INTRODUCTION

This supplement provides information for playing Druids, a form of “specialist” Cleric, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASSES

Druid (subclass)

<table>
<thead>
<tr>
<th>Level</th>
<th>Exp. Points</th>
<th>Hit Dice</th>
<th>Spells 1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>1d6</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>2</td>
<td>1,500</td>
<td>2d6</td>
<td>1</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>3</td>
<td>3,000</td>
<td>3d6</td>
<td>2</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>4</td>
<td>6,000</td>
<td>4d6</td>
<td>2</td>
<td>1</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>5</td>
<td>12,000</td>
<td>5d6</td>
<td>2</td>
<td>2</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>6</td>
<td>24,000</td>
<td>6d6</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>7</td>
<td>48,000</td>
<td>7d6</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>8</td>
<td>90,000</td>
<td>8d6</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>9</td>
<td>180,000</td>
<td>9d6</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>10</td>
<td>270,000</td>
<td>9d6+1</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>11</td>
<td>360,000</td>
<td>9d6+2</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>12</td>
<td>450,000</td>
<td>9d6+3</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>13</td>
<td>540,000</td>
<td>9d6+4</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>14</td>
<td>630,000</td>
<td>9d6+5</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>15</td>
<td>720,000</td>
<td>9d6+6</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>16</td>
<td>810,000</td>
<td>9d6+7</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>17</td>
<td>900,000</td>
<td>9d6+8</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>18</td>
<td>990,000</td>
<td>9d6+9</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>19</td>
<td>1,080,000</td>
<td>9d6+10</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>20</td>
<td>1,170,000</td>
<td>9d6+11</td>
<td>6</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

Druids are nature priests, revering the gods of the natural world. Often a Druid uses mistletoe as a holy symbol, but this can vary with specific nature deities. Druids spend their time contemplating nature or in mundane forms of service such as ministering in rural areas. However, there are those who are called to go abroad to serve the natural order in a more direct way by working actively to restore balance.
A BASIC FANTASY SUPPLEMENT

DRUIDS

SPELLS

Below are listed spells available to the Druid subclass described above. Spells in bold are new to this supplement.

Druid Spells

First Level Druid Spells
1. Animal Friendship
2. Create Water
3. Cure Light Wounds*
4. Detect Magic
5. Detect Snares and Pits
6. Entangle
7. Faerie Fire
8. Pass Without Trace

Second Level Druid Spells
1. Charm Animal
2. Find Traps
3. Heat Metal
4. Obscuring Mists
5. Produce Flame/Cold
6. Slow Poison
7. Speak With Animals
8. Warp Wood*

Third Level Druid Spells
1. Assume Animal Form
2. Call Lightning
3. Cure Disease
4. Hold Animal
5. Neutralize Poison
6. Plant Growth
7. Protection From Fire
8. Water Breathing

Fourth Level Druid Spells
1. Call Woodland Beings
2. Control Temperature, 10’ Radius
3. Cure Serious Wounds*
4. Lower Water
5. Tree Sanctuary
6. Protection From Lightning
7. Speak With Plants
8. Summon Animals I

Fifth Level Druid Spells
1. Commune With Nature
2. Control Winds
3. Dispel Evil
4. Flame Strike
5. Growth of Animal
6. Rock to Mud*
7. Summon Animals II
8. Wall of Fire

Sixth Level Druid Spells
1. Animate Natural Objects
2. Part Water
3. Reincarnation
4. Pass Tree
5. Weather Summoning
6. Word of Recall

DESCRIPTION OF NEW SPELLS

Animal Friendship

Range: 30 ft
Druid 1
Duration: permanent

Upon encountering a normal or giant-sized (but not magical) animal, the caster may begin casting this spell, which requires an hour to complete. During this period the animal will remain nearby, and will not attack the caster or his or her allies for the duration of the casting (so long as they do not attack or otherwise disturb it). At the end of the casting, if the animal rolls a successful save vs. Spells, the spell has failed. At this point the animal acts naturally, without bearing the caster any special ill-will.

