

The following is the Druid class taken from the Cyclopaedic Musings document. Cyclopaedic Musings focuses on bringing later additions to the Classic gaming in line with the rules presented in Labyrinth Lord

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## Druid

Requirements: Neutral Cleric lvl 9 or above  
 Prime Requisite: WIS  
 Hit Dice: +1  
 Maximum Level: None

Druids are neutral clerics of level 9 and above who have retreated from the "civilized" areas of the world to pursue the worship of nature. Once the decision to switch from cleric to druid has been made, the cleric retreats to the wilderness for 1d4 months. During this time a higher ranking druid will find the would be druid and instruct him in the principles of druidic philosophy and magic. At the end of the 1d4 month period, the cleric is now considered a druid and resumes his level advancement as a druid.

Druids must live in natural settings and cannot live in towns or cities. They will not use equipment made from "dead" material (such as metal) and will equip themselves only with items that were once alive, such as wood, leather, etc. Druids are bound to protect nature and will punish the wanton destruction of tress or wilderness.

Upon becoming a druid, the ex-cleric loses his ability to Turn Undead. Druids may cast any spells from the Cleric Spell List, except those that affect good or evil (for example *Protection from Evil*). In addition to choosing spells from the cleric's spell list, the druid may also choose from the Druid Spell List (see Druid Spell List in the Magic chapter).

Due to their beliefs concerning "dead" materials, druids may not wear metallic armor, thus being restricted to leather armor and wooden shields. Like clerics, druids may not use piercing or cutting weapons. Their weapon selection is further restricted by the exclusion of metallic weapons.

If the LL wishes, craftsmen may be commissioned to fashion wooden versions of metallic weapons. These crafted wooden replicas cost 50% more than their metallic counterparts but are otherwise identical to the original weapon.

Druids use the Cleric and Thief column on the Character Attack Table (LLRPG p.60) to determine attack values.

### Druid Level Progression

Experience	Level	Hit Dice (1d6)
200,001	9	9
300,001	10	+1 hp only*
400,001	11	+2 hp only*
500,001	12	+3 hp only*
600,001	13	+4 hp only*
700,001	14	+5 hp only*
800,001	15	+6 hp only*
900,001	16	+7 hp only*
1,000,001	17	+8 hp only*
1,100,001	18	+9 hp only*
1,200,001	19	+10 hp only*
1,300,001	20	+11 hp only*

\*Hit point modifiers from constitution are ignored

### Druid Spell Progression

Class Level	Spell Level						
	1	2	3	4	5	6	7
9	4	4	3	2	1	0	0
10	5	4	3	3	2	0	0
11	5	4	4	3	2	1	0
12	5	5	4	3	3	2	0
13	6	5	4	4	3	2	0
14	6	5	5	4	3	3	0
15	7	6	5	4	4	3	1
16	7	6	5	5	4	3	2
17	8	7	6	5	4	4	2
18	8	7	6	5	5	4	3
19	9	8	7	6	5	4	3
20	9	8	7	6	5	5	3

### Druid Saving Throws

Level	Breath Attack	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
9-12	12	7	10	8	9
13-16	8	3	8	4	6
17+	6	2	6	4	5

## DRUID SPELLS

### 1<sup>st</sup> level Druid Spells

#### Charm Animal

Level: 1  
Duration: Special  
Range: 120'

Charm Animal is identical to the 1<sup>st</sup> level Magic-User spell Charm Person (see LL p.28)

#### Faerie Fire

Level: 1  
Duration: 1 round/caster level  
Range: 60'

A pale, greenish glow surrounds and outlines one or more creatures or objects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire does not cause any harm to the objects or creatures thus outlined, but attacks against outlined foes receive a +2 bonus to Hit. The druid may outline one man-sized creature (12' of fire)/5 experience levels.

#### Speak with Animals

Level: 1  
Duration: 1 min./level  
Range: Personal

The druid can comprehend and communicate with animals. The druid is able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive. If an animal is friendly toward the druid, it may do some favor or service for him.

**Excluded 1<sup>st</sup> Level Cleric Spells:** Detect Evil, Protect. From Evil

### 2<sup>nd</sup> level Druid Spells

#### Heat Metal

Level: 2  
Duration: 7 rounds  
Range: 30'

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 warm and uncomfortable to touch dealing 1 point of damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain for 2 points of damage. In the third (and fifth) round, the heat is even more intense, causing 4 points of damage. On the fourth round, the metal is searing hot, causing 8 points of damage, as shown on the table below.

Round	Damage
1	1 point of damage
2	2 points of damage
3	4 points of damage
4	8 points of damage
5	4 points of damage
6	2 points of damage
7	1 point of damage

#### Obscuring Mist

Level: 2  
Duration: 1 turn/caster level  
Range: 0

A misty vapor arises around you forming a huge cloud. The cloud is 1' high and 10' in diameter/druid level. It is stationary once created. Except for the caster and any creature able to see invisible things, the vapor obscures all sight.

#### Warp Wood

Level: 2  
Duration: permanent  
Range: 0

This spell causes wooden weapons to bend and become useless. It affect 1 arrow per druid level (treat javlin, spear, and magic wand as 2 arrows, club, bow, or staff as 4).Magical items held are afforded a save vs. Spells to avoid the effect, but not items carried. Carried items with "pluses" have a 10% chance/plus to not be affected.

### 3<sup>rd</sup> level Druid Spells

#### Call Lightning

Level: 3  
Duration: 1 turn/caster level  
Range: 360'

In order for this spell to occur, the druid must be within 360' of stormy weather. The druid may call down 1 lightning bolt/turn (until the spell's duration ends) which affect a 20' area. All those caught within the area suffer 8d6 damage. A successful save vs. Spells halves the damage.

