

Druids

A Basic Fantasy RPG Supplement

Release 12

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INTRODUCTION

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

NEW CHARACTER CLASSES

Druid (subclass)

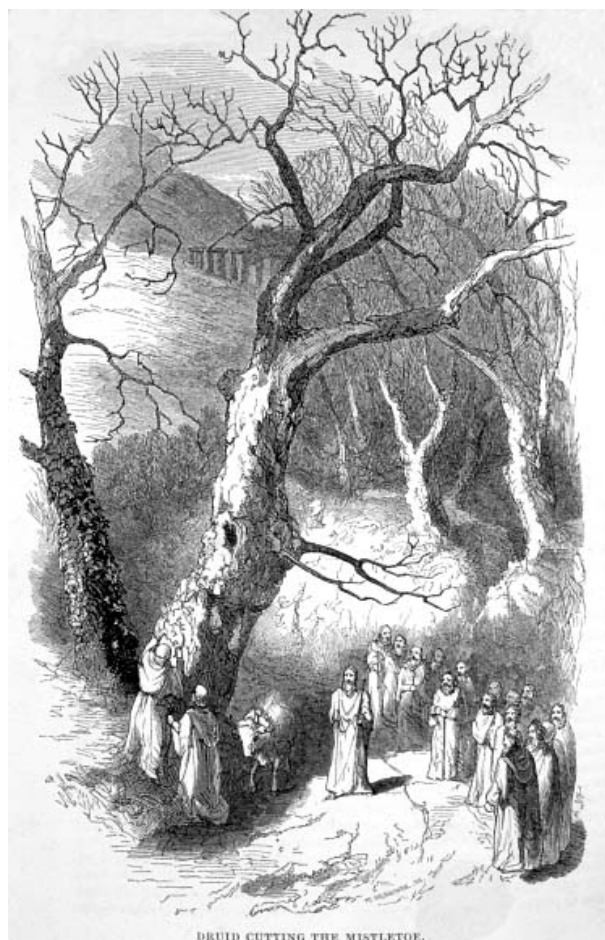
Level	Exp. Points	Hit Dice	Spells					
			1	2	3	4	5	6
1	0	1d6	-	-	-	-	-	-
2	1,500	2d6	1	-	-	-	-	-
3	3,000	3d6	2	-	-	-	-	-
4	6,000	4d6	2	1	-	-	-	-
5	12,000	5d6	2	2	-	-	-	-
6	24,000	6d6	2	2	1	-	-	-
7	48,000	7d6	3	2	2	-	-	-
8	90,000	8d6	3	2	2	1	-	-
9	180,000	9d6	3	3	2	2	-	-
10	270,000	9d6+1	3	3	2	2	1	-
11	360,000	9d6+2	4	3	3	2	2	-
12	450,000	9d6+3	4	4	3	2	2	1
13	540,000	9d6+4	4	4	3	3	2	2
14	630,000	9d6+5	4	4	4	3	2	2
15	720,000	9d6+6	4	4	4	3	3	2
16	810,000	9d6+7	5	4	4	3	3	2
17	900,000	9d6+8	5	5	4	3	3	2
18	990,000	9d6+9	5	5	4	4	3	3
19	1,080,000	9d6+10	6	5	4	4	3	3
20	1,170,000	9d6+11	6	5	5	4	3	3

Druids are nature priests, revering the gods of the natural world. Often a Druid uses mistletoe as a holy symbol, but this can vary with specific nature deities. Druids spend their time contemplating nature or in mundane forms of service such as ministering in rural areas. However, there are those who are called to go abroad to serve the natural order in a more direct way by working actively to restore balance.

Druids advance at the same rate as Clerics, and they use the same combat and saving throw tables. Druids can cast spells of divine nature starting at 2nd level, and they

have the power of Animal Affinity (detailed at the end), working much like the Clerical ability to Turn Undead. They can identify any natural animal or plant, and can identify clean water.

The Prime Requisite for Druid is Wisdom; a character must have a Wisdom score of 9 or higher to become a Druid. Druids may not utilize metal armor of any type, and they are likewise limited to wooden shields. Druids utilize any one-handed melee weapon, as well as staff, sling, and shortbow.



SPELLS

Below are listed spells available to the Druid subclass described above. Spells in **bold** are new to this supplement. Spells with a * are reversible.

