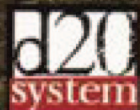


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THE QUINTESSENTIAL DRUID II

Advanced Tactics
Book Eight

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THE QUINTESSENTIAL DRUID II: ADVANCED TACTICS

Gareth Hanrahan

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CREDITS

Editors

Matt Sharp, Richard Ford, Ted Chang

Line Developer

Ian Belcher

Illustrations

Adriano Batista, Alexandro Benhossi,
Sarwat Chadda, Chad Sergesketter, Stephen Shepherd

Studio Manager

Ian Barstow

Production Director

Alex Fennell

Proofreading

Jason Durrall, Lucia Szachnowski, Sarah Quinnell

Playtesters

Harvey Barker, Chris Beacock, Tanya Bergen, Stephen C. Cole, Mark Gedak, Tammy Gedak, Malcolm Greenberg, Jeff Greiner, Patrick Kossmann, Kent Little, Leslie Lock, Marc A. Milano, Mike Moreno, Murray Perry, Joseph P. Singleton, Rob Usdin, Brian D. Weibeler, Pat Werda, Nathaniel G. Williams

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MONGOOSE PUBLISHING

Mongoose Publishing, PO Box 1018, Swindon, SN3 1DG, United Kingdom

info@mongoosepublishing.com

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INTRODUCTION

Step into the shadow of the trees. Breathe in the free air, smell the rain on the heather. Listen to the whisper of the woods and the quiet talk of the animals.

This is the domain of the druids. Spells older than the work of wizards are all around you; these trees hide gods older than the petty demagogues of the clerics. A feral host greater than any army sleeps in the wood, waiting for the call to hunt. If you cannot see and hear these things, it is because you are blind to the green.

The green surrounds you. The threads of your life are woven into the threads of the green world. The druids can see it, draw upon it, speak to it and worship it.

They have learned this from the trees. Stop, stop and listen, for the bough top is whispering...

THE ADVANCED TACTICS SERIES

The Advanced Tactics series takes an advanced look at the whole range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options

for his character within the d20 game. More than simple continuations, the second series of Quintessential books slot seamlessly into any fantasy-based campaign, giving advanced alternatives for characters of one class or race within the game, allowing both players and Games Masters the chance to give mid- and high-level characters new options without overpowering or unbalancing the game as a whole. The Advanced Tactics series will not necessarily allow players to make their characters even better, but they will be able to do a lot more than they ever thought possible.

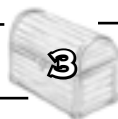
THE QUINTESSENTIAL DRUID II: ADVANCED TACTICS

This book delves into the mysteries and magic of the druid. Variant types of druid are introduced in Career Paths and Multiclassing, describing different aspects of their religion and sacred duties. The Legendary Druid speaks of the highest echelons of the druidic order, from the sickle of the green to the shepherds of worlds. A character can rise from humble beginnings as an apprentice druid to become master of a circle or even the Grand Druid.



Superior Tools gives new types of weapon and armour for the druid, as well as techniques of wild craft, herbalism and healing. The Magical Druid discusses all the spells available to druids, as well as introducing two new methods of spellcasting (seasonal and totemic) and new spells. Tricks of the Trade discusses all the animal companions and wild shapes available to druids – learn what animals to summon in a given situation, or what form to adopt when danger threatens. Special Techniques delves into the secrets of the druidic order and the Otherworld, as well as describing the sacred groves and earthworks of the woodlands. Finally, Survival Tactics gives an insight into ways to roleplay and develop a druid character.

Unlike all the other classes, the druids have strong ties to the land and a unique perspective on the world. All too often, this can degenerate into a stereotype of a tree-hugging xenophobe, a deranged market gardener more interested in driving trespassers out of the woods than in adventuring. This book aims to shatter this style of play and bring back the mystery, mysticism and sacred power of the druid. Their roots are old and deep and dark...



She was woken by the sound of falling trees. It sent a chill through her. Her nurse had delighted in gruesome tales of wrathful druids in the green wood. ‘Wander too far and the wood-folk will get ye’, the old nurse had cackled, ‘who dwell inside the trees, and brings the winter’s chill’.

She threw back the blankets and went to the window. In the grey dawn light, she could see the workers felling another tree that had grown up over the castle walls. This fortress had not been garrisoned in nearly twenty years, not since the last war. Now, it was being called back into service for a new generation of warriors.

‘Milady Elaine?’ A serving girl knocked at the door. ‘Sorry to disturb you so early, but Magister Phaen asked for you.’

‘I’ve been on campaign, girl,’ muttered Elaine, ‘sleeping until after dawn is a luxury for me. Tell the Magister I’ll be down in a moment – and get us some breakfast.’ The comfortable weight of her chain shirt settled around her shoulders.

* * *

Magister Phaen stank of alchemy and magic. His fingers and, alarmingly, his beard were stained with curious and quite unnatural colours. His yellowish eyes were nervous, showing his distaste at being so far from his tower. By royal ordinance, the wizards had to send one of their number to serve at each fort of ‘significant importance’, and Elaine’s new command barely qualified as being such.

Which was fine, seeing as Magister Phaen barely qualified as being a wizard.

He was sitting at the heavy table in the war room. A sparrow was perched on a helmet on the table, pecking at its moth-eaten crest. ‘A guest of yours, Phaen?’ she asked.

‘This flying rat arrived at my tower with the dawn, carrying a little scroll.’ Phaen’s familiar was a fat and lazy cat, and its dislike for birds had rubbed off on him.

‘Have the army’s messenger birds taken to drafting sparrows?’

‘This, milady, is an *animal messenger*, dispatched by someone using druidic magic. The traces of the dweomer were unmistakable.’ He proffered the tiny scrap of parchment for her to read. She peered at the tiny scratches of ink, like the writing of a spider.

‘WHO.’ Elaine glanced up at the wizard. ‘Who what?’ The serving girl entered, bearing a tray of breakfast meats and steaming mugs of tea.

‘That I cannot guess,’ said Phaen. ‘Who are we to reclaim this castle, perhaps? Or maybe the druid does not even know that this is the property of the king – I hear those savages can spend their entire lives in the form of animals.’

‘Will this sparrow bear our reply?’

‘No – but listen, milady. The spell that sent the sparrow to me would have left traces only for a moment. The druid must have been within the castle walls, or at least close at hand.’

‘Surely our guards would have seen something.’

The serving girl placed a plate of food in front of Phaen. The wizard shook his head at Elaine. ‘A druid could have adopted any shape – some can even disguise themselves in the form of other people, masking their own features with magic. They are very crafty.’

‘Any one of us could be the druid...any of the garrison we did not bring from the capital, anyway, and almost half the troops are local. We were worried enough about them not being ready to hold the line against the enemy and now we find any of them could be a pesky wood-priest.’ She crushed the paper in her hand. ‘Who?’

‘WHO DWELLS INSIDE THE WOODS, AND BRINGS THE WINTER’S CHILL
THEN TURNS THE SEASON’S WHEEL, AND CALLS THE SPRING AGAIN?’

There was a sudden eruption of features, and the serving girl became a hawk. Elaine clutched at it but it was gone out the window like the wind. The sparrow hopped off the helmet and followed the hawk. Phaen tore at his beard. ‘The druid was here all along and I saw nothing...’

‘Insolent knave of a druid – still, she did not blast us with a spell; so we can assume she means us no immediate harm. Phaen, gather what men we can trust. We are going hunting.’



CAREER PATHS

The druid class has a very wide range of abilities, ranging from a unique spell selection to wild shape to an odd little suite of woodland abilities. While this makes the druid a very flexible class, it can also be overwhelmingly complex. Trying to find good uses and powerful synergies between these abilities can be tricky. Choosing one of these career paths allows the druid to specialise in one 'field', sacrificing less useful abilities to focus on one particular aspect of druidism.

Career paths are a core idea for the Quintessential II series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class and race that will allow a player to plan his character's advancement following a given concept. While a career path focuses on the mechanics of advancement by providing a small benefit and disadvantage to the character's abilities, it also serves as a roleplaying aid to guide the character's progress and goals through his adventuring career, shortening the time spent choosing new abilities and powers during level advancement.

Once a career path is chosen by a character, the listed benefits and disadvantages are applied, any roleplaying description modified and adjusted to take into account the template and then the character is ready to follow his chosen path. From this point forth, both the player and the Games Master should be aware of the selected career path and take steps to ensure the character is played accordingly. It must be stressed that career paths are a roleplaying tool – not simply a method to gain lots of new abilities!

FOLLOWING A DRUID'S CAREER PATH

A character can tread onto a druid's career path at any time he gains a new level. The character *must* possess at least one level of druid in order to follow a druid's career path. In each path's description, the advancement options section describes a number of skills, feats or other choices that serve both as a road map and a list of prerequisites for that path. The character must possess the following requirements:

- ✦ A skill at the requisite rank from that path's advancement options.
- ✦ Three feats from that path's advancement options.
- ✦ The minimum ability requirement (if any) for that path.

A character may only follow *one* path at any time. In addition, the path he has chosen must be maintained. Every time the character advances a level, he must do at least one of the following:

- ✦ Select a new feat from the career path's advancement options (only available if his level advancement grants a feat).

- ✦ Increase the ability listed as the minimum ability for that path (only available if his level advancement grants an ability increase).
- ✦ Increase a skill from that path's advancement options. If the character is taking a druid level, he need only spend 1 point. If he is taking any other class level, he must spend 2 points, though he may split this between two different path skills if he wishes.

For example: A 3rd level druid with Wis 16, Diplomacy 5 ranks, Iron Will, Negotiator and Persuasive decides he wants to follow the priest of the old faith career path. As he meets all the requirements for that path, he may start following the path when he next increases his level. When he reaches 4th level as a druid he must either spend one skill point on Bluff, Concentration, Knowledge (nature), Knowledge (religion) or Sense Motive. He is now a 4th level druid who follows the priest of the old faith path and receives the relevant benefits and disadvantages. If he chose to advance as a rogue instead, making him a 3rd level druid/1st level rogue, he must spend 2 skill points on Bluff, Concentration, Knowledge (nature), Knowledge (religion) or Sense Motive. In neither case can he opt to increase the path's required ability in order to maintain his dedication, though he could do so upon attaining 8th level.

'Milady, I hunted giants in the ice wastes, and tracked a drow hunting party across fifty miles before we brought the devils to ground. I can track a druid.' Clutching his longbow tightly, the hunter bowed before Elaine. She raised an eyebrow.

'I thought they left no trace of their passage.'

'Should a blade of grass or leaf be broken, I will see it.'

A mocking voice cried out from the treetops. 'And why should I be hurting some poor leaf?' The company of troops from the castle scrambled for their crossbows as a hawk swept overhead, singing:

'I am at home in the forest; the woods are most congenial
to me.

I leap branch to branch from the northern ice wastes to
the southern coasts.

No tree has failed to give me welcome.

My peregrinations have been extensive; I am well
travelled.

Not little is the extent of my learning. I say without
boasting

That my head contains the wisdom of nine times nine
masters

You see them there on the horizon; oak and ash, alder and
yew.

Who will listen when I am gone?'

Note that skills and feats do not change their status regarding the character. Cross-class skills do not become class skills and he must still meet the prerequisites of a feat in the advancement options list before being able to gain it. The career path is more like a road map that restricts the character's freedom of choice in exchange for a benefit and a clearer sense of purpose.

The character immediately gains a benefit upon entering the career path but also suffers a disadvantage. Some career paths offer several benefits and disadvantages that a character can choose from, representing the different choices present to even the narrowest path. Only one of these benefit/disadvantage combinations is chosen in this case.

A character may voluntarily abandon a career path and lose both the benefit and disadvantage immediately – this normally happens when the character is preparing to switch to a new career path – possibly not even a druid path. Switching paths is entirely feasible. This mostly involves time – at least 6 months adjusted by character's Intelligence modifier in months (minimum 1 month) between dropping the old path and gaining the new path's benefits and disadvantages. During this period, the character demonstrates how he is changing his style and philosophy through roleplay. He must still meet all the prerequisites for the new career path.

If the character gains a level and does not comply with at least one of the career path's advancement options, he is considered to have abandoned the path. He will lose the benefit (but also the disadvantage) of the chosen path, as he has allowed his top-notch skills to get rusty in favour of training in other areas. In order to regain the path, he will have to wait until he gains another level, this time complying with the path's advancement requisites, in order to walk the path and gain the benefits once more. Note that a character who has followed multiple career paths and then abandoned his most recent one altogether can only regain the path in this manner for the path he has most recently abandoned. If the character has already exhausted all the advancement options, he has reached the end of that road and is free to pursue other interests but he only loses the benefit and disadvantage if he wants to.

PATHS OF THE WILD SOUL

These paths reflect the druid's evolution towards his own true self. Body and mind and spirit are all malleable for the adepts of druidism, so two apprentice druids can diverge like paths in a wood and become two utterly different beings as the seasons of their lives pass.

WARDEN OF THE WILD

The filaments of the green life energy connect all living things. When the world is injured, it cries out to its anointed and empowered defenders. Wardens of the wild are the druidic avengers, the agents of nature's wrath and deliverance. They roam the lands, hunting and destroying any despoilers. Some wardens are stricter than others; while some accept the works of civilisations as necessary evils that must be balanced with

the needs of nature, others believe every city should be uprooted and every mine collapsed...

Adventuring: Wardens of the wild are among the most common form of adventuring druid. They both form their own adventuring parties to aid them in defending nature and purging evil, or else join existing groups to find allies in the fight against corruption. Wardens know that the threats to nature are powerful and terrible, so they hunt for ways to increase their own strength. Sadly, this leads to some wardens making evil bargains or compromising their ideals for the sake of power.

Roleplaying: Wardens of the wild can be played as the stereotypical 'nature fascist', lecturing the other characters about the dangers of pollution, necromancy, strip mining and open fires in wooded areas, but this should be avoided. Playing the character as a committed eco-warrior or a predator who hunts civilisations are better options.

Advancement Options: A character follows the warden of the wild Career Path by choosing the following advancement options: minimum Charisma 13; Intimidate 5 ranks, Knowledge (nature) 5 ranks, Spot 5 ranks, Survival 5 ranks; Augment Summoning, Investigator, Natural Spell, Stealthy, Track.

Benefit: A warden of the wild can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Detect Corruption:* The warden may *commune with nature* once per day as a spell-like ability (caster level equals his druid level), but may only perceive major blights on the



landscape, such as powerful (9 HD+) undead creatures, dragons, aberrations and certain outsiders – anything nature sees as a terrible threat to itself. This benefit corresponds to the Drawn to Sorrow disadvantage.

- ✦ *Deathbane:* The warden is especially attuned to forces that directly oppose nature and life, such as the undead. He may turn undead (or rebuke undead, for evil druids) once per day, as a cleric of a level equal to his druid level. This benefit corresponds to the Autumnal Spirit disadvantage.
- ✦ *Curse of the Woodlands:* The warden has the authority to lay a curse on those who despoil nature. He may curse up to three creatures a day as a supernatural ability. The creatures may make a Will save against the curse (DC 10 + the druid's level + the druid's Wisdom modifier). A cursed creature will be troubled by nature in all he does; he suffers a -4 penalty to all Ride or Handle Animal checks, wandering animals will attack him, tree roots will twist to catch him, squirrels and rats will gnaw at his belongings, birds will defecate on him from a height and so on. For the purposes of any long-term activity (such as forestry, mining, hunting), a cursed character is only half as effective as normal. This curse lasts until lifted by the druid or a *remove curse* spell. This benefit corresponds to the Pestering Pests disadvantage.

Disadvantage: A warden of the wild suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Drawn to Sorrow:* The warden is constantly being drawn to regions of suffering and pain, where the creatures of nature are sickened and unwelcome. This taint even seeps into the druid's own spirit, reducing the duration of his *summon nature's ally* spells by half. This disadvantage corresponds to the Detect Corruption benefit.
- ✦ *Autumnal Spirit:* The warden patrols the borderland between life and death, and drifts too far across on occasion. Whenever he gains a level of the druid class, he rolls 1d4 for hit points instead of 1d6.
- ✦ *Pestering Pests:* The warden is known amid the woodland folk as an arbiter of disputes and defender of nature. Every day, the druid must spend at least one hour (or, alternatively, one full day per week) sorting out minor territorial squabbles and political disputes between groves of trees or rabbit warrens. If the Warden fails in this duty, he suffers a -2 penalty to all Charisma-based checks until he *atones* or otherwise regains his standing (such as through a quest).

URBAN DRUID

Like weeds pushing through cobblestones, some druids have made their homes and even thrive in the blighted cities of man. Living surrounded by dead wood, dead stone and tortured metal would seem to be impossible for a druid, but the so-called urban druids have learned the tenacity

of the cockroach and the sewer rat. The green will find its niche, even in the midst of metal and stone.

Adventuring: Urban druids are concerned primarily with survival – not a trait usually associated with adventurers. Still, they like to associate with powerful allies and are always on the lookout for ways to enhance their own abilities and secure their positions in the city.

Truth be told, though, most urban druids just like shiny things. It comes from spending too many waking hours talking to squirrels and magpies.

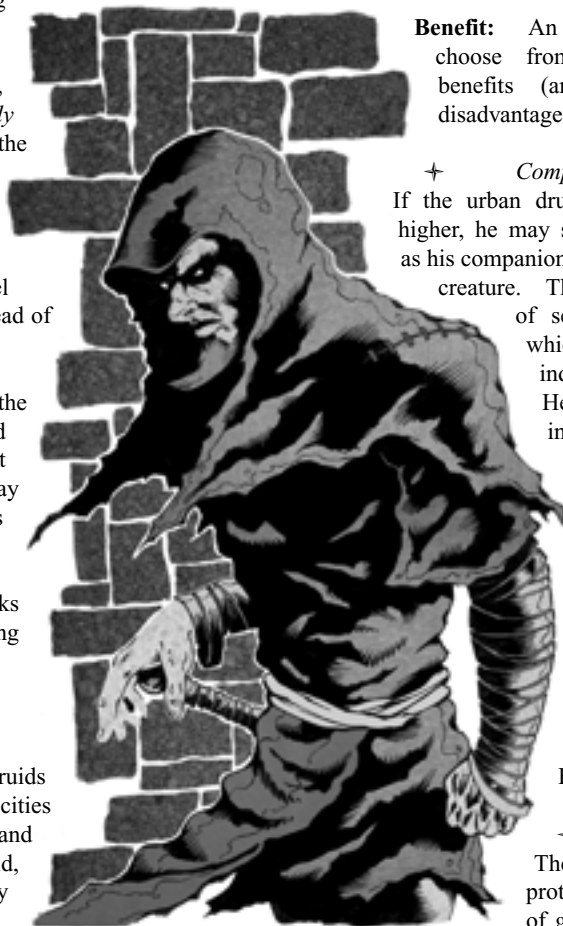
Roleplaying: Urban druids are aware that they are living on the edge at all times; the city is a dangerous and unfriendly place to one who relies so much on his connection to the wilderness. They tend to be nervous, twitchy druids; in speech, they are either taciturn and quirky, or else overly chatty. They tend to associate with the dispossessed underclasses in the city, so urban druids often use slang and may even have connections to the thieves' guilds and other underworld elements.

Advancement Options: A character follows the urban druid Career Path by choosing the following advancement options: minimum Dexterity 13; Bluff 5 ranks, Climb 5 ranks, Hide 5 ranks, Knowledge (local) 5 ranks, Knowledge (dungeoneering or architecture and engineering) 5 ranks, Move Silently 5 ranks, Sleight of Hand 5 ranks; Alertness, Blind-Fight, Dodge, Stealthy, Track.

Benefit: An urban druid can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Companion to Rats:* If the urban druid is 4th level or higher, he may select a rat swarm as his companion instead of a single creature. The swarm consists of several dozen rats, which can be given individual tasks. He also gains a +2 insight bonus to Survival and Swim checks made in the sewers, cesspits, dungeons and other underground, rat-infested areas of a city. This benefit corresponds to the Fetid disadvantage.

- ✦ *Grove Tender:* The urban druid protects a small section of greenery within the



city. He has learned to nurture life and bring healing. He may spontaneously convert his 1st, 2nd and 3rd level spells into *cure* spells of one level lower (a 1st level druid spell becomes a 0 level *cure minor wounds* spell). This benefit corresponds to the Fragile Life disadvantage.

- ✦ *Streets like Rivers, Crowds like Flocks:* The urban druid can identify predators and prey despite the masks of civilisation they wear. He gains a +2 insight bonus to Sense Motive and Gather Information checks within a city. This benefit corresponds to the Fear of Nature disadvantage.

Disadvantage: An urban druid suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Fetid:* Years of crawling around in the filth has given the druid all sorts of interesting diseases. While the druid's metabolism has adjusted to these illnesses, anyone spending more than a few minutes a day with the druid must make a Fortitude save (DC 10) or pick up a minor infection (-1 to all rolls for the next week). This disadvantage corresponds to the Companion to Rats benefit.
- ✦ *Fragile Life:* The urban druid knows that however tenacious the green is, it is still terribly vulnerable when clinging to life in the city. He never stabilises naturally when reduced below 0 hit points, and does not add his Constitution modifier to the dice roll when rolling for hit points for new levels of the druid class. This disadvantage corresponds to the Grove Tender benefit.
- ✦ *Fear of Nature:* The urban druid is unfamiliar with the true face of nature. He suffers a -2 penalty to Move Silently and Survival checks outside the city. This disadvantage corresponds to the Streets like Rivers, Crowds like Flocks benefit.

LIFESHAPER

Lifeshapers are druids who specialise in spells that alter other living beings. To a lifeshaper druid, the fur and flesh of a living creature that meets the eye is but one facet of that creature's totality. The druid can look deeper, perceiving the bloody currents of the veins, the tense lines of force in the muscles, the living marrow in the bones. He can look beyond, seeing the animal's place in the world, seeing its hungers and lusts as visible auras, or watch it push through the green threads of earth magic as it moves. All living things are a mesh of forces and desires – and with a word or a gesture, the lifeshaper can reach out and add his own artistry to the living mesh.

Adventuring: Lifeshapers adventure because all forms of life fascinate them, and the most unusual and interesting ones tend to be found by adventurers (one sage estimated that two-thirds of all new species are first encountered when they try to

eat an adventurer). As lifeshapers prefer to work their spells through other creatures, they are excellent allies and travelling companions.

Roleplaying: A lifeshaper can be played as an artist of flesh, reshaping his body and those of others to improve them; depending on the player, this can be a sort of creepy intense, Frankenstein-esque character, a friendly and charming character who lets others express their true potential or a cheerful but odd gardener of living things. Alternatively, the lifeshaper can be a mystic who sees the world in a very different way to others, viewing creatures and spells as two aspects of the same thing.

