

Some druids are already available in game with Jaheira and Cernd, but this might make you want to play a druid yourself:

## Druid Kit: MASTER OF THE SWARM

Opposing to druids who protect nature as a whole, the masters of the swarm follow an unconventional path and devote their existences to protect those who are little noticed, insects, arachnids and other undesirables.

They can make themselves being understood to teeming and buzzing creatures, that they take as companions and friends.

The use small arthropods for various spells, they summon the largest specimens to help them in fighting. Giant spiders sometimes are better allies than bears.

This Druidic branch is not widespread, teachers capable of teaching knowledge are rare. This is why full learning to these druids is long and difficult. Still, the power of the masters of the swarm is not bloodless as little possible formation pushes the most powerful of them to seek knowledge wherever it is located, and at druid meetings, teachers they encounter can exchange knowledge that go beyond the traditional teaching of Druidic order.

### **Advantages:**

- At level 7, can turn into a giant spider, a bark beetle and a carrion crawler.
- At level 10 and the following 3 levels, can charm vermin like a ranger charms animals.
- At level 12, is immune to poisons.
- At level 13, can turn into a sword spider, huge spider and rhino beetle.
- At level 15, is immune against swarms generated by spells such as "Insect Plague".
- Have access to new spells using insects and worms:
  - Level 1: Devouring Touch.
  - Level 2: From ant to giant, Mantle of Insects, Pass-through-Web.
  - Level 3: Lesser Nested Vermin Summoning, Infestation, Spiderskin.
  - Level 4: Carrion Summons, Giant Insect, Spider Spawn, Scent of Ankheg.
  - Level 5: Call Mastodon, Gossamer Summoning, Recall of the Spider.
  - Level 6: Spidersbane, Parasite Plague.\*
  - Level 7: Extra-planar Vermin.\*\*

### **Disadvantages:**

- Having rejected conventional Druidic teachings, he can not turn into animal or elemental, can not summon elemental prince and goes not gain elemental resistances at high level.
- The swarm of insects on his body is not supportable under a heavy and suffocating armor, he carries no greater than studded leather armor.

\* Another spell gained by hla.

\*\* Two other spells gained by hla.

### **Note:**

*Some components of the kit are being installed only if Check the Bodies is not installed. These are not essential to the use of the kit and are just strategic bonuses, it is therefore not an incompatibility.*

### Notes over specific summonings:

The different spells of levels 3 to 6 allow to summon:

- **Dragon Beetles.** These very small giant beetles cause minor damage but inoculate a particular poison: ineffective on anything than dragons, it inflicts to these 2D10 points of poison damage (saving throw vs. death to halve) at each bite.
- **Hairy Spiders.** Each of these spiders has 40% chance to have the ability to detect invisible creatures.
- **Assassin Beetles.** These are the smallest among giant beetles, and yet they are extremely dangerous. Their bites cause a pain so severe that can cause a heart attack to feeble victims.
- **A Bombardier Beetle.** When it is attacked, it releases an acid vapour that inflicts little damage, but in such a loud noise that can deafen or stun the creatures who hear it.
- **A "whispering" Spider (huge).** It destabilizes its prey with whispers and inoculates a poison that slips the victim who can not resist into a coma for 3 turns.
- **A putrid bug.** This Carrion Beetle may, whenever it is hit, release a tiny cloud of vicious gas that it keeps inside. It releases a stinking cloud while dying.
- **A Copper Beetle.** This one lives in the sulphur caves at the foot of volcanoes and particularly appreciates heat. Its armored carapace immunizes it to fire and electricity. Its main attack is to bind its prey between its jaws, but it also happens to bite. It inoculates its victim a disease which quickly weakens.
- **A Spider Huntress.** It never sleeps, never gets surprised, and of course has True Sight.
- **A Red Widow.** It can cast, once a day, a web on its prey, as last resort can summon 1D10 -1 spawn to help it. Its venom is deadly.
- **A Giant Trap Door Spider:** It can project its web like a net on its prey. The unfortunate that lets him/her self getting caught quickly falls under the hit of its poisonous bites.
- **A Myrlochar,** also called soul spider. This spider uses beyond its mandibles a sting that can paralyse the unfortunate victim, and in some cases will definitely drain a point of life. It is immune to poison, charm and paralysis.
- **A Remorhaz.** This polar worm generates, when excited from walking above, an intense heat inside the body, which moves to its back. Any creature that then touches it has chances to suffer massive damage. It inflicts the same damage if it manages to inflict a critical strike when it hits (swallowing its prey). It resists fire, cold and magic.
- **A Matriarch Ettercap.** Shaman of its group, it can cast a few Druid/Master of arachnids spells. It also has some creative gift of web creation. All abilities are used matching the multiple spiders that symbiotically live on its body.