#### **Hold Animal**

Level: 3  
Duration: 1 turn/caster level  
Range: 180'

This spell functions like the 3<sup>rd</sup> level magic-user or 2<sup>nd</sup> level cleric spell Hold Person, except that it affects an animal instead of a humanoid.

#### **Water Breathing**

Level: 3  
Duration: 1 day  
Range: 30'

This spell functions like the 3<sup>rd</sup> level magic-user spell of the same name.

## **4<sup>th</sup> level Druid Spells**

#### **Control Temperature**

Level: 4  
Duration: 1 turn/caster level  
Range: 0'

This spell allows the druid to alter the temperature within an area 20 feet across. The maximum change is 50 degrees (Fahrenheit), either warmer or cooler. The change occurs immediately, and the effect moves with the druid. The temperature may be changed by mere concentration for 1 round, as long as the spell lasts. The spell is useful for resisting cold or heat so the caster may survive any temperature extremes.

#### **Diminish Plant**

Level: 4  
Duration: 1 turn/caster level  
Range: 0'

For the duration of this spell, no plant may prevent the druid's passing no matter how dense. Even trees will bend to allow the druid passage. A druid may use this spell to hide within trees. This spell only affects the druid, as well as any equipment carried.

#### **Protection from Lightning**

Level: 4  
Duration: 1 turn/caster level  
Range: Touch

Protection from energy grants temporary immunity to lightning based damage. This spell negates 1d6/druid level points of damage. When the spell absorbs 1d6/druid level worth of lightning damage (or when the duration ends), it is discharged.

**Excluded 4<sup>th</sup> Level Cleric Spells:** Protect. From Evil 10' Radius.

## **5<sup>th</sup> level Druid Spells**

#### **Control Wind**

Level: 5  
Duration: 1 turn/caster level  
Range: 10' radius/caster level

This spell alters the wind's force in the area surrounding the druid. This spell 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 druid chooses to alter it. Control Wind requires 1 full turn of concentration to completely change the wind's strength (from calm to gale). A higher level druid using this spell may counter a lesser druid's Control Wind spell.

This spell may also be used to control or slay air creatures (save vs. Spells). The creature will obey the druid as long as the druid concentrates, up to the spell's duration.

#### **Pass Through Plant**

Level: 5  
Duration: 0  
Range: Instantaneous

This spell allows the druid to step into one tree and immediately step out of another tree of the same type. The tree's girth must be large enough to engulf the druid. The maximum distance a druid may travel this way is determined by the type of tree.

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Oak	600yards
Ash, Elm, Yew	360yards
Evergreen	240yards
Other	300yards

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#### **Transmute Rock to Mud**

Level: 5  
Duration: 3d6 days  
Range: 120'

This spell is identical to the 5<sup>th</sup> level magic-user and elf spell of the same name.

**Excluded 5<sup>th</sup> Level Cleric Spells:** Dispel Evil.

## **6<sup>th</sup> level Druid Spells**

#### **Anti-Animal Shell**

Level: 6  
Duration: 12 turns  
Range: Caster

This spell functions like the 6<sup>th</sup> level magic-user spell Anti-

Magic Shell but affects non-magical animals.

**Repel Wood**

Level: 6  
 Duration: 1 turn/druid level  
 Range: 30'

Waves of energy roll forth from the druid, moving in a direction determined when the spell is cast. The wave measures 120' in length and 60' in height with its midpoint anywhere within 30' of the druid. All wooden objects in the path of the spell are pushed away from the druid to the limit of the range. Items caught in the wave are not harmed, but cannot be used while trapped in the spell's effect.

**Transport via Plants**

Level: 6  
 Duration: Instantaneous  
 Range: Infinite

This spell may only be used 1/day. The druid can enter any normal plant and pass any distance to a plant of the same kind, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the druid, but it also must be alive. If the druid cannot specify the exact plant from which to reappear, the LL will determine randomly where the druid exits. The druid may transport 2 additional willing creatures with him.



**7<sup>th</sup> level Druid Spells**

**Creeping Doom**

Level: 7  
 Duration: 1 round/druid level  
 Range: 120'

This spell summons a swarm of 1,000 creeping insects, appearing within 120' of the druid. The swarm fills a 20'X20' area, but may be ordered to fill up to 60'X60'. Creeping Doom moves at a rate of 60' (20'). The insects attack everyone in their path, inflicting 1 point of damage/10 insects (100 points/round to each creature in the area) A Fireball spell will kill 100 insects (reducing the damage they inflict), and a Dispel Magic spell will destroy the creeping doom.

**Metal to Wood**

Level: 7  
 Duration: Permanent  
 Range: 120'

This spell can be used to change any metal item or items into wood. The amount that can be transmuted is 5lbs./level of the druid. Any magical item is 90% resistant to the spell. The effect is permanent, and cannot be changed back with a Dispel Magic spell. Any armor changed to wood falls off the wearer and any weapons affected turn to non-magical clubs.

**Summon Elemental**

Level: 7  
 Duration: Permanent  
 Range: 240'

This spell is identical to the 5<sup>th</sup> level magic-user spell Conjure Elemental.

**Druid Spells**

	Level						
	1	2	3	4	5	6	7
<b>1</b>	Charm Animal	Heat Metal	Call Lightning	Control Temperature	Control Wind	Anti-Animal Shell	Creeping Doom
<b>2</b>	Fairie Fire	Obscuring Mist	Hold Animal	Diminish Plant	Pass Through Plant	Repel Wood	Metal to Wood
<b>3</b>	Speak with Animal	Warp Wood	Water Breathing	Protection from Lightning	Transmute Rock to Mud	Transport via Plants	Summon Elemental

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