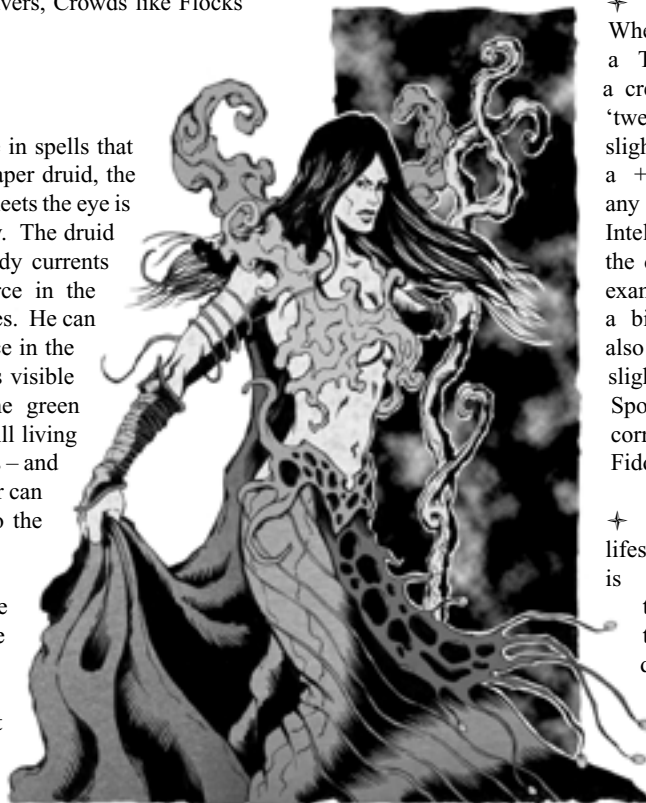
Advancement Options: A character follows the lifeshaper career path by choosing the following advancement options: minimum Intelligence 13; Craft (any) 5 ranks, Handle Animal 5 ranks, Heal 5 ranks, Knowledge (nature) 5 ranks, Spellcraft 5 ranks; Animal Affinity, Great Fortitude, Self-Sufficient, Spell Focus (transmutation).

Benefit: A lifeshaper can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Weave Spell To Bone:* By 'anchoring' his spells onto the skeletal structure of a target, the lifeshaper can have magical effects endure for longer. Any touch-delivered transmutation spells cast on a living target can have all their numeric benefits and bonuses halved, and their duration doubled. For example, a *bear's endurance* spell could be made last for two minutes per level of the druid, but only give a +2 enhancement bonus to Constitution instead of +4. This benefit corresponds to the Limited Range disadvantage.

✦ *Shaper of Form:* Whenever the lifeshaper casts a Transmutation spell onto a creature, he may choose to 'tweak' that creature's form slightly. The creature gains a +2 competence bonus to any one skill (other than Intelligence-based skills) for the duration of the spell. For example, when enhancing a bird's Dexterity, he might also choose to enlarge its eyes slightly, giving it a bonus to Spot checks. This benefit corresponds to the Compulsive Fiddler disadvantage.

✦ *Degeneration:* The lifeshaper knows all form is fleeting; with a little twist here and a tweak there, the mesh of life disintegrates and sloughs away. The lifeshaper may spontaneously convert druidic spells into *inflict* spells, just



like an evil cleric. This benefit corresponds to the Alarming disadvantage.

Disadvantage: A lifeshaper suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Limited Range:* The druid's lack of experience with casting ranged spells is clear. The range of all his spells is halved. This disadvantage corresponds to the Weave Spell To Bone benefit.
- ✦ *Compulsive Fiddler:* The lifeshaper constantly tries to make things *better*, including himself, and keeps experimenting with his own magic. If the lifeshaper goes for one hour without having a spell cast on himself or adopting a wild shape, he suffers a -2 circumstance penalty to all rolls due to nervousness and distraction. This disadvantage corresponds to the Shaper of Form benefit.
- ✦ *Alarming:* The lifeshaper's fascination with decay and magics that hasten the destruction of life-meshes taints his nature; he may no longer spontaneously cast *summon nature's ally* spells. This disadvantage corresponds to the Degeneration benefit.

GREENWIELDER

The magic of the druids is a green fire that leaps from tree to earth and from sea to sky; from the druid's heart to lips and fingers, and from there to the druid's enemies. For most druids this magic is a quiet glow, like embers in a hearth, except when the druid calls upon the green power. For a few, though, the fire is a constant inferno setting every cell and thought ablaze. Greenwielders are living vessels for the green fire; they burn very, very brightly and very, very quickly.

Adventuring: Greenwielders are driven to adventure, as their fiery souls and strange dreams compel them to keep active. The tranquil solitude and serenity of most druids is denied them – the greenwielder is too full of life and fury to find any peace before the grave. They make extremely effective adventurers, as their magic is unusually powerful.

Roleplaying: A greenwielder tends to be a passionate, driven character. They are living expressions of the wrath and swiftness of the natural world, so they are quick to react and quick to strike. Most are chaotic, and those who are not are quick to judge. They tend to use their magic whenever possible – the green fire is their primary shield, sword, tool and ally.

Advancement Options:
A character follows the Greenwielder Career Path

by choosing the following advancement options: minimum Constitution 13; Concentration 5 ranks, Knowledge (arcana) 5 ranks, Knowledge (nature) 5 ranks, Spellcraft 5 ranks, Survival 5 ranks; Combat Casting, Natural Spell, Spell Focus (any), Greater Spell Focus (any), any Metamagic feat.

Benefit: A greenwielder can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Spells from the Soul:* The greenwielder may choose to have his druidic spellcasting be based on Charisma instead of Wisdom for the purposes of bonus spells, save DCs and so on. This benefit corresponds to the Instinctive Magic disadvantage.
- ✦ *Greenflame:* For every level of druid spell the greenwielder is capable of casting, he may choose one spell. He may now cast that spell spontaneously as a full-round action by sacrificing another spell of equal or higher level. This benefit corresponds to the Burning Bright disadvantage.
- ✦ *Fires of Life:* Once per day, the greenwielder may increase his caster level by +1 or the Save DC of the spell by +1 per living creature touching him (to a maximum total increase of +8 between caster level increases and Save DC increases). All of these creatures must concentrate and may take no other actions while the Greenwielder casts his spell. This disadvantage corresponds to the Avatar of Life disadvantage.

Disadvantage: A greenwielder suffers from one of the following disadvantages, depending on the benefit he chose:

✦ *Instinctive Magic:* Whenever the greenwielder is abruptly awoken, caught flat-footed, surprised or otherwise suddenly alarmed, he must make a Will save (DC 15). If the save fails, he immediately casts a spell chosen by the Games Master. The character's own magic acts to defend him. The spell tends to be the most powerful defensive or offensive spell available to the greenwielder, and targets either the greenwielder (if defensive) or whatever alarmed him (if offensive). This disadvantage corresponds to the Spells from the Soul benefit.

✦ *Burning Bright:* Whenever the greenwielder casts a spell, he is surrounded by an aura of green light identical to a *faerie fire* spell for a number of rounds equal to the level of the spell. This *faerie fire* is quite noticeable and cannot be hidden. Anyone trying to Spot the druid has a +10 circumstance bonus to the attempt.





+ *Avatar of Life:* The druid's own life force is dependant on the fuel of others – when alone and isolated from living things, he begins to fail. Every day the druid spends alone or with fewer than six companions in a barren or otherwise lifeless area (including most dungeons and cities that are not very crowded), he loses one hit point per druid level while sleeping.

WALKING BEAST

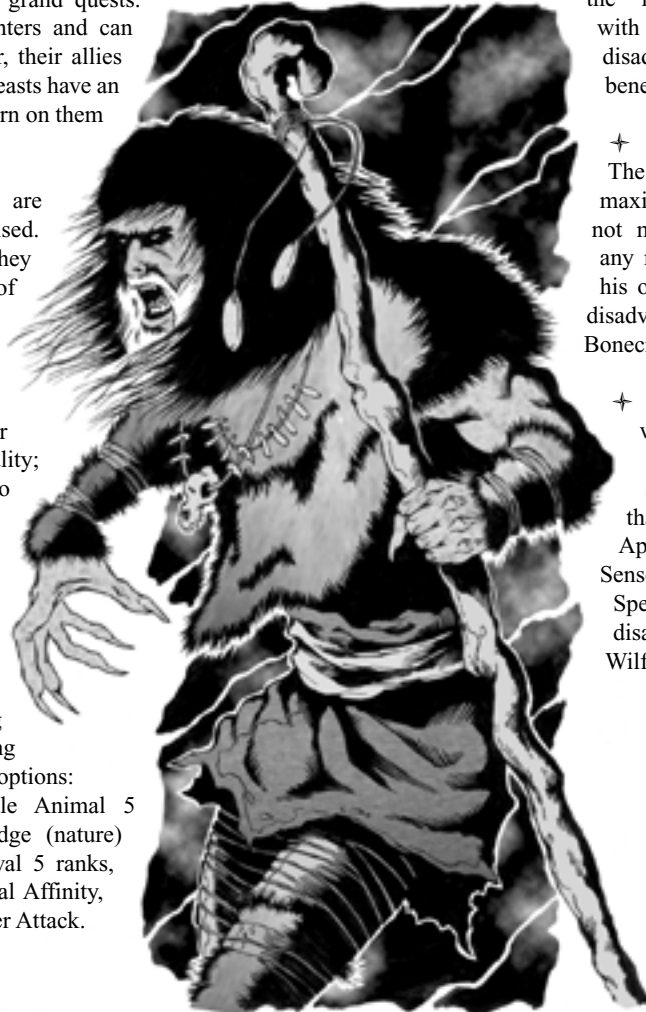
Take a beast from the forest. Give it a language instead of howls and cries. Give it tools instead of claws. Strip off its fur and wrap it in cloth, prop it clumsily upright on its hind legs and what do you have? A thing that calls itself man, and chatters that it is above the other beasts. The druids know better, for some of them have turned and walked back into the forest. They have begun as humans and become walking beasts, feral animals in vaguely humanoid form.

Walking beasts are feared by many but they are not necessarily monsters. They have simply torn off some of the veneers and flimsy barriers that distinguish man from beast.

Adventuring: Walking beasts are often aggressive and territorial, concerned with simple animal matters such as hunting and shelter, but they are quite capable of focussing on higher goals and grand quests. They are excellent, savage fighters and can be loyal companions. However, their allies must never forget that walking beasts have an animal's pragmatism and may turn on them if there is no other alternative.

Roleplaying: Walking beasts are deliberately, consciously uncivilised. They are feral and animalistic. They care nothing and know nothing of 'civilised' behaviour. They may appear wilfully crude and foul-minded, but they simply do not care about most social customs. They do honour strength and force of personality; a walking beast would pay no heed to a noble simply because of his rank but would listen to the noble if the noble is strong enough to deserve the beast's attention.

Advancement Options: A character follows the walking beast career path by choosing the following advancement options: Minimum Strength 13; Handle Animal 5 ranks, Hide 5 ranks, Knowledge (nature) 5 ranks, Listen 5 ranks, Survival 5 ranks, Swim 5 ranks; Alertness, Animal Affinity, Improved Unarmed Strike, Power Attack.



Benefit: A walking beast can choose from one of three benefits (and corresponding disadvantages):

- + *Fury:* The walking beast may *rage* once per day, as a 1st level barbarian but only while in animal form. This benefit corresponds to the Frustration disadvantage.
- + *Bonecracking Stance:* When transformed into an animal shape, the walking beast may choose to stand on its hind legs and form hands from its paws. It may clumsily use armour and weapons made for humanoids while in animal form. The armour check penalty for any armour is increased by 2, and the beast's weapon attacks suffer a -2 circumstance penalty. This benefit corresponds to the Eschew Civilisation disadvantage.
- + *Wilful Beast:* The walking beast has a +4 bonus to all Will saves against *charm* and *compulsion* spells and effects. This benefit corresponds to the Wilful Ignorance disadvantage.

Disadvantage: A walking beast suffers from one of the following disadvantages, depending on the benefit he chose:

- + *Frustration:* If the walking beast fails the same skill check or attack roll two times in a row, he enters a blind fury for 1d4 rounds, smashing objects and attacking the nearest non-animal creatures with his best physical attack. This disadvantage corresponds to the Fury benefit.
- + *Eschew Civilisation:* The walking beast may carry a maximum of two items that he did not make himself. He may carry any number of items he made with his own craft skills or magic. This disadvantage corresponds to the Bonecracking Stance benefit.
- + *Wilful Ignorance:* The walking beast may not put any skill points in the following skills: Any Knowledge other than Knowledge (nature), Appraise, Forgery, Profession, Sense Motive, Sleight of Hand, Speak Language, Spellcraft. This disadvantage corresponds to the Wilful Beast benefit.



MASK OF NATURE

The mask of nature knows that all forms are fleeting. The human or elven or gnomish shape the druid wore for most of his life up until now is just another shape, one that is no more important than the wolf shape or bat shape or tree shape he wears today. All of nature is just a mask for the druid's spirit that moves invisibly through the world. As he grows, he slips from mask to mask and form to form, adapting to each new life and new shape with terrifying ease. Anyone and anything could be a mask for the druid.

Adventuring: Masks of nature adventure because they are restless souls. They tend to bore easily, so a life on the road or one filled with excitement and danger suits them. They are also adept at coping with the sudden changes and unexpected twists inherent in adventuring – masks of nature tend to be mercurial and morally... fluid.

Roleplaying: Masks of nature draw their behaviour from whatever mask they are currently wearing. They are therefore most reasonable in humanoid form, while a mask of nature in the shape of a wolf tends to be more aggressive, a deer mask is skittish and nervous, a toad mask is placid and so on. Some desires and plans – the inner will of the character – endure from form to form but for the most part, the character is endlessly changeable and unpredictable.

Advancement Options: A character follows the mask of nature career path by choosing the following advancement options: Minimum Wisdom 13; Bluff 5 ranks, Concentration 5 ranks, Disguise 5 ranks, Handle Animal 5 ranks, Hide 5 ranks, Knowledge (nature) 5 ranks, Survival 5 ranks; Animal Affinity, Endurance, Iron Will, Natural Spell.

Benefits: A mask of nature can choose from one of three benefits (and corresponding disadvantages):

- + *Master of Wild Shape:* There is no limit on how long the character can stay in another form. However, if the character is knocked unconscious by damage or another effect, he reverts to his natural form. This benefit corresponds to the Pure Body disadvantage.
- + *Soul Rider:* Instead of using wild shape, the character can use a wild shape use to attempt to possess another creature. This ability is identical to the *dominate animal* spell, except that the character is limited to animals that he can wild shape into (i.e., a 5th level druid can only use the Soul Rider ability on Small or Medium animals). This is a spell-like ability. This benefit corresponds to the Pilgrim Soul disadvantage.



+ *This Body is a Mask:* When the mask of nature dies, he automatically *reincarnates* 10 minutes later. No material components are required for this. He cannot be *raised* or *resurrected* in any other fashion – his soul never leaves the material world, it simply slips into another body. This ability may be used a maximum of once per month – if the character dies a second time in a month, his soul is too weak to move onto a new body and the character is permanently dead. This benefit corresponds to the Seasonal Mask disadvantage.

Disadvantages: A mask of nature suffers from one of the following disadvantages, depending on the benefit he chose:

+ *Pure Body:* The mask of nature's clothing and personal belongings do not merge into his body when he transforms. He can keep anything that

fits on his new form but other items are dropped when he transforms using his wild shape ability or his own spells. (Items and spells cast by others work normally.) This disadvantage corresponds to the Master of Wild Shape benefit.

- + *Pilgrim Soul:* The mask's spirit is only loosely tethered to his body. If he ever rolls a natural one on a Will save, his spirit is transferred to the nearest animal, as per the Soul Rider ability. He can return to his body by touching it, or by waiting until the ability's duration runs out. This disadvantage corresponds to the Soul Rider benefit.
- + *Seasonal Mask:* The character grows tired of bodies quickly. Once ever three months, he *must* reincarnate into a new form, as per the *reincarnate* spell. The character suffers no level or Hit Dice loss when he *reincarnates* using this ability, and the cost for the spell is reduced to 100 gp. If the character fails to *reincarnate* in this fashion, he must make a Fortitude save each day (DC 0, +1 per day) until he forcibly *reincarnates* using This Body is a Mask. This disadvantage corresponds to the This Body Is A Mask benefit.

PATHS OF CEREMONY AND INITIATION

The paths of ceremony and initiation focus on the druid's role as priest and defender of the wilderness. As a character advances in these paths, he rises in stature and influence among all those who revere nature.

LORD OF BEASTS

The lord of beasts is a king of the wilderness, a master of the pack and the herd. His soul is a feral, animalistic one, capable of both vicious fury and inhuman grace. Animals recognise his authority and willingly serve him. Most lords prefer the company of animals to that of other humanoids, although some are able to keep a paw in both worlds.

Adventuring: Lords of beasts sometimes adventure to see the world or, more specifically, to see the creatures of the world. Some are merely curious about the strange beasts of far-off lands, while others wish to confirm their own force of will by taming or dominating the most fearsome creatures they can find. Other lords of beasts see themselves as generals of the armies of nature, leading the animals in wars and quests against those who would despoil the wild.

Roleplaying: Sometimes, a lord of beasts is almost saint-like in his kindness and serenity. Birds nest in his beard; fawns and young rabbits nuzzle against his legs. He radiates love and tenderness towards all living things. Other lords of beasts are as savage as their namesakes, red in tooth and claw and staff and spell. These feral lords are terrifying and disturbing even to their companions, as it seems like the druid could turn on them at any moment. Most strange of all, some lords of beasts can slip from one of these demeanours to the other in an instant.

Advancement Options: A character follows the lord of beasts career path by choosing the following advancement options: Handle Animal 6 ranks, Knowledge (nature) 6 ranks, Listen 6 ranks, Spot 6 ranks, Survival 6 ranks, Swim 6 ranks; Animal Affinity, Blind-Fight, Leadership, Natural Spell, Self-Sufficient, Stealthy, Track.

Benefit: A lord of beasts gains the following benefit:



✦ *Empathic Link:* The druid can create a mental link between himself and any one animal within a range of one mile. This link does not allow true communication, but images and basic concepts can be shared. The druid can handle the animal as a free action, or push it as a move action. This link is similar to the link between the druid and his animal companion but less powerful. Establishing a link is a move action; disconnecting is a free action. This benefit corresponds to the Empathy disadvantage.

Disadvantage: A lord of beasts suffers from the following disadvantage:

✦ *Empathy:* The lord of beasts may not wilfully kill an animal without suffering intense pain and anguish – the character suffers temporary Wisdom damage equal to the animal's Charisma score. This disadvantage corresponds to the Empathic Link benefit.

FOREST KEEPER

The cathedrals of nature are grown, not built. The trees reach to heaven, their branches twining and arching far overhead to form green naves and awe-inspiring living vaults. Forests are sacred places; anyone who walks in the wildwood knows this in the core of their being. The forest keeper is the custodian and priest of such a sacred place; he guards and tends the holy places of the world. Despite the name, forest keepers can be found elsewhere in the world, as there are keepers of the oases in the desert, of the high places in the mountains, or of the glaciers and icefields of the uttermost reaches of the world.

Adventuring: Forest keepers prefer to stay close to home, near the holy places they guard. Defending a forest from despoiling orc hordes or encroaching civilisation is no mean task, and one that often requires direct action on the part of the druid. Others go out in search of something their forest needs or take long-term direct action against a growing threat – if the rising tide of undead will one day come to the woodland, then it is better to strike it down when it is still far from the woods. Still other keepers adventure as part of their training; they leave the forest in the care of a senior keeper and adventure to hone their skills





so they will be ready to take up the duty of keeping the forest when their day dawns.

Roleplaying: Forest keepers are necessarily parochial; their lives are dominated by one place or region. Within their forest, they are utterly at home – they know every step of the ground and every breath of wind. Once they leave their enclosures, however, forest keepers tend to become much more hesitant and homesick. For the druid, there is one place in all the world that is home, one navel of the world that all other points are reckoned from, and he counts the days until he can return there.

Advancement Options: A character follows the forest keeper Career Path by choosing the following advancement options: Craft 6 ranks, Hide 6 ranks, Knowledge (local) 6 ranks, Knowledge (nature) 6 ranks, Survival 6 ranks; Alertness, Diligent, Iron Will, Natural Spell.

Benefit: A forest keeper gains the following benefit:

- + *Rites of the Woodland:* The forest keeper may draw on the strength of the trees when casting his spells. Once per day, he may increase the saving throw DC for any spell by +2. This corresponds to the Tied Magic disadvantage.

Disadvantage: A forest keeper suffers from the following disadvantage:

+ *Tied Magic:* The forest keeper's magic is tied to the health and strength of his forest. If the sacred places are slightly injured (a single tree felled, a holy place damaged), he loses one level of druid spellcasting ability (he casts spells as if he were a druid of one level lower than his actual druid level). If the sacred place is severely damaged, he loses five levels of druid spellcasting ability. If the sacred place is destroyed, he loses all his spellcasting ability. The forest keeper can regain his magic by repairing the injury to the forest. This disadvantage corresponds to the Rites of the Woodland benefit.

PRIEST OF THE OLD FAITH

In the hearts of the people, they know the gods are interlopers. The religion offered by churches and clerics is a thin concept, a weak idea, born of the rustling of papers and the portentous babble of blowhard philosophers. The true faith comes from blood and bone, from sex and birth and death, from the waters and the wild. Once, the druids were the priests of this faith, but now most people worship one or other of the gods, and the flocks of the druids are diminished to scattered barbarian tribes or the dumb congregation of the animals. Still, there are some druids who practise the old rites and still lead a few faithful worshippers in worship of life itself.

Adventuring: Priests of the old faith adventure in attempts to proselytise and revitalise the flagging old faith – the common folk are much more likely to listen to preaching and religious haranguing from someone who just saved their village from a monster. Other priests go in search of lost relics or holy places lost when the old faith declined.

Roleplaying: Priests of the old faith are usually wise and learned, if a little self-important. They constantly preach about the virtues of the old faith and the usurpation of the faith of the people by the clerics. They tend to be stern and pragmatic, willing to make sacrifices and concentrating on the here-and-now. Still, the old faith was also about joy and pleasure, so there is a trickle (or a fountain) of mirth in the hearts of most of the priests of the old faith.

Advancement Options: A character follows the priest of the old faith career path by choosing the following advancement options: Bluff 6 ranks, Concentration 6 ranks, Diplomacy 6 ranks, Knowledge (nature) 6 ranks, Knowledge (religion) 6 ranks, Sense Motive 6 ranks; Iron Will, Leadership, Negotiator, Persuasive.

Benefit: A priest of the old faith gains the following benefit:

- + *Voice of the Green:* Three times per day, as a free action, the priest can speak with all the grandeur and terror of a thunderstorm, or with the wisdom and serenity of an ancient forest. He gains a sacred bonus to Charisma equal to the number of druidic spell levels sacrificed, to a maximum of his druid level. This bonus lasts for one round. For example, a 7th level druid could gain a +7 bonus to Charisma for one



round by sacrificing a 4th level spell and a 3rd level spell, or three 2nd level spells and a 1st level spell, or any combination adding up to seven. This benefit corresponds to the Fool's Voice disadvantage.

Disadvantage: A priest of the old faith suffers from the following disadvantage:

- + *Fool's Voice:* The priest of the old faith is a vessel for the will of the wild. He cannot deny his calling. The priest of the old faith may not use Bluff, Disguise or other skills, spells or abilities to pretend to be anyone or anything other than what he is – he may not deceive others into thinking he is anything other than a priest of the old faith. Furthermore, he sometimes blurts out what nature is 'thinking', even if it is impolite or dangerous to do so (telling a king that the land despises his sponsorship of wizardry, for example). This disadvantage corresponds to the Voice of the Green benefit.

