

Supplemental Lore

Additional Classes for Swords & Wizardry

Druid

Druids are neutral clerics who have retreated from the "civilized" areas of the world to pursue the worship of nature. Human characters of neutral bent possessing a Wisdom of 12 and a Charisma of 14 may elect to become druids. Druids possess their own spell list (see Druid Spell List) independent of the cleric's. Druids do not possess the cleric's ability to Turn Undead but gain their own set of druidic Special Abilities.

Druids may use daggers, sickles/crescent shaped swords, spears, slings, and oil, and may make use of leather armor and wooden shields. They may use magic items usable by all classes as well as those usable by clerics (excluding items in written form such as books and scrolls).

Druids are devoted to protecting both plant and animal life punishing those who transgress against either. The druid's holy symbol is the mistletoe.

A druid attacks using the cleric's Attack Chart (S&W p.12).

| The Druid | |
|--------------------------------------|--|
| Hit Die Type | 1d6+1 After reaching 9 hit dice, the thief gains only 2 hit point per level |
| Armor/Shield Permitted | Leather + wooden shield. |
| Weapons Permitted | Daggers, sickles/crescent shaped swords, spears, slings, and oil |
| Prime Attribute (5% xp bonus) | Wisdom 13+ |

Druid Hierarchy

At any given time the number of high ranking druids is limited to four 11th level druids, two 12th level druids, and one 13th level druid (The Great Druid). When a druid gains enough experience points to reach 11th level (or higher), he does not

attain this new level unless there are less than the maximum number of druids holding this rank, or unless he defeats in spell combat a druid of the level he wishes to attain (the combat need not be to the death). The loser of such a confrontation drops in number of experience point to the level below. For example, a druid wishing to take the place of an 11th level druid loses his confrontation. His experience points are reduced to 225,000 (10th level druid).

The suggested level limit for druids is 13th level when the druid takes the mantle of Great Druid (provided he can defeat the reigning Great Druid). The Druid Advancement Table allows for level progression beyond 13th for GMs who wish to allow higher advancement.

Druid Class Abilities

Spell Casting: Like the cleric, the druid may cast divine spells from a specific list per the table below. For more information, see cleric Spell Casting ability (S&W p.3).

Languages: Druids speak their own druidic language in addition to the common tongue. At 4th level, and every level gained above 4th, the druid may chose an extra language from the following; Pixies, Nixies, Dryad, Elvish, Treant, Giant (Hill), Centaur, Manticor, or Dragon (Green).

Fire Resistance: Druids gain a +2 bonus to Saving Throws dealing with fire.

Initiate Powers (2nd): At 2nd level the druid gains the following abilities; identify pure water, identify plants, identify animals, and pass through overgrowth.

Shape Change (6th): At this level, druids may take the shape of a mammal, reptile, or bird. The druid may shape change up to 3 times per day, but is limited to one type (bird, reptile, mammal) per day. The size of the animals the druid shape changes into ranges from as small as a raven to as large as a small bear. Changing from one form to another heals the druid of 1d6 X 10% points of damage previously sustained.

Charm Immunity (6th): Druids at this level are immune to charm spells from woodland or water creatures such as nixies.

Druid Advancement Table

| Level | Experience Points Required | Hit Dice (d6+1) | Saving Throw | Spell Preparation Capability |
|-------|----------------------------|-----------------|--------------|------------------------------|
| 1 | 0 | 1 | 14 | None |
| 2 | 1,500 | 2 | 13 | 1----- |
| 3 | 3,500 | 3 | 12 | 2----- |
| 4 | 6,500 | 4 | 11 | 2/1----- |

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|-----|------------------------------------|---------------------------|----|---------------|
| 5 | 14,000 | 5 | 10 | 2/2/1---- |
| 6 | 30,000 | 6 | 9 | 2/2/1/1--- |
| 7 | 60,000 | 7 | 8 | 2/2/2/1/1-- |
| 8 | 110,000 | 8 | 7 | 2/2/2/2/2-- |
| 9 | 165,000 | 9 | 6 | 3/3/3/2/2-- |
| 10 | 225,000 | 9+2 | 5 | 3/3/3/3/3-- |
| 11 | 290,000 | 9+2 | 4 | 4/4/4/3/3-- |
| 12 | 360,000 | 9+2 | 4 | 4/4/4/4/4/1- |
| 13 | 430,000 | 9+2 | 4 | 5/5/5/4/4/1- |
| 14 | 500,000 | 9+2 | 4 | 5/5/5/5/5/2- |
| 15 | 570,000 | 9+2 | 4 | 6/6/6/5/5/2- |
| 16 | 640,000 | 9+2 | 4 | 6/6/6/6/6/3- |
| 17 | 710,000 | 9+2 | 4 | 7/7/7/6/6/3/1 |
| 18 | 780,000 | 9+2 | 4 | 7/7/7/7/7/4/1 |
| 19 | 850,000 | 9+2 | 4 | 8/8/8/7/7/4/2 |
| 20+ | 920,000 (+70,000 per level beyond) | 9+2 (+2 per level beyond) | 4 | 8/8/8/8/8/5/2 |