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	Faerie Fire
8	Pass Without Trace

Second Level Druid Spells

1	Charm Animal
2	Find Traps
3	Heat Metal*
4	Obscuring Mists
5	Produce Flame/Cold
6	Slow Poison
7	Speak With Animals
8	Warp Wood*

Third Level Druid Spells

1	Assume Animal Form
2	Call Lightning
3	Cure Disease*
4	Hold Animal
5	Neutralize Poison*
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	Protection From Lightning
6	Speak With Plants
7	Summon Animals I
8	Tree Sanctuary

Fifth Level Druid Spells

1	Commune With Nature
2	Control Winds
3	Dispel Evil
4	Flame Strike
5	Growth of Animals
6	Rock to Mud*
7	Summon Animals II
8	Wall of Fire

Sixth Level Druid Spells

1	Animate Natural Objects
2	Find the Path
3	Part Water
4	Pass Tree
5	Reincarnate
6	Summon Animals III
7	Weather Summoning
8	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.

Animate Natural Objects

Druid 6 Range: 100'+10'/level
Duration: 1 round/level

This spell functions identically to the cleric spell **animate objects**, but it may only be cast on living trees, plants, or fungi, wooden objects, un-worked stone or earth, or naturally-occurring bodies of water or ice. At the GM's option other natural phenomena such as non-magical fires or weather effects might also be subject to this spell.

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

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

Immediately upon completion of the spell, and at most once per round thereafter, the caster may call down a 5 ft wide, 30 ft long vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whichever 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

Druid 4 Range: 120'
Duration: 1 round/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 caster may conjure one type of creature from this list, at his or her option:

- 4 Centaurs,
- 16 Pixies,
- 2 Treants, or
- 4 Unicorns

This spell only works outdoors in a natural location; it will not function in any artificial structure, nor within the boundaries of any village, town, or city.

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

Control Winds

Range: 0 (see text)

Druid 5

Duration: 10 minutes/level

The caster alters wind force around him or her (40 ft per caster level radius cylinder 40 ft 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 ft 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 Travel 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 caster 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 caster'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 caster can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 ft of stone, 1 in of common metal, a thin sheet of lead, or 3 ft of wood or dirt blocks it.

Entangle

Druid 1

Range: 200'

Duration: 3 rounds/level

This spell causes existing grasses, trees, bushes, shrubs, or other plants to entwine around creatures in a 40 ft x 40 ft area. At the GM's discretion a caster underground may use roots of plants or trees if such are present. Most creatures within the area of effect 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. If the creature affected is running at the time the spell is cast, the creature must make a saving throw vs Spell (with Dexterity bonus applied, if any) or trip and become prone and trapped until the end of spell. Entangled creatures may not attack nor take most actions other than movement due to the interference of the enchanted plants. This spell is only effective in a settings where plants will grow, including wilderness areas, farmland, and earthen-walled tunnels.

Faerie Fire

Druid 1

Range: 200' + 10'/level

Duration: 1 minute/level

A pale glow surrounds and outlines all objects including individuals within a 20 ft radius from a point chosen by the caster. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness, and the spell effectively negates the effects of blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Flame Strike

Druid 5

Range: 60'

Duration: instantaneous

A **flame strike** produces a vertical column of divine fire roaring downward (cylinder of 10 ft radius, 30 ft 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.

DRUIDS

Heat Metal

Druid 2

Range: 25'

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

Note that this spell can damage items harmed by heat, such as potions for example, and might boil water, wine, or oil stored in vessels within affected metal item, possibly causing an affected vessel to burst. Generally this will happen on the 4th or 5th round, when the effect is at its most powerful.

The reverse of this spell is **chill metal**. It inflicts damage as outlined in the table above, but the damage is caused by cold instead of heat. Note that this can freeze water, congeal oil, and so on. Frozen water might burst its vessel.

Hold Animal

Druid 3

Range: 180'

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.

Obscuring Mists

Druid 2

Range: 20' radius

Duration: 1 turn/level

This spell causes a bank of misty vapor to arise around the caster, remaining stationary once created. The vapor obscures all sight, including darkvision, beyond 2d4 feet. A strong wind can disperse the spell in one-quarter the usual duration

A BASIC FANTASY SUPPLEMENT

Part Water

Druid 6

Range: 60'

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 ft./caster level. The caster may dismiss this spell at any time.

Pass Tree

Druid 6

Range: Touch

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 of the target destination.

Pass Without Trace

Druid 1

Range: Touch

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 non-magical means is thus rendered impossible.

Plant Growth

Druid 3

Range: special

Duration: permanent

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within 400 ft. + 40 ft./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. Movement rate is reduced to a maximum of 5 ft./round, or 10 ft for Large creatures. The area must have brush and trees in it for this spell to take effect. An area up to 100 ft radius may thus be 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/Cold

Druid 2

Range: 0

Duration: 1 min./level

Flames as bright as a torch appear in the caster's open hand. The flames don't harm the caster or his or her equipment. Alternatively, a bluish, cold aura may be produced, which also sheds light as bright as torch-light.