MOON DRUID

The eternal dance of Sun and Moon is the only true calendar of days and years. Of these two, the Sun is greater – the passage of day and night are in his purview, as is the great cycle of the seasons. The great ceremonies venerate the solar sphere and often, the Moon is forgotten. It is dismissed as a lesser partner, as women's magic, as a sphere of trickery and shadow and change bereft of true power.

The moon druid knows that the silver light of the moon has more mysteries and wonders than all the bright light of day. There is a magic of change and secrets, of the silver light that heals and reveals. The moon druids are kin to werewolves and oracles and all the things of the night.

Adventuring: Moon druids may be tied to a secret sacred grove or temple, or they might wander. One of their special duties is to ensure the proper passage of time, so they are often found dealing with creatures that have lingered in undeath beyond their time, or stopping over-ambitious wizards from halting the wheel of the seasons. The souls of moon druids are mercurial, though, so they can be found almost anywhere doing anything.

Roleplaying: Moon druids are usually secretive and mysterious. They may even be mocking; it is in their nature to be tricksters. They are almost invariably nocturnal. Their moods are tied to the moon, changing from black anger to joy as the silver sphere waxes and wanes.

Advancement Options: A character follows the moon druid career path by choosing the following advancement options: Bluff 6 ranks, Concentration 6 ranks, Hide 6 ranks, Knowledge (nature) 6 ranks, Move Silently 6 ranks, Survival 6 ranks; Brew Potion, Dodge, Natural Spell, Stealthy.

Benefit: A moon druid gains the following benefit:

- + *Moon-tied Magic:* At night during the waxing moon (when the moon is getting bigger and brighter), the DC for saving throws against the druid's spells increases by +1. During the full moon, this bonus increases to +2. This ability only functions at night.

Disadvantage: A moon druid suffers from the following disadvantage:

- + *Moon-tied Magic:* At night during the waning moon (when the moon is getting smaller), the DC for saving throws against the druid's spells decreases by -1. During the new moon, this penalty worsens to -2. This penalty only functions at night.



Multiclassing

Druids have a wide variety of quirky abilities that do not always work well together. A druid can heal a little bit, fight moderately well, hurl spells fairly effectively and so on. One of the best approaches is to reinforce the druid's own abilities with complementary ones from another class. For example, a druid who wants to improve his combat abilities is served well by taking a few levels of fighter and selecting feats that can be used in animal form.

This book assumes that the character's main class is druid; other classes complementing their own abilities with a couple of druid levels will be covered in their respective Advanced Tactics series books. Note that few races have druid as their favoured class, so the player should be careful not to let his druid levels differ from his other class levels by more than one level (unless the character's favoured class is the 'other' class being taken in addition to druid).

The table opposite indicates a recommended advancement rate that is by no means mandatory, but they might work best for that class combination. Given the great number of options available to meet a player's concept of what his character is or does, these tables are merely guidelines and not a strict route map.

Variant Rules

Each of the multiclass descriptions in this chapter below have a section marked as *variant rules*. This deals with optional, specialised rules that represent how a character following multiple paths can develop abilities pertinent to both, but that are not normally represented. Some of these variant rules are simply a crossing of class skills, enabling druids to choose from a wider range of skills. Others grant entirely new abilities that develop as the two classes combine. However, there are a number of limitations that must be obeyed:

- ✦ All are subject to the Games Master's approval before being chosen.
- ✦ Each variant rule starts with the line 'Upon gaining X druid level', and specifies the druidic ability that is sacrificed to gain the new ability.

- ✦ In addition, the character must have at least one level in the alternate (non-druid) class. Occasionally more levels are needed in the alternate class; this will be specified in the text.

Once a variant rule has been taken, it cannot be reversed later on. The bonus feat that was sacrificed to gain the variant rule is lost forever.

Prestige Classes

One of the advantages of multiclassing is that the character may meet the prerequisites of the more exotic prestige classes. A character can break off the suggested progression or take a slightly different one in order to meet the requirements for a prestige class and then continue with his career along those lines. Many of these classes give far greater advantages than simple multiclassing as they combine different abilities into a single class level so the Games Master has the final word about what prestige classes exist in his campaign.

Epic Advancement

Note that the tables presented in this chapter are not for a complete character class, but a combination of two. A character can reach epic levels once he gains his 21st level from either class and is subject to the usual rules for epic characters, although they continue gaining the abilities in their appropriate class table until they reach 20th level in either class. Spellcasting fighters continue to gain spells per day and spells known accordingly and may not purchase epic feats that demand they be able to cast spells from the spellcasting class' maximum level because he has not reached the spellcasting class' maximum.

FORCE OF NATURE (DRUID/BARBARIAN)

The mighty-thewed barbarian is already close to animalistic – add in the wild magic and shapeshifting of a druid, and the result is a feral monster that smashes through the borders of civilisation and leads wild hordes to rampage and pillage.

The hawk continued:

'From my lofty perches
I have seen much of the world. I watched men butcher on the battle fields;
I heard the bards sing their praises at tourneys, or the priests eulogise them in cathedrals.
No tree was ever so hollow.
The towers of wizards are not unknown to me; in my time I've been a bookworm.
Still, what man every found peace in magic? Even the sorcerers, whose blood is thick with it,
They're bitter.
Familiar I am with the wilder reaches – indeed, who knows them better?
You there with the bow; you could not follow me into the wood
Unless I let you. Now follow.'

The hawk circled once over the company of hunters, then wheeled off, heading deeper into the forest. Elaine spurred her horse. 'You heard the bird. Follow.'

Base Bonus Progression

Multiclassing can get tricky after a few levels because the class tables indicate a total bonus for each level, listing the accumulated total. To mix and match this chapter's advancement tables use the information in the Advancement and Base Bonus Progression table, listing by what amount the base bonus progresses at any given level, depending on class.

Advancement and Base Bonus Progression

Level	Base Attack Bonus			Base Save Bonus	
	Good (Bbn, Ftr, Pal, Rgr)	Average (Brd, Clr, Drd, Mnk, Rog)	Bad (Sor, Wiz)	Good	Bad
1 st	+1	+0	+0	+2	+0
2 nd	+1	+1	+1	+1	+0
3 rd	+1	+1	+0	+0	+1
4 th	+1	+1	+1	+1	+0
5 th	+1	+0	+0	+0	+0
6 th	+1	+1	+1	+1	+1
7 th	+1	+1	+0	+0	+0
8 th	+1	+1	+1	+1	+0
9 th	+1	+0	+0	+0	+1
10 th	+1	+1	+1	+1	+0
11 th	+1	+1	+0	+0	+0
12 th	+1	+1	+1	+1	+1
13 th	+1	+0	+0	+0	+0
14 th	+1	+1	+1	+1	+0
15 th	+1	+1	+0	+0	+1
16 th	+1	+1	+1	+1	+0
17 th	+1	+0	+0	+0	+0
18 th	+1	+1	+1	+1	+1
19 th	+1	+1	+0	+0	+0
20 th	+1	+1	+1	+1	+0

Forces of nature are extremely resilient and powerful characters; what they lack in sheer might, they can make up for with adaptability and magic. Most forces of nature are either the scions of barbarian tribes who are governed or advised by druids, or else barbarians who wandered into the forest and learned druidism there.

The primary goal of most of these hulking brutes is simple survival – the force of nature can learn to endure any hardship and recover from any injury, dealing with threats with lightning-fast savagery.

Strengths

A force of nature gains a number of benefits from adding barbarian levels to his druid class, the following being the most important for the role of the druid:

- ✦ **Hit Dice:** The barbarian's d12 Hit Dice makes the character much more durable in combat, although the character only gains it on levels he assigns to the barbarian class.

- ✦ **Skills:** The two classes have very similar skills and the same number of skill points, reinforcing their strengths.

- ✦ **Rage:** Rage can be used in wild shape form, making already dangerous natural attacks even more lethal. This is especially good when combined with special animal attacks, such as grapples or rakes, as the extra Strength on top of the animal's Strength makes these attacks much more likely to hit. Boars are especially good choices as their ferocity lets them keep fighting even if the character is suddenly dropped below 0 hit points by his extra hit points from rage vanishing.

- ✦ **Fast Movement:** This combines with the already fast land speeds of most animals to give the force of nature an edge in mobility. Druids also get the *longstrider* spell early, meaning that a 2nd level force of nature could be walking around with a movement of 50 feet in human form. Fast movement relies on the force of nature wearing light or no armour, which is not a huge loss for the druid.



Weaknesses

The force of nature dilutes his druidic training by taking up barbarian levels, adding the following weaknesses:

- ✦ **Lack of New Options:** There is very little a force of nature can do that a normal druid cannot. He is especially focussed on combat but his attack patterns are basically the same as the basic druid (activate rage and other enhancements, change to animal form if possible, start smashing things).
- ✦ **Limited Advancement:** Both druids and barbarians continue to acquire new and more powerful abilities at higher levels. Taking 10 levels of barbarian and 10 of druid means that the character never gets potent abilities such as Tireless Rage or wild shape into Huge forms.

Recommended Options

As the character combines druid and barbarian levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Mobility and savage attacks are the key to the force of nature. Taking Dodge, Mobility and Spring Attack is a significant investment in a feat-poor character, but can pay dividends with the force of nature's enhanced movement. In any event, the character should focus on finishing fights

quickly, using his damage reduction and high hit points to make up for his comparative lack of armour class.

- ✦ Casting spells in combat is not an option – ideally, the force of nature will be raging and, when he is not, he should be either withdrawing from combat or else in the thick of things. Therefore, the force of nature should use his spells on information gathering and enhancement. Luckily, the druid spell list is well suited to this task – *shillelagh*, *barkskin*, *flame blade*, *bull's strength* or *freedom of movement* coupled with *speak with animals*, *animal messenger* or *scrying* allow the force of nature to learn about his foes, ambush them and crush them as quickly as possible. Offensive spells such as *flame strike* should be reserved for situations when the force of nature can stay well away from his foes.
- ✦ Do not overlook the virtue of the force of nature curing his own wounds. The character's hit points are a reserve to be drained – take a little damage if it will end the fight more quickly.

Variant Rules

- ✦ **Rage-Trigger Magic:** Upon gaining 5th druid level, the force of nature may take Rage-Trigger Magic instead of Trackless Step. The force of nature may cast one 1st or 2nd level druid spell in the round he enters rage. This spell

The Force of Nature (Fighter/Barbarian)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Drd 1	+0	+2	+0	+2	Animal companion, nature sense, wild empathy
2 nd	Bbn 1	+1	+4	+0	+2	Fast movement, rage 1/day
3 rd	Drd 2	+2	+5	+0	+3	Woodland stride, (character feat)
4 th	Bbn 2	+3	+6	+0	+3	Uncanny dodge, (ability increase)
5 th	Drd 3	+4	+6	+1	+3	Trackless step
6 th	Bbn 3	+5	+6	+2	+4	Trap sense +1, (character feat)
7 th	Drd 4	+6/+1	+7	+2	+5	Resist nature's lure
8 th	Bbn 4	+7/+2	+8	+2	+5	Rage 2/day, (ability increase)
9 th	Drd 5	+7/+2	+8	+2	+5	Wild shape 1/day, (character feat)
10 th	Bbn 5	+8/+3	+8	+2	+5	Improved uncanny dodge
11 th	Drd 6	+9/+4	+9	+3	+6	Wild shape 2/day
12 th	Bbn 6	+10/+5	+10	+4	+7	Trap sense +2, (ability increase), (character feat)
13 th	Drd 7	+11/+6/+1	+10	+4	+7	Wild shape 3/day
14 th	Bbn 7	+12/+7/+2	+10	+4	+7	Damage reduction 1/-
15 th	Drd 8	+13/+8/+3	+11	+4	+8	Wild shape (Large), (character feat)
16 th	Bbn 8	+14/+9/+4	+12	+4	+8	Rage 3/day, (ability increase)
17 th	Drd 9	+14/+9/+4	+12	+5	+8	Venom immunity
18 th	Bbn 9	+15/+10/+5	+12	+6	+9	Trap sense +3, (character feat)
19 th	Drd 10	+16/+11/+6/+1	+13	+6	+9	Wild shape 4/day
20 th	Bbn 10	+17/+12/+7/+2	+13	+6	+9	Damage reduction 2/-, (ability increase)



does not occur until the rage finishes. For example, a force of nature could run up and cast *cure light wounds* when entering rage. Six rounds later when the rage finishes, the spell triggers and heals him of 1d8+3 points of damage.

- ✦ **Share Rage:** Upon gaining 7th druid level, the force of nature may take Share Rage instead of Resist Nature's Lure. When the force of nature rages, his animal companion may rage too. Both creatures enter rage at the same time.
- ✦ **Boar's Ferocity:** Upon gaining 17th druid level, instead of gaining Venom Immunity, the force of nature may take Boar's Ferocity instead. This is an extraordinary ability that allows the force of nature to act and fight normally when reduced below 0 hit points. He still dies on reaching -10 hit points.

Force of Nature Spells

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	1 st	3	1	—	—	—	—
2 nd	1 st	3	1	—	—	—	—
3 rd	2 nd	4	2	—	—	—	—
4 th	2 nd	4	2	—	—	—	—
5 th	3 rd	4	2	1	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th	3 rd	4	2	1	—	—	—
8 th	4 th	5	3	2	—	—	—
9 th	4 th	5	3	2	—	—	—
10 th	5 th	5	3	2	1	—	—
11 th	5 th	5	3	2	1	—	—
12 th	6 th	5	3	3	2	—	—
13 th	6 th	5	3	3	2	—	—
14 th	7 th	6	4	3	2	1	—
15 th	7 th	6	4	3	2	1	—
16 th	8 th	6	4	3	3	2	—
17 th	9 th	6	4	4	3	2	1
18 th	9 th	6	4	4	3	2	1
19 th	10 th	6	4	4	3	3	2
20 th	10 th	6	4	4	3	3	2

NIGHTINGALE (DRUID/ BARD)

The birds in the treetops can make finer music than the most skilled bard. Their beautiful harmonies and choruses effortlessly outshine the clumsy instruments and hoarse voices of mortal players. Nightingales are bards who have learned to listen to the dawn chorus and recognise it for the symphony it is. They have stopped to listen to the songs of nature, and they are better bards for it.

Nightingales are usually wandering minstrels on the borders of civilisation. They visit outlying towns for coin and supper, but are equally at home in the deep wilderness, alone save for the animals. The music of nightingales can soothe the savage beast or inspire animal lust in the most staid cleric. Nightingales are oath-kin to satyrs and nymphs, merry wanderers in the night.

Strengths

A nightingale gains a number of benefits from adding bard levels to his druid class, the following being the most important for the role of the druid:

- ✦ **Skills:** Bards have six skill points per level and an excellent assortment of skills, including many that are cross-class skills for the druid.



- + **Saves:** The two classes double up on the important Will save, while having good progression in both the others.
- + **Bardic Music:** Bardic music works best with allies, and allies are the one thing druids have lots of. *Summon* a few animals, then start singing.
- + **Spellcasting:** The bard spell list adds another odd assortment of useful spells to the druid's panoply. Seeing as the bard only knows a few spells, the nightingale can use his prepared druid spells to make up for any deficiencies in his bardic repertoire – for example, the bard does not need to waste one of his spells known on *cure light wounds*, as he can take it as a druid spell.

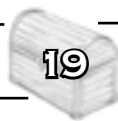


Weaknesses

Nightingales are very unfocused characters – both bards and druids are unspecialised jack-of-all-trades classes. Between shapeshifting, singing, two spell lists and a strange assortment of minor abilities, the nightingale can try almost everything but is not especially good at anything.

The Nightingale (Druid/Bard)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Drd 1	+0	+2	+0	+2	Animal companion, nature sense, wild empathy, (character feat)
2 nd	Brd 1	+0	+2	+2	+4	Bardic music, bardic knowledge, countersong, <i>fascinate</i> , inspire courage +1
3 rd	Drd 2	+1	+3	+2	+5	Woodland stride, (character feat)
4 th	Brd 2	+2	+3	+3	+6	(ability increase)
5 th	Drd 3	+3	+3	+4	+6	Trackless step
6 th	Brd 3	+4	+4	+4	+6	Inspire competence, (character feat)
7 th	Drd 4	+5	+5	+4	+7	Resist nature's lure
8 th	Brd 4	+6/+1	+5	+5	+8	(ability increase)
9 th	Drd 5	+6/+1	+5	+5	+8	Wild shape 1/day, (character feat)
10 th	Brd 5	+6/+1	+5	+5	+8	Change spell list
11 th	Drd 6	+7/+2	+6	+6	+9	Wild shape 2/day
12 th	Brd 6	+8/+3	+7	+7	+10	<i>Suggestion</i> , (ability increase), (character feat)
13 th	Drd 7	+9/+4	+7	+7	+10	Wild shape 3/day
14 th	Brd 7	+10/+5	+7	+7	+10	
15 th	Drd 8	+11/+6/+1	+8	+7	+11	Wild shape (Large), (character feat)
16 th	Brd 8	+12/+7/+2	+8	+8	+12	Inspire courage +2, change spell list, (ability increase)
17 th	Drd 9	+12/+7/+2	+8	+9	+12	Venom immunity
18 th	Brd9	+12/+7/+2	+9	+9	+12	Inspire greatness, (character feat)
19 th	Drd 10	+13/+8/+3	+10	+9	+13	Wild shape 4/day
20 th	Brd 10	+14/+9/+4	+10	+10	+14	(ability increase)



Nightingale Spells (Bard)

Level	Caster Level	Spells per day					Spells Known				
		0	1 st	2 nd	3 rd	4 th	0	1 st	2 nd	3 rd	4 th
1 st	0	—	—	—	—	—	—	—	—	—	—
2 nd	1 st	2	—	—	—	—	4	—	—	—	—
3 rd	1 st	2	—	—	—	—	4	—	—	—	—
4 th	2 nd	3	0	—	—	—	5	2 ¹	—	—	—
5 th	2 nd	3	0	—	—	—	5	2 ¹	—	—	—
6 th	3 rd	3	1	—	—	—	6	3	—	—	—
7 th	3 rd	3	1	—	—	—	6	3	—	—	—
8 th	4 th	3	2	0	—	—	6	3	2 ¹	—	—
9 th	4 th	3	2	0	—	—	6	3	2 ¹	—	—
10 th	5 th	3	3	1	—	—	6	4	3	—	—
11 th	5 th	3	3	1	—	—	6	4	3	—	—
12 th	6 th	3	3	2	—	—	6	4	3	—	—
13 th	6 th	3	3	2	—	—	6	4	3	—	—
14 th	7 th	3	3	2	0	—	6	4	4	2 ¹	—
15 th	7 th	3	3	2	0	—	6	4	4	2 ¹	—
16 th	8 th	3	3	3	1	—	6	4	4	3	—
17 th	8 th	3	3	3	1	—	6	4	4	3	—
18 th	9 th	3	3	3	2	—	6	4	4	3	—
19 th	9 th	3	3	3	2	—	6	4	4	3	—
20 th	10 th	3	3	3	2	0	6	4	4	4	2 ¹

¹ Provided the nightingale has a high enough Charisma score to have a bonus spell of this level.

- ✦ **Hit Die:** Bards have only d6 Hit Dice, dropping the character's average hit points down.
- ✦ **Ability Scores:** Bards need high Charisma; druids need high Wisdom, and both classes really like high scores in all the other abilities too. An otherwise important ability such as Strength or Constitution may have to be left quite low.
- ✦ **Saves and Base Attack Bonus Progression:** Both classes tend to 'plateau' alarmingly, not increasing their saves or Base Attack Bonus for several levels at a time. Towards the end of this plateau (at 10th level, for example), the nightingale will be lagging behind other characters of the same level in terms of effectiveness.

Recommended Options

As the character combines druid and bard levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Take a combative animal companion, and support it with your spells. The nightingale is a lightly-armoured, fragile character, so stay out of melee whenever possible.
- ✦ The nightingale is a support character, so cast your spells and use bardic music to enhance your companions' abilities

before your own. The character should be armed with a shortbow or other missile weapon. Once the nightingale learns to wild shape and takes the Natural Spell feat, hiding as a bird is an excellent place for him.

- ✦ Nightingales excel at diplomacy – between wild empathy, a high Charisma, and the occasional *eagle's splendour* or *glibness* spell, there is almost no situation the nightingale cannot talk his way out of.
- ✦ Recommended Spell List (for a 10th level bard): 0 level – *dancing lights, daze, lullaby, mage hand, message, prestidigitation*; 1st level – *charm person, expeditious retreat, hideous laughter, sleep*; 2nd level – *detect thoughts, enthrall, invisibility, suggestion*; 3rd level – *blink, gaseous form, glibness, haste*; 4th level – *break enchantment, greater invisibility, legend lore, modify memory*.

Variant Rules

- ✦ **Nightingale's Song:** Upon gaining 2nd druid level, the nightingale may take Nightingale's Song instead of woodland stride. He gains a +2 competence bonus to Perform and Diplomacy checks due to his sweetly musical voice. He may also use Bardic Music while wild shaped into the form of a bird.



Nightingale Spells (Druid)

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	1 st	3	1	—	—	—	—
2 nd	1 st	3	1	—	—	—	—
3 rd	2 nd	4	2	—	—	—	—
4 th	2 nd	4	2	—	—	—	—
5 th	3 rd	4	2	1	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th	4 th	5	3	2	—	—	—
8 th	4 th	5	3	2	—	—	—
9 th	5 th	5	3	2	1	—	—
10 th	5 th	5	3	2	1	—	—
11 th	6 th	5	3	3	2	—	—
12 th	6 th	5	3	3	2	—	—
13 th	7 th	6	4	3	2	1	—
14 th	7 th	6	4	3	2	1	—
15 th	8 th	6	4	3	3	2	—
16 th	8 th	6	4	3	3	2	—
17 th	9 th	6	4	4	3	2	1
18 th	9 th	6	4	4	3	2	1
19 th	10 th	6	4	4	3	3	2
20 th	10 th	6	4	4	3	3	2

- ✦ **Dawn Chorus:** Upon gaining 4th druid level, the nightingale may take Dawn Chorus instead of Resist Nature's Lure. The nightingale may stop singing for one round during a sustained use of bardic music (to cast a spell, talk to a companion, drink a potion etc), as the animals around him will take up the song for a moment. A nightingale may only use Dawn Chorus once per use of bardic music. This ability only works with bardic music that lasts for several rounds and requires concentration, such as countersong, *fascinate* and inspire courage.
- ✦ **Spell Symphony:** Upon gaining any druid level, the nightingale may choose not to increase his druid spellcasting level but may instead choose any two bard spells that he would be able to cast if they were in his Spells Known list (i.e., a nightingale with the spellcasting ability of a 5th level bard could choose two bard spells of 0, 1st or 2nd level). These spells are added to the nightingale's *druid* spell list (i.e., the nightingale could transfer the 2nd level bard spells *blur* and *sound burst* to his druid list). He may prepare these spells just like other druid spells.

