

# DRUID SPELLBOOK





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# TABLE OF CONTENTS

Introduction .....	3	Insect Plague .....	7
Organization of the Book .....	3	Plant Doorway .....	7
About Magic .....	3	Produce Fire .....	8
An Alternate Approach to High-Level Magic .....	3	Protection from Lightning .....	8
Druidic Spell List .....	4	Speak with Plants .....	8
Spell Descriptions .....	5	Level 5 .....	8
Level 1 .....	5	Animal Growth .....	8
Detect Magic .....	5	Animal Summoning II .....	8
Detect Snares and Pits .....	5	Anti-Plant Ward .....	8
Faerie Fire .....	5	Commune with Nature .....	8
Locate Animals .....	5	Control Winds .....	8
Predict Weather .....	5	Hold Plant .....	8
Purify Water .....	5	Passplant .....	8
Level 2 .....	5	Passplant .....	9
Create Water .....	5	Sticks to Snakes .....	9
Cure Light Wounds .....	5	Transmute Rock to Mud .....	9
Heat Metal .....	5	Wall of Fire .....	9
Locate Plants .....	6	Level 6 .....	9
Obscuring Mist .....	6	Animal Summoning III .....	9
Produce Flame .....	6	Anti-Animal Ward .....	9
Speak with Animals .....	6	Conjuration of Fire Elementals .....	9
Warp Wood .....	6	Feeblemind .....	10
Level 3 .....	6	Finger of Death .....	10
Call Lightning .....	6	Repel Wood .....	10
Cure Disease .....	6	Transport via Plants .....	10
Hold Animal .....	6	Weather Summoning .....	10
Neutralize Poison .....	6	Level 7 .....	10
Plant Growth .....	6	Animate Rock .....	10
Protection from Fire .....	7	Confusion .....	10
Pyrotechnics .....	7	Confusion .....	10
Water Breathing .....	7	Conjuration of Earth Elementals .....	11
Level 4 .....	7	Control Weather .....	11
Animal Summoning I .....	7	Creeping Doom .....	11
Control Temperature, 10-foot radius .....	7	Fire Storm .....	11
Cure Serious Wounds .....	7	Reincarnation (Druidic) .....	11
Dispel Magic .....	7	Druidic Reincarnation .....	11
Hallucinatory Forest .....	7	Transmute Metal to Wood .....	11
		Legal .....	12

# INTRODUCTION

## ORGANIZATION OF THE BOOK

This book contains the magic-user spells from the Swords & Wizardry rulebook, organized by level for the convenience of a player rather than alphabetically for the convenience of the Referee. We'd like to thank the Kickstarter backers who pointed out that the alternate presentation would be useful for players.

## ABOUT MAGIC

Magic, sorcery, and strange miracles, are the beating heart of the game: the bizarre fluctuations of power beyond the laws of normal reality, mystically glowing runes of unknown meaning and deadly portent; the auguries of bird-flocks and fallen stones; arcane incantations that twist the mind when memorized and scorch the throat when spoken; dusty tomes in forgotten libraries; knowledge that can melt the very soul of the incautious reader ...

Druids, in the service of Nature and the Elements, are not Clerics; they worship and serve a Power of Neutrality rather than Law or Chaos. Druids, accordingly, have a different set of spells than true Clerics, although they "memorize" them in the same way and there is a great deal of overlap. Druidic magic, as with Clerical magic, depends upon an evolving understanding of mysteries and secrets, each of which might be dangerous to the minds or souls of those less trained or less faithful. In the case of Druids, these are usually taught to initiates as they are promoted by the higher members of the order. Although many Druids might gain levels by the means of sudden, mystical revelations, this tends to be less true of Druids than Clerics.

## AN ALTERNATE APPROACH TO HIGH-LEVEL MAGIC

Before the supplements came out for the Original Game, Magic-User spells went up only to 6th level, and Cleric spells only to 5th level. In fact, if you take a look at those spell lists, you will see that the list of 6th-level Magic-User spells includes one called *limited reincarnation*, and the 5th-level Cleric spells include *raise dead*. These are pinnacle-type spells; you do not really need to power them up any further with *reincarnation* and *resurrection*. So, this author, as a Referee, does not use the higher-level spells — at least, not as spells.

