

Druid

The Druid is an evangelist for disappearing wildernesses, the means by which a complex pantheon of immortals hold the worlds expanding populations in check, a warrior for wild spaces, the last line of defence against destruction of the worlds natural places. Empowered by immortal and divine magic not only from a single source or sphere but from all four positive spheres, the druid can call upon a greater range and number of spells than any other class. But this power comes at a price; druids have little direct combat prowess, they cannot wear armour, they are reliant on persuading others to aid them when such is required.

Druids make their homes in natural places, they cannot reside for more than a week in any settlement of more than 200 souls without losing all magical abilities. They cannot utilise any metallic tools except for those crafted from bog iron or naturally occurring precious metals - heat tempering of metals changes their nature, meaning that metallic armour or weapons cannot be constructed for the use of a druid.

The role of a druid in an adventuring party is complex; a druid does not have the healing powers of a cleric, nor are they as destructive in combat as a magic user. However, they have access to a broader range of spells than any other class, and as they progress in levels they are able to cast more spells than others; their role is to power the other party members, to elucidate what is happening around them and to control the environment for the advantage of their comrades, as well as to act as support for the magic user and cleric characters. Ultimately they become the undisputed masters of diverse magic.

Prime Requisite: Constitution

Alignment: All druids must be neutral, although their acts may be variously viewed as good or evil.

Hit Dice: 1d4 plus constitution bonus per level, up to level 9, and 1hp per level thereafter.



Armour: Druids may wear no armour

Weapons, combat, weapon mastery: Druids may only use weapons crafted from natural materials - wood and stone, for the most part. Practically, that restricts melee weapon choice to the staff, sling, club and throwing hammer (war hammers are invariably constructed using metal), and the only permissible missile fire weapon is the sling. In some primitive societies arrows are constructed using flint or obsidian arrow heads, and a druid who can source such items may use them. Note that such primitive arrows cannot be enchanted. At first level Druids gain three weapon mastery slots.

Druids attack as magic users of the same level, and gain weapon mastery slots at the same rate.

Skills: In addition to normal skill choices based on the character level and intelligence, Druids gain the skills Forest Survival and Nature Law at first level.

Magic: Druids meditate to gain spells every morning, as clerics do. From level 4 they may cast spells in reverse. Because they draw their magical powers from a diverse range of sources, they may only memorise each spell a maximum of three times; for example, if they can memorise 5 first level spells, they may still only memorise sleep three times, as the balance in nature (between the positive spheres) that they represent cannot be thus broken.

Their spells are drawn from among the Rules Cyclopedic cleric, magic user, druid, and fey (see Creature Crucible PC1) spell lists.

Magic Items: Druids may use magic items permitted to druids and to clerics, providing they do not affect good or evil. They may also use magic user items that replicate spells available to druids; for example, they can use a *wand of polymorphing*, but not a *wand of fireballs*.

Higher Experience Level: Name level druids who choose to settle in a location are known as Hierophants. They rarely build permanent structures to live in, their woodland homes being known as Glades. After establishing a glade, 2d6 low level druids and Druidic Knights will seek the Hierophant out to learn from him, and will become at least nominally loyal to the Hierophant. Animals and plants within a 2 mile radius of the Glade will know of and soon learn to care for the welfare of the Hierophant, alerting him to any dangers to the environment in a wider range. The Hierophant also has a chance (determined per month of game time by the DM) of being alerted to any wider dangers to the balance of nature within the campaign world.

A name level Druid who instead chooses to travel is known as an Earthwalker. An Earthwalker will be welcomed by most rulers in civilised and uncivilised lands, as well as by settled Hierophants. An Earthwalker typically travels to seek out great damage inflicted on balance in the world, and will often attract powerful hirelings (over 5th level) who will seek both to follow and learn from their teachings.

Druid Spell List Level 1

Analyse (RC 44)
Charm Person (RC 44)
Detect Magic (RC 45)
Detect Danger (RC 41)
Faerie Fire (RC 41)
Light* (RC 45)
Locate (RC 41)
Purify Food and Water (RC 35)
Precipitation (Ga:9 18)
Predict Weather (RC 41)
Read Language (RC 46)
Remove Fear* (RC 35)
Resist Cold (RC 35)
Shield (RC 46)
Sleep (RC 45)
Speak With Animals (RC, 35)
Ventriloquism (RC 46)
Watcher (PC1 43)

Level 2

Bless* (RC 35)
Cure Light Wounds* (RC 34)
Detect Invisible (RC 46)
ESP* (RC 46)
Find Traps (RC 35)
Heat Metal (RC 41)
Invisibility (RC 46)
Know Alignment* (RC 35)
Knock (RC 46)
Levitate (RC 46)
Mirror Image (RC 47)
Obscure (RC 41)
Resist Fire (RC 35)
Produce Fire (RC 41)
Silence 15' Radius (RC 35)
Snake Charm (RC 35)
Warp Wood (RC 41)
Web (RC 47)