SYNCRETIST (DRUID/CLERIC)

The syncretist straddles the great divide between two faiths. Druids are mystics, who commune directly with the object of their veneration. Nature is everywhere, the green permeates the world. All the land is sacred. The cleric, on the other hand, is much more concerned with religious dogma and the care of the church and its faithful. The cleric is an agent working in the service of a distant divine being, one that has goals and needs to be fulfilled in the material world. The druid does not serve but is an aspect of a thing that transcends the material world and has no goals save simply *being*.

Syncretists are always followers of gods of nature, healing or other aspects of the green world. They take the mysticism of the druids and try to codify it into a doctrine of faith others can use. The ultimate goal of the syncretist is to allow all the faithful to experience the same perfect communion and oneness with nature – and by extension the gods of nature – that druids have.

It is a lofty goal, to bring the people back into perfect harmony with nature through teachings and faith, but it is a divine mission, and so must be attempted.

Strengths

A syncretist gains a number of benefits from adding cleric levels to his druid class, the following being the most important for the role of the druid:

- ✦ **Prime Requisite:** Both clerics and druids depend on having a high Wisdom, so the character can concentrate on boosting just one ability score.
- ✦ **Saves:** Both classes have good Fortitude and Will saves.
- ✦ **Turn/Rebuke Undead:** The character gains some influence over undead; whether he can turn or rebuke them will depend on his choice of handling positive or negative energy.
- ✦ **Domain Power:** The character gains the powers of the domains he chooses as part of his deity's favour. Some domains overlap with the druid's fields of expertise, while others can open new options for the syncretist.
- ✦ **Divine Spellcasting:** Divine spellcasting is very similar to druidic spellcasting; the character can either be very good indeed at all forms of healing and protection, or 'double up' on the useful low-level spells. The syncretist has lots of low-level spell slots, allowing him to protect the whole party and animal companions with *bear's endurance* and *barkskin*.

Weaknesses

The syncretist has the following weaknesses:

- ✦ **Too Much Overlap:** Druids and clerics are very, very similar to each other in many ways and their skill and spell

The Syncretist (Druid/Cleric)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Drd 1	+0	+2	+0	+2	Animal companion, nature sense, wild empathy, (character feat)
2 nd	Clr 1	+0	+4	+0	+4	Turn or rebuke undead
3 rd	Drd 2	+1	+5	+0	+5	Woodland stride, (character feat)
4 th	Clr 2	+2	+6	+0	+6	(ability increase)
5 th	Drd 3	+3	+6	+1	+6	Trackless step
6 th	Clr 3	+4	+6	+2	+6	(character feat)
7 th	Drd 4	+5	+7	+2	+7	Resist nature's lure
8 th	Clr 4	+6/+1	+8	+2	+8	(ability increase)
9 th	Drd 5	+6/+1	+8	+2	+8	Wild shape 1/day, (character feat)
10 th	Clr 5	+6/+1	+8	+2	+8	
11 th	Drd 6	+7/+2	+9	+3	+9	Wild shape 2/day
12 th	Clr 6	+8/+3	+10	+4	+10	(ability increase), (character feat)
13 th	Drd 7	+9/+4	+10	+4	+10	Wild shape 3/day
14 th	Clr 7	+10/+5	+10	+4	+10	
15 th	Drd 8	+11/+6/+1	+11	+4	+11	Wild shape (Large), (character feat)
16 th	Clr 8	+12/+7/+2	+12	+4	+12	(ability increase)
17 th	Drd 9	+12/+7/+2	+12	+5	+12	Venom immunity
18 th	Clr 9	+12/+7/+2	+12	+6	+12	(character feat)
19 th	Drd 10	+13/+8/+3	+13	+6	+13	Wild shape 4/day
20 th	Clr 10	+14/+9/+4	+14	+6	+14	(ability increase)

lists have a lot of overlap. The character gains relatively few new abilities from becoming a cleric.

- ✦ **No Armour:** Although clerics can happily cast spells in the heaviest armour, druids are limited to much lighter, natural protection. This limits the syncretist's combat ability.
- ✦ **Limited Endurance:** A cleric who casts all his enhancement and protective spells on himself can be tougher and more damaging than a fighter; a druid in the right wild shape can also do very well in combat. By combining the two, the syncretist can be massively effective for one fight – then his spells run out.

Recommended Options

As the character combines druid and cleric levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The syncretist's Wisdom should be as high as possible, as it feeds into almost everything he does. Be first in line for *peripats of wisdom*.
- ✦ The syncretist can turn all his cleric spells into *cure* or *inflict wounds* spells, and all his druid spells into *summon*

nature's ally spells. This gives the character a great deal of flexibility, so consider taking more obscure spells like *calm emotions* or *warp wood* that are very handy in limited situations. The syncretist can always convert them to something more generally useful if necessary.

- ✦ The syncretist benefits from anything that enhances his spellcasting, as it is his major strength.

Variant Rules

- ✦ **Blessings of Nature:** Upon gaining 2nd druid level, the syncretist may take Blessings of Nature instead of woodland stride. This spell allows him to bless the fertility of a single field or herd once per week, giving that field or herd a 10% increase in production or ridding it of a minor pest or blight.
- ✦ **Meeting of the Paths:** Upon gaining 4th druid level, the syncretist may take Meeting of the Paths instead of Resist Nature's Lure. Whenever he casts any spell that is on both the cleric and druid spell lists, he may use his character level instead of his class level to determine the caster level of the spell.



Syncretist Spells (Cleric)

Syncretist Spells (Druid)

Level	Caster Level	Cleric Spells per Day ¹						Druid Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th	0	1 st	2 nd	3 rd	4 th	5 th
1 st	0	—	—	—	—	—	—	3	1	—	—	—	—
2 nd	1 st	3	1+1	—	—	—	—	3	1	—	—	—	—
3 rd	1 st	3	1+1	—	—	—	—	4	2	—	—	—	—
4 th	2 nd	4	2+1	—	—	—	—	4	2	—	—	—	—
5 th	2 nd	4	2+1	—	—	—	—	4	2	1	—	—	—
6 th	3 rd	4	2+1	1+1	—	—	—	4	2	1	—	—	—
7 th	3 rd	4	2+1	1+1	—	—	—	5	3	2	—	—	—
8 th	4 th	5	3+1	2+1	—	—	—	5	3	2	—	—	—
9 th	4 th	5	3+1	2+1	—	—	—	5	3	2	1	—	—
10 th	5 th	5	3+1	2+1	1+1	—	—	5	3	2	1	—	—
11 th	5 th	5	3+1	2+1	1+1	—	—	5	3	3	2	—	—
12 th	6 th	5	3+1	3+1	2+1	—	—	5	3	3	2	—	—
13 th	6 th	5	3+1	3+1	2+1	—	—	6	4	3	2	1	—
14 th	7 th	6	4+1	3+1	2+1	1+1	—	6	4	3	2	1	—
15 th	7 th	6	4+1	3+1	2+1	1+1	—	6	4	3	3	2	—
16 th	8 th	6	4+1	3+1	3+1	2+1	—	6	4	3	3	2	—
17 th	8 th	6	4+1	3+1	3+1	2+1	—	6	4	4	3	2	1
18 th	9 th	6	4+1	4+1	3+1	2+1	1+1	6	4	4	3	2	1
19 th	9 th	6	4+1	4+1	3+1	2+1	1+1	6	4	4	3	3	2
20 th	10 th	6	4+1	4+1	3+1	3+1	2+1	6	4	4	3	3	2

¹ In addition to the stated number of spells per day for 1st- through 5th-level spells, a syncretist gets a domain spell for each spell level, starting at 1st. The '+1' in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the cleric may receive for having a high Wisdom score.

✦ **Opening the Green:** Upon gaining any druid level where he gains a use of wild shape, the druid may choose the ability of Opening the Green instead. Once per day, he may touch any willing creature, who gains either wild empathy, nature sense or woodland stride for the rest of the day or the ability to cast *commune with nature* or *command plants* once during the day as if the touched character was the syncretist.

free to live his life as he sees fit – but at the winter solstice, he must perform his sacred annual duty.

GREEN KNIGHT (DRUID/ FIGHTER)

The green knight is a ceremonial role that a warrior may adopt. In its own way, it is as sacred a charge as the oath of any paladin and as solemn as the vow of a king's knight. However, the only liege that the green knight acknowledges is the spring. The winter shall end only with the spilling of blood at the yuletide, so it is the green knight's duty to see that blood is spilt.

Becoming a green knight requires that the character has spent time in the wilderness at midwinter. The green world chooses its champions from among those who have been touched by it. Dreams and spiritual experiences guide and train the green knight into his role. For most of the year, the green knight is

Strengths

A green knight gains a number of benefits from adding fighter levels to his druid class, the following being the most important for the role of the druid:

- ✦ **High hit points and high Base Attack Bonus:** Fighters get more hit points and hit better than other classes. Combined with a suitable wild shape or druidic enhancement spells, the green knight can be a fearsome foe.
- ✦ **Feats:** Fighters get a lot of bonus feats, while certain animals get lots of racial feats. By choosing the right combination of bonus feats, the green knight can make his animal form attacks much more effective. For example, the high Strength of a bear can be coupled with the Power Attack/Cleave feat chain.
- ✦ **Animal Companion:** One of the best animal companions is a horse or other mount; by taking the various mounted combat feats as his fighter bonus feats, and enhancing his horse with the animal companion-boosting abilities and spells, the green knight can excel at mounted combat.

The Green Knight (Druid/Fighter)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Drd 1	+0	+2	+0	+2	Animal companion, nature sense, wild empathy
2 nd	Ftr 1	+1	+4	+0	+2	Bonus feat
3 rd	Drd 2	+2	+5	+0	+3	Woodland stride, (character feat)
4 th	Ftr 2	+3	+6	+0	+3	Bonus feat, (ability increase)
5 th	Drd 3	+4	+6	+1	+3	Trackless step
6 th	Ftr 3	+5	+6	+2	+4	(character feat)
7 th	Drd 4	+6/+1	+7	+2	+5	Resist nature's lure
8 th	Ftr 4	+7/+2	+8	+2	+5	Bonus feat, (ability increase)
9 th	Drd 5	+7/+2	+8	+2	+5	Wild shape 1/day, (character feat)
10 th	Ftr 5	+8/+3	+8	+2	+5	
11 th	Drd 6	+9/+4	+9	+3	+6	Wild shape 2/day
12 th	Ftr 6	+10/+5	+10	+4	+7	Bonus feat, (ability increase), (character feat)
13 th	Drd 7	+11/+6/+1	+10	+4	+7	Wild shape 3/day
14 th	Ftr 7	+12/+7/+2	+10	+4	+7	
15 th	Drd 8	+13/+8/+3	+11	+4	+8	Wild shape (Large), (character feat)
16 th	Ftr 8	+14/+9/+4	+12	+4	+8	Bonus feat, (ability increase)
17 th	Drd 9	+14/+9/+4	+12	+5	+8	Venom immunity
18 th	Ftr 9	+15/+10/+5	+12	+6	+9	(character feat)
19 th	Drd 10	+16/+11/+6/+1	+13	+6	+10	Wild shape 4/day
20 th	Ftr 10	+17/+12/+7/+2	+14	+6	+10	Bonus feat, (ability increase)



Weaknesses

Green knights have the following weaknesses.

✦ **Poor Saving Throws:** Fighters have only one good Saving Throw progression, in Fortitude, and that overlaps with the druid's good saves. The green knight will therefore have only average Will saves and poor Reflex saves.

✦ **Limited Spellcasting:** Any multiclassing slows the druid's spell progression. He still gets the useful lower-level spells but will never reach the higher level magics.

✦ **Armour Restrictions:** Until the druid gets access to *ironwood*, his armour will be limited compared with that of a true fighter.

Recommended Options

As the character combines fighter and druid levels, there are some options he can take to optimise the mixture of both classes' abilities.

✦ Choose a fighting style and stick to it. Options include mounted combat (heavy warhorse animal companion, Mounted Combat/Ride-by Attack/Spirited Charge etc.) or animal form combat (wild shape into bear or wolf, Weapon Focus (claw), Weapon Specialization (claw),



Green Knight Spells

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	1 st	3	1	—	—	—	—
2 nd	1 st	3	1	—	—	—	—
3 rd	2 nd	4	2	—	—	—	—
4 th	2 nd	4	2	—	—	—	—
5 th	3 rd	4	2	1	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th	4 th	5	3	2	—	—	—
8 th	4 th	5	3	2	—	—	—
9 th	5 th	5	3	2	1	—	—
10 th	5 th	5	3	2	1	—	—
11 th	6 th	5	3	3	2	—	—
12 th	6 th	5	3	3	2	—	—
13 th	7 th	6	4	3	2	1	—
14 th	7 th	6	4	3	2	1	—
15 th	8 th	6	4	3	3	2	—
16 th	8 th	6	4	3	3	2	—
17 th	9 th	6	4	4	3	2	1
18 th	9 th	6	4	4	3	2	1
19 th	10 th	6	4	4	3	3	2
20 th	10 th	6	4	4	3	3	2

Greater Weapon Focus (claw), Power Attack, and spells such as *magic fang*).

- ✦ Concentrate on enhancing your own abilities and control of the battlefield with your druid spells – *entangle* or *bull's strength* are better options than *flaming sphere*, as the green knight can do plenty of damage with his own attacks.

Variant Rules

- ✦ **The Green Knight's Stroke:** On reaching 2nd druid level, the green knight may give up one level of spellcasting to gain the Green Knight's Stroke. This supernatural ability functions as follows: the green knight may declare he is accepting a cut from any other creature. He may not defend himself against the creature's attacks in the next round and suffers a –10 penalty to his Armour Class. The creature must be free to strike at the green knight if it chooses to. If the creature does not kill the green knight with this attack, the green knight gains one use of the Green Knight's Stroke, which can be used against that creature at any time in the future. The stroke is a Smite attack – the green knight may add his Charisma bonus to one attack roll, and deals extra damage equal to his character level. The stroke can only be used against the creature that he allowed take a free swing at him. The knight only gains the stroke if the creature was capable of making the attack.

- ✦ **The Green Knight's Challenge:** On reaching 4th druid level, the green knight may take the Green Knight's Challenge instead of Resist Nature's Lure. The Green Knight's Challenge can only be performed at midwinter. The green knight must accept a cut from another character of higher level than the green knight. If the green knight survives, the land is blessed for the coming year, and he gains a +2 bonus to all Fortitude saves against poison and disease, and a +2 bonus to stabilisation checks for one year.

- ✦ **I Owe You A Beheading (Su):** On reaching 8th druid level, the green knight may take I Owe You A Beheading instead of Venom Immunity. This is a supernatural ability – if the green knight rolls a natural 20, then confirms the critical hit when using his Green Knight's Stroke ability, he automatically beheads his opponent (as if his weapon was *vorpal*).

FERAL MONK (DRUID/ MONK)

Nature is the greatest teacher of all. Observing the stillness of a mountain peak can give greater insight into footwork and keeping one's balance than all the hours spent in a dojo. A kitten falls with more grace and agility than a trained acrobat, and the purity of a stooping eagle's strike is more perfect than the *ki* strike of a master. A monk who has his eyes open can learn much from the natural world.

Feral monks are masterless, homeless vagabonds who study nature as a path to martial enlightenment. They are quiet as cats, swift as cheetahs, strong as oxen, yet serene as a mountain lake. The natural path is demanding but can lead to a uniquely personal style of discipline – instead of following the teachings of past masters, the feral monk learns directly from the world. However, not all feral monks successfully walk the natural path – there is always the danger of degeneration, of becoming too caught in the eternal now of the hunting beast or in the desires of the flesh, and losing the focus of the higher mind. There are sorry creatures who were once monks but now burrow into the dirt, eat raw meat torn from the bones of their prey and who have forgotten how to speak like a man. The feral monk must learn to weld the unthinking perfection of the natural world to the conscious discipline of the enlightened mind.

Strengths

A feral monk gains a number of benefits through mixing the way of the monk with the experience of druidism, with the following being the most important:

- ✦ **Saves:** Monks have all good saves; coupled with the druid's good Fortitude and Will save, the feral monk will have excellent saving throws.
- ✦ **No Armour/Light Armour:** Druids tend to be lightly armoured (until they get *ironwood*) and go unarmoured in animal form. Monks are always unarmoured but do have a special bonus to Armour Class. They also fight primarily unarmed – and that stacks with the druid's wild

The Feral Monk (Druid/Monk)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus ¹	Unarmed Damage
1 st	Drd 1	+0	+2	+0	+2	Animal companion, nature sense, wild empathy, (character feat)	—	1d3 ²
2 nd	Drd 2	+1	+3	+0	+3	Woodland stride	—	1d3 ²
3 rd	Drd 3	+2	+3	+1	+3	Trackless step, (character feat)	—	1d3 ²
4 th	Drd 4	+3	+4	+1	+4	Resist nature's lure, (ability increase)	—	1d3 ²
5 th	Drd 5	+3	+4	+1	+4	Wild shape 1/day	—	1d3 ²
6 th	Mnk 1	+3	+6	+3	+6	Bonus feat, flurry of blows, unarmed strike, (character feat)	+1/+1	1d6
7 th	Mnk 2	+4	+7	+4	+7	Bonus feat, evasion	+2/+2	1d6
8 th	Mnk 3	+5	+7	+4	+7	Still mind, (ability increase)	+3/+3	1d6
9 th	Mnk 4	+6/+1	+8	+5	+8	Ki strike (magic), slow fall 20 ft, (character feat)	+4/+4/-1	1d8
10 th	Mnk 5	+6/+1	+8	+5	+8	Purity of body	+5/+5/+0	1d8
11 th	Mnk 6	+7/+2	+9	+6	+9	Bonus feat, slow fall 30 ft.	+6/+6/+1	1d8
12 th	Mnk 7	+8/+3	+9	+6	+9	Wholeness of body, (ability increase), (character feat)	+7/+7/+2	1d8
13 th	Mnk 8	+9/+4	+10	+7	+10	Slow fall 40 ft.	+8/+8/+3	1d10
14 th	Mnk 9	+9/+4	+10	+7	+10	Improved evasion	+9/+9/+4	1d10
15 th	Drd 6	+10/+5	+11	+8	+11	Wild shape 2/day, (character feat)	+9/+9/+4	1d10
16 th	Drd 7	+11/+6/+1	+11	+8	+11	Wild shape 3/day, (ability increase)	+10/+10/+5	1d10
17 th	Drd 8	+12/+7/+2	+12	+8	+12	Wild shape (Large)	+11/+11/+6/+1	1d10
18 th	Drd 9	+12/+7/+2	+12	+9	+12	Venom immunity, (character feat)	+12/+12/+7/+2	1d10
19 th	Drd 10	+13/+8/+3	+13	+9	+13	Wild shape 4/day	+13/+13/+8/+3	1d10
20 th	Drd 11	+14/+9/+4	+13	+9	+13	Wild shape (Tiny), (ability increase)	+14/+14/+9/+4	1d10

¹ The Weapon Focus and Weapon Specialisation bonuses are not applied to this information.

² Nonlethal damage only, provokes attacks of opportunity.

shape ability. *Barkskin* can also be used – a feral monk in bear form with *barkskin* and using flurry of blows can be extremely effective.

- ✦ **Wisdom Bonus:** Monks get to add their Wisdom bonus to their Armour Class, and druids need a high Wisdom – a match made in heaven.
- ✦ **Fast Movement:** Fast movement can be coupled with *longstrider* and animal form for especially swift travel and movement on the battlefield.

Weaknesses

The feral monk has few notable weaknesses:

- ✦ **Class Restriction:** If a monk character takes a level in another class, he can never again advance as a monk, which means that he must plan his advancement as a druid carefully, deciding when he should start taking monk levels, and when he should stop. This means that the character will have a large gap between his monk and druid levels at

times, and so will suffer a 20% penalty to experience points (unless the feral monk is human or of another race who favours monk or druid).

- ✦ **Lack of Magical Items:** Not being able to wear armour, a shield or use metal weapons does cut the feral monk's range of useful magic items down considerably.
- ✦ **Alignment Restriction:** Monks must be lawful; druids must be neutral. The only alignment left is lawful neutral.

Recommended Options

As the character combines druid and monk levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The best weapon is the quarterstaff – it works with both flurry of blows and the *shillelagh* spell, and there are lots of magical staffs to be found.





AC Bonus	Unarmoured Speed Bonus
—	—
—	—
—	—
—	—
—	—
+0	+0 ft.
+0	+0 ft.
+0	+10 ft.
+0	+10 ft.
+1	+10 ft.
+1	+20 ft.
+1	+20 ft.
+1	+20 ft.
+1	+20 ft.
+1	+20 ft.
+1	+20 ft.
+1	+20 ft.
+1	+20 ft.
+1	+20 ft.
+1	+20 ft.

Feral Monk Spells

Level	Caster Level	Spells per Day							
		0	1 st	2 nd	3 rd	4 th	5 th	6 th	
1 st	1 st	3	1	—	—	—	—	—	
2 nd	2 nd	4	2	—	—	—	—	—	
3 rd	3 rd	4	2	1	—	—	—	—	
4 th	4 th	5	3	2	—	—	—	—	
5 th	5 th	5	3	2	1	—	—	—	
6 th	5 th	5	3	2	1	—	—	—	
7 th	5 th	5	3	2	1	—	—	—	
8 th	5 th	5	3	2	1	—	—	—	
9 th	5 th	5	3	2	1	—	—	—	
10 th	5 th	5	3	2	1	—	—	—	
11 th	5 th	5	3	2	1	—	—	—	
12 th	5 th	5	3	2	1	—	—	—	
13 th	5 th	5	3	2	1	—	—	—	
14 th	5 th	5	3	2	1	—	—	—	
15 th	6 th	5	3	3	2	—	—	—	
16 th	7 th	6	4	3	2	1	—	—	
17 th	8 th	6	4	3	3	2	—	—	
18 th	9 th	6	4	4	3	2	1	—	
19 th	10 th	6	4	4	3	3	2	—	
20 th	11 th	6	4	4	3	3	2	1	

- ✦ Concentrate on the unarmed fighting styles, which work in animal form. Support them with enhancement spells such as *bull's strength* and *owl's wisdom*.
- ✦ The monk's animal companion should be a creature that can make up for the character's drawbacks – a slower Small character should take a steed, while Large characters will do well with either a combat-oriented or scouting companion.

Variant Rules

- ✦ **Nature's Teachings:** On reaching 2nd druid level, the feral monk may take Nature's Teaching instead of woodland stride. He gains a +2 synergy bonus to Balance, Climb, Swim and Tumble if he has five or more ranks in Knowledge (nature).
- ✦ **Swift Claw Technique:** On reaching 4th druid level, the feral monk may take Swift Claw Technique instead of Resist Nature's Lure. When in animal form, the feral monk may add his monk Unarmed Damage to the damage dealt by the animal form's natural attacks.



✦ **Timeless Body:** On reaching 11th druid level, the feral monk may take Timeless Body instead of wild shape (Tiny). He no longer ages and cannot be magically aged. He gains no further penalties to his ability scores due to aging, although bonuses still accrue and the monk still dies of old age when his time is up.

Strengths

A holly knight gains a number of benefits from merging the powers of a paladin with the green life of the druids.

