

Delving Deeper

THE DRUID



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Weird Realm Games

The Druid for Delving Deeper

Version 1.1

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Cover art: A British Druid, from William Stukeley's "Stonehenge", 1740.

The Druid

Intimately connected with the natural world, druids are primal spellcasters who have taken vows to protect and defend nature. They worship Nature and act as its priests. They are neutral in the struggle between Law and Chaos, keeping the balance between the extremes.

Druids may use leather armor and shields. They may use any weapon that is not primarily composed of metal, with the exception of a sickle (equivalent of a short sword), including spears, staves, lances, bows, and slings. Druids fight as Clerics on the Attack Matrix.

A druid begins play with a spellbook containing the 1st level spells and can therefore cast a number of spells each day appropriate for their experience level. Other details of spellcasting are the same as for clerics.

Druids are especially skilled in woodcraft techniques including:

- Tracking game and enemies, as well as avoiding being tracked,
- Hiding and moving silently through cover,
- Foraging for food and water, and
- Ambushing enemies in the wilderness, as well as avoiding traps and ambushes.

A druid accomplishes all of these with a throw of 3-6 on a six-sided die.

At 9th level, a druid who chooses to establish a sacred grove or other natural feature (cave, oasis, etc.) attracts loyal followers who swear druidic oaths to uphold the Circle and the natural order. A typical Druidic Circle also includes some kind of stronghold, keep, or other defensible location.

Table D.1 Druid Progression

Druid Level	Experience Points Required	Hit Dice	Death Poison	Saving Throw Versus				Spells
				Wands Rays	Paralysis Petrify	Breath Weapon		
1	0	1	11	12	14	16	15	
2	1,500	2	10	11	13	15	14	
3	3,000	2+1	10	11	13	15	14	
4	6,000	3	9	10	12	14	13	
5	12,000	4	9	10	12	14	13	
6	25,000	5	8	9	11	13	12	
7	50,000	5+1	8	9	11	13	12	
8	90,000	6	7	8	10	12	11	
9	160,000	7	7	8	10	12	11	
10	240,000	7+1	6	7	9	11	10	
11	320,000	7+2	6	7	9	11	10	
12	400,000	8	5	6	8	10	9	

A druid requires 160,000 experience points per level beyond the 12th.

A druid adds one hit die per three levels beyond the 9th.

Table D.2 Druid Spells per Day					
Druid Level	Spells Memorized per Day				
	By Spell Level				
	1	2	3	4	5
1
2	1
3	2
4	2	1	.	.	.
5	2	2	.	.	.
6	2	2	1	.	.
7	2	2	1	1	.
8	2	2	2	1	1
9	3	3	2	2	1
10	3	3	3	2	2
11	4	4	3	3	2
12	4	4	4	3	3

Command Animals

Druids have a natural affinity for animals, giving them the ability to attempt to influence an animal's behavior much in the same way that clerics turn undead. Commanding animals is accomplished by throwing two six-sided dice and comparing the result to the following table. A druid may communicate with a controlled animal (but only a controlled animal) as if under the effects of a Speak with Animals spell.

Table D.3 Command Animals								
Animal HD	Druid Hit Dice							
	1	2	3	4	5	6	7	8
½	6	†	†	*	*	*	*	*
1	8	6	†	†	*	*	*	*
2	10	8	6	†	†	*	*	*
3	—	10	8	6	†	†	*	*
4	—	—	10	8	6	†	†	*
5	—	—	—	10	8	6	†	†
6	—	—	—	—	10	8	6	†
7	—	—	—	—	—	10	8	6
8	—	—	—	—	—	—	10	8
9	—	—	—	—	—	—	—	10

† 2-12 animals will not attack the party unless provoked.

* 2-12 animals will obey commands for 1 turn per level of the druid. At druid's discretion, an animal can be made a retainer.

Should a druid fail to command an animal, they cannot attempt to turn that animal again until the next day.

Druid Spell List

(Spells marked with † are new spells detailed below. Spells marked with * are Reversible.)

Table D.4 Druid Spells by Spell Level		
1st	2nd	3rd
Cure Light Wounds*	Locate Animals and Plants†	Call Lightning†
Detect Magic	Produce Flames†	Cure Serious Wounds*
Faerie Fire†	Remove Disease*	Plant Growth
Fog Wall	Speak with Animals	Protection from Fire†
Predict Weather†	Warp Wood†	PyroTechnics†
Purify Food and Drink*	Web	Water Breathing
4th	5th	
Animal Growth	Commune (with Nature)	
Animal Summoning I†	Control Winds†	
Control Water	Insect Plague	
Neutralize Poison*	Passplant†	
Speak with Plants	Transmute Rock to Mud*	
Sticks to Snakes†	Wall of Fire	

New Druid Spells

Animal Summoning I (affects: special, duration: 1 hour, range: 3") The caster summons forth normal animals to serve as allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.

