

[The purpose of this document is to clarify and codify minor changes made to the Druid class in DC's campaign world. It is pointless to present the class in its entirety here. Please refer to the **FIRST EDITION** Player's Handbook, Unearthed Arcana, Complete Druid's Handbook or other rule books as needed, except as indicated below]

## DRUID

Druids are the most common of all the clerical sub-class. While many might think of druids as merely a specific manifestation of cleric, druids represent a richer, more unique, and (paradoxically) more orthodox interaction between nature, deity, and worshipper. Clerics can serve almost any deity and therefore get nearly any package of spheres. Druids, in contrast, receive a very specific and uniform group of spheres with certain spells occurring at different levels than for clerics. Druids also gain a standard package of special abilities tied to their home ecosystem but largely independent of their deity. Finally, all druids are bound into a complex hierarchy which allows very quick advancement at lower levels, slows considerably at high levels, restricts the number of very high level druids, but allows for very potent elemental and planar special abilities at extremely high levels. At the same time, druids of different gods will actually share much more in common than clerics of gods from the same pantheon. While there is some minor variation, druids form more of a "universal" standard than clerics (each clerical god having basically a unique clerical class that worships him/her). As a general rule, about ten percent of all clerical types are actually druids.

The traditional druid is a guardian of the woodlands and as a general rule it is this type of druid, the forest druid, that is used as the archetype for the druid class. Because of the diversity of nature, however, there are a number of "splinter branches" of druid who specialize in different environments or manifestations of nature, including druids of the jungle, swamps, plains, mountains, deserts, tundra, oceans as well as druids who focus on animals, plants, insects, and even shapechanging, each of which will be detailed below.

The vast majority of druids (95%) are true neutral in alignment, although there are certain gods who allow non-neutral druids in their service, such as Rillifane Ralifill of the Elves (CG) or Ehlonna/Meilikki of the Oeradians (NG) or Pan of the Greeks (CN). Such druids are viewed with a slight amount of distaste by their neutral brethren, but otherwise accepted into the druidic fold so long as the overall balance is not disturbed. Likewise, the vast majority of druids share the exact same spheres for spells, although a few druid gods grant slightly different spheres to their worshipers based on their own portfolios of influence, such as Persephone of the Greeks (Death) or Rillifane Ralifill of the elves (Time). Again, such druids are seen as slightly tainted by their more traditional brethren, but the diversity of nature respected and such druids accepted.

Druids get major access to the spheres of Animal, Elements (Air, Earth, Fire, and Water), Plant, Sun, and Weather and minor access to Divination and Healing. Because druids are not true clerics, they do not have access to most of the All sphere as these functions fall outside a druid's spiritual duties. Likewise, a druid's access to the Divination sphere is limited, lacking the full range of listed spells. In the Healing sphere, druids gain *cure critical wounds* (even though it's 6th) but (as a trade-off) get *cure light wounds* as a second level spell. In order to preserve the flavor of the druid character class and keep these restrictions straight, players are recommended to use the druidic spell list found in the Unearthed Arcana, adding only those new or additional spells which are part of the druidic major spheres (*messenger* from Animal, *wind walk* from Air, *sundazzle* from Sun, etc).

Unlike clerics, who venerate an anthropomorphized representation of a specific concept or divinity, druids are allowed to worship vague concepts and phenomena, much as a mystic might. Thus, druids of "Nature" or "the Sun, Moons, and Stars" or "Living Things" are possible. Such druids have all the standard druidic spheres, abilities, and limitations, although have only half the chance to receive divine intervention.

Druids are at least defined by their home ecosystem as by their deity. The vast majority of druids are "forest druids", that is, druids who live in, oversee, protect, and champion the temperate woodlands and related ecosystems of the world. There are, however, druids from other ecosystems as well, such as the jungle, desert, tundra, and oceans. Each of these druids has slightly different abilities, detailed below. The general theme, however, is that a druid's abilities stem from and allow him to be most effective in his home ecosystem. Accordingly, the abilities of druids of the same god but from different areas of the world are usually more diverse than those of two druids from the same ecosystem but who worship different deities. A druid's home ecosystem defines what animal languages a druid can learn, what animal forms a druid can assume, what special abilities the druid receives, etc. A forest druid, for instance, could shape change into a wolf or bear, but not a lion. Likewise, a tundra druid could shape change into a caribou or penguin, but not a peacock. A desert druid cannot pass through thickets and brambles at 3rd level, but can instead move safely, effortlessly, and without tracks over any sort of sand, including quicksand. The list goes on and on. A table of the "non-standard" druids and their peculiarities is found at the end of this article.

Druids may use a limited subset of weapons -- those which are not made of metal or which resemble tools used in herding, hunting, and farming (including the scimitar and khopesh, which both represent the sickle). The normal list consists of: bola, club, dart, dagger, hammer, javelin, khopesh, scimitar, scythe, sickle, sling, spear, and staff. Likewise, druids may only use armors made of natural materials, such as leather, hide, bone, cloth, or padded and only small wooden bucklers. A druid's special abilities are inhibited by large quantities of metal, so a druid bearing many metal weapons, even if she does not use them, may find herself unable to pass through thickets with ease or shapeshift. In

deed, a common method of incarcerating a druid is to encase the prisoner in a suit of plate mail with the joints welded shut. The large quantity of metal prevents spell use or shapechanging.