Instead, all the higher-level spells are treated as the same sort of thing as creating a golem or a cloud castle, or some other type of magical project that would require doing research, finding books, and spending gold. There are books to be found and studied, expensive arcane components to locate, particular times of the year or lunar cycle when the magic can be performed, runes to know, circles to scribe, and other strange and forbidden knowledge to be researched.

These things are bigger than mere spells that can be cast multiple times a day. For example, to summon a supernatural being, a Magic-User must use the right magic circle to hold a being of a particular name or type, and that requires research into forbidden tomes, which are likely located in a dungeon or ruin somewhere. To "cast" *resurrection* (on someone who has been dead too long for a *raise dead* spell), a Cleric might have to bring the remains to a specific holy place and seek much more assistance from other Clerics. The possibilities are vast and the author, at any rate, thinks it is more fun to limit the top end of spell power and switch the high-level spells from mere "spells" to serious undertakings of magic that require research, adventuring, and the expenditure of huge quantities of gold.

# DRUIDIC SPELL LIST

Animal Growth  
Animal Summoning I  
Animal Summoning II  
Animal Summoning III  
Animate Rock  
Anti-Animal Ward  
Anti-Plant Ward  
Call Lightning  
Commune with Nature  
Confusion  
Conjuration of Earth Elementals  
Conjuration of Fire Elementals  
Control Temperature 10-foot Radius  
Control Weather  
Control Winds  
Create Water  
Creeping Doom  
Cure Disease  
Cure Light Wounds  
Cure Serious Wounds  
Detect Magic  
Detect Snares & Pits  
Dispel Magic  
Faerie Fire  
Feeblemind  
Finger of Death  
Fire Storm  
Hallucinatory Forest  
Heat Metal  
Hold Animal  
Hold Plant  
Insect Plague  
Locate Animals  
Locate Plants  
Neutralize Poison  
Obscuring Mist  
Passplant  
Plant Doorway  
Plant Growth  
Predict Weather  
Produce Fire  
Produce Flame  
Protection from Fire  
Protection from Lightning  
Purify Water  
Pyrotechnics  
Reincarnation  
Repel Wood  
Speak with Animals  
Speak with Plants  
Sticks to Snakes  
Transmute Metal to Wood  
Transmute Rock to Mud  
Transport via Plants  
Wall of Fire  
Warp Wood  
Water Breathing  
Weather Summoning



# SPELL DESCRIPTIONS - DRUID

## LEVEL 1

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### DETECT MAGIC

**Spell Level:** Druid 1st Level

**Range:** 60 feet

**Duration:** 20 minutes

The caster can perceive the presence of a magical spell or enchantment in places, people, or things. For example, magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

### DETECT SNARES AND PITS

**Spell Level:** Druid 1st Level

**Range:** 30 feet

**Duration:** 1 hour + 10 min/level

Much like the Clerical *find traps* spell, this spell grants the caster a mystical power of sight, revealing any traps. However, the spell only functions outdoors; it is useless inside buildings or in dungeons.

### FAERIE FIRE

**Spell Level:** Druid, 1st Level

**Range:** 60 feet

**Duration:** 1 hour

This spell illumines an object or creature with an eerie, fey glow. The spell's target may be approximately as large as 10 square feet plus 2 square feet per level of the caster. The spell can be used for diverse purposes, such as revealing the true dimensions or extent of a thing, or to prevent a creature from retreating into the darkness. Depending upon the precise circumstances, the Referee may allow such illumination to render a creature more easily hit, granting a +1 to-hit bonus to attackers.

### LOCATE ANIMALS

**Spell Level:** Druid, 1st level

**Range:** 60 feet + 10 feet/level

**Duration:** 1 round/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 named in the casting of the spell.

### PREDICT WEATHER

**Spell Level:** Druid, 1st Level

**Range:** Centered on caster

**Duration:** Immediate

The Druid 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 12 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 Druid's prediction will, ultimately, prove to be incorrect.

### PURIFY WATER

**Spell Level:** Druid, 1st Level

**Range:** Close/Touch (Referee's discretion)

**Duration:** Immediate

Approximately 10 gallons of water is made pure, removing all poisons, algae, and other such contaminants.

## LEVEL 2

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### CREATE WATER

**Spell Level:** Druid 2nd Level

**Range:** Close

**Duration:** Immediate

This spell creates a one-day supply of drinking water for 24 men (or, for game purposes, horses). At 9th level, the amount of water doubles, and it doubles again at every level thereafter.

