back to his or her original form.

The caster gains the physical capabilities and statistics of the new form but retains his or her own mental abilities. The caster may remain transformed up to one hour per level, or end the spell earlier if he or she so desires.

Call Lightning Range: 100' + 10'/level
 Druid 3 Duration: 1 round/level

Immediately upon completion of the spell, and at most once per round thereafter, the caster may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point the caster chooses within the spell's range (measured from the caster's position at the time of casting). Any creature in the target area or in the path of the bolt is affected. A successful save vs. Spells reduces damage taken by half.

The caster needs not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first the caster may choose to call a bolt instead of taking some other normal action. The caster may call a total number of bolts equal to one-third of his or her caster level, rounded down.

If the caster is outdoors and in a stormy area — a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental) — each bolt deals 3d8 points of damage instead of 3d6.

This spell functions only where the open sky is accessible, generally meaning outdoors; bolts may be summoned through windows or skylights at the GM's discretion.

Call Woodland Beings Range : 120'
 Druid 4 Duration: 1 rd./level

This spell summons woodland creatures. They appear where the caster designates and act immediately, on his or her turn (they cannot be summoned into an environment that cannot support them). They attack the caster opponents to the best of their ability. If the caster can communicate with the creatures, he or she can direct them not to attack, to attack particular enemies or to perform other actions.

The spell conjures one type of creatures (caster choice) from this list :

- 4 Centaurs
- 16 Pixies
- 2 Treants
- Or 4 Unicorns

This spell only works outdoors in a natural location (not in town or any structure).

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Commune With Nature

Druid 5 Range : see text
 Duration : instantaneous

The caster becomes one with nature, attaining knowledge of the surrounding territory. After 10 minutes of concentration, the caster instantly gains knowledge of one fact per caster level among the following subjects : the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, presence of settlement or structure or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings – caves, caverns, and the like – the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Control Temperature, 10' Radius

Druid 4 Range : 0
 Duration : 1 hour/level

The caster can change automatically the surrounding temperature (10' radius sphere) by up to 10 degrees Fahrenheit per caster level. The change can be upward or downward (caster's choice).

Control Winds

Druid 5 Range: 0 (see text)
 Duration: 10 minutes/level

The caster alters wind force around him or her (40' per caster level radius cylinder 40' high). The caster can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until the caster chooses to alter it, which requires concentration. The caster may create an "eye" of calm air up to 40' radius around him or her and may choose to limit the area of effect to any cylindrical area less than his or her full limit.

The caster may choose wind patterns over the spell's area. He or she can choose a downdraft blows from the center outward, an updraft blows from the outer edges in toward the center, a rotation that causes the winds to circle the center or a blast that simply causes the winds to blow in one direction across the entire area from one side to the other.

For every three caster levels, the caster can increase or decrease wind condition by one level (as described in the Waterborne Adventures section of the Basic Fantasy RPG Core Rules).

Detect Snares and Pits

Druid 1 Range: 60'
 Duration: 10 turns

By means of this spell, the caster can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

This spell does detect certain natural hazards, for instance quicksand (detected as a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long the druid studies a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside the druid's line of sight, then the caster discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by the caster.

Each round, the druid can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Entangle

Druid 1 Range: 200'
 Duration: 3 rounds per level

This spell causes grasses, trees, bushes, shrubs, or other plants to entwine around creatures in a 10'x10' area. Most creatures within the area move at $\frac{1}{4}$ normal speed; very large and/or very strong creatures (at least as big or strong as a giant or dragon) move at $\frac{1}{2}$ normal speed. Entangled creatures may not attack nor take most actions other than movement due to the interference of the enchanted plants.

Flame Strike

Druid 5 Range : 60'
 Duration : instantaneous

A Flame strike produces a vertical column of divine fire roaring downward (cylinder of 10' radius, 30' high). The spell deals 6d8 points of damage to any creatures within the area of effect. A save vs. Spells for half damage is allowed.

Heat Metal Range: 25'
Druid 2 Duration: 7 rounds

This spell causes a single item made of ferrous (iron-based) metal to become hot for a brief period of time. The affected item is warm to the touch immediately, and then becomes progressively hotter each round as indicated on the table below. The damage roll indicated is applied to any creature holding or wearing the affected item; a brief touch does no damage.