The druidic ability to shapechange into the form of a non-magical, natural animal is limited by three factors: a) the animal assumed must be no smaller than a blue jay, bullfrog, or rat and no larger than a black bear, alligator, or ostrich, b) the animal assumed must have equal or fewer hit dice than the druid has levels, and c) the animal must be native to the druid's home ecosystem. All items carried by the druid change with him and do NOT function in the new form. Likewise, adjustments to hit, to damage, and to armor class for exceptional strength or dexterity do NOT apply in the new form, although reaction adjustments do carry over. In all respects the druid is a member of the new animal species and can use any senses, attacks, special movements or abilities, etc, just as such an animal could. The only thing separating the druid from a true animal is the druid's mind (which includes a lack of the animal's instincts). If a druid is reincarnated as an animal, the druid may resume his former identity without penalty.

The druidic ability to identify animals and plants is limited to those found in or near the druid's home ecosystem. The druidic ability to pass through undergrowth does allow druids to ignore certain spell effects, including *wall of thorns*. Druids able to pass through thickets are assumed to have developed a resistance to natural skin irritants, such as poison oak and sumac. Druids speak their own, particular language, which allows them to discuss various concepts related to nature. This language is common to all druids of a given world and is maintained by the gathering of the druids (the Moots, see below). The druidic ability to learn nature-based languages also allows a druid to learn the speech of various forms of animals. A druid may take up to half (round up) of his additional languages as languages of animals found in his home ecosystem, while all other language slots must be derived from sentient life (elvish, treant, centaur, satyr, dryad, etc). Animal languages include:

- Avian -- parrot, penguin, pigeon, osprey, ostrich, owl, hawk, hummingbird
- Canine -- dog, wolf, fox, coyote, dingo, jackal, hyena\*, wolverine\*
- Feline -- lion, tiger, panther, lynx, house cat, hyena\*
- Ursine -- bear, panda\*, sloth, wolverine\*
- Miacidian -- weasel, ferret, badger, wolverine\*, skunk, raccoon, panda\*, mongoose, otter\*
- Simian -- gorilla, orangutan, chimp, monkey, lemur, gibbon, baboon, tamarin
- Rodent -- rat, beaver, rabbit, mouse, bat, mole, shrew, gopher, squirrel, muskrat
- Equine -- horse, donkey, zebra, tapir, rhinoceros\*
- Bovine -- cattle, buffalo, antelope, deer, moose, giraffe, camel, goat, sheep
- Porcine -- pig, boar, warthog, aardvark, anteater, armadillo, hippopotamus\*
- Pachyderm -- elephant, mammoth, rhinoceros\*, hippopotamus\*
- Cetacean -- dolphin, porpoise, orca, whales
- Pinniped -- seal, sea lion, walrus, otter\*, manatee, dugong, sea cow
- Serpentine -- viper, boa, asp, anaconda, rattle snake
- Reptile -- lizard, iguana, turtle, tortoise, crocodile, gila monster
- Amphibian -- salamander, frog, toad, newt, Polymorph victim

Some additional, UNCOMMON animal languages include: (talk to the DM before selecting these!)

- Piscean -- tuna, angel fish, koi, grouper, piranha, barracuda
- Chondrichtian -- sharks, rays, skates
- Cephalopod -- octopus, squid, snail, slug
- Cnidarians -- jellyfish, man-o-war, anemones, coral
- Crustacean -- crab, mussel, clam, abalone, shrimp, crawdad, barnacle
- Arachnid -- spider, scorpion, tick, tarantula
- Insect -- ant, bee, grasshopper, dragonfly, beetle, butterfly, moth, centipede
- Echidnian -- platypus, echidna, spiny anteater
- Marsupial -- kangaroo, koala, opossum, wallaby, wombat, bandicoot
- Saurian -- T-rex, raptor, triceratops, pteradon, brontosaurus

Note, there are several animals that fall between categories, so they're listed two or even three times and marked with a \*. Such animals speak a "transitional dialect" (like Castilian Spanish is between Brazilian Portuguese and Sicilian Italian) -- they're hard to understand, but can be spoken to using multiple "main" animal languages.

Druids are found in nearly every culture, especially Greek (Artemis, Demeter, Persephone, Pan, and Gaea), Celtic (nearly all), and Oerdian (Ehlonna, Silvanus, Diana, etc). See individual pantheon or deity descriptions for details.

The races that may be druids include: al karak elam, centaur, elf (wood), firbolg, half-dryad, half-elf, hobbit, lizard man, satyr, and voadkyn. See individual racial descriptions for details.