Monstrous Vermin Summoning allows to summon:

- **A Death Watch Beetle of sands.** This horrible creature is so powerful that it can disembowel its prey. Once half a day it can resonate its carapace plates in a harsh sound that will kill anyone who hears it.
- **A Brain Spider.** This psionacist horror feeds on cerebrospinal fluid. It is protected against most mental attacks and its venom paralyzes and rapidly kills its prey liquefying their organs.
- **A Scavenging Beetle.** The scavenging beetle injects, when it bites, larvae that devour flesh of the unfortunate victim and colonize the brain in order to control body when death occurs. It does not do it against undead, golems and elementals.  
Zombies raised by the larvae of Scavenging can use only basic body control, which can move and attack, but can not use special abilities or cast spells. Larvae hardly move away from where they were located, and leave by themselves the host when they are fed enough (Zombie can not follow you into another area and is just an empty shell after standing for 8 hours).

Mineral Vermin Summoning allows to summon:

- **A Stone Spider.** This creature made of a very durable mineral stone feeds on minerals. To this end it can petrify creatures victim of its bite.
- **A Crystal Beetle.** Its body made of semi-precious crystals is resistant to most physical damage, and immunizes it to fire, cold, acid and non-magical weapons. Its bite leaves particles that crystallize in contact with air on the victim, slowing the victim that does not resist and can paralyse the weakest ones.

Extra-planar Vermin allows to summon:

- **A Hook Spider of Acheron.** This predator of lower planes uses psionic abilities to protect itself or immobilizes its prey. Its attack inoculates a powerful poison.
- **An Ackralet (beetle) of Baator.** This scavenger feeds on the remains of demons and devils fallen in fight. Accustomed to the harsh of the hell plane, it resists fire, magic and non-

magical weapon, it regenerates and does not know fear. To pierce the thick skin of dead fiends, it has a caustic acid slime it generates at every bite. It can summon its spawn even from another plane, but its best defence remains its breath that exudes a caustic cloud so much acre that it can kill any creature that breathes it.

- **A dark worm of the half-plane of shadow.** Its acid attack is a formidable weapon, but even worse, it is the spikes covering its body that are the real threat, because anyone who touches them (40% chance at each hit) is immediately infected by a virulent and paralysing poison if he does not resist.

Extra-planar Vermin "mastery" allows to summon in addition:

- **A Phase Spider of the Ethereal Plane.** It has an ethereal vision, can not be impaired and is undetectable. When it is attacked it creates 2 illusory images among which it becomes completely invisible. It can then freely attack and has only 33% chance of being hit at every suffered attack. It neutralizes its opponent by its bite making it shift phase, which makes it unable to physically interfere on the material plane.

Warning: planar spider and phase spider are rivals hating each other, and they attack on sight. Be careful when summoning them.

- **A Planar Spider of the Ethereal Plane.** Like the Phase Spider can move at will on the ethereal plane, and it uses it as a combat tactic, its favourite is biting its opponent and then move into the ethereal plane before he has time to hit back. If it manages to bite its victim from behind, appearing from the ethereal plane, it inflicts opportunity damage doubled.

Warning: phase spider and planar spider are rivals hating each other, and they attack on sight. Be careful when summoning them.

- **A Razor Spider of Shurrock, the fierce layer of Bytopia.** Of rare savagery, it multiplies the attacks with its sharpened claws that it inflicts critical hits on 18. Its bite inoculates a powerful venom.

- **A Buffalo Beetle of trees.** Of a formidable power, he regularly charges its opponent, inflicting massive damage if it hits it. When it attacks with its powerful claws, it happens that it cuts its prey in two, instantly killing it. Its very resilient carapace immunizes it against all slashing damage and gives a 50% resistance to piercing damage.