- ✦ **Saves:** Through the divine grace ability, the character adds his Charisma modifier to all of his saving throws.
- ✦ **Special Mount:** By combining his paladin mount with his druid animal companion bonuses, the holly knight can have a singularly powerful companion.
- ✦ **Special Abilities:** The holly knight picks up several useful low-level abilities, such as aura of courage, divine health, turn undead and smite evil.

Weaknesses

The holly knight has several notable weaknesses.

- ✦ **Alignment Restriction:** Paladins *must* be lawful good; druids *must* be neutral. The holly knight must be neutral good, and make up for his lack of lawfulness with his holly knight obligation.
- ✦ **Mediocre in Combat:** With only a few paladin levels, the holly knight is not much better than a normal druid in

HOLLY KNIGHT (DRUID/PALADIN)

The holly knight is kin to the green knight; both are symbols of the eternal cycle of nature. While the green knight is the outsider, the embodiment of the harshness and savagery of the wild, the holly knight is lord of the harvest and the hearth. He is the sacred king who embodies all the joy and vitality of the land.

However, it is the nature of the holly knight to be sacrificed to the green. He burns brightly for a year or a few years but he must soon die and return his life to the land. The holly knight merges the paladin's ethos of heroism and self-sacrifice with the vibrant life and cruel sacrificial elements of druidism.

The Holly Knight (Druid/Paladin)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Pal 1	+1	+2	+0	+0	Aura of good, <i>detect evil</i> , smite evil 1/day, (character feat)
2 nd	Pal 2	+2	+3	+0	+0	Divine grace, lay on hands
3 rd	Pal 3	+3	+3	+1	+1	Aura of courage, divine health, (character feat)
4 th	Pal 4	+4	+4	+1	+1	Turn undead, (ability increase)
5 th	Pal 5	+5	+4	+1	+1	Smite evil 2/day, special mount
6 th	Drd 1 ¹	+5	+6	+1	+3	Animal companion, nature sense, wild empathy, (character feat)
7 th	Drd 2	+6/+1	+7	+1	+4	Woodland stride
8 th	Drd 3	+7/+2	+7	+2	+4	Trackless step, (ability increase)
9 th	Drd 4	+8/+3	+8	+2	+5	Resist nature's lure, (character feat)
10 th	Drd 5	+8/+3	+8	+2	+5	Wild shape 1/day
11 th	Drd 6	+9/+4	+9	+3	+6	Wild shape 2/day
12 th	Drd 7	+10/+5	+9	+3	+6	Wild shape 3/day, (ability increase), (character feat)
13 th	Drd 8	+11/+6/+1	+10	+3	+7	Wild shape (Large)
14 th	Drd 9	+11/+6/+1	+10	+4	+7	Venom immunity
15 th	Drd 10	+12/+7/+2	+11	+4	+8	Wild shape (4/day), (character feat)
16 th	Drd 11	+13/+8/+3	+11	+4	+8	Wild shape (Tiny), (ability increase)
17 th	Drd 12	+14/+9/+4	+12	+5	+9	Wild shape (plant)
18 th	Drd 13	+14/+9/+4	+12	+5	+9	A thousand faces, (character feat)
19 th	Drd 14	+15/+10/+5	+13	+5	+10	Wild shape (5/day)
20 th	Drd 15	+16/+11/+6/+1	+13	+6	+10	Timeless body, wild shape (huge), (ability increase)

¹ At this level, the holly knight is considered *anointed* for the purposes of the holly knight's obligation.



The Holly Knight's Obligation

The holly knight is a sacrificial knight – nature lends him its power on the expectation that he shall willingly return it – and himself – to the earth. Every year after the character has reached 6th level, the holly knight must complete a ritual at midwinter to prove he has used his gifts wisely and unselfishly and is therefore worthy to continue. A knight who fails this ritual must submit to a lethal cut from a green knight, and die. (Knights who refuse to sacrifice themselves in this fashion are deemed to be blights upon the land, stealing the vitality of the world to sustain themselves, and are hunted by druids, rangers and other champions of nature).

This ritual takes 24-hours, during which time the holly knight must recite his deeds and accomplishments of the past year. He must then make a Wisdom check, at a DC of 5 + his holly knight level + the number of years since he became an anointed holly knight. He gains a bonus to this check for each great deed he performed in the last year, as follows:

- + Slaying a despoiler (dragon, undead, etc): + the Challenge Rating of the despoiler.
- + Bringing joy to the people: +1 to +8, depending on how many people. Use the town population values from *Core Rulebook II* to determine the size of the bonus (20-80 people = +1, 25,000 = +7 etc).
- + Preventing damage to the land: +1 to +5, depending on the greatness of the deed.

If the check succeeds, the character may continue to live for another year.

Holly Knight Spells (Paladin)

Level	Caster Level	Spells per Day
		1 st
1 st	1 st	—
2 nd	2 nd	—
3 rd	3 rd	—
4 th	4 th	0
5 th	5 th	0
6 th	5 th	0
7 th	5 th	0
8 th	5 th	0
9 th	5 th	0
10 th	5 th	0
11 th	5 th	0
12 th	5 th	0
13 th	5 th	0
14 th	5 th	0
15 th	5 th	0
16 th	5 th	0
17 th	5 th	0
18 th	5 th	0
19 th	5 th	0
20 th	5 th	0

Holly Knight Spells (Druid)

Level	Caster Level	Spells per Day									
		0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	
1 st	0	—	—	—	—	—	—	—	—	—	
2 nd	0	—	—	—	—	—	—	—	—	—	
3 rd	0	—	—	—	—	—	—	—	—	—	
4 th	0	—	—	—	—	—	—	—	—	—	
5 th	0	—	—	—	—	—	—	—	—	—	
6 th	1 st	3	1	—	—	—	—	—	—	—	
7 th	2 nd	4	2	—	—	—	—	—	—	—	
8 th	3 rd	4	2	1	—	—	—	—	—	—	
9 th	4 th	5	3	2	—	—	—	—	—	—	
10 th	5 th	5	3	2	1	—	—	—	—	—	
11 th	6 th	5	3	3	2	—	—	—	—	—	
12 th	7 th	6	4	3	2	1	—	—	—	—	
13 th	8 th	6	4	3	3	2	—	—	—	—	
14 th	9 th	6	4	4	3	2	1	—	—	—	
15 th	10 th	6	4	4	3	3	2	—	—	—	
16 th	11 th	6	5	4	4	3	2	1	—	—	
17 th	12 th	6	5	4	4	3	3	2	—	—	
18 th	13 th	6	5	5	4	4	3	2	1	—	
19 th	14 th	6	5	5	4	4	3	3	2	—	
20 th	15 th	6	5	5	5	4	4	3	2	1	



combat. He also has very few paladin spells (although a high Wisdom will help here).

- ✦ **Poor Reflex Save:** Both paladins and druids have a poor Reflex save progression.

Recommended Options

As the character combines druid with previous paladin levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The various mounted combat feats are ideal for the holly knight, as are the spells that enhance the mount such as *magic fang* or *animal growth*.
- ✦ Get access to the *ironwood* spell as quickly as possible – buying scrolls of the spell will allow you to wear heavy armour, making you considerably better in combat.

Variant Rules

- ✦ **Gift of the Wild:** Upon reaching 1st druid level, the holly knight may take Gift of the Wild instead of animal companion. His paladin mount becomes imbued with the green energy of the wild. It now uses the Animal Companion table instead of the Paladin Mount table for the purposes of advancement, and has all the special properties of an animal companion. It is constantly present instead of being *summoned* from the celestial realms. The holly knight may use his character level instead of his paladin

or druid level to determine what benefits his companion/mount gets.

- ✦ **Smite Bane:** Upon reaching 1st druid level, the holly knight may convert his Smite Evil and Turn Undead abilities into Smite Bane and Turn Bane. A bane is defined as an Undead, Evil Outsider, Evil Aberration or other creature that by its innate nature threatens the fertility and health of the land. The holly knight may choose to use his druid or paladin level, whichever is higher, to determine his level for turning banes or the damage dealt by Smiting them.
- ✦ **Blessings of the King:** Upon reaching 15th druid level, the holly knight may take Blessings of the King instead of Timeless Body. He may now cast both *plant growth* or *good hope* a number of times per day equal to his Charisma bonus. Furthermore, if he accepts a lethal cut from a green knight of 15th level or higher, this benefit extends to the whole land for a duration of 1d20 years plus the number of years since the character became an anointed holly knight.

SACRED HUNTER (DRUID/RANGER)

Druids are the defenders and protectors of nature and use their spells to destroy those who would defile the sacred groves and holy sites. However, when a foe survives the wrath of the druids, they cannot chase him back into the cities and tame fields of civilisation effectively. Such quarries are left for the sacred hunter, a ranger-druid trained to hunt down and destroy the enemies of nature.

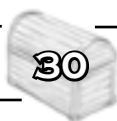
Sacred hunters are often cruel and stern figures, who focus on the hunt above all else. While other druids find joy as well as duty in the green world, the sacred hunter is consumed by hate and vengeance. His path is a harsh and lonely one, as he must leave behind the green places to pursue his foes.

Strengths

A sacred hunter gains a number of benefits from adding ranger levels to his druid class.

- ✦ **Saves:** Rangers add good Reflex and Fortitude saves to the druid's good Will and Fortitude saves.
- ✦ **Skills:** Rangers have a very similar set of skills to the druid, but have more skill points.
- ✦ **Combat Style and Free Feats:** The character can choose a combat style and receive three free feats without needing to meet their prerequisites. He also receives other free feats such as Track and Endurance.
- ✦ **Divine Spellcasting:** Divine magic suffers no penalties from armour, and rangers use similar armour to druids.
- ✦ **Favoured Enemy:** A sacred hunter has three favoured enemy bonuses, the largest of which should be allocated towards whatever foes are threatening the wilderness.





Weaknesses

The sacred hunter dilutes his druidic ability by taking up ranger levels, adding the following weaknesses:

- + **Redundant Abilities:** Both classes gain abilities such as animal companion, woodland stride and wild empathy, none of which stack. The variant rules can help overcome this deficiency.
- + **Redundant Spells:** The ranger spell list is very similar to that of the druid, only with a much slower progression. Gaining ranger spells is rather pointless for the sacred hunter.

- + Seeing as the character will be lightly armoured, the archery path is usually a better choice. Use *entangle* and *spike stones* to keep enemies at bay, then pepper them with arrows.
- + If the character does go with the two-weapon style, then consider the humble quarterstaff – it is a very flexible weapon, works with *shillelagh* and has more style than the usual dark-elf-with-sword-in-either-hand...
- + As the sacred hunter's animal companion will be weaker than a druid of the same level's companion, it should be a mount (horse, riding dog) or scout (eagle, dire rat) instead of a bodyguard.

Recommended Options

As the character combines druid with ranger levels, there are some options he can take to optimise the mixture of both classes' abilities.

- + As usual, a high Wisdom is a must. The character is also well served by taking a high Dexterity, as he will be lightly armoured and probably armed with a missile weapon.

Variant Rules

- + **Predator Aspect:** Upon reaching 1st druid level, the sacred hunter may take Predator Aspect instead of wild empathy. Once per season, he may have a druid of 7th level or more assign him a target. This target must be an individual or a distinct and limited group of people (i.e. 'Lord Garvan' or 'the soldiers of Garvan's army', but not 'all humans'). The sacred hunter's highest favoured enemy bonus is changed to apply to his assigned target. The favoured enemy bonus 'resets' to its previous type at the end of the season.

The Sacred Hunter (Druid/Ranger)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rgr 1	+1	+2	+2	+0	1 st favoured enemy, Track, wild empathy, (character feat)
2 nd	Drd 1	+1	+4	+2	+2	Animal companion, nature sense, wild empathy
3 rd	Rgr 2	+2	+5	+3	+2	Combat style, (character feat)
4 th	Drd 2	+3	+6	+3	+3	Woodland stride, (ability increase)
5 th	Rgr 3	+4	+6	+3	+4	Endurance
6 th	Drd 3	+5	+6	+4	+4	Trackless step, (character feat)
7 th	Rgr 4	+6/+1	+7	+5	+4	Animal companion
8 th	Drd 4	+7/+2	+8	+5	+5	Resist nature's lure, (ability increase)
9 th	Rgr 5	+8/+3	+8	+5	+5	2 nd favoured enemy, (character feat)
10 th	Drd 5	+8/+3	+8	+5	+5	Wild shape 1/day
11 th	Rgr 6	+9/+4	+9	+6	+6	Improved combat style
12 th	Drd 6	+10/+5	+10	+7	+7	Wild shape 2/day, (ability increase), (character feat)
13 th	Rgr 7	+11/+6/+1	+10	+7	+7	Woodland stride
14 th	Drd 7	+12/+7/+2	+10	+7	+7	Wild shape 3/day
15 th	Rgr 8	+13/+8/+3	+11	+8	+7	Swift tracker, (character feat)
16 th	Drd 8	+14/+9/+4	+12	+8	+8	Wild shape (Large), (ability increase)
17 th	Rgr 9	+15/+10/+5	+12	+8	+9	Evasion
18 th	Drd 9	+15/+10/+5	+12	+9	+9	Venom Immunity, (character feat)
19 th	Rgr 10	+16/+11/+6/+1	+13	+10	+9	3 rd favoured enemy
20 th	Drd 10	+17/+12/+7/+2	+14	+10	+10	Wild shape 4/day, (ability increase)



Sacred Hunter Spells (Ranger)

Level	Caster Level	Spells per Day	
		1 st	2 nd
1 st	1 st	—	—
2 nd	1 st	—	—
3 rd	2 nd	—	—
4 th	2 nd	—	—
5 th	3 rd	—	—
6 th	3 rd	—	—
7 th	4 th	0	—
8 th	4 th	0	—
9 th	5 th	0	—
10 th	5 th	0	—
11 th	6 th	1	—
12 th	6 th	1	—
13 th	7 th	1	—
14 th	7 th	1	—
15 th	8 th	1	0
16 th	8 th	1	0
17 th	9 th	1	0
18 th	9 th	1	0
19 th	10 th	1	1
20 th	10 th	1	1

Sacred Hunter Spells (Druid)

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	0	—	—	—	—	—	—
2 nd	1 st	3	1	—	—	—	—
3 rd	1 st	3	1	—	—	—	—
4 th	2 nd	4	2	—	—	—	—
5 th	2 nd	4	2	—	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th	3 rd	4	2	1	—	—	—
8 th	4 th	5	3	2	—	—	—
9 th	4 th	5	3	2	—	—	—
10 th	5 th	5	3	2	1	—	—
11 th	5 th	5	3	2	1	—	—
12 th	6 th	5	3	3	2	—	—
13 th	6 th	5	3	3	2	—	—
14 th	7 th	6	4	3	2	1	—
15 th	7 th	6	4	3	2	1	—
16 th	8 th	6	4	3	3	2	—
17 th	8 th	6	4	3	3	2	—
18 th	9 th	6	4	4	3	2	1
19 th	9 th	6	4	4	3	2	1
20 th	10 th	6	4	4	3	3	2

- ✦ **Poison Use:** On reaching 4th druid level, the sacred hunter may take Poison Use instead of Resist Nature's Lure. He never risks poisoning himself when applying poison to a blade or arrow.
- ✦ **Stalker:** Upon reaching 5th druid level, the sacred hunter may take Stalker instead of the first use of wild shape. He may choose to stalk one person. He gains a +2 insight bonus to Hide and Move Silently checks against that person. Furthermore, the target begins to feel watched and threatened. Each day of being stalked, he must make a Will save (DC equals the number of days that the sacred hunter has been following him, plus the sacred hunter's Charisma bonus). If the Will save fails, the target is *shaken* for the rest of the day. This is a fear-based effect. Creatures with five or more levels or Hit Dice than the sacred hunter are immune to this effect.

**WOODJACK
(DRUID/ROGUE)**

The woodjack is the outlaw in the forest, the grinning, mocking face high amid the trees who slips away into the greenery and cannot be caught. The wilderness has no memory for crimes and misdemeanours, so many who have run afoul of the law flee into the forests or beyond the borderlands to find refuge in the wild. Woodjacks are incredibly frustrating foes to encounter,

as they snipe from the safety of the trees or other cover, never offering their opponents the chance for a stand-up fight.

Some woodjacks come to embrace druidism through long association with the green world. Others have about as much honest reverence for nature as they have for the law, but they recognise that to survive in the wilderness it is best to respect and honour it.

Strengths

A woodjack gains a number of benefits from adding rogue levels to his druid class.

- ✦ **Saves:** The rogue class provides a good Reflex save progression.
- ✦ **Skills:** Rogues have lots of skill points, with relatively few points of overlap with the druid's skill list, opening up skills such as Tumble and Bluff.
- ✦ **Sneak Attack:** Druids can be quite stealthy in the wilderness, and rogues can be stealthy anywhere, opening up lots of opportunities for stealth attack. It can even be used in animal form – and everyone discounts small animals as a serious threat.
- ✦ **Matching Armour:** Rogues wear light armour, while the druidic armour restrictions mean much the same thing.



The Woodjack (Druid/Rogue)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rog 1	+0	+0	+2	+0	Sneak attack +1d6, trapfinding, (character feat)
2 nd	Drd 1	+0	+2	+2	+2	Animal companion, nature sense, wild empathy
3 rd	Rog 2	+1	+2	+3	+2	Evasion, (character feat)
4 th	Drd 2	+2	+3	+3	+3	Woodland stride, (ability increase)
5 th	Rog 3	+3	+4	+3	+4	Sneak attack +2d6, trap sense +1
6 th	Drd 3	+4	+4	+4	+4	Trackless step, (character feat)
7 th	Rog 4	+5	+4	+5	+4	Uncanny dodge
8 th	Drd 4	+6/+1	+5	+5	+5	Resist nature's lure, (ability increase)
9 th	Rog 5	+6/+1	+5	+5	+5	Sneak attack +3d6, (character feat)
10 th	Drd 5	+6/+1	+5	+5	+5	Wild shape 1/day
11 th	Rog 6	+7/+2	+6	+6	+6	Trap sense +2
12 th	Drd 6	+8/+3	+7	+7	+7	Wild shape 2/day, (ability increase), (character feat)
13 th	Rog 7	+9/+4	+7	+7	+7	Sneak attack +4d6
14 th	Drd 7	+10/+5	+7	+7	+7	Wild shape 3/day
15 th	Rog 8	+11/+6/+1	+7	+8	+7	Improved uncanny dodge, (character feat)
16 th	Drd 8	+12/+7/+2	+8	+8	+8	Wild shape (Large), (ability increase)
17 th	Rog 9	+12/+7/+2	+9	+8	+9	Sneak attack +5d6, trap sense +3
18 th	Drd 9	+12/+7/+2	+9	+9	+9	Venom immunity, (character feat)
19 th	Rog 10	+13/+7/+2	+9	+10	+9	Special ability
20 th	Drd 10	+14/+8/+3	+10	+10	+10	Wild shape 4/day, (ability increase)

Weaknesses

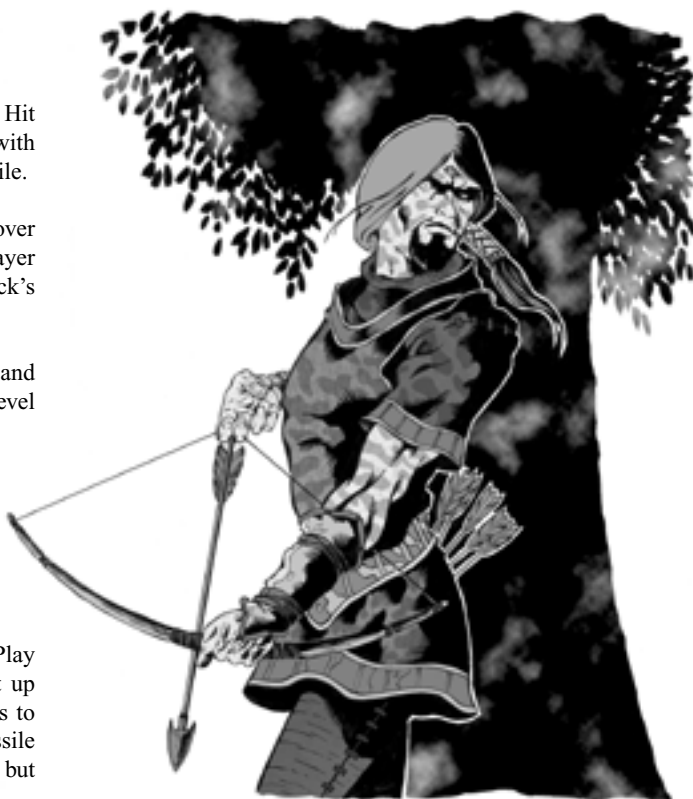
The woodjack has several notable drawbacks:

- ✦ **Poor Hit Dice:** Neither class has an especially good Hit Dice (d6 for the rogue, d8 for the druid) – combined with the light armour, this means the woodjack is rather fragile.
- ✦ **Limited Synergy:** There is relatively little crossover between the druid's abilities and the rogue's; the player will have to work to find situations where the woodjack's abilities support each other.
- ✦ **Poor Spellcasting:** Splitting his levels between druid and rogue means the woodjack never gains the higher level druidic spells.

Recommended Options

As the character combines druid with rogue levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The woodjack is best, obviously, in the woods. Play the character like Robin Hood – learn the terrain, set up ambushes and use your superior Climb and Hide skills to escape into the greenery. Attack using close-range missile weapons – your ideal range is 30 feet from your target but





Woodjack Spells

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	0	—	—	—	—	—	—
2 nd	1 st	3	1	—	—	—	—
3 rd	1 st	3	1	—	—	—	—
4 th	2 nd	4	2	—	—	—	—
5 th	2 nd	4	2	—	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th	3 rd	4	2	1	—	—	—
8 th	4 th	5	3	2	—	—	—
9 th	4 th	5	3	2	—	—	—
10 th	5 th	5	3	2	1	—	—
11 th	5 th	5	3	2	1	—	—
12 th	6 th	5	3	3	2	—	—
13 th	6 th	5	3	3	2	—	—
14 th	7 th	6	4	3	2	1	—
15 th	7 th	6	4	3	2	1	—
16 th	8 th	6	4	3	3	2	—
17 th	8 th	6	4	3	3	2	—
18 th	9 th	6	4	4	3	2	1
19 th	9 th	6	4	4	3	2	1
20 th	10 th	6	4	4	3	3	2

up a tree so you can do a ranged Sneak Attack. Point Blank Shot is a good feat.

- + Use your animal companion and *summon nature's ally* to set up flank attacks. The more you can get out of your Sneak Attack ability, the better.
- + Druid spells are excellent for harassing and dividing foes, and for boosting your own abilities. Make the most of them. *Entangle* is a wonderful 1st level spell.
- + Concentrate on Dexterity and Wisdom-based skills. Mobility is your key advantage, not bluffing and social trickery.

Variant Rules

- + **Woodland Ambush:** On reaching 1st druid level, the woodjack may take Woodland Ambush instead of nature sense. The character may add his trap sense bonus to his Hide and Spot checks when attempting to ambush or escape from enemies in any natural above ground terrain.
- + **Camouflage:** On reaching 3rd druid level, the woodjack may take Camouflage instead of taking a level of druid spellcasting. He may use the Hide skill in any sort of natural, above-ground terrain, even if it does not offer cover or concealment.