Druids usually divide the world into large spheres of influence, usually grouped by continent. Each such division maintains its own Circle, or gathering of the region's druids. The Circle is presided over by a single Great Druid (14th lvl), three Arch-Druids (13th lvl), nine Druids (12th lvl), and numerous lesser druids. The Circle regularly meets at the solstices and equinoxes, holding great festivals called Moots. Each of these gatherings is hosted and officiated by either an Arch-Druid or the Great Druid in his/her holy grove. Lower level druids are welcome to participate and all druids of 7th level or higher (Initiates of the 5th Circle) are expected to attend if possible. For 12th level druids (Druids), attendance is usually mandatory, as this is the time and place for druidic challenges. Only rarely may non-druids attend and then only under

the invitation of a ranking druid, although this is often relaxed for those who serve or are closely tied to nature (rangers, half-dryads, centaurs, etc).

Like clerics and unlike mages, druids do **NOT** memorize their spells ahead of time. Instead, druids request divine aid as needed when the situation warrants, subject to a maximum level and number of spells per day, based on the level of the druid. Some druids may beseech no divine aid (cast clerical spells) one day, only to request numerous prayers the next.

A disadvantage of gods granting druidic spells on the fly is that if the druid cannot contact the god, the god cannot answer the prayer. Normally, gods can only answer the prayers of their priest on the priest's home plane and on the god's own home plane of existence. In the case of 1st and 2nd level spells, the prayer is powered by the druid's own faith and will therefore function anywhere, even if the god cannot normally intervene. But for higher level spells, this can be a severe problem, especially on Prime Material worlds where the god is unknown. This is often a factor in Spell Jamming settings or when dimensionally traveling to other worlds or realities.

On the Prime Material plane, if the god does not have an active body of worshippers, then **ONLY** 1st and 2nd level spells will function. Otherwise, the god can grant whatever level of spell possible, based on the power level of the god (greater, lesser, demi-god, etc). There have been cases of a god being less (or even more!) powerful on specific worlds.

On the Astral, the druid's effective level for number and level of spells above 2nd is reduced by one.

On the Border Ethereal, the druid's effective level for spells above 2nd is also reduced by one.

On the Deep Ethereal, the druid's effective level for spells above 2nd level is reduced by two.

On the Outer Planes, for every plane between the druid and his god, the druid's effective level for number and level of spells above 2nd is reduced by one per plane.

On the Inner Planes, the druid's effective level for number and level of spells above 2nd is halved, rounded up.

Druids who venerate a concept, such as Nature, are able to contact their deity normally on any world that has this manifestation (nearly all non-barren or non-blighted Prime worlds). Unfortunately, such a definition does not translate well to non-Prime planes; such a druid cannot cast spells above 2nd level on the Outer Planes.

In any event, the druid's true level is used to determine range, area of effect, magic resistance, etc. Likewise, wisdom adds to the number of spells available.

The druid class is closely related to those of the shaman, kahin, and even witch. As the druid does not represent the largely structured and orthodox view of divinity as a cleric does, the druid does not have any special resistance to or problem with witches and witchcraft. Animists are usually viewed as deluded practitioners of a marginal form of worship; as such animists are pitied for their "limited" intellect and awareness.

Druids gain experience points not just for defeating monsters and overcoming traps, but also for converting the faithful. For each noteworthy NPC honestly converted to worship of the druid's god, the druid gains the same experience points as if having defeated the NPC. These experience points are subtracted, however, if the NPC later changes faiths. These rules also apply to the conversion of PCs, although the DM will be much more strict when awarding or docking experience (the conversion **MUST** be genuine).

Higher level druids can survive (albeit in a coma) negative hit point totals. Each time a druid advances a saving throw rank (at 4th, 7th, 10th, 13th, and 16th), the cleric's threshold between death and coma increases by one. Thus, a 7th level druid reduced to -2 hit points would collapse into a coma but would not bleed to death. Likewise, a 16th level druid can survive being reduced to -5 hit points. For more information, please refer to DC's rules on "Surviving Death".

### Non-Standard Druids

In the vast diversity of nature, there is room for a wide assortment of different druids. In addition to the "classic" forest druid, there are also druids of the arctic, deserts, jungles, mountains, oceans, plains, and swamps as well as druids who focus on plants, animals, insects, and shape changing. By in large, each of these druids is the same, with only minor peculiarities. These unique traits are summed up below.

**Forest druids:** the most typical of all druids, representing at least 3/4s of all such nature priests. Forest druids hail from both deciduous and evergreen forests ranging from sub-tropical to sub-arctic. In our modern world, sample environments include: southern Alaska and Canada, Washington, Oregon, and northern California, New England and much of the East Coast, most of Europe (especially Eastern Europe), Scandinavia, sections of Siberia, parts of western China, Japan, and New Zealand. Sentient, language-using creatures from these ecosystems include: blink dog, brownie, centaur, dyads, elves, gnomes, green dragons, hill giants, lizard men, korred, leprechaun, manticores, nixies, pixies, satyr, sprites, treants, etc. Animals from this environment include: badger, bears, beaver, boar, deer, mice, puma, moose, skunk, squirrel, wolves, hawk, owl, most birds, snakes, small turtles, lizards, etc.