Druid Spell List

As stated above, druids possess their own spell list

independent of the cleric's, although some of the druidic spells are similar to the cleric's or magic-user's. Druid spells are generally aligned to natural or elemental forces and living things.

| Level 1 | | Level 2 | | Level 3 | | | |
|---------------------------|--|-----------------------|--|--------------------------|--|---------------------------|--|
| 1 Know Weather | | 1 Produce Flames | | 1 Pyrotechnics | | | |
| 2 Locate Animals | | 2 Locate Plants | | 2 Protection from Fire | | | |
| 3 Detect Snares & Pits | | 3 Speak with Animals | | 3 Call Lightning | | | |
| 4 Detect Magic | | 4 Cure Light Wounds | | 4 Cure Disease | | | |
| 5 Purify Water | | 5 Obscuring Mist | | 5 Hold Animal | | | |
| 6 Faerie Fire | | 6 Create Water | | 6 Plant Growth | | | |
| | | 7 Heat Metal | | 7 Water Breathing | | | |
| | | 8 Warp Wood | | 8 Neutralize Poison | | | |
| Level 4 | | Level 5 | | Level 6 | | Level 7 | |
| 1 Produce Fire | | 1 Wall of Fire | | 1 Conjure Fire Elemental | | 1 Firestorm | |
| 2 Protection f/ Lightning | | 2 Control Winds | | 2 Summon Weather | | 2 Control Weather | |
| 3 Speak with Plants | | 3 Pass Plant | | 3 Transport Via Plant | | 3 Conjure Earth Elemental | |
| 4 Walk Through Flora | | 4 Hold Plant | | 4 Anti-Animal Shell | | 4 Animate Rock | |
| 5 Insect Plague | | 5 Animal Growth | | 5 Animal Summoning III | | 5 Reincarnation | |
| 6 Temperature Change 10' | | 6 Commune with Nature | | 6 Finger of Death | | 6 Creeping Doom | |
| 7 Cure Serious Wounds | | 7 Anti-Plant Shell | | 7 Feeblemind | | 7 Confusion | |

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| 8 Animal Summoning I | 8 Transmute Rock to Mud | 8 Turn Wood | 8 Transmute Metal/Wood |
| 9 Hallucinatory Terrain | 9 Sticks to Snakes | | |
| 10 Dispel Magic | 10 Animal Summoning II | | |

Spell Descriptions (Druidic)

Animal Growth

Level 5
Range: 120'
Duration: 2 hours
Same as the magic-user spell of the same name (see S&W p.22).

Animal Summoning I

Level 4
Range: 30'
Duration: 1 hour
Same as the clerical spell Conjure Animals (see S&W p.24).

Animal Summoning II

Level 5
Range: 30'
Duration: 1 hour
Similar to the clerical spell Conjure Animals (see S&W p.24) except that 2 creatures larger than a man may be summoned, or 6 creatures the size of a man or horse, or 12 animals smaller than a man.

Animal Summoning III

Level 6
Range: 30'
Duration: 1 hour
Similar to the clerical spell Conjure Animals (see S&W p.24) except that 4 creatures larger than a man may be summoned, or 12 creatures the size of a man or horse, or 24 animals smaller than a man.

Animate Rock

Level 7
Range: 40'
Duration: 6 turns
Similar as the Animate Object cleric spell (see S&W p.22), Animate Rock affects only stone. The druid may animate up to 2 cubic feet of stone per druid level and the animated stone will move at a pace of 20' to 40' (GM's discretion). there is a 1-14 chance on d20 that the animated stone will obey the druid.

Anti-Animal Shell

Level 6
Range: covers a 20' hemisphere
Duration: 3 + druid level turns
Same as the Anti-Plant Shell spell, but focuses on natural or giant animals. While affected by this spell, those inside the shell are protected from all animal attacks (excluding fantastic or magical creatures), but are unable to attack, be it by normal or magical means.