Round	Temperature	Damage
1st	Warm	None
2nd-3rd	Hot	1d4 points
4th-5th	Searing	2d4 points
6th	Hot	1d4 points
7th	Warm	None

Hold Animal Range: 180'
Druid 3 Duration: 2d8 turns

This spell functions like **hold person**, except that it affects only animals. Specifically, this means non-magical living creatures of animal intelligence, including giant sized animals. A save vs. Spells is allowed to resist this spell.

Part Water Range: 60'
Druid 6 Duration: 1 turn/level

This spell, when cast on a body of water, causes it to part. This exposes a path that can be traversed as if it were dry land. Note that this spell does not change the topography of the bottom of the body of water, so the terrain may still be difficult to cross. The caster is able to affect a body of water up to 5 feet/caster level. The caster may dismiss this spell at any time.

Pass Tree Range: Touch
Druid 6 Duration: Instantaneous

This spell allows the caster and up to two others to teleport between any two living trees on the same plane. The caster chooses a general location or a specific tree. The caster must have personal knowledge of the specific tree or general area that is the target destination.

Pass Without Trace Range: Touch
Druid 1 Duration: 1 hour/level

This spell permits up to one creature per caster level to move through any type of terrain, leaving neither footprints nor scent. Tracking the subjects by nonmagical means is thus rendered impossible.

Plant Growth Range: special
Druid 3 Duration: permanent

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within 400 feet + 40 feet per caster level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. An area up to 100' radius may be thus altered. Also, the caster may specify an area (a path, a clearing, etc.) within the given area of effect which is not so affected.

This spell has no effect on plant creatures, that is, any self-willed and/or animated plant.

Produce Flame Range: 0 ft.
Druid 2 Duration: 1 min./level

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 +1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

Protection From Fire Range: Touch
Druid 3 Duration: special

If the caster touches himself or herself, this spell grants temporary immunity to fire (normal and magic). When the spell absorbs 12 points per caster level of magical fire damage, it is discharged. Otherwise the spell lasts for 10 minutes per caster level.

If the spell is cast upon another creature than the caster, *protection from fire* grants temporary immunity against normal fire. The spell also offers a +4 bonus to saving throws against magical fire and if the save is successful, the creature suffers no damage (and only 25% if the save fails). This version of the spell lasts for 10 minutes per caster level.

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Protection From Lightning

Druid 4 Range : touch
 Duration: special

This spell functions exactly like *protection from fire*, except that that it protects against any sort of electrical or lightning damage.

Rock to Mud

Druid 5 Range: 150'
 Duration: permanent

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud; up to two 10 foot cubes per caster level may be so transformed. Magical stone is not affected by this spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing it to suffer a -2 penalty to attack rolls, saving throws, and AC. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet, suffering none of the other penalties given.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool to a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed at a save vs. Death Ray.

Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud cannot affect worked stone and doesn't reach deep enough to undermine such a buildings' foundation. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance (though not necessarily its form). Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Slow Poison

Druid 2 Range : touch
 Duration : 1 hour/level

The creature touched by the caster becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Slow poison does not cure any damage that poison may have already done, with exception of the following circumstances.

If cast on a character who received lethal damage from poison the previous round, the spell will remove that round's poison damage only, and delay it for the duration of the spell. Prior poison damage will remain unaffected, but, as noted above, no further damage is accrued until the spell lapses, and will never accrue if the poison is neutralized while this spell is in effect. This will give the poisoned victim an opportunity to seek a cure to neutralize the poison before it is fatal.

Tree Sanctuary

Druid 4 Range: Touch
 Duration: 1 turn/level

This spell enables a druid to create an invisible door in the trunk of a tree that is visible only to dryads and other druids. The tree must be at least 10' tall, planted into the earth for this spell to work. Once the spell is complete, the druid may enter the tree, effectively disappearing from sight. Only one tree may be effected by Tree Door at a time. Furthermore, this spell may only be cast on a tree occupied by a dryad if the dryad allows it.

The druid is completely aware of his surroundings while in the tree, gaining the bonus of 360-degree vision and hearing, as well as being able to detect changes in the immediate temperature surrounding the tree. The druid may meditate to memorize spells in the tree. Another benefit of this spell is that each turn the druid sleeps inside the tree counts as a full hour of sleep. Also, if the tree is an oak, the druid heals 1d4 hp per turn spent inside the tree.

The druid however loses the senses of taste, smell, and touch and may not speak or cast spells while inside the tree. The druid takes 1/2 of any damage the tree suffers, and if the tree is destroyed or cut down, the druid is cast out into the nearest available space.