**Jungle druids:** these druids are the most similar to forest druids, the only difference being that the jungle druid hails from warm, tropical regions. In our modern world, sample environments include: the Yucatan peninsula, most of Central America, the rainforests of Brazil, Sub-Saharan Africa, sections of India, Bangladesh, Cambodia, Thailand, Vietnam, and southern China, forested regions of Australia, much of the Hawaiian islands and many islands in the South Pacific. Languages from these regions include: black dragons, bullywug, crabs, couatl, green dragons, jungle giants, lizard men,

naga, tasloi, yuan-ti, etc. Animals include: apes, bats, boars, goats, jaguar, leopards, monkeys, sloth, tigers, parrots, any non-raptor birds, nearly any reptile including monitor lizards, etc.

**Swamp druids:** fairly similar to jungle druids, these priests call home to vegetation-choked region in both tropical and temperate zones. Familiar examples include: Louisiana and the Everglades, the length of the Amazon river, wide expanses of Australia, the mangrove forests of India, Bangladesh and Vietnam, and many islands in the South Pacific. Languages from these regions include: black dragons, bullywug, crats, green dragons, jungle giants, lizard men, naga, pan lung, shambling mound, will o' wisp, etc. Animals include: bats, bears, jaguar, monkeys, puma, sloth, tigers, wolves, most birds, alligators, crocodiles, snakes of all sorts, nearly any reptile, etc. Because of the constant dangers of malaria, yellow fever, and other diseases as well as the generally wet nature of the marsh, swamp druids do not gain a +2 bonus on saving throws vs fire or electricity. Instead, they gain an immunity to insect-transmitted diseases and a +2 to all other saving throws vs disease. In addition to passing through underbrush at 3rd level, a swamp druid may also safely pass over nearly any mud, bog, or mire.

**Plains druids:** dwell in wide expanses of grasslands, prairie, and steppes without larger trees or dense vegetation in both tropical and temperate regions. Familiar examples include: the Great Plains, the pampas of Argentina, the steppes east of the Ural mountains, eastern Africa, much of the Australian Outback, etc. Languages from these regions include: centaur, crats, manticore, sphinx, thri-kree, wemic, etc. Animals include: armadillo, buffalo, cattle, coyote, elephant, gazelle, hyena, leopard, lion, rhino, wolves, zebra, eagle, falcon, hawk, owl, most birds, snakes, smaller lizards, etc. Because this region has so much less undergrowth, at 3rd level these druids gain the ability to run for hours on end, much as a barbarian (one hour per point of Constitution).

**Mountain druids:** are found in the highlands throughout the world, usually at elevations well above that of other habitats. Some similar regions from our own planet include: the Rocky Mountains, the Andes, the Alps, the Pyrenees, the Urals, the Caucasus, the Atlases, the Himalayas, etc. Languages from these regions include: aarakocra, al karak elam, dwarves, galeb duhr, manticore, pegasi, red dragons, stone and storm giants, sylph, etc. Beasts from this environment include: bears, deer, fox, goats, mice, mountain lions, sheep, eagles, falcons, hawks, any soaring bird, small snakes and lizards, etc. Fire is seldom a problem in the mountains, although lightning is a much more present danger, hence mountain druids gain a +4 vs lightning and no bonus against fire. Given the danger of storms and the lack of dense foliage, at 3rd level these druids gain the ability to climb cliffs as a thief of equal level as well as the ability to sense the weather (as per the spell of the same name). Beginning at 7th level, in lieu of a traditional druid's resistance to nature-based charms, the mountain druid can automatically sense unsafe stones, rocks, avalanches, and volcanic eruptions and has a 50% chance to sense non-natural deadfalls and stone-work traps.

**Desert druids:** are found in the arid reaches of the world. Some similar regions from our own planet include: Death Valley, parts of the American South-West, regions of northern and western Mexico, sections of Chile, the Sahara, much of the Saudi Arabian peninsula, the Kalahari, the Gobi, central Australia, etc. Languages from these regions include: brass dragon, dragonnes, lamia, sphinx, thri-kree, etc. Beasts from this environment include: coyote, fox, mice, falcons, hawks, road runner, smaller birds, gila monster, snakes, turtles, toads, and lizards, etc. These druids learn to go without water for days at a time (up to one day per level). Since dense undergrowth is so rare in the desert, at 3rd level these druids gain the ability to travel without tracks over sand dunes as well as the ability to sense unsafe sand. Beginning at 7th level, in lieu of a traditional druid's resistance to nature-based charms, the desert druid can automatically sense the nearest source of water (either drinkable or not) up to 1 mile distant per level of experience. The druid also gains the ability to see through any mirage as well as +4 vs any illusion based in the desert. Because of the limited foliage of the desert world, however, desert druids only gain minor access to the Plant sphere.