Anti-Plant Shell

Level 5
Range: self
Duration: 2 hours
Similar to the magic-user spell Anti-Magic Shell (see S&W p.22) but instead of protecting from spells, it protects against attacks from plants and living vegetables.

Call Lightning

Level 3
Range: 360'
Duration: 1 turn per level
In order for this spell to occur, the druid must be within 360' of stormy weather. The lightning bolt inflicts 8d6 + druid level points of damage (GMs may wish to allow a successful saving throw to half the damage). The caster may target anyone within the spell's range. The druid may call down 1 bolt of lightning per turn. This spell is only usable outdoors.

Commune with Nature

Level 5
Range: self
Duration: 3 questions
Same as the cleric spell Commune (see S&W p.24) but must be performed outdoors and the answers received will only pertain to Nature.

Confusion

Level 7
Range: 120'
Duration: 2 hour
Identical to the magic-user spell of the same name (see S&W p.24).

Conjure Earth Elemental

Level 7
Range: 30'
Duration: 1 hour
This spell is similar to the magic-user's Conjure Elemental spell (see S&W p.24) but is limited to summoning a 16 HD earth elemental. Like Conjure Fire Elemental, the druid does not run the risk of being attacked by the elemental, as it will regard the druid as a friend.

Conjure Fire Elemental

Level 6
Range: 30'
Duration: 1 hour
This spell is similar to the magic-user's Conjure Elemental spell (see S&W p.24) but is limited to summoning a 16 HD fire elemental. On a roll of 1-2 on d20 the caster may choose to summon 1d3 salamanders instead, and on a roll of 1 on d20, the druid may choose to summon a 20 HD fire elemental.

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Unlike with the magic-user, a fire elemental summoned by a druid does not run the risk of being attacked by the elemental, as it will regard the druid as a friend.

Control Weather

Level 7

Range: varies

Duration: varies

Same as the magic-user spell of the same name (see S&W p.25). Unlike Summon Weather, Control Weather is not limited by the current season and climate.

Control Winds

Level 5

Range: 120'

Duration: 6 turns + druid level

A druid may employ this spell to increase the force of, or calm, winds within 120' of the druid. The center-point of the spell's effect is the druid and follows the druid's movements. Such affected winds may influence flying creatures and sailing ships (forcing them out of the air or halting their maritime travel). A Control Winds spell cast upon an existing Control Winds spell will negate it. The spell's range is increased to 320 at 11th level, 400 at 12th level, and 480 at 12th druid level.

Create Water

Level 2

Range: close

Duration: immediate

This spell is identical to the 4th level cleric spell of the same name (see S&W p.25).

Creeping Doom

Level 7

Range: variable

Duration: 4 rounds per druid level

This spell summons a horde (1d10 X 100) of deadly insects to attack whatever the druid commands. The horde appears within 1d3 turns and the target needs to be within 60'. They will pursue the target until it moves 240' beyond the insect horde.

Cure Disease

Level 3

Range: touch

Duration: immediate

Identical to the cleric's spell of the same name (see S&W p.25).

Cure Light Wounds

Level 2

Range: touch

Duration: immediate

This spell functions like the 1st level cleric spell of the same name (see S&W p.25).

Cure Serious wounds

Level 4

Range: touch

Duration: immediate

Same as the cleric spell of the same name (see S&W p.25).

Detect Magic

Level 1

Range: 60'

Duration: 20 minutes

This spell is identical to the arcane spell of the same name (see S&W p.26).

Detect Snares & Pits

Level 1

Range: 10' per caster level

Duration: 1 + druid level hours

This spell allows the caster to discover snares, pits, and other outdoor traps.

Dispel Magic

Level 4

Range: 120'

Duration: 10 minutes

Same as the magic-user spell of the same name (see S&W p.26).

Faerie Fire

Level 1

Range: 60'

Duration: 6 turns

This spell lines the target in a luminescent glow.

Feeblemind

Level 6

Range: 240'

Duration: permanent until dispelled

Same as the arcane spell of the same name (see S&W p.27).

Finger of Death

Level 6

Range: 120'

Duration: immediate

Same as the cleric spell of the same name (see S&W p.27).

Firestorm

Level 7

Range: 30'X30' to 30'X30'/druid level

Duration: 1 turn

This spell creates an intense fire covering an area of minimum 30'X30' up to a maximum of 30'X30'/druid level. The fire lasts but 1 turn though all combustible material will continue to burn. This spell may be reversed to extinguish normal fires in an area twice as large. There is a 1 in d20 chance that the reversed version will affect fires of magical origin.