If the animal fails its save, it becomes an animal friend and joins the caster for the rest of its natural life, assisting in any way it can. Both the caster and any other animal friends are treated as treasured partners. There is no arcane mental connection, nor any particular control, but rather a strong fraternal bond which should go both ways. If the animal is treated poorly, or its love not returned over a period of time, it can attempt another save vs. Spells at the GM's discretion.

A caster may only have, at most, twice his or her level in hit dice of animal friends. If this spell is cast on an animal that would put the total above that number, it has no effect.
Animate Natural Objects
Druid 6
Range: 100' + 10'/level
Duration: 1 round/level

This spell functions identically to the cleric spell animate objects, but it may only be cast on living trees, plants, or fungi, wooden objects, unworked stone or earth, or naturally-occurring bodies of water or ice. At the GM's option other natural phenomena such as nonmagical fires or weather effects might also be subject to this spell.

Assume Animal Form
Druid 3
Range: Self
Duration: 1 hour/level

This spell allows the caster to change into the form of any natural animal. The assumed animal form cannot have more hit dice than the caster's level. If slain, the caster reverts back to his or her original form.

The caster gains the physical capabilities and statistics of the new form but retains his or her own mental abilities. The caster may remain transformed up to one hour per level, or end the spell earlier if he or she so desires.

Call Lightning
Druid 3
Range: 100 ft + 10'/level
Duration: 1 round/level

Immediately upon completion of the spell, and at most once per round thereafter, the caster may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point the caster chooses within the spell's range (measured from the caster's position at the time of casting). Any creature in the target area or in the path of the bolt is affected. A successful save vs. Spells reduces damage taken by half.

The caster needs not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first the caster may choose to call a bolt instead of taking some other normal action. The caster may call a total number of bolts equal to one-third of his or her caster level, rounded down.

If the caster is outdoors and in a stormy area — a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental) — each bolt deals 3d8 points of damage instead of 3d6.

This spell functions only where the open sky is accessible, generally meaning outdoors; bolts may be summoned through windows or skylights at the GM's discretion.

Call Woodland Beings
Druid 4
Range: 120 ft
Duration: 1 round/level

This spell summons woodland creatures. They appear where the caster designates and act immediately, on his or her turn (they cannot be summoned into an environment that cannot support them). They attack the caster opponents to the best of their ability. If the caster can communicate with the creatures, he or she can direct them not to attack, to attack particular enemies or to perform other actions.

The caster may conjures one type of creature from this list, at his or her option:
- 4 Centaurs,
- 16 Pixies,
- 2 Treants, or
- 4 Unicorns

This spell only works outdoors in a natural location; it will not function in any artificial structure, nor within the boundaries of any village, town, or city.

Commune With Nature
Druid 5
Range: see text
Duration: instantaneous

The caster becomes one with nature, attaining knowledge of the surrounding territory. After 10 minutes of concentration, the caster instantly gains knowledge of one fact per caster level among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, presence of settlement or structure or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings – caves, caverns, and the like – the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Control Temperature, 10' Radius
Druid 4
Range: 0
Duration: 1 hour/level

The caster can change automatically the surrounding temperature (10' radius sphere) by up to 10 degrees Fahrenheit per caster level. The change can be upward or downward (caster's choice).
Control Winds

Druid 5

Range: 0 (see text)
Duration: 10 minutes/level

The caster alters wind force around him or her (40’ per caster level radius cylinder 40’ high). The caster 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 caster chooses to alter it, which requires concentration. The caster may create an “eye” of calm air up to 40’ radius around him or her and may choose to limit the area of effect to any cylindrical area less than his or her full limit.

The caster may choose wind patterns over the spell’s area. He or she can choose a downdraft blows from the center outward, an updraft blows from the outer edges inward toward the center, a rotation that causes the winds to circle the center or a blast that simply causes the winds to blow in one direction across the entire area from one side to the other.

For every three caster levels, the caster can increase or decrease wind condition by one level (as described in the Waterborne Travel section of the Basic Fantasy RPG Core Rules).

Detect Snares and Pits

Druid 1

Range: 60 ft
Duration: 10 turns

By means of this spell, the caster can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

This spell does detect certain natural hazards, for instance quicksand (detected as a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long the druid studies a particular area.

- 1st Round: Presence or absence of hazards.
- 2nd Round: Number of hazards and the location of each. If a hazard is outside the druid’s line of sight, then the caster discern its direction but not its exact location.