**Arctic druids:** are found in the frozen hinterlands of the world, usually well away from any sort of civilization. Some similar regions from our own planet include: the Arctic Circle, northern Alaska and Canada, northern Scandinavia, northern Russia and Siberia, sections of the Urals, the Himalayas, Antarctica, etc. Languages from these regions include: ettin, frost giant, verbeeg, white dragon, winter wolf, yeti, etc. Beasts from this environment include: caribou, dogs, polar bear, reindeer, moose, seal, snow fox, snowshoe hare, walrus, wolves, wolverine, penguin, snowy owl, etc. These druids learn to go without food for days at a time (up to one day per level). Since dense undergrowth is so rare in the frozen tundra, at 3rd level these druids gain the ability to travel without tracks over ice and snow dunes as well as the ability to easily survive sub-zero temperatures (treat as *endure cold* always in effect). Beginning at 7th level, in lieu of a traditional druid's resistance to nature-based charms, the arctic druid can automatically cause snow or ice to part around his body, thus becoming immune to avalanches and blizzards. With concentration, druids of this level can actually walk through snow banks, glaciers, and even walls of ice, although they leave no opening behind. When the druid of the arctic gains the ability to change shape, they are allowed to waive the restrictions on creature size, so long as the form is native to the arctic environment (including marine mammals) and has equal or fewer hit dice to the druid. Also, since there are very few forms available to the arctic druid, they are allowed to re-use a class (mammal or avian) of animal, so long as they do not become the exact same type of animal on a given day. Arctic druids only gain minor access to the Plant sphere.

**Sea druids:** these priests represent both a separate branch of druidism and a unique druidic ecosystem. Although strongly paralleling their forest brethren, sea-druids are probably the most distinct branch of druid. The aquatic world is vast and by its very nature dangerous to air-breathing, surface dwellers. Sea-druids embrace the ocean and the diversity of life found therein. Such druids are almost always followers of a sea-based deity, such as Poseidon (Greek), Mannon Mac Lir (Celtic), Ahto (Oeridan), or Deep Sashalas (Elven).

The advantages (and disadvantages) that sea-druids enjoy are really nothing more than new definitions. For them, the term **animal**, as used in most spells and abilities, becomes **sea-animal** and therefore comprises marine mammals, aquatic reptiles, amphibians, sea birds, and fish, but not other animals (*hold sea-animal* or *speak with sea-animal* would affect a seal, sea snake, or shark, but not a bear or wolf). This new definition also applies to a sea-druid's ability to change shape; they may assume the form of seals, whales, dolphins, sea gull, king fisher, sea snakes, sea turtles, etc, but not cats, monkeys, sheep, hawks, toads, and the like. In lieu of one of these forms, any given day a sea-druid may assume the form of any fish with bones (so most anything except sharks, rays, squid, and octopus). In a similar way, the term **insect** is replaced with **crustacean**, so these priests have *summon crustaceans* and *crustacean plague*.

Sea druids naturally gain the ability to learn the languages of undersea creatures such as: bronze dragons, crabmen, gold dragons, koalinh, lizard men, locathah, mermen, merrow, reef giants, sahuaghin, sea elves, scrag, storm giants, tako, topaz dragon, etc.

Since wood is rare underwater, sea-druids have only minor access to spells from the Plant sphere which affect wood and they cannot use any spells from the Fire sphere, although in exchange, sea-druid gain access to their own Ocean sphere. Finally, sea-druids are allowed a slightly different set of weapons and armor than normal druids -- many use nets, tridents, harpoons, and even lances and wear elaborate shell armors (AC 7, 9", and partially encumbering or AC 5, 6", and fully encumbering). For further information, consult Dragon #165.

Ability	Forest	Jungle	Swamp	Plain	Mountain	Desert	Arctic	Sea
1st +2 vs fire & electricity	yes	yes	+2 vs disease immune to insect-transmitted diseases	yes	+4 vs electricity	Yes go without water for 1 day per level	+2 vs cold go without food for 1 day per level	+2 vs cold & water
3rd learn languages	forest	jungle	swamp	plain	mountains	Desert	arctic	sea
3rd ID plants, animals, water	forest	jungle	swamp	plain	mountains	desert and safe sand	arctic and safe ice/snow	sea
3rd pass freely through underbrush	yes	yes	yes and mud	run as barbarian	climb as thief  predict weather	pass across sand without trail sense water in 1 mile per level	pass across snow without trail resistant to freezing weather	move freely in water
7th immune to nature-based charm magics	yes	yes	yes	yes	sense avalanche, eruptions, deadfalls, and unsafe rock mountain	see through mirages and +4 vs illusions in the desert	pass through and deflect ice & snow	yes
7th shape change x3/day into mammal, avian, and reptile	forest	jungle	swamp	plain	mountain	Desert	arctic but no size limit and re-use class	sea may also become fish-class
altered spell list?	no	no	no	no	no	minor Plant sphere	minor Plant sphere	no Fire sphere add Ocean sphere

## The Ocean Sphere

These spells are unique to the ecosystem of sea druids, replacing many standard spells that are not appropriate for or do not function well (or at all) in watery or aqueous environments. Further, some of these spells were created precisely because of the unique challenges the undersea world poses to surface-dwelling, air-breathing life.