Hallucinatory Terrain

Level 4

Range: touch

Duration: immediate

This spell creates an illusionary forest covering an area of

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30'X30' per druid level. Creatures within this area will absolutely believe they are in a forest, acting and reacting appropriately to their surroundings. A GM may wish to allow victims of this illusion a saving throw to see through the illusion. Other druids, magical woodland creatures, and ents are never fooled by this hallucinatory forest. A Dispel Magic or a reversal of Hallucinatory Terrain will dispel this illusion.

Heat Metal

Level 2

Range: 30'

Duration: 2 rounds

Heat Metal makes metal extremely warm. This spell affects 1 metal item weighing ½ pound per level of the caster. A creature takes damage if it's holding or wearing equipment that is targeted by this spell. On the first round of the spell, the metal becomes searingly hot to the touch. Heated objects in contact with hands make the hand unusable for 1 day. If another body part, other than hands or head, is affected, the victim will suffer 1d2 points of damage. If the searing metal is in contact with the victim's head, he'll take 1 point of damage and be dizzy.

A victim still in contact with the searing metal for a second consecutive round will receive further damage. Hand held objects will render the victim's hand useless for 1d3 weeks. Other body parts (other than hands or head) receive an additional 1d2+1 points of damage. A head in contact with heated metal for a second round receives an additional 2 points of damage and the creature affected is struck unconscious for 2d4 turns.

Hold Animal

Level 3

Range: 120'

Duration: 1 hour + 10 minutes per level

Similar to the magic-user spell Hold Monster (see S&W p.28), Hold Animal affects mammals of up to 200 lb. X druid level, or reptiles, birds, and fish of up to 100 lb. X druid level.

Hold Plant

Level 5

Range: 30' + 10'/druid level

Duration: 6 turns + druid level

Similar to the magic-user spell Hold Monster (see S&W p.28) but affects living, magical or animated plants. This spell affects both treants and fungoid life forms.

Insect Plague

Level 4

Range: 480'

Duration: 1 day

Same as the clerical spell of the same name (see S&W p.28).

Know Weather

Level 1

Range: 2 miles X 2 miles/ druid level

Duration:

The druid may forecast the weather in a given location (see range) with a chance of accuracy of 1-19 on d20.

Locate Animals

Level 1

Range: 60' + 10' per level

Duration: 1 round per level

This spell is identical to the Locate Objects (Arcane) spell (see S&W p.29) but deals with animals as opposed to objects.

Locate Plants

Level 2

Range: 60'

Duration: 20 minutes

This spell is identical to the Locate Objects (Arcane) spell (see S&W p.29) but deals with plants as opposed to objects.

Neutralize Poison

Level 3

Range: touch

Duration: immediate

Same as the clerical spell of the same name (see S&W p.32).

Obscuring Mist

Level 2

Range: 20'

Duration: 1 turn per druid level

A misty vapor arises around the druid. It is stationary once created. The vapor obscures all sight beyond 5 feet. The cloud covers 100 cubic feet per druid level.

Pass Plant

Level 5

Range: 480'

Duration: 10 minutes

Use of this spell allows the druid to enter one tree and emerge from another of the same species. The base distance traveled this way is 480 yards + modifier based on the type (Oak +120 yards. Ash, yew, linden, and elm -120 yards. Other deciduous trees -180 yards. Coniferous trees -240 yards).

The tree's girth must be large enough to engulf the druid.

Travel must be from one living tree to another. If no such tree exists within the range of the spell, then the spell fails and the druid simply re-emerges from the starting tree.

Plant Growth

Level 3

Range: 240'

Duration: permanent

Identical to the magic-user's spell of the same name (see S&W p.33).

Produce Fire

Level 4

Range: 30'

Duration: 1 turn

This spell creates fire covering an area of 10' X 10'. This spell may be reversed to extinguish fires covering the same area.

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Produce Flame

Level 2
Range: caster
Duration: 2 turns per level
This spell allows the druid to produce a small flame in the palm of his hand which illuminates as a small lantern. The flame may be hurled. It may cause inflammables to combust.

Protection from Fire

Level 3
Range: touch
Duration: 3 turns + druid level
If cast upon a non-druid, this spell renders the target invulnerable to normal fire. If cast upon a druid, this spell also protects from magical fire, but such magical flames will immediately cancel the spell on the next turn.

Protection from Lightning

Level 4
Range: touch
Duration: 6 turn + druid level
This spell negates the effects of electrical attacks. The spell ceases after such an attack.

