

# Supplemental Lore (White Box)

## Additional Class for S&W :White Box

### 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 (1d6), spears, and slings, 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.

### Druid Class Abilities

**Weapon/Armor Restrictions:** Druids may use daggers, sickles/crescent shaped swords (1d6), spears, and slings, and may wear leather armor and use wooden shields.

**Spell Casting:** Like the cleric, the druid may cast divine spells from a specific list as shown on the table below. For more information, see the cleric's Spell Casting ability (S&W:WB p.6).

**Languages:** Druids speak their own druidic language in addition to the common tongue. At 4<sup>th</sup> level and 8<sup>th</sup> level, the druid may chose an extra language from the following; Dryad, Elvish, Treant, Giant (Hill), Centaur, Manticor, or Dragon (Green).

**Fire Resistance:** Druids gain a +2 bonus to Saving Throws when 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 dryads.

**XP Bonus for Wisdom:** This class bonus is due to a high wisdom attribute.

Table 1: Druid Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2	+0	13
3	3,000	3	+0	12
4	6,000	3+1	+1	10
5	12,000	4	+1	9
6	24,000	5	+2	8
7	48,000	6	+2	7
8	96,000	6+1	+3	6
9	192,000	7	+4	5
10	384,000	8	+5	4

Table 2: Druidic Spell Advancement

Level	Spell Level				
	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3

### 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
1 Know Weather	1 Produce Flames
2 Locate Animals	2 Locate Plants

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3 Detect Snares & Pits	3 Speak with Animals
4 Detect Magic	4 Cure Wounds I
5 Purify Water	5 Obscuring Mist
6 Faerie Fire	6 Create Water
	7 Heat Metal
	8 Warp Wood

## Level 3

1 Pyrotechnics	1 Produce Fire
2 Protection from Fire	2 Protection f/ Lightning
3 Call Lightning	3 Speak with Plants
4 Cure Disease	4 Walk Through Flora
5 Hold Animal	5 Insect Plague
6 Plant Growth	6 Temperature Change 10'
7 Water Breathing	7 Cure Wounds II
8 Neutralize Poison	8 Animal Summoning I
	9 Hallucinatory Terrain
	10 Dispel Magic

## Level 5

1 Wall of Fire
2 Control Winds
3 Pass Plant
4 Hold Plant
5 Animal Growth
6 Commune with Nature
7 Anti-Plant Shell
8 Transform I
9 Sticks to Snakes
10 Animal Summoning II

## Spell Descriptions (Druidic)

### Animal Growth

Spell Level: D5, M5  
 Range: 120 ft  
 Duration: 2 hours

Same as the magic-user spell of the same name.

### Animal Summoning I

Spell Level: D4  
 Range: 30 ft  
 Duration: 1 hour

The druid summons up normal animals to serve as his 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 druid's commands.

### Animal Summoning II

Spell Level: D5  
 Range: 30 ft  
 Duration: 1 hour

Similar to the druid spell Animal Summoning I 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.

### Anti-Plant Shell

Spell Level: D5  
 Range: Self  
 Duration: 2 hours

Similar to the magic-user spell Anti-Magic Shell but instead of protecting from spells, it protects against attacks from plants and living vegetables.

### Call Lightning

Spell Level: D3  
 Range: 360 ft  
 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

Spell Level: D5  
 Range: Self  
 Duration: 3 questions

Same as the magic-user spell Commune but must be

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performed outdoors and the answers received will only pertain to Nature.

### Control Winds

Spell Level: D5  
Range: 120 ft  
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 10th level.

### Create Water

Spell Level: D2  
Range: Close  
Duration: 1 turn per level

This spell is identical to the 4th level cleric spell Create Food and Drink, but does not create food.

### Cure Disease

Spell Level: D3, C3  
Range: Touch  
Duration: Immediate

Identical to the cleric's spell of the same name.

### Cure Wounds I

Spell Level: D2, C1  
Range: Touch  
Duration: Immediate

This spell functions like the 1st level cleric spell of the same name.

### Cure Wounds II

Spell Level: D4, C4  
Range: Touch  
Duration: Immediate

Same as the clerical spell of the same name.

### Detect Magic

Spell Level: D1, C1, M1  
Range: 60 ft  
Duration: 20 minutes

This spell is identical to the arcane and clerical spell of the same name.

### Detect Snares & Pits

Spell Level: D1  
Range: 10 ft per caster level  
Duration: 1 + druid level hours

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

### Dispel Magic

Spell Level: D4, M3  
Range: 120 ft  
Duration: 10 minutes

Same as the magic-user spell of the same name.