### 1st Level

Detect Predator (OSS)  
Float (OSS)  
Pass without Wake (Pass without Trace)  
Pressure Resistance (OSS)

### 2nd Level

Chill Metal (Heat Metal)  
Salt Blade (Flame Blade)  
Scaleskin (Barkskin)  
Siren Song (D165)  
Water Devil (Dust Devil)  
Wave (D165)

### 3rd Level

Converse with Sea Creature (OSS)  
Fronk (Tree)  
Inkjet (D165)

### 4th Level

Enhance Water Creature (OSS)  
Quench Fire (Produce Fire)  
Shellskin (OSS)

### 5th Level

Echolocation (OSS)  
Wall of Water (Wall of Fire)  
Wall of Coral (Wall of Thorns)  
Whirlpool (D165)

### 6th Level

Conjure Water Elemental (Fire Elemental)  
Rapture of the Deep (OSS)

### 7th Level

Fire Quench (Fire Storm)  
Reincarnate (different table)  
Water Form (OSS)

**Pass without wake** allows the recipient to move through the water similar to *free action* but at only half movement rate.

**Salt blade** create a magical shaft of dehydrating salt that does 1d4+4 above water, gaining a +2 to damage if used against a target particularly vulnerable to drying out (most sea life) but doing only 1d4+2 underwater.

**Shellskin** works like *barkskin*, except the target's epidermis is covered by fine scales.

**Water devil** conjures an lesser elemental, like *dust devil*, but the water devil must remain in contact with a body of water.

**Fron** functions like *tree*, but the caster becomes a large patch of sea vegetation.

**Wall of water** conjures a solid barrier of pressurized liquid. To breach the *wall* requires at least a strength of 4d4 plus the level of the caster or a like amount of damage (subtracted from the object). Anything passing through the *wall* takes 2d4 damage.

**Conjure water elemental** summons a water elemental in lieu of an fire elemental.

**Wall of coral** creates a barrier like *wall of thorns*, but the spell only works underwater and the coral wall is made up of living organisms.

**Reincarnate** uses a different table, found in Dragon #165

#### Siren Song (Illusion/Phantasm, Enchantment/Charm)

Level: 2 Components: V,S,M  
Range: 30" Casting Time: 2 rounds  
Duration: 1 turn Saving Throw: Neg.  
Area of Effect: Special Sphere: Charm, Ocean

The victim of this spell hears haunting, beautiful music and is overwhelmed by a desire to find the music's source. The sound is illusionary and is, therefore, impossible to find. The victim wanders aimlessly in the area of effect looking for the source of the music. The desire is so all consuming that the victim will ignore food and treasure, thought not obvious dangers. (The victim may be caught by hidden dangers, of course, and many who wade or swim out into the sea risk drowning or attack.) The victim fights all attempts to constrain him by either friend or foe. In the first round of combat, the victim is surprised, strikes last in the round, and fights at a -2 on attack and damage rolls; thereafter, he fights at -1 on attack and damage rolls but normally otherwise. Should the victim be injured in combat or forced out of the area of effect, the spell is negated and the victim returns to normal immediately.

To use this spell, a spell-caster need not be underwater, but must be within 60' of the sea or the spell fails to work. Also the victim of the spell must be in the area of effect when the spell is cast; this area encompasses a globe with a radius of 6" + 3"/level. Those who wander into the area of effect after the casting are unaffected. The victim is allowed a saving throw vs. spells. The saving throw is modified by the intelligence of the victim. The more intelligent the creature, the more beautiful the music seems.

Creatures with intelligences of four or less (semi-intelligent) roll with a +2 bonus on their saving throw. Those with intelligences of 5-7 (low) roll with a +1 bonus. Those with intelligences of 8-12 (average to very) roll normally. Those creatures with intelligences of 13-14 (high) save with a -1 penalty. Those with intelligences of 15 or greater receive a -2 penalty on their saving throw. The caster can affect one creature for every three levels attained (e.g. one at 3rd level, two at 6th level, three at 9th level, etc).

The material component for this spell is any large, empty sea shell.

#### Wave (Alteration)

Level: 2 Components: V,S  
Range: 0 Casting Time: 1 turn  
Duration: Special Saving Throw: None  
Area of Effect: Special Sphere: Water, Ocean

When a priest casts this spell, a wave originates from him and moves in the direction he faces, in a 60° arc. The wave is 1' high per level of the caster, and it travels for 6" plus 3" per level of the caster on the open sea, reaching inland for 10' per level of the caster. Ships caught in the *wave* spell's area of effect must make a seaworthiness check to avoid capsizing, though at a +30% bonus at 1st level; this bonus decreases by 5% per level thereafter, so that normal seaworthiness checks are made for a *wave* cast by a 7th level sea-priest. The -5% penalty is applied for every level after 7th level as well, so a seaworthiness check is made at a -20% penalty against an 11th level sea-priest's *wave*, which is 11' high and travel for 390' on the sea. The wave causes 1 hp damage per level of the caster to any land-based being struck by it if the wave rolls overland, but it does no damage to swimmers on the open sea.

*Wave* spells are unaffected by sea or weather conditions. Thus a *wave* can be made to run at a right angle to or completely counter to the direction of any other waves. *Wave* spells affect the surface of the water only and have no more affect on underwater creatures than naturally occurring waves.