- + **Hide in Plain Sight:** On reaching 5th druid level, the woodjack may take Hide in Plain Sight instead of taking a level of druid spellcasting. He may use the Hide skill in any sort of natural, above-ground terrain, even when being observed.

FEY DANCER (DRUID/SORCERER)

The correspondences between the deep dark woods and the land of the fey are well known in story and song. Go far enough into the woods, they say, go where the paths run out and the trees are older than the hills, and there and you will hear the songs of the fey, or see them dancing in moonlit clearings...

...and you will never come back. So say the stories, anyway.

Most druids have a healthy respect for the fey who share their woods. The lesser fey, dryads, sprites, satyrs and the like are either friendly neighbours or pests, and are not especially dangerous either way. More powerful fey are much more dangerous, but are rarely hostile towards druids. Still, the art of Resist Nature's Lure is part of the druidic tradition for a reason.

The fey dancer druid, however, eschews such protection. He is more than a little fey-touched himself – his blood bubbles with the silvery sparks of faerie magic. The shadows of the deep wood hold no fear for him, and he dances between the green world of the druids and the twilight ever-summer of the fey with equal grace.

Strengths

A fey dancer gains a number of benefits from adding sorcerer levels to his druid class.

- + **Spontaneous flexibility:** Sorcerers can cast all the spells they know spontaneously, while druids can summon a wide variety of animal allies spontaneously. Between these two spell selections, the fey dancer can adapt to most situations.
- + **Druidic and Arcane Spellcasting:** By using the flexibility of the druid spell list, the fey dancer can make up for any gaps in his arcane spell repertoire, and vice versa. For example, *gust of wind* is a rarely useful spell, but can be very handy in some situations. It is a sub-optimal choice for a sorcerer compared with *invisibility* or *flaming sphere* – but it is also on the druid spell list, meaning the fey dancer can still cast it if he needs it.
- + **Sorcerer progression:** Sorcerers gain nothing except for more spellcasting as they advance in level, so the fey dancer is not missing out on any bonus feats or special abilities by splitting his advancement between sorcerer and druid.

Weaknesses

The fey dancer dilutes his combat ability severely by taking up sorcerer levels, adding the following weaknesses:





- + **Poor Hit Dice:** Sorcerers have a pathetic d4 for Hit Dice, half that of druids, making the character much more fragile.
- + **No Armour:** Arcane spells suffer a spell failure chance in armour, even the light armour of druids.
- + **Poor Skill Selection:** Sorcerers have a limited skill selection and half as many skill points as druids, limiting their options. The only useful skill gained from the sorcerer list is Bluff.
- + **Poor Saves:** Sorcerers only have a good Will save, which the druid already has. The fey dancer has a very poor Reflex save.

absolutely essential to your character's concept and tactics. As the fey dancer never gets high-level spells, learn to make the most of your low-level spells.

- + Metamagic and item creation feats are good choices for the character. Ensure the feats work with both styles of spellcasting, and concentrate on the simpler feats such as Still Spell or Extend Spell, as the fey dancer does not have the high-level spell slots to support *quicken* or *maximised* spells.
- + Suggested spells: 0 level – *Acid splash, daze, dancing lights, ray of frost, mage hand, message, open/close, arcane mark, prestidigitation*; 1st level – *mage armour, magic missile, shield, expeditious retreat, protection from evil*; 2nd level – *detect thoughts, web, mirror image, hideous laughter*; 3rd level – *fireball, fly, haste*; 4th level – *charm monster, shadow conjuration*; 5th level – *lesser planar binding*.

Recommended Options

As the character combines druid and sorcerer levels, there are some options he can take to optimise the mixture of both classes' abilities.

- + Choose your spells carefully. With below-par fighting abilities and few notable special abilities, spellcasting is all the fey dancer has to offer. Avoid doubling up – never take a sorcerer spell that appears on the druid list unless it is

Variant Rules

- + **Druidic Familiar:** Upon reaching 1st druid level, the fey dancer may choose to take a druidic familiar instead of an animal companion.

The Fey Dancer (Druid/Sorcerer)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Drd 1	+0	+2	+0	+2	Animal companion, nature sense, wild empathy, (character feat)
2 nd	Sor 1	+0	+2	+0	+4	Summon familiar
3 rd	Drd 2	+1	+3	+0	+5	Woodland stride, (character feat)
4 th	Sor 2	+2	+3	+0	+6	(ability increase)
5 th	Drd 3	+3	+3	+1	+6	Trackless step
6 th	Sor 3	+3	+4	+2	+6	(character feat)
4 th	Drd 4	+4	+5	+2	+7	Resist nature's lure
8 th	Sor 4	+5	+5	+2	+8	Change spell list, (ability increase)
9 th	Drd 5	+5	+5	+2	+8	Wild shape 1/day
10 th	Sor 5	+5	+5	+2	+8	
11 th	Drd 6	+6/+1	+6	+3	+9	Wild shape 2/day
12 th	Sor 6	+7/+2	+7	+4	+10	Change spell list, (ability increase), (character feat)
13 th	Drd 7	+8/+3	+7	+4	+10	Wild shape 3/day
14 th	Sor 7	+8/+3	+7	+4	+10	
15 th	Drd 8	+9/+4	+8	+4	+11	Wild shape (Large), (character feat)
16 th	Sor 8	+10/+5	+8	+4	+12	Change spell list, (ability increase)
17 th	Drd 9	+10/+5	+8	+5	+12	Venom immunity
18 th	Sor 9	+10/+5	+9	+6	+12	(character feat)
19 th	Drd 10	+11/+6/+1	+10	+6	+13	Wild shape 4/day
20 th	Sor 10	+12/+7/+2	+10	+6	+14	Change spell list, (ability increase)

✦ **Enchantments of the Fey:** Upon reaching 4th druid level, the fey dancer may take Enchantments of the Fey instead of Resist Nature's Lure. This increases the Save DC of all his Enchantment spells by +2.

✦ **Fey Form:** Upon reaching 8th druid level, the fey dancer may take Fey Form instead of wild shape (Large). He may now wild shape into the form of a Medium size Fey. He may gain any one extraordinary, supernatural or spell-like special ability possessed by the Fey whose form he changes into (for example, the fey dancer could become a dryad, and use the dryad's *charm person* ability, or into a pixie and fire memory arrows at a foe).

Fey Dancer Spells (Sorcerer)

Level	Caster Level	Spells per day					Spells Known						
		0	1 st	2 nd	3 rd	4 th	5 th	0	1 st	2 nd	3 rd	4 th	5 th
1 st	0	—	—	—	—	—	—	—	—	—	—	—	—
2 nd	1 st	5	3	—	—	—	—	4	2	—	—	—	—
3 rd	1 st	5	3	—	—	—	—	4	2	—	—	—	—
4 th	2 nd	6	4	—	—	—	—	5	2	—	—	—	—
5 th	2 nd	6	4	—	—	—	—	5	2	—	—	—	—
6 th	3 rd	6	5	—	—	—	—	5	3	—	—	—	—
7 th	3 rd	6	5	—	—	—	—	5	3	—	—	—	—
8 th	4 th	6	6	3	—	—	—	6	3	1	—	—	—
9 th	4 th	6	6	3	—	—	—	6	3	1	—	—	—
10 th	5 th	6	6	4	—	—	—	6	4	2	—	—	—
11 th	5 th	6	6	4	—	—	—	6	4	2	—	—	—
12 th	6 th	6	6	5	3	—	—	7	4	2	1	—	—
13 th	6 th	6	6	5	3	—	—	7	4	2	1	—	—
14 th	7 th	6	6	6	4	—	—	7	5	3	2	—	—
15 th	7 th	6	6	6	4	—	—	7	5	3	2	—	—
16 th	8 th	6	6	6	5	3	—	8	5	3	2	1	—
17 th	8 th	6	6	6	5	3	—	8	5	3	2	1	—
18 th	9 th	6	6	6	6	4	—	8	5	4	3	2	—
19 th	9 th	6	6	6	6	4	—	8	5	4	3	2	—
20 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1

Druidic Familiar

A character who can take both a familiar and an animal companion may combine the two abilities into the ability to take a druidic familiar. The following creatures are common druidic familiars: badger, dire rat, riding dog, eagle, hawk, horse, owl, snake or wolf. These creatures give the following special abilities:

Druidic Familiars

Familiar	Special
Badger	+2 bonus to Reflex saves
Dire rat	+2 bonus on Fortitude saves
Riding dog	+2 bonus to Reflex saves
Eagle	+2 bonus to all Spot checks
Hawk	+3 bonus to Spot checks in bright light
Horse	+2 bonus on Fortitude saves
Owl	+3 bonus to Spot checks in shadows
Snake	+3 bonus on Bluff checks
Wolf	+2 bonus to Reflex saves

Druidic familiars also have the following abilities:

Hit Dice: For effects related to the number of Hit Dice, use the druid's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has one-half the druid's normal hit point total, rounded down.

Attacks: Use the druid's base attack bonus, calculated from all his classes, and add the familiar's Dexterity or Strength bonus, whichever is greater. The familiar uses the normal attacks and damage of its kind.

Saving Throws: Use the familiar's saving throws for its kind.

Skills: Use the familiar's skills.

Advancement Level: The number of character levels gained since the druid gained the druidic familiar ability.

Bonus HD: Extra eight-sided (d8) HD, each of which gains a Constitution modifier as normal, and improve the familiar's Saving Throws and Attacks as normal for an animal of its type.

Natural Armour: The number noted here is an improvement to the familiar's existing natural armour bonus.

Str/Dex Adjustment: Add this value to the familiar's Strength and Dexterity.

Int Adjustment: Add this value to the familiar's Intelligence. While the creature's Intelligence is below 3, it knows a number of tricks equal to its Intelligence score. Once its Intelligence is 3 or higher, it can act without the need for tricks.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.



Familiar Abilities

Advancement Level	Bonus HD	Natural Armour	Str/Dex Adjustment	Intelligence Adjustment	Special
1 st – 2 nd	+0	+0	+0	+1	Alertness, evasion, empathic link, share spells
3 rd – 5 th	+2	+2	+1	+2	Improved evasion
6 th – 8 th	+4	+4	+2	+3	Devotion
9 th – 11 th	+6	+6	+3	+4	Speech
12 th – 14 th	+8	+8	+4	+5	Spell resistance
15 th – 17 th	+10	+10	+5	+6	<i>Scry</i>
18 th – 20 th	+12	+12	+6	+7	

Fey Dancer Spells (Druid)

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	1 st	3	1	—	—	—	—
2 nd	1 st	3	1	—	—	—	—
3 rd	2 nd	4	2	—	—	—	—
4 th	2 nd	4	2	—	—	—	—
5 th	3 rd	4	2	1	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th	4 th	5	3	2	—	—	—
8 th	4 th	5	3	2	—	—	—
9 th	5 th	5	3	2	1	—	—
10 th	5 th	5	3	2	1	—	—
11 th	6 th	5	3	3	2	—	—
12 th	6 th	5	3	3	2	—	—
13 th	7 th	6	4	3	2	1	—
14 th	7 th	6	4	3	2	1	—
15 th	8 th	6	4	3	3	2	—
16 th	8 th	6	4	3	3	2	—
17 th	9 th	6	4	4	3	2	1
18 th	9 th	6	4	4	3	2	1
19 th	10 th	6	4	4	3	3	2
20 th	10 th	6	4	4	3	3	2

Empathic Link (Su): The druid has an empathic link with his familiar to a distance of up to one mile. The druid cannot see through the familiar's eyes but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw.

Because of this empathic link, the druid has the same connection to an item or place that his familiar does.

Share Spells: At the druid's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within five feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than five feet away and will not affect the familiar again even if it returns to the druid before the duration expires. Additionally, the druid may cast a spell with a target of 'You' on his familiar (as a touch range spell) instead of on himself.

A druid and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Devotion (Ex): The familiar gains a +4 morale bonus on Will saves against enchantment spells and effects.

Speech: The familiar can now speak normally to other creatures.

Spell Resistance (Ex): The familiar gains spell resistance equal to the druid's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar (Sp): If the druid is 15th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

Death of a Familiar: If a druidic familiar dies, it has the same effects on the druid as the death of a normal familiar (see *Core Rulebook I*).

WOODWOSE (DRUID/WIZARD)

Woodwoses are hermits and hedge wizards who dwell in the wilderness. They seem rustic and uncivilised, even simple, to their more urbane arcane fellows. If the average court wizard or thaumaturgist in his tower is the equivalent of a sage or guildmaster, then the woodwose is the tinker wandering the outlying villages, or the madman who lives in the middle of the swamp and talks to himself.

Woodwoses can be surprisingly intelligent and insightful despite their bedraggled appearance. They approach the green world with the methodology of a wizard, unweaving the green world and following the threads of power, encoding magic in dry formulae and incantations. They almost always pursue their studies alone or with a single apprentice in the deep wilderness, and are coaxed out to adventure only in the most dire of circumstances.

Strengths

A woodwose gains a number of benefits from adding wizard levels to his druid class.

- ✦ **Familiar:** Unlike special mounts and animal companions, familiars grant special abilities to their master.

- ✦ **Powerful Spellcasting:** Wizards have potentially the widest range of spells of all the classes. Combined with the druid's spellcasting, the woodwose can have a spell for any situation.
- ✦ **Bonus Feats:** Wizards get a number of bonus Metamagic feats, which work just as well with the druid's spells as they do with the wizard's.

Weaknesses

The woodwose's merger of druid and wizard incurs several drawbacks:

- ✦ **Poor Hit Dice:** Wizards have a pathetic d4 for Hit Dice, half that of druids, making the character much more fragile.
- ✦ **No Armour:** Arcane spells suffer a spell failure chance in armour, even the light armour of druids.
- ✦ **Poor Skill Selection:** Wizards have a limited skill selection and half as many skill points as druids, limiting their options. The only useful skill gained from the wizard list is Decipher Script.

The Woodwose (Druid/Wizard)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Drd 1	+0	+2	+0	+2	Animal companion, nature sense, wild empathy, (character feat)
2 nd	Wiz 1	+0	+2	+0	+4	Summon familiar, scribe scroll
3 rd	Drd 2	+1	+3	+0	+5	Woodland stride, (character feat)
4 th	Wiz 2	+2	+3	+0	+6	(ability increase)
5 th	Drd 3	+3	+3	+1	+6	Trackless step
6 th	Wiz 3	+3	+4	+2	+6	(character feat)
7 th	Drd 4	+4	+5	+2	+7	Resist nature's lure
8 th	Wiz 4	+5	+5	+2	+8	(ability increase)
9 th	Drd 5	+5	+5	+2	+8	Wild shape 1/day, (character feat)
10 th	Wiz 5	+5	+5	+2	+8	Bonus feat
11 th	Drd 6	+6/+1	+6	+3	+9	Wild shape 2/day
12 th	Wiz 6	+7/+2	+7	+4	+10	(ability increase), (character feat)
13 th	Drd 7	+8/+3	+7	+4	+10	Wild shape 3/day
14 th	Wiz 7	+8/+3	+7	+4	+10	
15 th	Drd 8	+9/+4	+8	+4	+11	Wild shape (Large), (character feat)
16 th	Wiz 8	+10/+5	+8	+4	+12	(ability increase)
17 th	Drd 9	+10/+5	+8	+5	+12	Venom immunity
18 th	Wiz 9	+10/+5	+9	+6	+12	(character feat)
19 th	Drd 10	+11/+6/+1	+10	+6	+13	Wild shape 4/day
20 th	Wiz 10	+12/+7/+2	+10	+6	+14	Bonus feat, (ability increase)



Woodwose Spells (Wizard)

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	0	—	—	—	—	—	—
2 nd	1 st	3	1	—	—	—	—
3 rd	1 st	3	1	—	—	—	—
4 th	2 nd	4	2	—	—	—	—
5 th	2 nd	4	2	—	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th	3 rd	4	2	1	—	—	—
8 th	4 th	4	3	2	—	—	—
9 th	4 th	4	3	2	—	—	—
10 th	5 th	4	3	2	1	—	—
11 th	5 th	4	3	2	1	—	—
12 th	6 th	4	3	3	2	—	—
13 th	6 th	4	4	3	2	—	—
14 th	7 th	4	4	3	2	1	—
15 th	7 th	4	4	3	3	1	—
16 th	8 th	4	4	4	3	2	—
17 th	8 th	4	4	4	3	2	—
18 th	9 th	4	4	4	3	2	1
19 th	9 th	4	4	4	3	2	1
20 th	10 th	4	4	4	3	3	2

Woodwose Spells (Druid)

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	1 st	3	1	—	—	—	—
2 nd	1 st	3	1	—	—	—	—
3 rd	2 nd	4	2	—	—	—	—
4 th	2 nd	4	2	—	—	—	—
5 th	3 rd	4	2	1	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th	4 th	5	3	2	—	—	—
8 th	4 th	5	3	2	—	—	—
9 th	5 th	5	3	2	1	—	—
10 th	5 th	5	3	2	1	—	—
11 th	6 th	5	3	3	2	—	—
12 th	6 th	5	3	3	2	—	—
13 th	7 th	6	4	3	2	1	—
14 th	7 th	6	4	3	2	1	—
15 th	8 th	6	4	3	3	2	—
16 th	8 th	6	4	3	3	2	—
17 th	9 th	6	4	4	3	2	1
18 th	9 th	6	4	4	3	2	1
19 th	10 th	6	4	4	3	3	2
20 th	10 th	6	4	4	3	3	2

- ✦ **Poor Saves:** Wizards only have a good Will save, which the druid already has. The woodwose has a very poor Reflex save.

Recommended Options

As the character combines wizard and druid levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ With such a wide range of spells available, the woodwose should take care to understand all his options. Use animal scouts, divinations and Knowledge skills to identify the weaknesses of your enemies, then pick the right spell from your spellbook or druid list to blast them.
- ✦ The various metamagic and item creation feats work just as well for the druid spells. Brew potions of *barkskin* and *lesser restoration* so you are never caught unprepared.
- ✦ With so few spells available compared with the fey dancer and little else to fall back on, the woodwose must take care to ensure each of them is as effective as possible. Feats such as Spell Penetration and Spell Focus can be very useful indeed.

Variant Rules

- ✦ **Druidic Familiar:** Upon reaching his 1st druid level, the woodwose may choose to take a druidic familiar instead of an animal companion.
- ✦ **Reading the Green:** Upon reaching 2nd druid level, the woodwose learns to see magic in the green world. At this level and each level from now on, when he gains two new spells to add to his spellbook, he may instead learn one of these spells from the natural world. The woodwose can prepare these spells without a spellbook, as per the Spell Mastery feat, but he prepare these spells in a forest or other natural environment. This replaces the woodland stride ability.
- ✦ **Sublime Green Magic:** Upon reaching 5th level, the woodwose may channel one touch spell per day through a plant or animal. This is similar to the ability of a familiar to deliver touch spells, but works via any plant or animal. The druid casts a touch spell, then designates a plant or animal he is in contact with as the 'toucher'. If the woodwose casts another spell before the touch is delivered, the touch spell dissipates. The woodwose has no special control over the plant or animal's movement – the spell is cast on the first valid target the toucher comes in contact with. This replaces the woodwose's first use of wild shape.

THE LEGENDARY DRUID

The druids who have gone beyond mere mastery of the green transcend the material world. They become aspects of nature and the green in their own right. Their breath is the wind, their bones the earth, their wrath the thunderstorm. They may walk clothed in mortal flesh for a time, but their essence is far from human. They built the old stones and made the first trails; their prophecies echo down from the dawn times. They are druids of legend. A few of their names have survived – Merlin, Midhir, Figol and so on – but most are nameless figures, shadows cast upon myths or ancient faces in the trees...

GRAND DRUID

The grand druid is the acknowledged head of the druidic order in the world. In rare cases, there may be other druids of greater power or age, but even they bow to the grand druid's word and wisdom. The grand druid has the authority to speak for the druidic order and for the green world; his pronouncements can spare or doom a city from being turned into a broken mass of overgrown stone, or confirm a king as being blessed and accepted by the land.

Grand druids must also resolve disputes between druids, make judgements on druidic law and lore, and guide the few adherents

of the old faith. They are aided in this by their ability to subsume their consciousness into the Otherworld and literally draw on the wisdom of the ages. The grand druid is counselled by the spirits, by animals of wood and field, by the transcended spirits of older druids and by the living trees and stones themselves.

There is deep wisdom there, in the wildlands.

Hit Die: d8.

Requirements

To qualify to become the grand druid, a character must fulfil all the following criteria:

Alignment: Any Neutral.

Skills: Diplomacy 5 ranks, Knowledge (nature) 15 ranks, Knowledge (religion) 5 ranks, Knowledge (the planes) 5 ranks.

Feats: Leadership, Natural Spell.

Spellcasting: Able to cast 4th level druid spells.

Special: The prospective grand druid must seek out and gain the approval of *every* other druid in the world who is higher level, equal level, or no less than four levels lower than the prospective grand druid. For example, a 17th level character trying to become the grand druid would have to have the

Deeper in the wood, all they could see of the hawk were momentary glimpses through breaks in the green canopy. Always it stayed just out of bowshot, leading them on further into the trees. It set them a furious pace; Elaine could hear her company diminish as one rider after another got lost or stumbled on a fallen branch. After a time, they came to a green mound that was free of trees. Ancient carved stones were arranged in a ring atop the mound. The hawk perched atop the largest stone.

'Hold' she ordered.

'Milady,' hissed the ranger. 'I can shoot it from here.' Another ranger muttered 'was it not winter when we rode in? But that is a warm wind indeed coming from that green hill.'

The hawk cleared its beak.

'Hearken to my histories of the order, you who walk on our holy ground.

The great druids of Clonnechy raised these sacred stones,

All save this one. For this was a man once.

The mound was built earlier still. Titans piled this earth upon earth,

The trees know their names, but keep them hidden, and we do not pry.

The wood has its secrets.

Nine master druids have officiated here,

Through solstice and equinox to bring back the sun.

Three archdruids do we number among our heritage – we name them not.

So and yet so was one a grand druid.

Her name was Olhai. She ruled when the bear totem was shattered,

Between the dyad ices, yet a thousand times the antiquity of your petty kingdoms.

And me? Why, I am kingmaker.'



Epic Levels

Some of these classes may take a character beyond 20th level – indeed, many are actually designed to do so. When a character gains his 21st level, whether from a single class or any combination of multiclassing and prestige classes, he becomes an epic character as detailed in *Core Rulebook II*, at which point some of his characteristics change slightly.

The character can reach 21st level while in the middle of taking one of the prestige classes in this book, in which case he follows the following rules:

- ✦ Ignore the prestige class' base attack bonus and all base save bonuses; use the progression in the epic advancement table below using the total character level instead of any individual class level. These are epic bonuses that do not grant additional attacks (in the case of the base attack bonus).
- ✦ Continue to gain the class features of each level attained in both the prestige class and any previous core class until they reach their maximum (5th or 10th for prestige classes, 20th for core classes).
- ✦ Prestige classes with 5 levels stop there and the character must gain new levels from other classes.
- ✦ Core classes and prestige classes with 10 levels may continue advancing beyond their maximum, using the

progression information found in *Core Rulebook II* for core classes, and the epic progression text box in each the description of each prestige class in this book. 10-level prestige classes may only be advanced beyond 10th level if the character's total character level is 20th or higher.