Purify Water

Level 1
Range: close or touch
Duration: Immediate
This spell is identical to the clerical spell Purify Food and Drink (see S&W p.35), but is limited to water.

Pyrotechnics

Level 3
Range: 240'
Duration: 1 hour
Identical to the magic-user's spell of the same name (see S&W p.35).

Reincarnation

Level 7
Range: touch
Duration: instantaneous
Same as the arcane spell of the same name (see S&W p.35). The table below is used instead of the magic-user's table.

| Die Roll | Reincarnated as: |
|----------|-------------------|
| 1 | Badger |
| 2 | Centaur |
| 3 | Dog, cat, or wolf |
| 4 | Boar |
| 5 | Elf |
| 6 | Bat (Greater) |
| 7 | Dryad |
| 8 | Griffon |
| 9 | Human |

| | |
|----|---------------------------------|
| 10 | Owlbear |
| 11 | Blink Dog |
| 12 | Lion |
| 13 | Nixie |
| 14 | Lycanthrop (werewolf or other) |
| 15 | Will-o-the-Wisp |
| 16 | Unicorn |
| 17 | Horse |
| 18 | Beetle, Giant Fire |
| 19 | Wyvern |
| 20 | Use magic-user table (S&W p.35) |

Speak with Animals

Level 2
Range: caster
Duration: 6 turns
This spell is identical to the 2nd level cleric spell of the same name (see S&W p.37).

Speak with Plants

Level 4
Range: 30'
Duration: 6 turns
Same as the cleric spell of the same name (see S&W p.37).

Sticks to Snakes

Level 5
Range: 120'
Duration: 1 hour
Same as the cleric spell of the same name (see S&W p.37).

Summon Weather

Level 6
Range: 5 miles radius
Duration: varies
Through this spell the druid may call for any weather desired, limited by the current season and climate. Extreme weather conditions, such as blizzards, heat wave of +15 degrees, hail, torrential rains, may only be summoned by an 11th level druid. The altered weather is not under the control of the druid. It takes 3 + 5d4 - druid level turns for the altered weather to arrive, but will become apparent after only 3 turns. The duration of this spell varies according to the climactic changes brought about by the druid. A tornado may last a few turns, while torrential rains might last a few hours or day (GM's choice).

Temperature Change, 10'

Level 4
Range:
Duration: 3 turns + druid level
Allows the druid to vary the temperature in a given area (10' radius) by +/- 50 degrees. Mistletoe is required to cast this

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spell.

Transmute Metal to Wood

Level 7

Range: 60'

Duration: permanent

This spell allows the druid to transform 5 pounds of metal per druid level into wood.

Transmute Rock to Mud

Level 5

Range: 120'

Duration: 3d6 days

Same as the magic-user spell of the same name (see S&W p.38).

Transport Via Plant

Level 6

Range: unlimited

Duration: instantaneous or up to 24 hours

A more powerful version of Pass Plant, Transport Via Plant allows the druid to pass from one plant to any other plant of similar species anywhere, as long as the druid has seen the plant at one time. Should the emergence fail, the druid will instead emerge from another plant which may be miles away.

A druid may choose to remain inside a plant instead of transporting from it, and may remain so for up to 24 hours.

While within a plant in this manner, the druid is completely aware of his surroundings. This spell is usable but once per day.

Turn Wood

Level 6

Range: 20' X druid level

Duration: 1 turn + level of the druid

This spell creates a wall of force which moves away from the druid. Any wooden objects in the wall's path (weapon hafts, spear shafts, arrows) are pushed back, dragging back any

creature holding such items. The length of the wall runs 60' to either side of the druid, and moves at a rate of 40' per turn.

Walk Through Flora

Level 4

Range: close

Duration: 3 turns + druid level

This spell allows the druid to pass through thick/dense vegetation. This "doorway" (3' X 6') is usable only by the caster, but another druid or a dryad may follow. This spell may also be used to pass through solid trunks. The druid may decide to stay within the trunk for up to the duration of the spell as an effective way to hide from others.

Wall of Fire

Level 5

Range: 120'

Duration: 10 minutes

Same as the 4th level magic-user spell of the same name (see S&W p.38).

Warp Wood

Level 2

Range: 30'

Duration: permanent

This spell allows the druid to cause straight wooden shafts to bend. This spell affects an amount of wood equal to 1 spear shaft or 6 arrows per 2 druid levels.

Water Breathing

Level 3

Range: 30'

Duration: 2 hours

Functions like the magic-user's spell of the same name (see S&W p.39).

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