#### Inkjet (Alteration)

Level: 3 Components: V,S,M  
Range: 0 Casting Time: 1 segment  
Duration: Instantaneous Saving Throw: None  
Area of Effect: The caster Sphere: Protection, Ocean

When cast, the spell gives the priest the ability to jet away for one round at a movement rate of 18 in the direction he is facing, like a giant squid. The spell-caster must be careful about his direction and not accidentally jet into an obstruction. Jetting into a solid object, such as a coral reef, the bottom of a ship, or into the sea floor causes 3-18 hp crushing damage. Jetting through plants, such as seaweed or kelp, causes 2-8 hp damage from being whipped by the fronds. If within 10' of the surface of the water, a spell-caster may jet straight upwards and actually leap out of the water like a dolphin to a height of 1-8'. Ixitxachitl clerics and sahuaghin priestesses sometimes use this leap technique to attack anyone who leans too far over the side of a ship or dock.

At the moment the priest jets away, he leaves behind a great cloud of inky darkness. The cloud is a large oval shape, 60' high, 60' wide, and 80' long. The cloud reduces visibility to zero within its confines. It lasts for five rounds, suddenly dissipating at the end of the fifth round. The cloud cannot be negated by a *light* or *continual light* spell.

The material component for the *inkjet* spell are a small (not necessarily living) squid and a black pearl.

#### Whirlpool (Alteration)

Level: 6 Components: V,S,M  
Range: 0 Casting Time: 1 turn  
Duration: 1 turn/level Saving Throw: Neg.  
Area of Effect: Special Sphere: Water, Ocean

By use of this spell, a priest causes a large whirlpool to come into being. The spell is effective against both surface and underwater creatures and object. The spell requires the use of a specially constructed ball of shark's teeth that is 1' in diameter. The ball is taken to the appropriate depth (1" per level of the caster) or is placed on the sea floor or ocean bottom if the depth is insufficient. The *whirlpool* spell is than cast, and the ball of teeth begins to rotate, slowing picking up speed with every rotation. Once the spell is cast, the ball stays in place and cannot be moved. The ball will rotate for two turns before the *whirlpool* forms (the two turns count against the spell's duration). The caster has these two turns to get out of the area of effect, or he may get caught in his own *whirlpool*.

The *whirlpool* has a radius of 10", plus 1" per level of the caster. The center of the *whirlpool*, called the vortex, is 1' wide per level of the spell-caster, narrowing to 1' wide just above the ball. The vortex is 1" deep per level of the caster. IF the ball has not been placed deep enough in the water or if the water is of insufficient depth and the ball is placed on the ocean floor, the depth of the vortex is shortened accordingly. If the ball is placed too deep, the vortex fills with water immediately after forming and the *whirlpool* collapses in on itself and disappears in one round.

Anything entering the area of effect is inexorably drawn into the vortex of the *whirlpool* in one turn. Movement is in a spiraling fashion at a rate of 12. Once in the vortex, ships and underwater vessels must make seaworthiness checks to avoid capsizing: apply a -5% penalty to such checks for every level of the caster above 11th. Characters caught in the vortex suffer 1-6 damage per round from battering.

Swimmers and ships may fight the pull of the *whirlpool's* current, but their movement rate must exceed 12 to escape. Swimmers and ships with a movement rate in excess of 12 can avoid being pulled into the *whirlpool* while those with a move of 12 may make no progress and only keep themselves the same distance from the vortex. If the victim's movement rate is less than 12, subtract this from 12 and then divide the remained by twelve to determine number of rounds before being pulled into the vortex.

Please note that constitution checks apply for swimmers, rowers, and even sailors maintaining maximum speed for long periods of time.

Please note that many of the above-mentioned druid types overlap; they are NOT mutually exclusive or distinctive to a region. Some regions may have two or more types of druid determined by the choice of the priest himself. For example forested mountains in the tundra (parts of Siberia, Finland, and the Himalayas) might have forest, mountain, and arctic druids or an island with dense groves of mangroves (parts of Southeast Asia and the Caribbean) could have jungle, swamp, and (coastal) sea druids. Each of the following types of druid are compatible with the different branches listed above (although combinations like arctic-insect druids or plant-desert druids should be ruled right out!), although such combinations are extremely rare (there aren't many non-forest druids and those few tend to be otherwise normal).

**Animal druids:** this branch of druids champion beasts above all other aspects of nature, such as plants, weather, etc. Most circles of druids see followers of this tradition of druidism as a little primitive and short-sighted. Animal druids are rare and usually restricted to specific cults of deities, such as Ki (Summerian) or Traala (Oerdian).

The advantage of being an animal druid is that all animals are considered part of the druid's ecosystem, regardless of where such beasts are normally found. Thus animal druids can identify any animal, learn any animal language, and assume any animal form (subject to the standard limits of size and type).

The disadvantage of being an animal druid is that these priests only get minor access to the Plant sphere for spells. In addition, since animal druids are focused on natural creatures, such priests will favor beasts over other living things, including, possibly, other sentient beings. An animal druid will never allow natural creatures to be needlessly slaughtered or harmed and will protect such creatures much as members of his own party or family.