### Faerie Fire

Spell Level: D1  
Range: 60 ft  
Duration: 6 turns

This spell lines the target in a luminescent glow.

### Hallucinatory Terrain

Spell Level: D4  
Range: Touch  
Duration: Immediate

This spell creates an illusionary forest covering an area of 30 ft X30 ft 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 treants are never fooled by this hallucinatory forest. A Dispel Magic or a reversal of Hallucinatory Terrain will dispel this illusion.

### Heat Metal

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Spell Level: D2  
Range: 30 ft  
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 1d6-4 (minimum 1) 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 1d6-2 weeks. Other body parts (other than hands or head) receive an additional 1d6-2 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 1d6+1 turns.

### Hold Animal

Spell Level: D3  
Range: 120 ft  
Duration: 1 hour + 10 minutes per level

Similar to the magic-user spell Hold Monster, 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

Spell Level: D5  
Range: 30 ft + 10 ft/druid level  
Duration: 6 turns + druid level

Similar to the magic-user spell Hold Monster but affects living, magical or animated plants. This spell affects both treants and fungoid life forms.

### Insect Plague

Spell Level: D4, C5  
Range: 480 ft  
Duration: 1 day

Same as the clerical spell of the same name.

### Know Weather

Spell Level: D1

Range: 2 miles X 2 miles/ druid level  
Duration: Immediate

The druid may forecast the weather in a given location (see range) with a chance of accuracy of 1-19 on d20. The forecast is for the next 12 hours.

### Locate Animals

Spell Level: D1  
Range: 60 ft + 10 ft per druid level  
Duration: 1 round per level

This spell is similar to the Locate Object spell but deals with animals as opposed to objects.

### Locate Plants

Spell Level: D2  
Range: 60 ft  
Duration: 20 minutes

This spell is similar to the Locate Object spell but deals with plants as opposed to objects.

### Neutralize Poison

Spell Level: D3, C4  
Range: Referee's discretion  
Duration: 10 minutes

Same as the clerical spell of the same name.

### Obscuring Mist

Spell Level: D2  
Range: 20 ft  
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 ft. The cloud covers 100 cubic feet per druid level.

### Pass Plant

Spell Level: D5  
Range: 480 ft  
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

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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

Spell Level: D3, M4  
Range: 240 ft  
Duration: Permanent

Identical to the magic-user's spell of the same name.

### Produce Fire

Spell Level: D4  
Range: 30 ft  
Duration: 1 turn

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

### Produce Flame

Spell Level: D2  
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 up to 30 ft. It may cause inflammables to combust.

### Protection from Fire

Spell Level: D3  
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

Spell Level: D4  
Range: Touch

Duration: 6 turn + druid level

This spell negates the effects of electrical attacks. The spell ceases after such an attack.

### Purify Water

Spell Level: D1  
Range: Close or touch  
Duration: Immediate

This spell is identical to the clerical spell Purify Food and Drink but is limited to water.

### Pyrotechnics

Spell Level: D3  
Range: 240 ft  
Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The GM will decide exactly how much smoke is produced, what effect it has, and what happens to it as it's produced, but the amount of smoke will definitely be more than 20 cubic feet.

### Speak with Animals

Spell Level: D2, C2  
Range: 30 ft  
Duration: 6 turns

This spell is identical to the 2nd level cleric spell of the same name.

### Speak with Plants

Spell Level: D4, C4  
Range: 30 ft  
Duration: 6 turns

Same as the clerical spell of the same name.

### Sticks to Snakes

Spell Level: D5, C4  
Range: 120'  
Duration: 1 hour

Same as the cleric spell of the same name.

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### Temperature Change, 10'

Spell Level: D4  
Range: 10 ft  
Duration: 6 turns 3 turns + druid level

Allows the druid to vary the temperature in a given area (10 ft radius) by +/- 50 degrees. Mistletoe is required to cast this spell.

### Transform I

Spell Level: D5, M5  
Range: 120 ft  
Duration: 3d6 days

Same as the magic-user spell of the same name.

### Walk Through Flora

Spell Level: D4  
Range: Close  
Duration: 3 turns + druid level

This spell allows the druid to pass through thick/dense vegetation. This "doorway" (3 ft X 6 ft) 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 truck for up to the duration of the spell as an effective way to hide from others.

### Wall of Defense I

Spell Level: D5, M4  
Range: 120 ft  
Duration: 10 minutes

Same as the 4th level magic-user spell of the same name.

### Warp Wood

Spell Level: D2  
Range: 30 ft  
Duration: 1Permanent

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

Spell Level: D3, M3  
Range: 30 ft  
Duration: 2 hours

Functions like the magic-user's spell of the same name.