Call Lightning (affects: 1 creature or object, duration: 1 hour, range 30") This spell of colossal power may only be used outdoors, and even then only when a storm is present or immediately imminent. Under such conditions, the caster may tap into and unleash the power of the storm itself, calling forth bolts of lightning from the sky at intervals of no less than ten minutes in between. The lightning blasts straight downward from the heavens, inflicting damage of 8-48 hit points.

Control Winds (affects: area centered on self, duration: 5 turns + 1 turn/level, range: 24") The caster can control all wind within the area of effect. The caster can make the winds tumultuous and violent like a hurricane, or completely calm and

still, or anything in between. Exceptionally strong winds may require a saving throw to avoid being knocked prone or blown around.

Faerie Fire (affects: 1 object, duration: 1 hour, range: 6") Faerie Fire causes an object to glow with an eerie fey light, roughly as bright as a torch. The area illuminated can be up to 10 square feet plus 2 square feet per level. The spell can be used to determine the size of a partially-hidden object or to illuminate an enemy. In areas of darkness, illuminating an enemy may grant a +1 bonus to attacks versus that enemy.

Locate Animals and Plants (affects: self, duration: 1 turn/level, range: 6" + 1"/level) Within the spell’s range, the caster perceives the correct direction (as the crow flies) toward the nearest specimen of a type of animal or plant named in the casting of the spell.

Passplant (affects: self, duration: 1 hour/level or until exit) Passplant allows the caster to step into one tree or similarly-sized plant and exit from another plant of the same kind. The plant must have a girth equal to or larger than the caster's own. The caster may stay within the plants, but will be ejected from whichever plant they happen to be within when the spell's duration runs out. The type of plant determines both the maximum distance the caster can travel with a single casting of the spell, as noted in the table below. The caster may travel between multiple plants, but can only travel between plants of the same kind and only up to the maximum distance allowed for that kind of plant.

Table D.5 Passplant Distance

Plant Type	Max. Distance
Oak, Ash/Rowan, Yew	100"
Apple, Alder, Elder	75"
Other deciduous	50"
Any coniferous	30"
Other plant	25"

Predict Weather (affects: self, duration: immediate, range: 2 square miles/level) The caster silently drinks in knowledge from the surrounding area, becoming attuned to the patterns of air, wind, earth and fire. Within moments, the character can predict what the weather conditions will be for the next twelve hours in the immediate vicinity (2 square miles/level). As with most forecasts of weather, conditions may change unexpectedly, giving rise to a 5% chance that the caster’s prediction will, ultimately, prove to be incorrect.

Produce Flame (affects: self, duration: 2 turns/level, range: touch) Flame ignites from nowhere in the palm of the caster's hand, causing no damage to the caster, but otherwise as hot as natural fire. It can be used while held, or thrown to a distance of 30 feet, to ignite flammable materials. For so long as the druid-fire is in the caster's hand, it can be extinguished immediately whenever the caster wishes it gone.

Protection from Fire (affects: 1 man-type, duration: 3 turns + 1 turn/level, range: touch) This spell may be cast on another person, but it confers a great deal more eldritch warding if it is woven personally around the caster. When used to protect another creature, the spell's effect grants complete immunity to normal fire and cuts damage from magical fire in half. When used to protect the caster, the spell also grants complete immunity against one exposure to magical fire, after which it functions normally.

Pyrotechnics (affects: 1 fire source, duration: 1 hour, range: 24") The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The referee will decide exactly how much smoke (or fireworks) is produced, what effect it has, and what happens to it as it is produced, but the amount of smoke will definitely be more than 8000 cubic feet (20 x 20 x 20 feet).

Sticks to Snakes (affects: 2-12 sticks, duration: 1 hour, range: 12") The caster may turn as many as 2-12 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Warp Wood (affects: 1 volume of wood, duration: permanent, range: 6") The spell allows the caster to warp, bend, and twist wood as if it were clay. The spell affects a volume of 2 inches by 4 inches by 5 feet per two levels – roughly the volume of a quiver of arrows or a spear. However, it is important to note that for certain tasks such as springing a leak in a boat or springing open a wooden door may only require warping of a small volume of wood.

This class is inspired by the [Swords & Wizardry White Box Druid](#) from Chris King. Some ideas from the [White Box Companion](#) from James Spahn were also incorporated.

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