

# DRUID

**Requirements:** None

**Prime requisite:** WIS

**Hit Dice:** 1d6

**Maximum level:** 14

**Armour:** Leather, wooden shields

**Weapons:** Club, dagger, sling, spear, staff

**Languages:** Alignment, Common

Druids are priests of nature, protecting wild lands from the encroachment of “civilised” Law and the corrupting touch of Chaos. They worship the force of nature itself, personified in the form of various nature deities.

**Alignment:** Druids regard the ways of the natural world as the ideal state of things. They see the concepts of Law and Chaos as extremes that are both equally against nature. Thus, druids must be neutral in alignment.

## Charm Immunity

Druids of 7th level and above are immune to the charms of fairies and Sylvan creatures (e.g. dryads, nixies).

## Combat

The holy doctrine of the druids stipulates that they may not use metal armour or shields (wooden shields may be purchased at the normal price). Their choice of weapons is limited to clubs, daggers, slings, spears, and staves.

## Divine Magic

See *Magic* in *Old-School Essentials Classic Fantasy* for details on divine magic.

**Holy symbol:** A druid must carry a holy symbol: a sprig of mistletoe which the character must harvest.

**Deity disfavour:** Druids must be faithful to the tenets of their alignment and religion. Druids who fall from favour with their deity may incur penalties.

**Magical research:** A druid of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. When a druid reaches 9th level, they are also able to create magic items.

**Spell casting:** A druid may pray to receive spells from nature. The power and number of spells available to a druid are determined by the character's experience level. The list of spells available to druids is in *Advanced Fantasy: Magic*.

**Using magic items:** As spell casters, druids can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some staves). Druids may not use magical books or tomes.

## Energy Resistance

Druids gain a +2 bonus to saving throws against electricity (lightning) and fire.

## Identification

Druids can identify all plants and animals and can discern pure water.

## Languages

Druids speak a secret tongue known only to their sect. At each level above 2nd, a druid also learns to speak a language used by creatures of Sylvan forests (e.g. dryads, green dragons, pixies, treants).

## Pass Without Trace

From 3rd level, a druid can pass through natural environments without leaving any tracks. The character is also able to move through overgrown areas at normal speed and without impediment.

Druid Level Progression

Level	XP	HD	THACO	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	11	12	14	16	15	1	–	–	–	–
2	2,000	2d6	19 [0]	11	12	14	16	15	2	–	–	–	–
3	4,000	3d6	19 [0]	11	12	14	16	15	2	1	–	–	–
4	7,500	4d6	19 [0]	11	12	14	16	15	2	2	–	–	–
5	12,500	5d6	17 [+2]	9	10	12	14	12	2	2	1	1	–
6	20,000	6d6	17 [+2]	9	10	12	14	12	2	2	2	1	1
7	35,000	7d6	17 [+2]	9	10	12	14	12	3	3	2	2	1
8	60,000	8d6	17 [+2]	9	10	12	14	12	3	3	3	2	2
9	90,000	9d6	14 [+5]	6	7	9	11	9	4	4	3	3	2
10	125,000	9d6+1*	14 [+5]	6	7	9	11	9	4	4	4	3	3
11	200,000	9d6+2*	14 [+5]	6	7	9	11	9	5	5	4	4	3
12	300,000	9d6+3*	14 [+5]	6	7	9	11	9	5	5	5	4	4
13	750,000	9d6+4*	12 [+7]	3	5	7	8	7	6	5	5	5	4
14	1,500,000	9d6+5*	12 [+7]	3	5	7	8	7	6	6	5	5	5

\* Modifiers from CON no longer apply.

D: Death / poison; W: Wands;  
P: Paralysis / petrify; B: Breath attacks;  
S: Spells / rods / staves.



Path-Finding

A party with a druid has only a 1-in-6 chance of getting lost in woodlands. See *Wilderness Adventuring* in *Old-School Essentials Classic Fantasy*.

Shape Change

At 7th level, a druid gains the power to change into the form of a reptile, bird, and mammal (once per day each). The animal may be of any size up to around twice the bulk of the druid's normal form. If a druid has lost hit points, they regain 1d4 hit points per level upon changing into an animal. All equipment carried by the druid is absorbed into the animal form and reappears when the druid changes back.

Reaching 12th Level and Above

There can only be nine druids of 12th level. When a druid has enough experience to reach 12th level, they must challenge an existing 12th level druid. The character only advances to 12th level if the other druid is defeated. Such challenges may take any form that is agreed by both parties, including combat (which need not be fatal). Likewise, there can only be three druids of 13th level and a single druid (known as the arch-druid) of 14th level.

Druids who attain 12th level or above may build a stronghold integrated into a natural setting.