### CURE LIGHT WOUNDS

**Spell Level:** Druid 2nd Level

**Range:** Touch

**Duration:** Immediate

Cures 1d6+1 hit points of damage. An evil reversal of this spell allows a Chaotically-aligned Cleric to cause light wounds rather than curing them.

## HEAT METAL

**Spell Level:** Druid, 2nd Level

**Range:** 30 feet

**Duration:** 7 rounds

This spell heats metal to searing hot temperatures, affecting 20 pounds of metal per level of the caster. As a rule of thumb, this magic affects the armor and weapons of one opponent per caster level when used as a general attack, although the spell is definitely not limited to general combat. Metal does not get a saving throw against being heated, but any sort of magical fire resistance prevents damage from the heat itself.

**Effect of continuous exposure to heated metal:**

**Round 1:** The metal becomes hot, but is not yet dangerous.

**Round 2:** 1d4 points of damage. If hands are what remain in contact, the blistering makes them unusable for 1 day thereafter.

**Rounds 3–5:** 1d4+1 points of damage per round. If hands remain in contact, their skin is so badly scorched that they cannot be used for 1d3 weeks. If the head is in contact, the victim falls unconscious for 1d8 turns.

**Round 6:** 1d4 points of damage.

**Round 7:** The metal has begun to cool, and is merely hot to the touch.

## LOCATE PLANTS

**Spell Level:** Druid, 2nd level

**Range:** 60 feet + 10 feet/level

**Duration:** 1 round/level

The caster perceives the correct direction (as the crow flies) toward the nearest specimen of a type of plant named in the casting of the spell.

## OBSCURING MIST

**Spell Level:** Druid, 2nd Level

**Range:** 20 feet

**Duration:** 1 turn/level

A misty vapor seethes outward from the casting point, billowing forth to fill a radius of 20 feet + 10 feet per level of the caster.

## PRODUCE FLAME

**Spell Level:** Druid, 2nd Level

**Range:** Palm of hand

**Duration:** 2 turns/level

Flame ignites from nowhere in the palm of the caster's hand, causing no damage to the caster, but otherwise is 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.

## SPEAK WITH ANIMALS

**Spell Level:** Druid, 2nd Level

**Range:** Caster

**Duration:** 6 turns

The caster can speak with normal animals. There is a good chance that the animals provide reasonable assistance if requested, and they will not attack — unless the caster uses the spell to say something particularly offensive.

## WARP WOOD

**Spell Level:** Druid, 2nd Level

**Range:** 60 feet

**Duration:** Permanent

This spell warps, bends, and twists wood. The volume of about one 2-inch x 4-inch x 5-foot plank may be affected per every two levels of the caster — the volume of a spear or several arrows. However, keep in mind that springing a door open or causing a leak in a ship's planking does not actually require much of the constituent wood to be warped.

## LEVEL 3

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### CALL LIGHTNING

**Spell Level:** Druid, 3rd level

**Range:** 1,000 feet

**Duration:** One hour

This spell of colossal power may be used only 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 10 minutes in between. The lightning blasts straight downward from the heavens, inflicting damage of 8d6 hp + 1 hp/level.

## CURE DISEASE

**Spell Level:** Druid, 3rd Level

**Range:** Touch

**Duration:** Immediate

Cures the spell's recipient of any diseases, including magically-inflicted ones. An evil reversal of this spell allows a Chaotically aligned Cleric to cause disease.

## HOLD ANIMAL

**Spell Level:** Druid, 3rd level

**Range:** 120 feet

**Duration:** 1 hour + 10 minutes/level

The caster targets no more than four normal or giant animals, with total hit dice equal to or less than those of the Druid. These animals are completely immobilized (saving throw applies). If the caster targets a single creature, the saving throw is made with a penalty of -2.

## NEUTRALIZE POISON

**Spell Level:** Druid, 3rd Level

**Range:** Touch

**Duration:** Immediate

This spell counteracts poison if used promptly, but cannot be used to bring the dead back to life later.

## PLANT GROWTH

**Spell Level:** Druid, 3rd Level

**Range:** 240 feet

**Duration:** Permanent until dispelled

Undergrowth in the area suddenly grows into an impassable forest of thorns and vines. Up to 300 square feet of ground can be affected by this spell, and the caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300 feet x 300 feet, for a total of 90,000 square feet.