Level 3

Call Lightning (RC 41)
Continual Light* (RC 46)
Cure Blindness (RC 36)
Cure Disease* (RC 36)
Dispel Magic (RC 48)
Fly (RC 48)
Growth of Animal (RC 36)
Hold Animal* (RC 42)
Hold Person* (RC. 48)
Horse Rush (PC1 44)
Infravision (RC 48)
Prot. From normal Missiles (RC 49)
Prot. From Poison (RC 42)
Remove Curse* (RC 36)
Speak With Plants (RC 37)
Speak With the Dead (RC 36)
Striking (RC 36)
Water Breathing (RC 49)

Level 4

Charm Monster (RC 49)
Confusion (RC 49)
Control Temperature 10' (RC 42)
Create Air (RC. 48)
Create Water (RC 36)
Dimension Door (RC 49)
Dispel Fog (Gaz9 20)
Enchanted Weapon (PC1 44)
Growth of Plants (RC 49)
Insect Plague (RC 37)
Neutralise Poison* (RC 37)
Plant Door (RC 42)
Polymorph Other (RC 50)
Polymorph Self (RC 50)
Prot. from Lightning (RC 42)
Sticks to Snakes (RC 37)
Summon Animals (RC 42)
Wall of Fire (RC 51)

Level 5

Anti Plant Shell (RC 42)
Commune (RC 37)
Create Food (RC 37)
Create Normal Animals (RC 38)
Control Winds (RC 42)
Cure Moderate Wounds*
Dissolve (RC 42)
Hold Monster* (RC 52)
Magic Jar (RC 52)
Passwall (RC 52)
Pass Plant (RC 42)
Quest* (RC 38)
Raise Dead* (RC 38)
Rock (PC1 45)
Speak With Monsters (RC 39)
Telekinesis (RC 52)
Truesight (RC 38)
Woodform (RC 52)

Level 6

Anti Magic Shell (RC 53)
Aerial Servant (RC 38)
Animate Objects (RC 38)
Anti Animal Shell (RC 43)
Barrier* (RC 38)
Charm Plant (RC 54)
Create Magical Monsters (RC 57)
Cure Serious Wounds*
Find the Path (RC 39)
Lore (RC 55)
Lower Water (RC 53)
Mass Charm (RC 57)
Move Earth (RC 53)
Stoneform (RC 54)
Summon Weather (RC 43)
Teleport (RC 52)
Transport Through Plants (RC 43)
Turn Wood (RC 43)

Level 7

Create Any Monsters (RC 59)
Creeping Doom (RC 43)
Cureall (RC 38)
Earthquake (RC 38)
Gate (RC 59)
Immunity (RC 59)
Mass Charm (RC 57)
Maze (RC 59)
Metal to Wood (RC 43)
Regenerate*
Restore* (RC 39)
Shapechange (RC 60)
Summon Elementa (RC 43)
Survival (RC 39)
Travel (RC 40)
Weather Control (RC 43)
Wish (RC 40)
Wizardry (RC 40)

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Level	Level Title	XP	1	2	3	4	5	6	7
1	Aspirant	0	1						
2	Ovate	2500	2						
3	Soothsayer	5000	2	1					
4	Sylvan	10000	3	2					
5	Animist	20000	3	2	1				
6	Augurer	40000	4	2	2				
7	Thaumaturge	80000	4	2	2	1			
8	Channeler	150000	4	3	2	2			
9	Arch Druid	300000	4	4	2	2	1		
10		450000	4	4	3	2	2		
11		600000	5	4	3	2	2	1	
12		750000	5	4	4	2	2	2	
13		900000	5	5	4	3	2	2	
14		1050000	5	5	5	3	2	2	1
15		1200000	6	5	5	4	3	2	2
16		1350000	6	6	5	5	4	3	2
17		1500000	6	6	6	5	5	4	3
18		1650000	7	6	6	6	5	4	3
19		1800000	7	7	6	6	6	5	4
20		1950000	8	7	7	6	6	5	4
21		2100000	8	8	7	7	6	6	5
22		2250000	8	8	8	7	7	6	5
23		2400000	8	8	8	8	7	7	6
24		2550000	8	8	8	8	8	7	6
25		2700000	9	8	8	8	8	8	7
26		2850000	9	9	9	8	8	8	7
27		3000000	9	9	9	9	9	8	7
28		3150000	10	9	9	9	9	9	8
29		3300000	10	10	10	9	9	9	9
30		3450000	10	10	10	10	10	9	9
31		3600000	11	10	10	10	10	10	9
32		3750000	11	11	11	10	10	10	10
33		3900000	11	11	11	11	11	10	10
34		4050000	12	11	11	11	11	11	10
35		4200000	12	12	12	12	11	11	11
36		4350000	12	12	12	12	12	12	12