In addition to providing illumination, the flames or cold aura can be hurled or used to touch enemies. The caster can strike an opponent with a melee touch attack, dealing fire or cold damage respectively equal to 1d6, +1 points per caster level (maximum +5). Alternatively, the caster can hurl the flames or cold aura up to 50 ft as a thrown weapon. When doing so, the caster must make an attack roll (with no range penalty), and on a successful hit deals the same damage as the melee attack. As soon as the caster hurls the flames or cold aura, a new one appears in his or her hand. Each attack made reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends with that attack.

Neither variation of this spell functions underwater.

Protection From Fire

Druid 3 Range: Touch
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 1 turn 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 1 turn per caster level.

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* Range: 150'
Druid 5 Duration: permanent

This spell turns natural, uncut or un-worked rock of any sort into an equal volume of mud; up to two 10 ft 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 ft. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 ft and causing it to suffer a -2 penalty to attack rolls, saving throws, and armor class.

Creatures large enough to walk on the bottom can wade through the area at a speed of 5 ft., suffering none of the other penalties given.

If **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 ft. 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 a save vs. Death Ray.

Castles and large stone buildings are generally immune to the effect of the spell, since **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 **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.

When using the reverse, **mud to rock**, the spell converts the same volume of mud into relatively soft stone (such as limestone or sandstone) permanently. Any creature in the mud must save vs. Death Ray to escape before the area transforms into rock (assuming it has enough movement to do so).

Slow Poison Range: Touch
Druid 2 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.

Summon Animals I

Druid 4 Range: 40'/level
Duration: One hour

This spell summons 1d8 ordinary animals (including giant ones) of no more than 4 HD each if they are within range. The caster must name the type of animal summoned, and can have up to three choices. If none of the three species are found within range, the spell fails. The animals will be friendly when summoned and aid the caster's current task, including combat, in whatever way they can (to the best of their understanding). The caster may dismiss any animals called by this spell at any time.

Summon Animals II

Druid 5 Range: 60'/level
Duration: One day

This spell is a more powerful version of **Summon Animals I**. Up to 3d4 animals of 4 HD or less can be summoned, or 1d6 animals of 8 HD or less.

Summon Animals III

Druid 6 Range: 80'/level
Duration: One day

This spell is a more powerful version of **Summon Animals II**. Up to 4d6 animals of 4 HD or less can be summoned, or 3d4 animals of 8 HD or less, or 1d4 animals of 12 HD or less.

Tree Sanctuary

Druid 4 Range: Touch
Duration: 1 turn/level

This spell enables the caster to create an invisible door in the trunk of a tree that is visible only to dryads and Druids. The tree must be at least 10 ft tall and planted in the earth for this spell to work. Once the spell is complete, the caster may enter the tree, effectively disappearing from sight. A caster may only affect one tree with this spell at a time. Furthermore, this spell may only be cast on a tree occupied by a dryad if the dryad allows it.

The caster is completely aware of his or her surroundings while in the tree, being able to hear normally and see in a 360 degree radius, as well as being able to detect changes in the immediate temperature surrounding the tree. A Druid or Cleric may meditate to prepare spells in the tree. Each turn the caster sleeps inside the tree counts as a full hour of sleep. If the tree is an oak, the caster heals 1d4 hit points per turn spent inside the tree.

The caster loses the senses of taste, smell, and touch, and may not speak or cast spells while inside the tree. The caster takes half of any damage the tree suffers, and if the tree is destroyed or cut down, the caster is forcefully expelled into the nearest available space.

Warp Wood*

Druid 2 Range: 50'
Duration: instantaneous

The caster causes non-magical wood in a 20 ft 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 ft on all sides per caster level.

Alternatively, the caster can "un-warp" non-magical 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 un-warp) an object that is too large to warp with a single spell.