## PROTECTION FROM FIRE

**Spell Level:** Druid, 3rd Level

**Range:** Touch

**Duration:** 3 turns + 1 turn/level

*Protection from fire* 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 warding grants complete immunity to normal fire and cuts damage from magical fire in half. When used to ward the caster, the spell also grants complete immunity against one exposure to magical fire, after which it functions normally.

## PYROTECHNICS

**Spell Level:** Druid, 3rd Level

**Range:** 240 feet

**Duration:** 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee decides 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 (roughly 20 x 20 x 20 feet).

## WATER BREATHING

**Spell Level:** Druid, 3rd Level

**Range:** 30 feet

**Duration:** 2 hours

The recipient of the spell is able to breathe underwater until the spell's duration expires.

## LEVEL 4

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### ANIMAL SUMMONING I

**Spell Level:** Druid, 4th Level

**Range:** 30 feet

**Duration:** 1 hour

The Druid 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.

### CONTROL TEMPERATURE, 10-

#### FOOT RADIUS

**Spell Level:** Druid, 4th Level

**Range:** Touched sprig of mistletoe

**Duration:** 3 turns + 1 turn/level

The caster may raise or lower the temperature by 50 degrees (hotter or colder) in a 10-foot radius around the material component, a sprig of mistletoe.

### CURE SERIOUS WOUNDS

**Spell Level:** Druid, 4th Level

**Range:** Touch

**Duration:** Immediate

Cures 2d6+2 hit points of damage.



## DISPEL MAGIC

**Spell Level:** Druid, 4th Level

**Range:** 120 feet

**Duration:** 10 minutes against an item

*Dispel magic*, although not powerful enough to permanently disenchant a magic item (which it nullifies for 10 minutes), can be used to completely dispel most other spells and enchantments.

The chance of successfully dispelling magic is a percentage based on the ratio of the level of the dispelling caster over the level of original caster (or hit dice of the monster). Thus, a 6th-level Magic-User attempting to dispel a charm cast by a 12th-level Magic-User has a 50% chance of success ( $6/12 = 0.50$ , or 50%). If the 12th-level Magic-User was dispelling the 6th-level Magic-User's charm, success would be certain ( $12/6 = 2.00$ , or 200%).

## HALLUCINATORY FOREST

**Spell Level:** Druid, 4th Level

**Range:** 60 feet

**Duration:** Until dispelled

Much like the Magic-User spell *hallucinatory terrain*, this spell changes the appearance of the land, although the illusion is always that of a forest. Druids and magical creatures of the forest such as a dryad or treant are not fooled by the illusion, but until the dweomer is dispelled, all other creatures perceive the area to be forested. The maximum extent of the nonexistent forest, measured for convenience in 30-foot x 30-foot "squares," is one such square per level of the caster.

## INSECT PLAGUE

**Spell Level:** Druid, 4th level

**Range:** 480 feet

**Duration:** 1 day

This spell works only outdoors. A storm of insects gathers and goes wherever the caster directs. The cloud covers approximately 400 square feet (20 feet by 20 feet, with roughly corresponding height). Any creature with 2 or fewer hit dice exposed to the cloud of insects flees in terror (no saving throw).

## PLANT DOORWAY

**Spell Level:** Druid, 4th Level

**Range:** Passage begins where caster stands

**Duration:** 3 turns + 1 turn/level

This spell opens a pathway for the caster through even the deepest and most tangled growths of plants, thorns, and trees. The pathway can be made up to 5 feet wide, 6 feet tall, and 100 feet in length, but only the caster can move through it. The Druid may choose to remain housed safely inside a tree, if the spell has opened a passage through one. It is possible to remain within the tree after the spell expires; for as long as desired, in fact, before leaving it.

## PRODUCE FIRE

**Spell Level:** Druid, 4th Level

**Range:** 30 feet

**Duration:** 1 turn (10 minutes)

This spell instantly creates fire in an area of up to 10 feet x 10 feet. The fire burns for no longer than 10 minutes without fuel but sets alight any flammable materials in the area where it was summoned forth. The spell may also be reversed to quench flames rather than ignite them.

## PROTECTION FROM LIGHTNING

**Spell Level:** Druid, 4th Level

**Range:** Touch

**Duration:** 6 turns + 1 turn/level

This spell protects any creature from lightning, reducing any damage by one-half. Once lightning strikes, however, the spell ends.

## SPEAK WITH PLANTS

**Spell Level:** Druid, 4th Level

**Range:** Speaking range

**Duration:** 6 turns

The caster can speak and understand the speech of plants. Plants smaller than trees obey commands, moving aside when requested, etc.