- Each Additional Round: The general type and trigger for one particular hazard closely examined by the caster.

Each round, the druid can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Entangle

Druid 1

Range: 200 ft
Duration: 3 rounds/level

This spell causes grasses, trees, bushes, shrubs, or other plants to entwine around creatures in a 10’x10’ area. Most creatures within the area move at ¼ normal speed; very large and/or very strong creatures (at least as big or strong as a giant or dragon) move at ½ normal speed. Entangled creatures may not attack nor take most actions other than movement due to the interference of the enchanted plants.

Faerie Fire

Druid 1

Range: 200 feet. +10’/level
Duration: 1 minute/level

A pale glow surrounds and outlines all objects including individuals within a 20 foot radius from a point chosen by the caster. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness, and the spell effectively negates the effects of blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Flame Strike

Druid 5

Range: 60 ft
Duration: instantaneous

A Flame strike produces a vertical column of divine fire roaring downward (cylinder of 10’ radius, 30’ high). The spell deals 6d8 points of damage to any creatures within the area of effect. A save vs. Spells for half damage is allowed.

Heat Metal

Druid 2

Range: 25 ft
Duration: 7 rounds

This spell causes a single item made of ferrous (iron-based) metal to become hot for a brief period of time. The affected item is warm to the touch immediately, and then becomes progressively hotter each round as
indicated on the table below. The damage roll indicated is applied to any creature holding or wearing the affected item; a brief touch does no damage.

<table>
<thead>
<tr>
<th>Round</th>
<th>Temperature</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>Warm</td>
<td>None</td>
</tr>
<tr>
<td>2nd-3rd</td>
<td>Hot</td>
<td>1d4 points</td>
</tr>
<tr>
<td>4th-5th</td>
<td>Searing</td>
<td>2d4 points</td>
</tr>
<tr>
<td>6th</td>
<td>Hot</td>
<td>1d4 points</td>
</tr>
<tr>
<td>7th</td>
<td>Warm</td>
<td>None</td>
</tr>
</tbody>
</table>

**Hold Animal**

Range: 180 ft
Druid 3
Duration: 2d8 turns

This spell functions like *hold person*, except that it affects only animals. Specifically, this means non-magical living creatures of animal intelligence, including giant sized animals. A save vs. Spells is allowed to resist this spell.

**Obscuring Mist**

Range: 20’ radius
Druid 2
Duration: 1 turn/level

This spell causes a bank of misty vapor to arise around the caster, remaining stationary once created. The vapor obscures all sight, including darkvision, beyond 2d4 feet. A strong wind can disperse the spell in one-quarter the usual duration.

**Part Water**

Range: 60’
Druid 6
Duration: 1 turn/level

This spell, when cast on a body of water, causes it to part. This exposes a path that can be traversed as if it were dry land. Note that this spell does not change the topography of the bottom of the body of water, so the terrain may still be difficult to cross. The caster is able to affect a body of water up to 5 feet/caster level. The caster may dismiss this spell at any time.

**Pass Tree**

Range: Touch
Druid 6
Duration: Instantaneous

This spell allows the caster and up to two others to teleport between any two living trees on the same plane. The caster chooses a general location or a specific tree. The caster must have personal knowledge of the specific tree or general area that is the target destination.

**Pass Without Trace**

Range: Touch
Druid 1
Duration: 1 hour/level

This spell permits up to one creature per caster level to move through any type of terrain, leaving neither footprints nor scent. Tracking the subjects by nonmagical means is thus rendered impossible.

**Plant Growth**

Range: special
Druid 3
Duration: permanent

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within 400 feet + 40 feet per caster level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. An area up to 100’ radius may be thus altered. Also, the caster may specify an area (a path, a clearing, etc.) within the given area of effect which is not so affected.

This spell has no effect on plant creatures, that is, any self-willed and/or animated plant.

**Produce Flame/Cold**

Range: 0 ft
Druid 2
Duration: 1 min./level

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment. Alternatively, a bluish, cold aura may be produced, which also sheds light as bright as torch-light.