- ✦ Character feats and ability increases are gained normally at every level divisible by 3 for feats and any level divisible by 4 for ability increases.

Epic Advancement

Character Level	Epic Attack Bonus	Epic Save Bonus
21 st	+1	+0
22 nd	+1	+1
23 rd	+2	+1
24 th	+2	+2
25 th	+3	+2
26 th	+3	+3
27 th	+4	+3
28 th	+4	+4
29 th	+5	+4
30 th	+5	+5

The Grand Druid

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	+0	+2	+0	+2	Font of wisdom +2	+1 level of existing class
2 nd	+1	+3	+0	+3	Cloak of authority 1/day	+1 level of existing class
3 rd	+2	+3	+1	+3	Font of wisdom +4, voice of command	+1 level of existing class
4 th	+3	+4	+1	+4	Cloak of authority 2/day	+1 level of existing class
5 th	+3	+4	+1	+4	Font of wisdom +6, counsel of the fates	+1 level of existing class
6 th	+4	+5	+2	+5	Cloak of authority 3/day	+1 level of existing class
7 th	+5	+5	+2	+5	Font of wisdom +8, wisdom of the fates	+1 level of existing class
8 th	+6	+6	+2	+6	Cloak of authority 4/day	+1 level of existing class
9 th	+6	+6	+3	+6	Font of wisdom +10, speaker for the green	+1 level of existing class
10 th	+7	+7	+3	+7	Cloak of authority 5/day	+1 level of existing class

approval of every druid of 13th level or higher in the world. The character can gain their approval in any way he sees fit – by proving his worth, by negotiation, or by defeating them and forcing them to approve of his bid to become grand druid.

Special: There is only ever one grand druid in the world at any time. If a grand druid exists, then the prospective grand druid must have his approval. Should the prospective grand druid become the new grand druid, the old grand druid immediately loses all his grand druid abilities.

Often, the existing grand druid chooses his successor, and his authority is so respected that all the other druids accept and approve the nominated successor.

Class Skills

The grand druid's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int),



Perform (Cha), Sense Motive (Wis), Spellcraft (Int), Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Armour and Weapon Proficiency: The grand druid gains no additional weapon or armour proficiencies.

Spells per day: When a new grand druid level is gained, the character gains a level of druidic spellcasting that stacks with existing levels from a class that gives druid spells.

Epic Grand Druid

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The epic grand druid's caster level is equal to his class level. The epic grand druid's number of spells per day does not increase after 20th level.

Bonus Feats: The epic grand druid gains a bonus feat every four levels higher than 10th.

Font of Wisdom (Su): Whenever the grand druid *communes with nature*, he gains a sacred bonus to his Wisdom equal to his Font of Wisdom bonus. This bonus lasts for ten minutes per character level of the grand druid.

Cloak of Authority (Su): The grand druid may invoke the authority of his position as a move action. He gains a +6 morale bonus to all Diplomacy and Intimidate checks for the next hour against people who were present when he invoked authority.

Voice of Command (Sp): While using his Cloak of Authority ability, the words of the grand druid behave exactly like a *greater command* spell cast on other druids or animals. Once per use of the Cloak of Authority, the grand druid may use this ability on non-druids.

Counsel of the Fates (Ex): At this level, the grand druid is accompanied by the fates, three powerful and mysterious entities. The fates act as cohorts loyal to the grand druid. Their level is determined using the grand druid's leadership score. The fates may be other druids, fey, ghosts, *awakened* creatures or even stranger entities. The three fates will aid the grand druid in whatever he desires.

Wisdom of the Fates (Sp): Once per week, the grand druid may consult with the fates. The advice they give him is identical to the effects of a *discern location*, *legend lore* or *commune* spell. All three fates must be present in order for the grand druid to use this ability.

Speaker for the Green (Su): Once per year, the grand druid may speak for the land. This ability allows him to *awaken* every plant and animal within an area of radius equal to the grand druid's current wisdom. This ability costs 1,000 XP. The *awakened* creatures will obey the grand druid's commands. The mass *awakening* lasts for a year and a day, but may be dismissed sooner. (Occasionally, a few entities are permanently *awakened* by this ability).

CITYFATHER

When the gnomes first built huts, there were those among the druids who declared that this assuredly meant the end of nature, that all the trees would be broken and bent into wooden shelters in defiance of the old ways. Now, most druids have a home in the wilderness to store their tools and scrolls.

When the elves first built boats, there were those among the druids who muttered that these boats presaged the ruination of the wild oceans, that every stream and sea would be choked by an endless flotilla of ships. Now, most druids have shaped wood into a canoe or boat and have at least a passing familiarity with sea-craft.

Now, man builds cities of stone and steel, and the druids frown and mutter. A few urban druids, however, have adapted to this new and strange land. The city is an ecosystem, and in its own way there is as much life here as there is in the forest. The urban druids have learned to look into the dark crevasses, to speak



the language of rat and cockroach, of sewer beast and alley cat. Some of the urban druids even look to a time when they will know all the secrets of the grey realm of the city. They speak of the coming of a druid who has the same oneness with the city that other elder druids have with the desert or the wood.

The city dreams of the cityfather.

Hit Die: d8.

Requirements

To qualify to become a cityfather, a character must fulfil all the following criteria:

Feats: Knowledge (local) 15 ranks, Knowledge (nature) 10 ranks.

Spellcasting: Able to cast third level druid spells.

Special: To become a cityfather, a character must complete one of the following tasks:

- ✦ Take a community of Village size or smaller, and make it into a Large City or Metropolis.
- ✦ Live in a city for at least ten years and save it at least three times from a threat that would ruin it.
- ✦ Live in a city for at least ten years and use Disguise, A Thousand Faces or other spells or identity-hiding abilities to masquerade as at least 1,000 different inhabitants of the city.

Class Skills

The city father's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Climb (Str), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (architecture & engineering) (Int), Knowledge (local) (Int), Knowledge (local) (Int), Listen (Wis) and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Armour and Weapon Proficiency: Cityfathers gain no additional armour or weapon proficiencies.

The Cityfather

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	+0	+2	+0	+2	Urban wisdom +1	+1 level of existing class
2 nd	+1	+3	+0	+3	Enclave, urban wisdom +2	+1 level of existing class
3 rd	+2	+3	+1	+3	Defence of the city, urban wisdom +3	+1 level of existing class
4 th	+3	+4	+1	+4	Spirit in the streets, urban wisdom +4	+1 level of existing class
5 th	+3	+4	+1	+4	One with the city, urban wisdom +5	+1 level of existing class

Spells per day: When a new cityfather level is gained, the character gains a level of druidic spellcasting that stacks with existing levels from a class that gives druid spells.

Urban Wisdom (Ex): The cityfather may add his Urban Wisdom bonus as an insight bonus to all Gather Information, Hide, Knowledge (local), Move Silently and Sense Motive checks made within his city.

Enclave (Su): At 2nd level, the cityfather may choose a single building or small street within the city and make it his enclave. The selected site has the *mage's private sanctum* spell cast upon it, and any attempt to find the entrance to the Enclave requires a Knowledge (local) or Search check at a DC of 20 + the cityfather's level + his Wisdom modifier. The character always knows where his enclave is.

Defence of the City (Su): If the city is walled, then the cityfather may, once per day, have any Abjuration spell he casts be expanded so that its area of effect is 'all space enclosed by the city walls'. For example, he could cast *protection from energy* and ward every person and building within the city walls.

Spirit in the Streets (Su): At this level, the cityfather's connection to the city is such that he can bend it to his will. Anyone living in the city must make a Will save (DC 10 + the cityfather's Wisdom modifier) each day. If they fail, they perform one task that day that aids the cityfather. Normally, this task will be something minor – a bakery might give bread to the poor, or a guard might ignore a beggar and let him continue to ask for alms. However, the cityfather can use this power to compel the cityfolk to build a siege engine, or a temple, or donate vast sums to the druidic cause, or attack an enemy. Anyone setting foot outside of the city is instantly freed of this compulsion. Spirit in the Streets is a mind-affecting compulsion effect.

Note that most large cities have numerous high-level characters, who can be affected by this ability. A character that makes his save against Spirit in the Streets may make a Spellcraft check (DC 25) to determine that Spirit in the Streets was used on him. To use this ability, the cityfather must stay in his city.

One With The City (Su): At this level, the cityfather's connection with his city is so total that the two become one. The cityfather's body turns to stone and is transformed into a statue decorating some part of the city. However, the cityfather's consciousness may now possess people in the city, as per a *magic jar* spell. The statue counts as the jar for the purposes

of this ability. This ability has a range of ‘anywhere within the city’. The druid cannot die while the city and statue endure.

AVATAR OF GREEN FIRE

Clerics beg their gods for magic. Wizards weave it from the tendrils of energy and arcane flow that underlie reality, while sorcerers draw their magic from their own blood and fiery souls. Druidic magic is a synthesis of all this; the druid’s soul is aligned with the green, the all-encompassing life force that links the entire world together. This force is worshipped and tended by the druid. The druid draws the green energy through his own spirit to wield his magic.

Some elder druids have become so adept at this that their own life energy is tinged with green fire. Their souls have become indistinguishable from the magic. They are half spell themselves; an avatar of green fire is healthy and strong just after meditating for spells, but is wan and sickly when his magic is almost depleted. They are the masters of druidic magic, the strongest spellcasters of the natural world.

Hit Die: d4.

Requirements

To qualify to become an avatar of green fire, a character must fulfil all the following criteria:

Skills: Knowledge (arcana) 9 ranks, Knowledge (nature) 12 ranks, Spellcraft 9 ranks.

Feats: Natural Spell, any three metamagic or item creation feats.

Spellcasting: Must be able to cast 6th level druid spells.

Special: To become an avatar of green fire, the character must have cast at least 50 levels worth of druid spells in a single sequence. The character cannot wait more than one round between spells. For example, a druid could cast two 8th level spells (16 spell levels), three 7th level spells (21 spell levels), pause for a round to open a bag of scrolls, and then cast two more 7th level spells from the scrolls to complete the sequence.

Class Skills

The avatar of green fire’s class skills (and the key ability for each skill) are Concentration (Con), Knowledge (arcana) (Int), Knowledge (nature) (Int), Spellcraft (Int) and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Avatars of green fire gain no additional weapon or armour proficiencies.

Spell Conversion (Su): The avatar of green fire may convert druid spells into healing for himself only. At 1st level, he gains hit points on a one to one basis – converting a 9th level spell would heal nine points of damage. This is a move action.

As the avatar of green fire advances, he becomes more efficient at converting spells into hit points – see the table below.

The avatar of green fire may not cast *cure* spells on himself.

Life Conversion (Su): At 2nd level, the avatar of green fire learns to convert hit points into druid spells. At 2nd level, the conversion rate is five hit points per level of the spell (0 level spells count as 1st level spells for this ability). Converting hit points into a spell is a move action. The spell may be cast as if it had been prepared by the druid – an avatar of green fire could exchange 20 hit points for a 4th level *ice storm* spell, wait a few hours, then cast it. The character can even use metamagic feats; an empowered *ice storm* is a 6th level spell, and so costs 30 hit points. Any hit points converted by life conversion can only be recovered through natural healing.

As the avatar of green fire advances, he becomes more efficient at converting hit points into spells – see the table below.

Avatar of Green Fire

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Spell conversion
2 nd	+1	+0	+0	+3	Life conversion
3 rd	+2	+1	+1	+3	Bonus feat
4 th	+3	+1	+1	+4	Improved spell conversion
5 th	+3	+1	+1	+4	Improved life conversion
6 th	+4	+2	+2	+5	Bonus feat
7 th	+5	+2	+2	+5	Wraithly
8 th	+6	+2	+2	+6	Greater life conversion
9 th	+6	+3	+3	+6	Bonus feat
10 th	+7	+3	+3	+7	Greater spell conversion



Epic Avatar of Green Fire

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic avatar of green fire's caster level is equal to his class level.

Bonus Feats: The epic avatar of green fire gains a bonus feat every four levels higher than 20th.

Avatar Conversion

Level	Spell to Hit Points	Hit Points to Spell
1 st	1:1	—
2 nd	1:1	5:1
3 rd	1:1	5:1
4 th	1:2	5:1
5 th	1:2	4:1
6 th	1:2	4:1
7 th	1:2	4:1
8 th	1:3	4:1
9 th	1:3	4:1
10 th	1:3	3:1

Bonus Feats: At 3rd, 6th and 9th level, the avatar of green fire gains a bonus metamagic or item creation feat.

Wraithly (Su): At 7th level, if the avatar of green fire is reduced to 20 hit points or less, he becomes incorporeal until he rises back above 20 hit points. Remember that the avatar cannot use his spells to heal himself – he must either heal naturally or be *cured* by others.

KINGMAKER

The health of the king is tied to the health of the land and the people; a strong and wise king brings good fortune to the land, while a weak, corrupt or foolish lord brings sorrow and famine. In some lands, the druids choose leaders of tribes, topple unworthy rulers and exalt those who they have groomed for kingship. In other lands, though, druids are far from the corridors of power. The king does not know the land; he dwells in palaces of stone and gold, and worries about petty politics or distracts himself with indulgence and excess.

Sometimes, the druids can afford to be patient. All things are cyclic – just as the lame wolf is torn down by more ambitious members of the pack, so too shall a weak king be overthrown and health return to the land. However, there are times when a dynasty is too established to wither away, but too spiritually weak or corrupt to serve the land. In such times, a kingmaker is selected from among the ranks of the druids. This kingmaker shall go forth into the world of men or elves or dwarves, choose a new king and guide him to power, healing the land and re-establishing ancient ties and the old ways.

Hit Die: d8.

Requirements

To qualify to become a kingmaker, a character must fulfill all the following criteria:

Skills: Bluff 6 ranks, Diplomacy 14 ranks, Heal 6 ranks, Knowledge (nature) 10 ranks, Knowledge (nobility & royalty) 6 ranks, Sense Motive 6 ranks, Spellcraft 6 ranks.

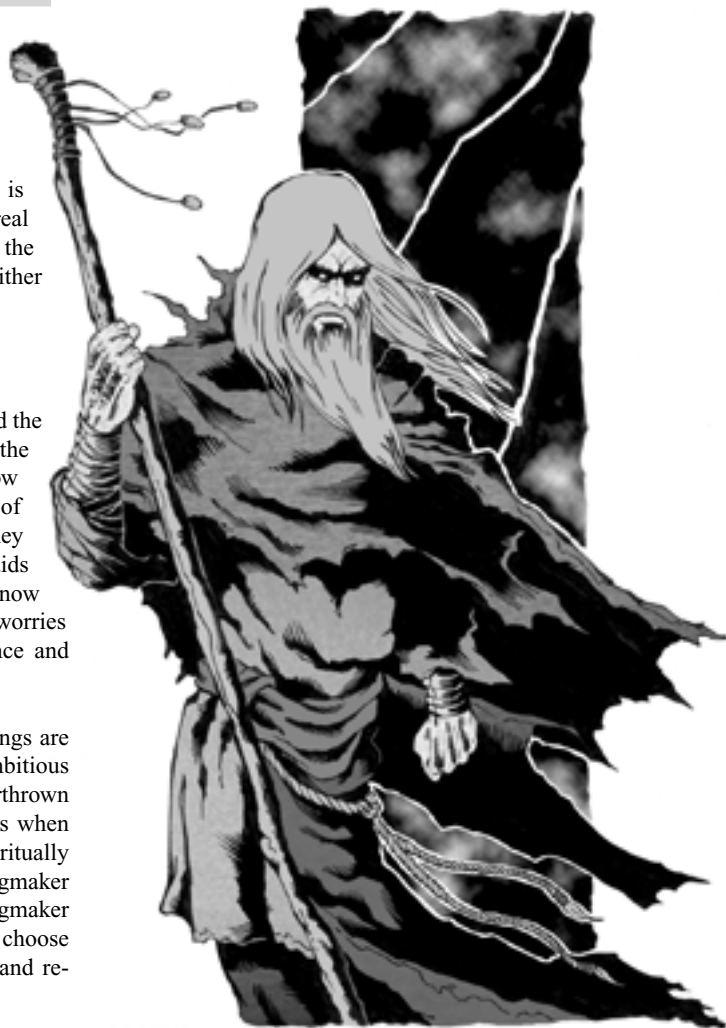
Feats: Craft Wondrous Item, Leadership.

Special: One of the kingmaker's cohorts or companions must be a character suited for the role of ruler over the land, and is referred to as the chosen. The kingmaker must either craft or retrieve a magic item worth at least 10,000 gp for the chosen before embarking on this prestige class.

Class Skills

The kingmaker's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion), Perform (Cha), Sense Motive (Wis), Spellcraft (Int) and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.



Class Features

Armour and Weapon Proficiency: Kingmakers gain no additional armour or weapon proficiencies.

Spells per day: When a new kingmaker level is gained, the character gains a level of druidic spellcasting that stacks with existing levels from a class that gives druid spells.

Blessing (Su): The kingmaker may cast spells with a range of ‘you’ or ‘touch’ on the chosen from up to 30 feet away.

Sage Counsel (Ex): The kingmaker may advise the chosen, stimulating great insights. Whenever the chosen uses an Intelligence, Wisdom or Charisma-based skill within 24-hours of speaking with the kingmaker, he may use the kingmaker’s ability score bonus instead of his own. For example, a Wisdom 12 chosen cohort of a Wisdom 20 kingmaker could use the kingmaker’s +5 Wisdom bonus instead of his own +1 bonus when making a Sense Motive check.

Prophecy (Sp): Once per week, the kingmaker may prophesy. This is identical to a *vision* or a *moment of prescience* that lasts for one week, but applies to the chosen, not the kingmaker himself. The kingmaker’s character level is used as the caster level for the *vision*.

First Anointing (Su): The kingmaker initiates the chosen into the mysteries of druidism. The kingmaker may cast any two spells onto the chosen; these spells are made permanent as per the *permanency* spell, but cost only 1/10th the normal experience cost. The kingmaker may research spells to be made permanent before performing the first anointing. Furthermore, any spells cast by the kingmaker onto the chosen are automatically *extended*.

Lesser Tie (Sp): The kingmaker may now use *dream* at will, but may only contact the chosen using the spell.

Calling (Su): At this level, the kingmaker has the authority to draw upon nature. He may ask one animal, elemental, magical beast, neutral dragon or fey to aid the chosen. This creature may not have more Hit Dice than twice the kingmaker’s character

level. The creature *must* serve, although how it aids the chosen is up to the creature.

Greater Tie (Su): The kingmaker links the chosen to the land, and the kingmaker to the chosen. This behaves as a *shield other* spell with limitless range (as long as both are on the same plane) that can be reversed as a full-round action. Its ‘default’ behaviour is that the chosen shields the kingmaker but this can be reversed.

Force Confrontation (Su): From the moment the kingmaker reaches 9th level in this class, the character has a year and a day to overthrow the current ruler and establish the chosen as king. Anyone following the chosen’s banner during this year has a +1 morale bonus to attacks and skill checks; if the kingmaker fails to accomplish the overthrow, he loses his kingmaker and druidic powers forever.

Coronation (Su): If the chosen becomes king, the kingmaker may crown him. This has the following effects:

- ✦ The chosen gains a permanent +4 sacred bonus to Wisdom and Charisma.
- ✦ The entire land is *enriched*, as per the *plant growth* spell, for the duration of the chosen’s rule.
- ✦ The kingmaker may enter the grand druid prestige class, even if he does not meet the prerequisites. He also gains a permanent +2 enhancement bonus to any one ability score of his choice.

Epic Kingmaker

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The epic kingmaker’s caster level is equal to his class level. The epic kingmaker’s number of spells per day does not increase after 20th level.

Bonus Feats: The epic kingmaker gains a bonus feat every four class levels above 20th.

The Kingmaker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	+0	+0	+0	+2	Blessing	+1 level of existing class
2 nd	+1	+0	+0	+3	Sage counsel	+1 level of existing class
3 rd	+2	+1	+1	+3	Prophecy	+1 level of existing class
4 th	+3	+1	+1	+4	First anointing	+1 level of existing class
5 th	+3	+1	+1	+4	Lesser tie	+1 level of existing class
6 th	+4	+2	+2	+5	Second anointing	+1 level of existing class
7 th	+5	+2	+2	+5	Calling	+1 level of existing class
8 th	+6	+2	+2	+6	Greater tie	+1 level of existing class
9 th	+6	+3	+3	+6	Force confrontation	+1 level of existing class
10 th	+7	+3	+3	+7	Coronation	+1 level of existing class



SHEPHERD OF WORLDS

How old is the world? Adventurers wander through dead cities from age-old civilisations, giving nary a thought to the thousands who lived there long before. The forests were young when those cities were built – and they were built by the hands of men. There are far older things in unfathomed graves and tunnels below the green earth.

Take a step back and see the world as a transient thing. The great cavalcade of the planes spins eternally on beyond the fields of Earth, and all the deeds and tragedies of humanity are just a passing moment to the gods. The world is older than we know, and will endure unthinkable aeons after we are dust.

The green, in its blind, instinctive, thoughtless, joyful way endures, but all else is transitory.

Those druids known as shepherds of worlds are deemed cruel by those who do not see the scope of their duties. They tend to this age of the world, protecting the land and its people from disaster and invasion from beyond. They bring the wrath of nature down upon demons and horrors, upon those who would bring ruin and death to the world. Like any good shepherd, they care for their flock, driving back the wolves.

But sometimes, dispassionately, they have to cull.

It is said that we do not own the world; that we merely hold it in trust for our descendants. The shepherds of worlds are there to ensure it gets to them in good condition.

Hit Die: d8.

Requirements

To qualify to become a shepherd of worlds, a character must fulfil all the following criteria:

Skills: Concentration 12 ranks, Heal 9 ranks, Intimidate 4 ranks, Knowledge (arcana) 5 ranks, Knowledge (nature) 9 ranks, Survival 9 ranks.

Feats: Iron Will, Improved Critical (scythe), Weapon Focus (scythe).

Special: The shepherd of worlds must prove he is above petty concerns and ties. He must have either refused some major boon or made a terrible sacrifice to preserve his dedication to a higher cause. Furthermore, the shepherd of worlds cannot have any important ties to others – he may not have children, be married, owe fealty or be a member of any organisation save the shepherds of worlds. He may associate with others ‘unofficially’ (a shepherd could adventure with the Company of the Ruddy Lance, but could not swear allegiance to the Company).

Class Skills

The shepherd of world’s class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Armour and Weapon Proficiency: Shepherds of worlds gain no additional armour or weapon proficiencies.

Spells per day: When every second shepherd of worlds level is gained, the character gains a level of druidic spellcasting that stacks with existing levels from a class that gives druid spells.

Cold Soul (Ex): The shepherd of worlds gains a +2 sacred bonus to saving throws against mind-affecting spells and effects, and an additional +2 bonus against any emotion-based effects such as *crushing despair*.

Shepherd’s Sight (Sp): The shepherd gains the ability to cast *deathwatch* and *arcane sight* at will. Once per day, he may focus his vision into a *truesight* spell.