## LEVEL 5

### ANIMAL GROWTH

**Spell Level:** Druid, 5th Level

**Range:** 120 feet

**Duration:** 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. While the spell lasts, the affected creatures can attack as per a giant version of themselves.

### ANIMAL SUMMONING II

**Spell Level:** Druid, 5th Level

**Range:** 30 feet

**Duration:** 2 hours

The Druid summons forth normal animals to serve as allies: 2 creatures larger than a man (such as an elephant), 6 animals the size of a man or horse (such as a lion), or 12 animals smaller than a man (such as wolves). The animals obey the caster's commands.

### ANTI-PLANT WARD

**Spell Level:** Druid, 5th Level

**Range:** Caster

**Duration:** 2 hours

The caster is surrounded by a magical barrier that prevents any sort of plant, magical or not, from reaching through or attacking. The shell has a radius of 10 feet. If anyone within the magical ward casts an attack spell or makes a physical attack, the barrier instantly evaporates.

### COMMUNE WITH NATURE

**Spell Level:** Druid, 5th Level

**Range:** Caster

**Duration:** 3 questions

The powers of land, sky, and nature grant an answer to three questions the caster poses to them. The spell cannot be used while underground or within a building; a fourth question may be asked if the caster is in a druidic holy place. The powers of nature can respond only to questions that are within their knowledge and purview. It is inadvisable to use the spell more than once per week.

### CONTROL WINDS

**Spell Level:** Druid, 5th Level

**Range:** Centered on caster

**Duration:** 6 turns + 1 turn/level

Within a radius of 240 feet, the caster controls the winds. It is possible to make the air completely still or to whisk it into a gale-like tumult of unbelievable ferocity.

### HOLD PLANT

**Spell Level:** Druid, 5th Level

**Range:** 30 feet/level

**Duration:** 1 hour + 10 minutes/level

The caster targets 1d4 plants or plant-creatures that become completely immobilized. (A saving throw applies for monster-type plants.) The caster may also target a single plant, in which case the saving throw is made with a penalty of -2. The spell does not only immobilize plants; it also temporarily arrests the growth of any plant, magical or not.

### PASSPLANT

**Spell Level:** Druid, 5th Level

**Range:** Touch (first tree)

**Duration:** 1 hour per level or until exit

The caster may step into one tree and emerge from a distant tree of the same kind; both trees must be living, and have a girth as large as the caster's own. The caster need not step out of the first tree immediately, but may wait within the tree for as long as desired (up to the limit of the spell's duration) before leaving. It is possible for the caster to step from tree to tree in series without ending the spell; however, upon emerging from any tree into the outside, the caster ends the spell. The table below shows the maximum distance the caster may travel in a single step; this is also the maximum total distance that can be traveled in a single casting of the spell, even if the caster moves through multiple trees. Upon casting the spell, the caster becomes aware of the various trees within the range of the spell, so there is no chance of "missing" the target.

### PASSPLANT

Type of Tree	Maximum Distance for Spell
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

## STICKS TO SNAKES

**Spell Level:** Druid, 5th Level

**Range:** 120 feet

**Duration:** 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow commands, but turn back into sticks at the end of the spell, or when killed.

## TRANSMUTE ROCK TO MUD

**Spell Level:** Druid, 5th Level

**Range:** 120 feet

**Duration:** 3d6 days, unless reversed

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300 x 300 feet becomes a deep mire, reducing movement to 10% of normal.

## WALL OF FIRE

**Spell Level:** Druid, 5th Level

**Range:** 60 feet

**Duration:** Concentration

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high.

## LEVEL 6

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### ANIMAL SUMMONING III

**Spell Level:** Druid, 6th Level

**Range:** 30 feet

**Duration:** 4 hours

The Druid summons forth normal animals to serve as allies: 4 creatures larger than a man (such as an elephant), 12 animals the size of a man or horse (such as a lion), or 24 animals smaller than a man (such as wolves). The animals obey the caster's commands.

## ANTI-ANIMAL WARD

**Spell Level:** Druid, 6th Level

**Range:** Caster

**Duration:** 2 hours

A magical barrier surrounds the caster and prevents any sort of normal or giant animal (but not magical beasts such as manticores or griffons) from reaching through or attacking. The spell has a radius of 10 feet. If anyone within the magical warding casts an attack spell or makes a physical attack, the barrier instantly evaporates.