Warp Wood

Druid 2 Range : 50'
 Duration : instantaneous

The caster causes non-magic wood in a 20' radius to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open or becomes stuck. A boat or ship springs a leak. Warped weapons (like bows and arrows) are useless. The caster may warp wood object(s) up to 1' in all side or its equivalent per caster level.

Alternatively, the caster can "un-warp" non-magic wood (effectively warping it back to normal), straightening wood that has been warped by this spell or by other means. The caster can combine multiple consecutive warp wood spells to warp (or unwarped) an object that is too large to warp with a single spell.

Weather Summoning Range: 10 miles
 Druid 6 Duration: 5 turns/level

The caster is able to summon nearby weather conditions. The caster must be aware of the weather condition to summon it. This spell does not grant control of the weather to the caster.

NEW COMBAT RULES

Animal Affinity

Druids have the Animal Affinity ability, that is the ability to calm or befriend normal animals. The Druid attempts to communicate a benign intent, and through his or her connection to the natural world, the animals affected may be either calmed or befriended. The player rolls 1d20 and tells the GM the result. Note that the player should always roll, even if the GM knows the character can't succeed (or can't fail), as telling the player whether or not to roll may reveal too much.

The GM looks up the Druid's level on the Druids Animal Affinity Table, below, and cross references it with the animal's hit dice. If the table indicates "No" for that

combination, it is not possible for the Druid to affect that type of animal. If the table gives a number, that is the minimum number needed on the 1d20 to Calm that sort of animal. If the table says "C" for that combination, that type of animal is automatically affected. If the result shown is a "B" for that combination, that type of animal is automatically befriended.

If the roll is a success, 2d6 hit dice of animals are affected. Surplus hit dice are lost, but at least one animal is always affected if the first roll is a success.

If a mixed group of animals (say, a boar and a black bear) is to be affected, the player still rolls just once. The result is checked against the weakest sort first (the boar), and if

Druid Animal Affinity Table

Hit Dice of Animal

Cleric Level	1	2	3	4	5	6	7	8
1	13	17	19	No	No	No	No	No
2	11	15	18	20	No	No	No	No
3	9	13	17	19	No	No	No	No
4	7	11	15	18	20	No	No	No
5	5	9	13	17	19	No	No	No
6	3	7	11	15	18	20	No	No
7	2	5	9	13	17	19	No	No
8	C	3	7	11	15	18	20	No
9	C	2	5	9	13	17	19	No
10	C	C	3	7	11	15	18	20
11	B	C	2	5	9	13	17	19
12	B	C	C	3	7	11	15	18
13	B	B	C	2	5	9	13	17
14	B	B	C	C	3	7	11	15
15	B	B	B	C	2	5	9	13
16	B	B	B	C	C	3	7	11
17	B	B	B	B	C	2	5	9
18	B	B	B	B	C	C	3	7
19	B	B	B	B	B	C	2	5
20	B	B	B	B	B	C	C	3

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they are successfully Calmed or Befriended, the same result is checked against the next higher type of animal. Likewise, the 2d6 hit dice are rolled only once. For example, if the group described above is to be affected by a 2nd level Druid, he or she would first need to have rolled a 15 or higher to Calm the boar. If this is a success, 2d6 are rolled; assuming the 2d6 roll is a 6, this would Calm the boar and leave a remainder of 4 hit dice of effect. Black bears are, in fact, 4 hit die animals, so assuming the original 1d20 roll was a 20, the black bear is Calmed as well. Obviously, were it a group of 2 boars and a black bear, the 2d6 roll would have to be a total of 8 or higher to affect them all.

If a Druid succeeds at Calming or Befriending the animals, but not all animals present are affected, he or she may try again in the next round to affect those which remain. If

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any roll to Calm or Befriend the Animals fails, that Druid may not attempt to use his or her Animal Affinity ability again for one full turn. A partial failure (possible against a mixed group) counts as a failure for this purpose.

Calm animals will not interact with the druid (of others with him) in any manor, unless approached by the druid. The druid can calmly get them to leave an area, or the druid can try to befriend the animals. In this case, the GM should roll a reaction roll with any result below favorable meaning the animals flee. If the result on the table results in automatically befriending the animals, the GM should treat the animals as if a "Very Favorable" result was rolled on the Reaction Roll Table.

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