In addition to providing illumination, the flames or cold aura can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire or cold damage respectively equal to 1d6 +1 point per caster level (maximum +5). Alternatively, you can hurl the flames or cold aura up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames or cold aura than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

Neither variation of the spell functions underwater.
Protection From Fire
Druid 3
Range: Touch
Duration: special

If the caster touches himself or herself, this spell grants temporary immunity to fire (normal and magic). When the spell absorbs 12 points per caster level of magical fire damage, it is discharged. Otherwise the spell lasts for 1 turn per caster level.

If the spell is cast upon another creature than the caster, protection from fire grants temporary immunity against normal fire. The spell also offers a +4 bonus to saving throws against magical fire and if the save is successful, the creature suffers no damage (and only 25% if the save fails). This version of the spell lasts for 1 turn per caster level.

Protection From Lightning
Druid 4
Range: Touch
Duration: special

This spell functions exactly like protection from fire, except that it protects against any sort of electrical or lightning damage.

Rock to Mud*
Druid 5
Range: 150 ft
Duration: permanent

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud; up to two 10 foot cubes per caster level may be so transformed. Magical stone is not affected by this spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing it to suffer a -2 penalty to attack rolls, saving throws, and AC. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet, suffering none of the other penalties given.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool to a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed at a save vs. Death Ray.

Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud cannot affect worked stone and doesn’t reach deep enough to undermine such a buildings’ foundation. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance (though not necessarily its form). Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Slow Poison
Druid 2
Range: Touch
Duration: 1 hour/level

The creature touched by the caster becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell’s duration does not affect the subject until the spell’s duration has expired. Slow poison does not cure any damage that poison may have already done, with exception of the following circumstances.

If cast on a character who received lethal damage from poison the previous round, the spell will remove that round’s poison damage only, and delay it for the duration of the spell. Prior poison damage will remain unaffected, but, as noted above, no further damage is accrued until the spell lapses, and will never accrue if the poison is neutralized while this spell is in effect. This will give the poisoned victim an opportunity to seek a cure to neutralize the poison before it is fatal.

Summon Animals I
Druid 4
Range: 40'/level
Duration: One hour

This spell summons 1d8 ordinary animals (including giant ones) of no more than 4 HD each if they are within range. The druid must name the type of animal summoned, and can have up to three choices. If none of the three species are found within range, the spell fails. The animals will be friendly when summoned and aid the druid’s current task, including combat, in whatever way they can (to the best of their understanding). The druid may dismiss any animals called by this spell at any time.

Summon Animals II
Druid 5
Range: 60'/level
Duration: One day

This spell summons 1d8 ordinary animals (including giant ones) of no more than 4 HD each if they are within range. The druid must name the type of animal summoned, and can have up to three choices. If none of the three species are found within range, the spell fails. The animals will be friendly when summoned and aid the druid’s current task, including combat, in whatever way they can (to the best of their understanding). The druid may dismiss any animals called by this spell at any time.
Tree Sanctuary
Druid 4
Range: Touch
Duration: 1 turn/level

This spell enables a druid to create an invisible door in the trunk of a tree that is visible only to dryads and other druids. The tree must be at least 10’ tall, planted into the earth for this spell to work. Once the spell is complete, the druid may enter the tree, effectively disappearing from sight. Only one tree may be affected by Tree Door at a time. Furthermore, this spell may only be cast on a tree occupied by a dryad if the dryad allows it.

The druid is completely aware of his surroundings while in the tree, gaining the bonus of 360-degree vision and hearing, as well as being able to detect changes in the immediate temperature surrounding the tree. The druid may meditate to memorize spells in the tree. Another benefit of this spell is that each turn the druid sleeps inside the tree counts as a full hour of sleep. Also, if the tree is an oak, the druid heals 1d4 hp per turn spent inside the tree.

The druid however loses the senses of taste, smell, and touch and may not speak or cast spells while inside the tree. The druid takes 1/2 of any damage the tree suffers, and if the tree is destroyed or cut down, the druid is cast out into the nearest available space.

Warp Wood*
Druid 2
Range: 50 ft
Duration: instantaneous

The caster causes non-magic wood in a 20’ radius to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open or becomes stuck. A boat or ship springs a leak. Warped weapons (like bows and arrows) are useless. The caster may warp wood object(s) up to 1’ in all side or its equivalent per caster level.