## CONJURATION OF FIRE ELEMENTALS

### TALS

**Spell Level:** Druid, 6th Level

**Range:** 240 feet

**Duration:** Until dispelled or concentration ceases

The caster summons a 16 hit dice fire elemental from the elemental planes of existence, and binds it to obey the character's commands. The elemental obeys the caster only for as long as the caster concentrates on it. Unlike the Magic-User spell *conjunction of elementals*, this spell summons a willing ally from the elemental planes rather than a hostile slave. The elemental will not stay longer than the caster concentrates upon it, but it will not seek to attack a druidic summoner. There is, however, a 5% chance that the spell summons forth powers unintended by the druid. If this happens, one of two things occurs, with a 50% chance of each. The spell might summon forth a truly great elemental force, an elemental with 20 hit dice. However, there is also the chance that the spell summons forth an efreeti. The efreeti do not have the same rapport with Druids as the pure elementals do, and an efreeti, unlike elementals, attacks the caster when the Druid's concentration falters.

**Fire Elemental:** HD 16; AC 2[17]; Atk strike (3d8); Move 12; Save 3; AL N; CL/XP 17/3400; **Special:** +1 or better magic weapons to hit, ignite materials (save to resist).

**Note:** A fuller description of the fire elemental can be found in the Monster book and in *Monstrosities* by Frog God Games.

## FEEBLEMIND

**Spell Level:** Druid, 6th Level

**Range:** 240 feet

**Duration:** Permanent until dispelled

*Feeblemind* is a spell that affects only Magic-Users. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted Magic-User becomes feeble of mind until the magic is dispelled.

## FINGER OF DEATH

**Spell Level:** Druid, 6th Level

**Range:** 120 feet

**Duration:** Immediate

This spell kills a single creature (saving throw applies). Misusing the spell is an evil act that likely invokes divine retribution of some kind.

## REPEL WOOD

**Spell Level:** Druid, 6th Level

**Range:** 20 feet/level

**Duration:** 1 turn/level

When this spell is cast, a mystical druidic force issues forth from a place designated by the caster, in roughly the shape of a wall 120 feet across. This power rolls forward at a rate of 5 feet per round directly away from the caster, inexorably pressing all wood, or wooden objects, backward. Once the power is set in motion, it cannot be stopped other than by the caster's command.

## TRANSPORT VIA PLANTS

**Spell Level:** Druid, 6th Level

**Range:** Touch first plant

**Duration:** 24 hours or until travel is completed

The caster may enter any normal plant and pass any distance to a chosen plant of the same kind in a single round, regardless of the distance separating the two. Both plants must be alive. The caster may also choose to remain in one or the other of the two plants for up to 24 hours, but the destruction of an occupied plant slays the caster and ejects the body from the plant. The caster becomes aware of all plants within 3,000 feet, and the spell will not fail if the attempted travel is made within this radius. However, if the caster attempts to travel beyond this radius into the substance of a plant the caster has never before seen — meaning that specific plant, not just the species — there is a 20% chance of error during travel. The exact nature of the error depends upon specific circumstances, but it is likely to be off by a margin of at least 1d6 miles, into any other sort of plant.

## WEATHER SUMMONING

**Spell Level:** Druid, 6th Level

**Range:** Centered on caster

**Duration:** 1 hour/level

Within 30 minutes, whatever weather the Druid desires forms in the surrounding five-mile radius. It is not under the caster's control, in the sense that it will not specifically target any individuals or affect one place within the radius more than any other place. Note that this spell is not by any means the only way in which groups of druids might exercise control over weather conditions using holy places or acting together in mystic rituals. It is simply the manner by which a lone (but powerful) Druid can summon forth weather conditions using no ritual beyond mere spellcasting.

## LEVEL 7

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### ANIMATE ROCK

**Spell Level:** Druid, 7th Level

**Range:** 60 feet

**Duration:** 1 hour

The caster brings rock to life, perhaps by calling a spirit into it, or perhaps by some other means related to the druidic affinity for stone and the elements. The mass of rock, whether or not it is shaped into an object, moves and attacks of its own volition. The druid has roughly a 50% +2% per level chance to be able to bring the object under control; otherwise it acts somewhat randomly, having little or no independent intelligence. The quantity of rock that can be animated is a function of the druid's power and is about 2-3 cubic feet per level. If the animated rock is a statue, it moves at a speed appropriate to whatever the statue depicts (a wolf statue, for example, moves faster than the statue of a man). A formless mass of rock has a movement rate of 3.