**Plant druids:** priests of this branch of druidism see plant life as inherently more valuable than animal life, or at least more in need of a champion and defender. Such druids are not necessarily out to harm non-plant life, but commonly see their role to defend those life forms which lack the intellect and mobility to defend themselves. Although there are many druid deities with plants and vegetation as their major portfolio, plant druids are rather rare. Druids of this branch tend to be a bit more haughty and distant than their fellow priests, especially when dealing with other people and animals.

The advantage of being a plant druid are as follows: in lieu of learning to speak the language of various animal species beginning at 3rd lvl, plant druids can instead speak with plants. Likewise, these druids cannot assume the form of beasts beginning at 7th lvl, but can instead merge with trees at will, much as dryads do, allowing the druid the ability to *plant door* at will. Likewise beginning at 7th lvl, these druids can assume the form of any type of tree up to three times per day, functioning much like the *tree* spell, although with no maximum duration. While in tree-form, the druid may nourish herself via photosynthesis, root into the ground for water, and heal as if under the effects of *accelerate healing*. Such druids, upon reaching 12th lvl, can even regrow missing limbs by remaining in tree form for one or more years (DM's discretion).

The disadvantages for this branch of druidism include: only minor access to the Animal sphere, no animal languages, and the inability to shape change into animal forms.

**Insect druids:** priests of this very rare branch of druidism are focused not on animals or plants, but rather insects of all types, including spiders, scorpions, ticks, etc. Seen as twisted or tainted by their fellows, hive-masters (another term by which insect druids are known) tend to be a secretive and clannish lot. Such druids are almost unknown, found only among the followers of specialized faiths, such as Brahm (Oerdian) or Aspai (Melnibonean). Hive-masters most commonly hail from plains, jungles, or desert environments.

The advantages insect druids gain include: +4 on saving throws vs insect stings and bites (beginning at 1st), pass unharmed through clouds of bugs and unhindered through webs (including those summoned by spells, such as *summon swarm*, *insect plague*, or *web*) (beginning at 3rd), and the ability to assume the shape of large insects (at least the size of a small bird but as large as a giant ant, spider, scorpion, or wasp) in lieu of shapeshifting into an avian or reptile form (beginning at 7th). Likewise, the definition of Animal for all spells from the Animal sphere includes all forms of insects and other bugs, so for instance, when cast by an insect druid, *hold animal* will paralyze up to four giant ants, spiders, or scorpions (up to 400lbs of insect per target).

The disadvantage of being an insect druid is that all spells from the Animal sphere are at half effectiveness against non-insects and the target gains a saving throw bonus of +4. Thus, when cast by an insect druid, *hold animal* will only paralyze up to two mammals, reptiles, or avians (up to 100lbs of animal per target) and such targets would gain a saving throw bonus of +4. Likewise, *speak with animals* offers no reaction bonus when used on non-insects and *call woodland beings* always fails. In addition, insect druids may not learn the languages of "normal" animals, although insects and arachnids are acceptable. When changing shape, an insect druid may not take on the form of any mammal, reptile, or avian which is larger than the druid's natural form, and when assuming the form of a giant insect, the hive-master is limited to forms with no more than half as many hit dice as the druid's level.

**Shapeshifters:** this branch of druids focus their energies on learning how to best use their shapechanging abilities. These druids have the blood of natural shape changers in their veins, usually as a lycanthropic or draconic grandparent. Accordingly, it is more than mere desire and determination which creates shapeshifters; one must have the heritage as well, so shapeshifters are related to traditional druids much as sorcerers are related to traditional mages.

The advantage of being a shapeshifter is that these druids assume the form of an animal once per two levels per day (round up), beginning at first level. In addition, unlike other druids, shapeshifters may use the form of multiple mammals, reptiles, and/or birds in a single day, so long as a form used earlier is not repeated the same day. A shapeshifter is still limited to assuming the shape of an animal with equal or fewer hit dice than the druid has levels. At 7th level, when druids normally gain the power to change shape, shapeshifters are allowed to ignore one constraint on their shapeshifting abilities. Examples include: allow smaller than a rat/bullfrog/bullfrog, allow larger than a rhino/emu/crocodile (the most common selection), allow "giant" and "dire" forms of animals although still subject to the x2 druid's weight limit, allow creatures from all environments, allow shifting into insect forms (as per a hive-master), allow shifting into sea-creatures (as per a sea-druid), allow shifting into trees/shrubs (as per a plant druid), allow shifting into a SINGLE culturally- and deity-appropriate creature associated with nature from the druid's environment (a forest druid of Ehlonna becomes a unicorn, a druid of Gaea becomes a griffon, a druid with hengeyokai ancestry assumes a transitional-state, etc, but ALL subject to DM's approval and with the form treated as twice as many HD in order to determine the minimum level of the shapeshifter). The rule limiting shapeshifters to forms with less or equal hit dice CANNOT be altered.

The limitation of a shapeshifter druid is that he loses one spell per spell level BEFORE wisdom is added. If the number of spells for a given level goes to zero, then the druid may not yet cast spells of that level, regardless of wisdom (i.e. shapeshifters gain 2nd lvl spells at 3rd level, 3rd lvl spells at 4th, and 4th lvl spells at 8th, etc).