DRUID SPELL LIST

Level 1	Level 2	Level 3	Level 4
Analyse (RC 44)	Bless* (RC 35)	Call Lightning (RC 41)	Charm Monster (RC 49)
Charm Person (RC 44)	Cure Light Wounds* (RC 34)	Continual Light* (RC 46)	Confusion (RC 49)
Detect Magic (RC 45)	Detect Invisible (RC 46)	Cure Blindness (RC 36)	Control Temperature 10' (RC 42)
Detect Danger (RC 41)	ESP* (RC 46)	Cure Disease* (RC 36)	Create Air (RC. 48)
Flare Fire (RC 41)	Find Traps (RC 35)	Dispel Magic (RC 48)	Create Water (RC 36)
Light* (RC 45)	Heat Metal (RC 41)	Fly (RC 48)	Dimension Door (RC 49)
Locate (RC 41)	Invisibility (RC 46)	Growth of Animal (RC 36)	Dispel Fog (Σα9 20)
Purify Food and Water (RC 35)	Know Alignment* (RC 35)	Hold Animal* (RC 42)	Enchanted Weapon (PC1 44)
Precipitation (Σα9 18)	Knock (RC 46)	Hold Person* (RC. 48)	Growth of Plants (RC 49)
Predict Weather (RC 41)	Levitate (RC 46)	Horse Rush (PC1 44)	Insect Plague (RC 37)
Read Language (RC 46)	Mirror Image (RC 47)	InfraVision (RC 48)	Neutralise Poison* (RC 37)
Remove Fear* (RC 35)	Obscure (RC 41)	Protection from normal Missiles (RC 49)	Plant Door (RC 42)
Resist Cold (RC 35)	Resist Fire (RC 35)	Prot. from Poison (RC 42)	Polymorph Other (RC 50)
Shield (RC 46)	Produce Fire (RC 41)	Remove Curse* (RC 36)	Polymorph Self (RC 50)
Sleep (RC 45)	Silence 15' Radius (RC 35)	Speak with Plants (RC 37)	Protection from Lightning (RC 42)
Speak with Animals (RC, 35)	Snake Charm (RC 35)	Speak with the Dead (RC 36)	Sticks to Snakes (RC 37)
Ventriloquism (RC 46)	Warp Wood (RC 41)	Striking (RC 36)	Summon Animals (RC 42)
Watcher (PC1 43)	Web (RC 47)	Water Breathing (RC 49)	Wall of Fire (RC 51)
Level 5	Level 6	Level 7	Spells on Scrolls
Anti Plant Shell (RC 42)	Anti Magic Shell (RC 53)	Create Any Monsters (RC 59)	
Commune (RC 37)	Aerial Servant (RC 38)	Creeping Doom (RC 43)	
Create Food (RC 37)	Animate Objects (RC 38)	Cure All (RC 38)	
Create Normal Animals (RC 38)	Anti Animal Shell (RC 43)	Earthquake (RC 38)	
Control Winds (RC 42)	Barrier* (RC 38)	Save (RC 59)	
Cure Moderate Wounds*	Charm Plant (RC 54)	Immunity (RC 59)	
Dissolve (RC 42)	Create Magical Monsters (RC 57)	Mass Charm (RC 57)	
Hold Monster* (RC 52)	Cure Serious Wounds*	Maze (RC 59)	
Magic Jar (RC 52)	Find the Path (RC 39)	Metal to Wood (RC 43)	
Passwall (RC 52)	Lore (RC 55)	Regenerate*	
Pass Plant (RC 42)	Lower Water (RC 53)	Restore* (RC 39)	
Quest* (RC 38)	Mass Charm (RC 57)	Shapechange (RC 60)	
Raise Dead* (RC 38)	Move Earth (RC 53)	Summon Elements (RC 43)	
Rock (PC1 45)	Stoneform (RC 54)	Survival (RC 39)	
Speak with Monsters (RC 39)	Summon Weather (RC 43)	Travel (RC 40)	
Telekinesis (RC 52)	Teleport (RC 52)	Weather Control (RC 43)	
Truesight (RC 38)	Transport through Plants (RC 43)	Wish (RC 40)	
Woodform (RC 52)	Turn Wood (RC 43)	Wizardry (RC 40)	

DRUID SPELL PROGRESSION

Level	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	2					
5	3	2	1				
6	4	2	2				
7	4	2	2	1			
8	4	3	2	2			
9	4	4	2	2	1		
10	4	4	3	2	2		
11	5	4	3	2	2	1	
12	5	4	4	2	2	2	
13	5	5	4	3	2	2	
14	5	5	5	3	2	2	1
15	6	5	5	4	3	2	2
16	6	6	5	5	4	3	2
17	6	6	6	5	5	4	3
18	7	6	6	6	5	4	3
19	7	7	6	6	6	5	4
20	8	7	7	6	6	5	4
21	8	8	7	7	6	6	5
22	8	8	8	7	7	6	5
23	8	8	8	8	7	7	6
24	8	8	8	8	8	7	6
25	9	8	8	8	8	8	7
26	9	9	9	8	8	8	7
27	9	9	9	9	9	8	7
28	10	9	9	9	9	9	8
29	10	10	10	9	9	9	9
30	10	10	10	10	10	9	9
31	11	10	10	10	10	10	9
32	11	11	11	10	10	10	10
33	11	11	11	11	11	10	10
34	12	11	11	11	11	11	10
35	12	12	12	12	11	11	11
36	12	12	12	12	12	12	12