## CONFUSION

**Spell Level:** Druid, 7th Level

**Range:** 120 feet

**Duration:** 2 hours

This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures do the following:

### CONFUSION

Die Roll (2d6)	Effect
2-5	Attack caster & caster's allies
6-8	Stand baffled and inactive
9-12	Attack each other

The effects of the confusion may shift every 10 minutes or so, and the dice are once again rolled.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the spell, and it takes effect instantly. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power (1d12 minutes, minus the caster's level), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's two-hour duration runs its course.

## CONJURATION OF

### EARTH ELEMENTALS

**Spell Level:** Druid, 7th Level

**Range:** 240 feet

**Duration:** Until dispelled or concentration ceases

This spell summons forth a 16 hit dice earth elemental and binds it to follow the caster's commands. The elemental obeys the caster only for as long as the caster concentrates on maintaining control over it. Unlike the Magic-User spell *conjuration of elementals*, this spell summons a willing ally from the elemental planes rather than a hostile slave. The elemental will not stay longer than the caster concentrates upon it, but it will not seek to attack a druidic summoner once this binding is released. The spell is powerful enough not to risk the random consequences of the 6th-level Druid spell *conjuration of fire elementals*, or perhaps it is simply that the magic of stone is less mercurial than the magic of fire.

**Earth Elemental:** HD 16; AC 2[17]; Atk strike (4d8); Move 6; Save 3; AL N; CL/XP 17/3400; **Special:** +1 or better magic weapon to hit, tear down stonework (tear down walls in 1d4+4 minutes).

**Note:** A fuller description of the earth elemental can be found in the Monster book and in **Monstrosities** by Frog God Games.

## CONTROL WEATHER

**Spell Level:** Druid, 7th Level

**Range:** Referee's discretion

**Duration:** Referee's discretion

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

## CREEPING DOOM

**Spell Level:** Druid, 7th Level

**Range:** 50 feet

**Duration:** See below

Spiders, centipedes, and other such vermin boil forth from the ground and assemble into a coherent swarm within 1d3 rounds (1-3 minutes). The caster may direct the swarm in any direction or toward a particular target within 60 feet of the swarm's location. It marches in that direction and attacks anything in its path, pursuing a particular target up to a distance of 240 feet from the caster. The swarm is composed of 1d10 x 100 creatures, each of which inflicts one point of damage and then dies. (A swarm of 100 inflicts a total of 100 hp before being "used up," and a swarm of 1,000 would eventually inflict a total of 1,000 hp in damage if it came across enough victims.)

## FIRE STORM

**Spell Level:** Druid, 7th Level

**Range:** 100 feet + 10 feet/level

**Duration:** 1 turn (10 minutes)

A massive conflagration of fire erupts in the spot directed by the caster. The fire burns in a shape, area, and size defined by the caster, the volume being no less than 30 feet x 30 feet x 30 feet. The maximum possible volume of fire that can be called forth is the minimum area (30x30x30) times the caster's level. While the magical fire burns, creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Creatures who are able to pass through the fire receive 1d6 hit points of damage per 10 feet traveled (no saving throw) and undead creatures sustain twice this damage.

## REINCARNATION (DRUIDIC)

**Spell Level:** Druid, 7th Level

**Range:** Touch

**Duration:** Instantaneous

This spell brings a dead person's soul back from the dead, but the soul reappears in a newly formed body. Druidic *reincarnation* will not affect someone who has been dead more than a week. Roll 1d100, and on a roll of 01–75 the result is determined from the same table as would be used for a Magic-User's *reincarnation* spell (below). If the percentile dice gave a result of 76–00, roll 1d6 on the following table:

### DRUIDIC REINCARNATION

Die Roll (1d6)	Reincarnated as ...
1	Bear
2	Lion
3	Mouse
4	Raven
5	Stag
6	Wolf

## TRANSMUTE METAL TO WOOD

**Spell Level:** Druid, 7th Level

**Range:** 120 feet

**Duration:** Permanent

This spell transmutes metal into wood in a 10-foot x 10-foot area. Each discrete piece of metal is allowed a saving throw. (Coins may be checked in batches rather than rolling hundreds of saving throws.) The effect cannot be dispelled, although a reversed version of this spell could be used to undo the transmutation.

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