Alternatively, the caster can “unwarp” non-magic wood (effectively warping it back to normal), straightening wood that has been warped by this spell or by other means. The caster can combine multiple consecutive warp wood spells to warp (or unwrap) an object that is too large to warp with a single spell.

Weather Summoning
Druid 6
Range: 10 miles
Duration: 5 turns/level

The caster is able to summon nearby weather conditions. The caster must be aware of the weather condition to summon it. This spell does not grant control of the weather to the caster.
NEW COMBAT RULES

Animal Affinity

Druids have the Animal Affinity ability, that is the ability to calm or befriend normal animals. The Druid attempts to communicate a benign intent, and through his or her connection to the natural world, the animals affected may be either calmed or befriended. The player rolls 1d20 and tells the GM the result. Note that the player should always roll, even if the GM knows the character can’t succeed (or can’t fail), as telling the player whether or not to roll may reveal too much.

The GM looks up the Druid’s level on the Druids Animal Affinity Table, below, and cross references it with the animal’s hit dice. Tame or normally domesticated animals such as livestock, family pets, or normal beasts of burden are treated as half their actual Hit Dice, reflecting their relative ease manageability. Monstrous animals such as griffins, owlbears, pegasi, or other such “near-natural” creatures are treated as they are 1 Hit Die more than listed to reflect their unique natures. If the table indicates “No” for that combination, it is not possible for the Druid to affect that type of animal. If the table gives a number, that is the minimum number needed on the 1d20 to Calm that sort of animal. If the table says “C” for that combination, that type of animal is automatically affected. If the result shown is a “B” for that combination, that type of animal is automatically befriended.

If the roll is a success, 2d6 hit dice of animals are affected. Surplus hit dice are lost, but at least one animal is always affected if the first roll is a success.

If a mixed group of animals (say, a boar and a black bear) is to be affected, the player still rolls just once. The result is checked against the weakest sort first (the boar), and if they are successfully Calmed or Befriended, the same result is checked against the next higher type of animal. Likewise, the 2d6 hit dice are rolled only once. For example, if the group described above is to be affected by a 2nd level Druid, he or she would first need to have rolled a 15 or higher to Calm the boar. If this is a success, 2d6 are rolled; assuming the 2d6 roll is a 6, this would Calm the boar and leave a remainder of 4 hit dice of effect. Black bears are, in fact, 4 hit die animals, so assuming the original 1d20 roll was a 20, the black bear is Calmed as well. Obviously, were it a group of 2 boars and a black bear, the 2d6 roll would have to be a total of 8 or higher to affect them all.

If a Druid succeeds at Calming or Befriending the animals, but not all animals present are affected, he or she may try again in the next round to affect those which remain. If any roll to Calm or Befriend the Animals fails, that Druid may not attempt to use his or her Animal Affinity ability again for one full turn. A partial failure (possible against a mixed group) counts as a failure for this purpose.

Calm animals will not interact with the druid (or others accompanying the druid) in any manner, unless approached by the druid. The druid can calmly get them to leave an area, or the druid can try to befriend the animals. In this case, the GM should roll a reaction roll with any result below favorable meaning the animals flee. If the result on the table results in automatically befriending the animals, the GM should treat the animals as if a “Very Favorable” result was rolled on the Reaction Roll Table. A Befriended animal will follow the druid, guarding and assisting within its capabilities so long as the druid remains in the general vicinity of its normal lair or range. However, it will not “fight to the death” or sacrifice itself indiscriminately. When substantially wounded an animal will flee the area immediately. Check morale as necessary when the situation seems appropriate.
Druid Animal Affinity Table