Weather Summoning

Druid 6 Range: 10 miles
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, which 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. Tame or normally domesticated animals such as livestock, family pets, or normal beasts of burden are treated as half their actual HD, reflecting their relative easy manageability. Monstrous animals such as griffins, owlbeats, pegasi, or other such "near-natural" creatures are treated as they are 1 HD more than listed to reflect their unique natures. 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 HD 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 they are successfully Calmed or Befriended, the same result is checked against the next higher type of animal. Likewise, the 2d6 HD 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

Druid Animal Affinity Table

Druid Level	Hit Dice of Animal										
	< 1	1	2	3	4	5	6	7	8	9	10
1	9	13	17	19	No	No	No	No	No	No	No
2	7	11	15	18	20	No	No	No	No	No	No
3	5	9	13	17	19	No	No	No	No	No	No
4	3	7	11	15	18	20	No	No	No	No	No
5	2	5	9	13	17	19	No	No	No	No	No
6	C	3	7	11	15	18	20	No	No	No	No
7	C	2	5	9	13	17	19	No	No	No	No
8	C	C	3	7	11	15	18	20	No	No	No
9	B	C	2	5	9	13	17	19	No	No	No
10	B	C	C	3	7	11	15	18	20	No	No
11	B	B	C	2	5	9	13	17	19	No	No
12	B	B	C	C	3	7	11	15	18	20	No
13	B	B	B	C	2	5	9	13	17	19	No
14	B	B	B	C	C	3	7	11	15	18	20
15	B	B	B	B	C	2	5	9	13	17	19
16	B	B	B	B	C	C	3	7	11	15	18
17	B	B	B	B	B	C	2	5	9	13	17
18	B	B	B	B	B	C	C	3	7	11	15
19	B	B	B	B	B	B	C	2	5	9	13
20	B	B	B	B	B	B	C	C	3	7	11

Tame, Domesticated, or Normal Beasts of Burden are treated as half their actual Hit Dice.

Monstrous Animals or other "Near-Natural" Animals are treated as 1 Hit Die higher.

DRUIDS

boar and leave a remainder of 4 HD of effect. Black bears are in fact 4 HD 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 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.

NEW MAGIC ITEMS

The items listed below are magic items made by and for Druids. Unless otherwise noted in the item description, these items may be used by any class.

Ring of the Green: This ring made of what appears to be a tight collection of tiny green vines. When worn, the vines will writhe and (painless) grow into the wearer's finger. It takes a full week for the ring to fully bond with the wearer. Once bonded, the ring provides two benefits. The first is that as long as the wearer is outdoors for a full hour of sunlight (or two full hours of overcast weather), the wearer doesn't need to eat or drink anything for the day. The second is that each hour of complete rest in the outdoors is the equivalent of four hours of sleep.

Ring of the Dryad: This ring is made of highly polished wood. When worn the user is able to manifest the effects of a **tree sanctuary** spell once per day. The duration is for up to an hour, though the wearer can exist at any time.

Slippers of the Dryad: When wearing these light slippers (or sandals; their appearance can vary), the wearer is under the continual effects of the **pass without trace** spell, and is able to pass through any naturally overgrown area unimpeded.

Staff of the Woodlands: This staff operates as a +2 staff and provides its user with the continual effects of **pass without trace** spell. These abilities require no charges and continue to work even if the staff is exhausted of all charges. In addition it has several other abilities that do cost charges. The following powers cost one charge per use: **charm animal**, **speak with animals**, and **hold animal**. The following powers cost two charges per use: **summon animals II**, **animate natural object**. This item may only be used by Druids.

A BASIC FANTASY SUPPLEMENT

Calm animals will not interact with the Druid (or others accompanying the Druid) in any manner, 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. A Befriended animal will follow the Druid, guarding and assisting within its capabilities so long as the Druid remains in the general vicinity of its normal lair or range. However, it will not "fight to the death" or sacrifice itself indiscriminately. When substantially wounded, an animal will flee the area immediately. Check morale as necessary when the situation seems appropriate.

Sword of the Sylvan: This slightly curved single-edged sword (counts as a longsword/scimitar) is a +1 magic weapon under normal circumstance, but when used outdoors in a temperate climate it becomes a +3 magic weapon.

Torc of Protection: This ornamental neck ring functions as a **ring of protection**, but its power is passively activated by the wearer. If the wearer is level 1 through 8, the protection is +1; if the wearer is level 9 through 14, the protection is +2; if the wearer is level 15 or above, the protection is +3. As the protection is drawn from the wearer, this may only be used by Druids.

Vestment of the Druid: This is a light covering that can be worn over other clothing or armor. It is typically green (though sometimes brown) in color with natural scenes embroidered across the front and back panels. The wearer may manifest the effects of the **animal shape** spell once a day. The duration is for up to one hour, though the wearer may end the effect early. This item may only be used by Druids.

Making Magic Items

Druids follow the rules for cleric for making spell scrolls; they cannot make non-spell (i.e. protection) scrolls.

Druids of 7th level and higher make potions as a Cleric, and Druids of 9th level and higher may make the magic items listed here (plus any others that the GM feels are appropriate) as a Cleric.

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