- **A Spider of Fear of Ysgard.** Merciless predator, it serves as trophy to locals eager to prove their worth. Its bite injects an enzyme that quickly melts internal tissues of the victim, which can completely dissolve the lesser creatures. Its web is covered with a neurotoxin that affects the nervous system of victims stuck and causes confusion. Its appearance is so horrible that any creature that sees it for the first time may flee in terror.

- **A Reason Eating Spider of Pandemonium.** This monstrosity feeds on chaotic emotions. To find its food, it emits its cry that sounds terrible echoes of pandemonium and makes crazy rational creatures. Fortunately, not everyone reacts the same way to its cry, and effects are not always definitive. The Badreason Spider is itself immune to anything that alters reason.

- **A Stalker Spider of Carceri.** Its hunting ground, lying in the purple jungles of Cathris, helps keeping the reputation of dangerousness of these latter. This monstrosity feeds on souls of the unfortunate victims that it manages to bit. It is immune to acid and diseases.

- **A Skull Spider of Gray Waste.** Mental fog of which it is perpetually surrounded allows it to protect itself while effectively hunting, because it stuns every creature that approaches (the effect is less effective against high level creatures). This mist also serves it as camouflage, making it difficult to hit. The Skull Spider is immune to most mind-affecting effects, and its bite injects a virulent disease, which can slow or paralyse the affected prey.

- **A Spider of the Elemental Plane of Fire.** Its elemental nature immunizes it to fire and non-magical weapons. Its venom is caustic and his body is blazing. It can cast 3 times a day a blazing web that burns everyone who let's get caught.

- **A Spider of Vortex of the Half-Plane of Time.** It creates a web of stasis that slows its prey and inoculates a venom so powerful can instantly kill or inflicts heavy damage.

Summon Termite allows to summon a twenty magmavores termites. They dig tunnels in the heart of the para-elemental plane of Magma and are insensitive to heat. Blind, they can recognize themselves by sonar and are not subjected to illusions. Workers spit acid to soften the rock, trackers and soldiers have their powerful claws upon them. Soldiers also have a sonic attack they use at the point of death, which alerts the rest of the colony and can deafen intruders.

If Check The Bodies is not installed other creatures are available:

- **A Critter Wizard ("Improved" Call Woodland Beings).** Mage of the very hierarchical circle of the tribe, the critter wizard is the only of its kind able to understand common language and respond to the summon of the spell. It knows a few spells that allow its tribe to hunt more easily. The spell Grease is an important part of its strategy, because its long claws legs allow to virtually ignore the effects of this spell.

- **A Crystal Araneae ("Mastery" Extra-Planar Vermin).** Biological hybrid, mechanical and crystalline, it resists most of the elements and is immune to the effects affecting mental, electricity and sharp blows.

Its extremely powerful fangs pierce the toughest armor and skin as if they did not exist. It is charged with electricity it can release biting, being hit or twice per round under the

*form of a static charge.*

*- **A Grasshopper of Chaos of Limbo ("Mastery" Extra-Planar Vermin)**. Straight touch with its skin or blood (40% chance by hitting, 90% when it bites/scratches) is enough to suffer a terrifying transformation, which disrupts the molecular structure of whom than can not resist. The victim of this terrible curse quickly turns into an amorphous mass. This unstable creature is immune to confuse and has magic resistance.*

#### **Miscellaneous Notes:**

*When the character casts the spell "Summon Spider Spawn" and that 5 spiders appear, the game says: "You can not control more than 5 monsters at the same time". It's weird but do not worry, the total number is there (As an example, at level 14: 3 huge spiders and 2 giant spiders are worth a warning after the game, but 3x4+2x1 makes 14).*

*There is a mistake in the French translation of the game: the "colossal spiders" met here and there are, really, "huge spiders" according to AD&D Bestiary (features to support). The installation of the kit corrects this error by restoring the normal name of these creatures.*

*The improvements done to EE versions of the game include changing the colour of the spiders (the colours taken are those of IWD), and its colours are incompatible with the spiders summoned by the master of the swarm. The installation of kit restores spiders of EE versions the colours they had in BG2/BGT standard version.*

*I suggest you to install TobEx mod (V24 at least)*

*--"Extras"*

*----"Make All Attack Animations Genuine Attacks"*

*For a more interesting visual rendering. Without this component, a bug of the game engine makes that creatures that have only one attack per round show several "false" for a total of 4 per round.*