<table>
<thead>
<tr>
<th>Druid Level</th>
<th>&lt; 1</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>9</td>
<td>13</td>
<td>17</td>
<td>19</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>2</td>
<td>7</td>
<td>11</td>
<td>15</td>
<td>18</td>
<td>20</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>3</td>
<td>5</td>
<td>9</td>
<td>13</td>
<td>17</td>
<td>19</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>4</td>
<td>3</td>
<td>7</td>
<td>11</td>
<td>15</td>
<td>18</td>
<td>20</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>5</td>
<td>2</td>
<td>5</td>
<td>9</td>
<td>13</td>
<td>17</td>
<td>19</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>6</td>
<td>C</td>
<td>3</td>
<td>7</td>
<td>11</td>
<td>15</td>
<td>18</td>
<td>20</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>7</td>
<td>C</td>
<td>2</td>
<td>5</td>
<td>9</td>
<td>13</td>
<td>17</td>
<td>19</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>8</td>
<td>C</td>
<td>C</td>
<td>3</td>
<td>7</td>
<td>11</td>
<td>15</td>
<td>18</td>
<td>20</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>9</td>
<td>B</td>
<td>C</td>
<td>2</td>
<td>5</td>
<td>9</td>
<td>13</td>
<td>17</td>
<td>19</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>10</td>
<td>B</td>
<td>C</td>
<td>C</td>
<td>3</td>
<td>7</td>
<td>11</td>
<td>15</td>
<td>18</td>
<td>20</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>11</td>
<td>B</td>
<td>B</td>
<td>C</td>
<td>2</td>
<td>5</td>
<td>9</td>
<td>13</td>
<td>17</td>
<td>19</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>12</td>
<td>B</td>
<td>B</td>
<td>C</td>
<td>C</td>
<td>3</td>
<td>7</td>
<td>11</td>
<td>15</td>
<td>18</td>
<td>20</td>
<td>No</td>
</tr>
<tr>
<td>13</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>C</td>
<td>2</td>
<td>5</td>
<td>9</td>
<td>13</td>
<td>17</td>
<td>19</td>
<td>No</td>
</tr>
<tr>
<td>14</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>C</td>
<td>C</td>
<td>3</td>
<td>7</td>
<td>11</td>
<td>15</td>
<td>18</td>
<td>20</td>
</tr>
<tr>
<td>15</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>C</td>
<td>2</td>
<td>5</td>
<td>9</td>
<td>13</td>
<td>17</td>
<td>19</td>
</tr>
<tr>
<td>16</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>C</td>
<td>C</td>
<td>3</td>
<td>7</td>
<td>11</td>
<td>15</td>
<td>18</td>
</tr>
<tr>
<td>17</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>C</td>
<td>2</td>
<td>5</td>
<td>9</td>
<td>13</td>
<td>17</td>
</tr>
<tr>
<td>18</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>C</td>
<td>C</td>
<td>3</td>
<td>7</td>
<td>11</td>
<td>15</td>
</tr>
<tr>
<td>19</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>C</td>
<td>2</td>
<td>5</td>
<td>9</td>
<td>13</td>
</tr>
<tr>
<td>20</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>B</td>
<td>C</td>
<td>C</td>
<td>3</td>
<td>7</td>
<td>11</td>
</tr>
</tbody>
</table>

Tame, Domesticated, or Normal Beasts of Burden are treated as half their actual Hit Dice.

Monstrous Animals or other “Near-Natural” Animals are treated as 1 Hit Die higher.
A BASIC FANTASY SUPPLEMENT

INTRODUCTION

Druids: A Basic Fantasy Supplement (hereinafter “the Supplement”) is based on the System Reference Document v3.5 ("SRD"), which is Open Game Content. The text of the Open Game License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

Designation of Open Game Content: The entire text of the Supplement (except the Open Game License, as noted above) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Basic Fantasy Role-Playing Game, Basic Fantasy RPG, and BFRPG, as well as the phrase “make mine Basic”; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including the “eye” logo, which is the personal mark of Chris Gonnerman for his various products, and which is Copyright © 2002 Chris Gonnerman, and the “Scribbled Dragon,” which is Copyright © 2005 Erik Wilson; (C) logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

More information on the Open Game License can be found at:

http://www.wizards.com/d20

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity. (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, Trademark or Trademark clearly identified as Open Game Content, and which specifically excludes all Product Identity, for Use within Open Game Content except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with Use of the Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You must use any Open Game Content in any manner consistent with any licenses disseminated by the owner of that Open Game Content.

10. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

11. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

12. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sub-licenses shall survive the termination of this License.

13. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

14. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

INTRODUCTION

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.


Basic Fantasy Role-Playing Game Copyright © 2006-2018 Chris Gonnerman.


END OF LICENSE