The Shepherd of Worlds

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	+0	+0	+0	+2	Cold soul	
2 nd	+1	+0	+0	+3	<i>Shepherd’s sight</i>	+1 level of existing class
3 rd	+2	+1	+1	+3		
4 th	+3	+1	+1	+4	<i>Care of lands</i>	+1 level of existing class
5 th	+3	+1	+1	+4	Warden of the world	
6 th	+4	+2	+2	+5		+1 level of existing class
7 th	+5	+2	+2	+5	<i>Culling spell</i>	
8 th	+6	+2	+2	+6	<i>Worldhealer</i>	+1 level of existing class
9 th	+6	+3	+3	+6		
10 th	+7	+3	+3	+7	<i>Greater culling</i>	+1 level of existing class

Care of Lands (Sp): The shepherd of worlds can now sense rot and decay in a given region. This rot can be physical, such as a blight on the forest, or metaphorical, such as a corrupt government. The shepherd gains a +6 insight bonus to Gather Information, Sense Motive, Search and Survival checks when looking for the source of such decay.

Warden of the World (Sp): At this level, the shepherd of worlds gains a sensitivity to the pains of the earth. He can detect major disasters such as earthquakes, volcanic eruptions, massive uses of magic and planar invasions. The Games Master should make a Wisdom check for the shepherd, at a DC of 10 + 1 per 50 miles between the shepherd and the incident. Continuing situations, such as famines or droughts can trigger multiple checks.

Culling Spell (Sp): Once per day as a free action, the shepherd may declare any spell cast within sight of him to be a *Culling Spell*. A *Culling Spell* must be a spell that inflicts damage. Anyone reduced to zero hit points by the *Culling Spell* dies; furthermore, excess damage from the *Culling Spell* may be transferred to any target within sight of the druid. Each target may only have damage transferred to them once. The damage transfer behaves as if the spell had originally been cast on the new target, so all the normal saving throws, Spell Resistance and damage reduction abilities apply.

For example, a wizard throws a *fireball* at four enemy warriors led by a troll. A druid declares the *fireball* to be *culling fireball*. One warrior has 50 hit points, and the spell deals 100 points of damage. The warrior dies when reduced to 0 hit points, and the druid can now transfer 50 points of damage from the warrior to anyone within sight. As the troll is still alive, the druid redirects the excess 50 points of damage to the troll.

Worldhealer (Ex): The shepherd of worlds may now apply his Heal skill on a continental or even planetary scale. When confronted by a threat detected by his *Warden of the World* ability, he may make a Heal check (DC 30) to repair or prevent the damage once the threat has been dealt with. For example, the shepherd of worlds could use Heal to repair the dimensional walls breached by the demons once the demons are gone, or travel into the underworld and Heal the rocks before they grind into another earthquake.

Greater Culling (Sp): At 10th level, the shepherd of worlds learns the *Greater Culling*. He may choose one area, nation or race. Anyone in the chosen group becomes doomed to die. No further offspring are born to them, nor do *resurrection* or *raise dead* spells work on them. They die at 0 hit points, not -10. The *Greater Culling* lasts until the druid lifts the curse, or is killed,

or until everyone caught by the curse is dead. A shepherd of worlds may only declare a *Greater Culling* once per year.

BLOOD DRUID

The blood druids see themselves as enforcers of the cycle of life – like the shepherds, they ensure that creatures move onwards along the wheel. They operate at a much smaller scale however. While the shepherds of worlds might cull a whole continent, the blood druids are uniquely... personal in their methods. They are primarily concerned with the power of the blood sacrifice. The cult of the blood druids is ambitious and moves much more swiftly than other druidic institutions. For those seeking a quick route to power, the blood druid's methods are appealing and expeditious.

Blood druids tend to be found only in the more fertile areas – their magic requires plenty of animals for the sacrificial slab. Evil blood druids often turn to human blood as a source of power.

Hit Die: d8.

Requirements

To qualify to become a blood druid, a character must fulfil all the following criteria:

Base Attack Bonus: +5.

Skills: Heal 5 ranks, Intimidate 3 ranks, Knowledge (nature) 8 ranks, Spellcraft 5 ranks.

Feats: Weapon focus (any piercing or slashing weapon), any Metamagic feat, any Craft Magic Item feat.

Class Skills

The blood druid's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Spellcraft (Int) and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Armour and Weapon Proficiency: Blood druids are proficient with all simple and martial piercing and slashing melee weapons. They gain no additional armour proficiencies.

Bloody Spellcasting (Su): Blood druids do not gain any new spellcasting levels from this prestige class. However, they can use blood to fuel their spells. The blood druid may spill blood to cast a prepared spell. The prepared spell is not lost when cast using Bloody Spellcasting. For example, if a blood druid had a single *call lightning* spell prepared, he could cast it using Bloody Spellcasting four times and still have it prepared. If he cast the spell normally that day, however, he could no longer cast it using Bloody Spellcasting.

Epic Shepherd of Worlds

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The epic shepherd of world's caster level is equal to his class level. The epic shaper of world's number of spells per day does not increase after 20th level.

Bonus Feats: The epic shepherd of worlds gains a bonus feat every four levels higher than 20th.



The Blood Druid

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+2	Bloody spellcasting
2 nd	+2	+0	+3	+3	Bleeding
3 rd	+3	+1	+3	+3	Opportunistic sacrifice
4 th	+4	+1	+4	+4	Improved bleeding, claim the fallen
5 th	+5	+1	+4	+4	Blood price

To cast a spell using Bloody Spellcasting, the blood druid must spill blood from a creature. The creature's Hit Dice must be at least equal to the level of the spell being cast. The character must spill at least 5 hit points worth of blood per level of the spell to cast the spell successfully. If the character spills less than 5 points of blood per level of the spell, he may make a Spellcraft check at a DC of 10 + the level of the spell + 3 per point of blood 'missing'. If the check fails, the *prepared* spell is lost and the spell is not cast.

Spilling blood is part of casting a spell for a blood druid. A helpless sacrifice may be attacked using the coup de grace rules.

Example: A blood druid has a boar to be sacrificed. A boar is a 3 HD creature with 25 hit points. The druid wants to use the boar to cast lesser restoration, a second level spell. This requires a creature with 2 or more Hit Dice and the spilling of at least 10 points of blood. The druid is wielding a dagger. He attempts to use Bloody Spellcasting to cast the spell.

He begins by making a coup de grace attack on the bound boar. This automatically inflicts a critical hit, so the druid deals 2d4+2 damage to the boar (the druid has a +1 Strength bonus). If the druid deals 10 damage, the spell is cast successfully. If he deals less than 10 damage, he can make a Spellcraft check at a DC of 10 + 2 (the level of the spell) + 3 x the number of blood points missing. In this example, the druid deals 8 damage, so the DC of the Spellcraft check is 10+2+6=18. If he fails the Spellcraft check, he loses the prepared lesser restoration.

Bleeding (Ex): At 2nd level, the blood druid may bleed a helpless target for up to three rounds after making a coup de grace attack. The target bleeds a number of hit points equal to the half the damage inflicted by the coup de grace attack. The target continues to bleed after death but cannot bleed more hit points than it actually has.

Opportunistic Sacrifice (Su): The blood druid can now cast a spell as part of a full attack action. Doing so does not draw an attack of opportunity, but the blood druid must declare he is casting a spell using Bloody Spellcasting before making an attack roll. He must attempt to fuel the spell using the spilled blood of his target. He may only use this ability in melee combat.

Improved Bleeding (Ex): The duration for bleeding increases to 6 rounds.

Claim the Fallen (Ex): Being helpless within the threatened area of the blood druid triggers an attack of opportunity, and the blood druid may make coup de grace attacks as attacks of opportunity. For example, the blood druid could use Opportunistic Sacrifice to cast *hold person* on an enemy. If the enemy failed his save and became helpless, the druid could then immediately make a coup de grace attack of opportunity using Claim the Fallen (and thanks to Improved Bleeding, the druid could then try to cast a spell next round using the enemy's blood spilt this round...)

Blood Price (Su): The blood druid may pay the XP cost for spells using blood instead (1 hit point = 5 XP). He may also pay the XP cost for making magic items but the sacrificed creature's Hit Dice must be equal to the caster level.

TREE STRIDER

While most druids concentrate on communion with nature through spellcasting or wear the shapes of animals, some prefer the slow grandeur of the trees. These druids use *speak with plants* and *tree shape* to experience the green world through the senses of those entities that are its truest expression.

Over the long years, the druid grows ever closer to the trees. This growth is a literal thing – his skin becomes progressively more bark-like, his fingers become twigs and his beard sprouts leaves in the spring. The treants were druids once, or so the bards say. Eventually, the tree strider takes his place in the parliament of trees. He digs his roots deep into the green earth, and sleeps, and waits for some other young druid in centuries hence to wake him up and learn of the wisdom of trees.

Hit Die: d8.

Requirements

To qualify to become a tree strider, a character must fulfil all the following criteria:

Skills: Climb 5 ranks, Heal 5 ranks and Knowledge (nature) 10 ranks.

Feats: Endurance or Toughness.

Special: Able to cast three of the following spells: *awaken*, *barkskin*, *ironwood*, *plant growth*, *speak with plants*, *tree shape*, *tree stride*, *warp wood*, or the ability to wild shape into a plant.

Class Skills

The tree strider's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (history) (Int), Listen (Wis) and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Armour and Weapon Proficiency: Tree striders gain no additional armour or weapon proficiencies, but their weapons may change in size as they progress in the class.

Spells per day: When every second tree strider level is gained, the character gains a level of druidic spellcasting that stacks with existing levels from a class that gives druid spells.

Barkskin: The tree strider gains a natural armour class bonus as he progresses. This specifically does not stack with the *barkskin* spell.

Ability Score Changes: At 1st level and at every second level thereafter, the tree strider may permanently decrease his Dexterity score by one to increase his Strength or Constitution by one. He cannot decrease his Dexterity below 3.

Plant Communion (Sp): The tree strider may now use *speak with plants* at will and may cast *commune with nature* once per day.

Plant Type: The tree strider's type changes to Plant. He gains a +6 circumstance bonus to Hide checks when in a forest.

Improved Unarmed Strike: The tree strider gains the Improved Unarmed Combat feat, if he did not have it already. His unarmed damage increases to 1d6.

Large (Ex): The tree strider's size increases to Large. He gains a ten-foot reach. His unarmed combat damage increases to 1d8.

Epic Tree Strider

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The epic tree strider's caster level is equal to his class level. The epic tree strider's number of spells per day does not increase after 20th level.

Bonus Feats: The epic tree strider gains a bonus feat every four levels higher than 20th.

Ability Score Changes: The epic tree strider may continue to swap Dexterity for Constitution or Strength, but still cannot reduce his Dexterity below 3.

Root (Ex): The tree strider may take root as a move action. While rooted, he gains a +2 circumstance bonus to Strength and a +10 bonus to Balance checks and checks or saves to avoid being moved by an effect (such as bull rush). A character cannot move while rooted. Leaving the rooted state is a move action.

Huge (Ex): The tree strider's size increases to Huge. His unarmed combat damage increases to 1d10. He no longer suffers any penalties from aging.

SICKLE OF THE GREEN

The sickle of the green are the warriors of the druidic order – when called upon by a master of a circle or an archdruid, the sickle emerges from the woodland to cut down the enemies of the green with blades of flashing bronze and claws of bright crimson. The warriors of the sickle are exempt from many of the duties and restrictions that are laid upon other druids, but theirs is a heavier burden – at any moment, they may be summoned to kill. They are brother to owl and wolf, sworn to bear the stone knife and the bloody bronze sickle for all their lives until they die.

Many members of the sickle are adventurers – the bloody duty of the Sickle rarely conflicts with questing in dungeons and far-off lands.

Hit Die: d8.

The Tree Strider

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Barkskin	Spellcasting
1 st	+0	+2	+0	+0	Ability score change	+0	
2 nd	+1	+3	+0	+0	Plant communion	+1	+1 level of existing class
3 rd	+2	+3	+1	+1	Ability score change	+1	
4 th	+3	+4	+1	+1	Improved Unarmed Strike	+2	+1 level of existing class
5 th	+3	+4	+1	+1	Ability score change	+2	
6 th	+4	+5	+2	+2	Large	+3	+1 level of existing class
7 th	+5	+5	+2	+2	Ability score change	+3	
8 th	+6	+6	+2	+2	Root	+4	+1 level of existing class
9 th	+6	+6	+3	+3	Ability score change	+4	
10 th	+7	+7	+3	+3	Huge	+5	+1 level of existing class



Requirements

To qualify to become a sickle of the green, a character must fulfil all the following criteria:

Base Attack Bonus: +5

Feats: Natural Spell, Weapon Focus (sickle, dagger or natural weapon).

Special: Able to cast *tree stride*, *transport via plants*, *teleport* or some other long-distance travel spell, or be able to transform into a bird.

Special: To join the sickle of the green, the character must defeat an existing member of the sickle in combat.

Class Skills

The sickle of the green's class skills (and the key ability for each skill) are Concentration (Con), Heal (Wis), Hide (Dex), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spellcraft (Int), Spot (Wis) and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Sickles of the green gain no additional weapon or armour proficiency.

Spells per day: When every second sickle of the green level is gained, the character gains a level of druidic spellcasting that stacks with existing levels from a class that gives druid spells.

Calling of the Sickle (Su): Each member of the sickle of the green is given a blessed sickle or stone knife. This blade is kept by the character for his entire life. Any attempt by another druid to *scurry* on or otherwise locate the blade-bearer gains a +5 insight bonus to the attempt – the sickle can always be found in a time of need.

The Sickle of the Green

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	+1	+2	+0	+0	Calling of the sickle, <i>atonement</i>	
2 nd	+2	+3	+0	+0		+1 level of existing class
3 rd	+3	+3	+1	+1	Bonus feat	
4 th	+4	+4	+1	+1		+1 level of existing class
5 th	+5	+4	+1	+1	Oath of Jagad	
6 th	+6	+5	+2	+2		+1 level of existing class
7 th	+7	+5	+2	+2	Bonus feat	
8 th	+8	+6	+2	+2		+1 level of existing class
9 th	+9	+6	+3	+3	Bonus feat	
10 th	+10	+7	+3	+3		+1 level of existing class

Atonement (Sp): The sickle of the green are permitted almost any atrocity or cruelty in the pursuit of their duties. The character may cast *atonement* on himself once per day, and does not have to pay any experience to cast the spell. However, if the character's crimes were not committed in the course of his duties, he may not *atone* in this fashion.

Bonus feat: At 3rd, 7th and 9th level, the sickle of the green gets a bonus feat. This feat may be selected from those available as fighter bonus feats (see *Core Rulebook I*).

Oath of Jagad (Su): At 5th level, an entity emerges from the Otherworld to claim the character. The sickle must swear the Oath of Jagad, swearing to protect and serve the druidic order even beyond death. As a sign of this oath, the druid's nails, teeth (and claws in animal form) turn to bronze. This acts as a permanent *greater magic fang*. The druid may choose to permanently enhance one weapon or split the bonus among all his weapons when the oath is sworn.

Greater Oath of Jagad (Su): The Greater Oath of Jagad is sworn at 10th level. After this point, if the character ever dies, his spirit will be claimed by the Jagad and he will automatically be *reincarnated*. However, he will always be reincarnated in a place and time when his service is required by the druidic order. Those who have sworn the Greater Oath of Jagad are restless souls, dragged through time and space to serve the eldritch whims of the sinister entity.

Epic Sickle of the Green

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The epic sickle of the green's caster level is equal to his class level. The epic sickle of the green's number of spells per day does not increase after 20th level.

Bonus Feats: The sickle of the green gains a bonus feat every four levels higher than 20th.



Superior Tools

The druid has the greatest and most flexible tool of all – the natural world. Earth and stone, wood and bone, flesh and fur and all the elements are at his command.

WILDCRAFTING

Druids that are alone in the wilderness must learn to be self-sufficient. Their magic and survival skills allow them to find food and water easily enough but most require clothing, weapons, tools and other items. A few druids do spend all their time in animal form, eschewing every trapping and taint of civilisation. Some druids visit small communities on the edge of the wild, trading healing, *enrichment* spells and beast-wardings for goods. Others learn to craft all they need from the bounty of nature. Crude pots can be shaped from clay, hide cured and turned into leather or vellum and tools made from wood or flint.

The more advanced techniques used by druids are referred to as wildcrafting. They involve merging druidic magic with common crafting methods. Wildcrafting is a slow process – the druid must be patient, letting the seasons pass as the item slowly grows under his care. The eventual harvest is worth it, as wildcrafting can combine the unconscious artistry of nature with the creativity of the human mind.

To use wildcrafting, the druid must have access to a particular spell and a certain number of ranks in the relevant Craft skill. The druid then makes a Craft check (and may take 10 on this check). He may then leave the item be for a time. Each month, subtract one from the result of the Craft check and use that as the new result for that month – *even when the druid is not working on the item*. Once the Craft check result falls below the DC needed to make the item, the druid must return and make

another Craft check. Wildcrafting checks are made each month, not each week, so it takes four times longer than a normal use of the Craft skill. However, due to the skill involved, the items produced are automatically masterwork.

Wood

Prerequisites: *Speak with plants*, Craft (woodwork) 5 ranks. The druid speaks to the tree, asking it to grow a branch into the right shape for the purpose at hand. A branch might curve around into the shape of a bow or harp, or the trunk of the tree might twist and straighten for use as the mast of a ship. If the druid has the *wood shape* spell, he can aid this process, gaining a +5 bonus to his Craft check.

Plant

Prerequisites: *Plant Growth*, Knowledge (nature) 5 ranks. The normal application of *plant growth* enriches an area by one-third, but by carefully studying the local ecosystem and judging how much magical enhancement a particular plant can use, the druid can increase the production of a single garden by 300%. He can produce fruit and vegetables that are vastly larger and more succulent than normal or cause them to bloom out of season or in unusual climates.

Stone

Prerequisites: *Stone tell*, Craft (stonecutting) 5 ranks (for small items); *Stone tell*, *Speak with plants*, *Control weather*, Craft (building) 5 ranks.

By speaking to the stone and learning from it where it is strongest and weakest, the druid can ascertain exactly where to

‘Is that the answer to your riddle, then?’ shouted Elaine. ‘Who? You are kingmaker.’

The hawk spread its wings indignantly. ‘Would it be that easy. That’s a title, not a name, and that’s not the riddle anyway. Listen!

I tell you a true thing:

The health of the land is bound to the king. – *Everyone knows this, of course.*
True things are engraved in your bones. – We are not mere caretakers of the land
 We are seneschals.

Look upon our castle, here on the borderlands. Like your own, we have walls.
 Ours are made of green trees and they have taken the best part of your company -
 I forget my manners!

I am not an ungracious host; before you I set an excellent table.
 You shall feast on the fruits of the forest, and be served by foxes and badgers,
 Serenaded by nightingales, watched by hawks, and guarded by bears.
 No harm shall befall you. This is my oath.’

The hawk tapped its beak on the stone and a host of animals emerged from the trees, bearing rough wooden plates and stone cups laden with food and drink. One of the hunters coughed. ‘Milady, we have been riding for many hours, and the bird did give us his word...’

Hesitantly, she rode into the glade and took the cup offered by a passing vole.



cut it and shape it to compensate for its weaknesses and build upon its strengths. This gives the druid a +5 insight bonus to normal Craft (stonecutting) checks.

As stones have an instinctive understanding of balance and stress, the advice of the stones also aids in building work. The druid can speak to stone and storm, and then let weathering do its work. The stones will crack in the face of wind and rain along the exact joints and lines needed for construction work. The druid can use this form of wildcrafting on a boulder, leave for a few months, and return to find the boulder has broken up into dozens of stones that are perfectly shaped and sized for building. This form of craft can provide up to half the cost of construction of a masterwork building (a druid wishing to build a stone tower in the wilderness could use stone wildcrafting to produce the raw materials but would still need to pile stone on stone to make the tower, although the stones would all fit together perfectly).

Weaving

Prerequisites: *Giant vermin*, Craft (weaving) 5 ranks.

Spiders taught weaving to mortals in ages past. Using this technique, the druid can tap their mastery of the craft once more. The *giant vermin* spell is used to strengthen the spiders and allow them to grasp threads of cloth drawn from plants or else to produce silk so strong it can be used as thread. The garments produced in this fashion are astonishingly finely made, beyond the artistry of even the best elven clothiers.

Metal

Prerequisites: *Summon nature's ally II*, Craft (metalwork) 5 ranks.

The druid must be able to cast *summon nature's ally* four times to use this form of wildcraft. The fire elemental provides the heat for the forge, the earth elemental merges with the raw ore to remove impurities, the water elemental leaps into the trough to quench the hot metal and the air elemental acts as a living bellows. The elementals are only present for a few seconds but their essence lingers in the forged item – a sword produced using this technique might emerge from the planes as a rough and crude lump of a weapon, but leave it a few months and it will spontaneously sharpen and smooth itself of its own accord.

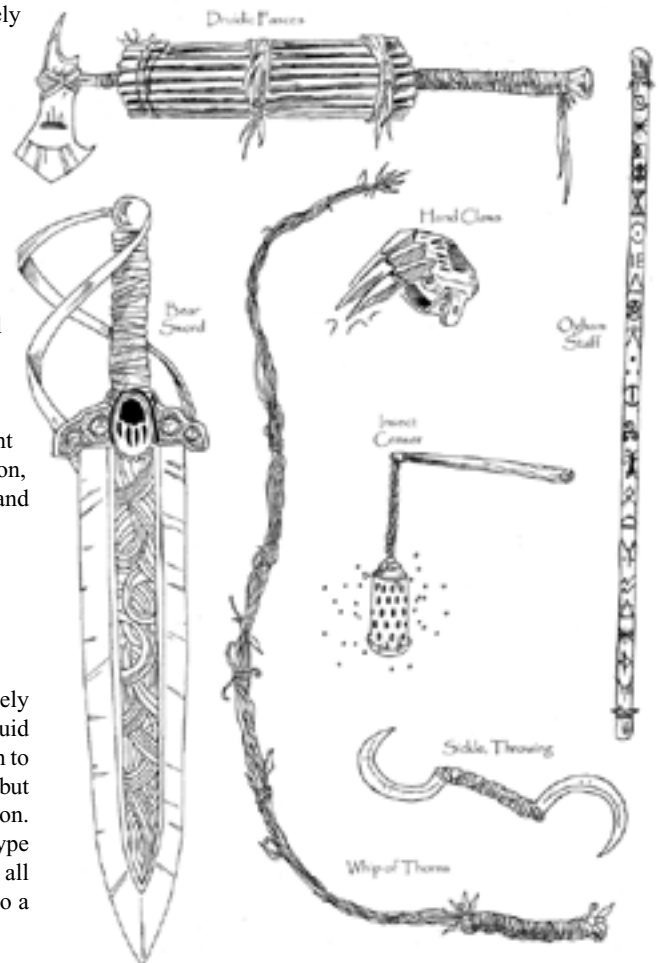
NEW WEAPONS & ARMOUR

Bear Sword: This is a massive sword that is strapped loosely to the druid's forearm. It is balanced for use when the druid turns into a bear. Even when the druid has the animal strength to wield the massive sword, it is rather clumsy and inaccurate, but the sheer mass and bite of the blade make it a fearsome weapon. The bear sword must be made specifically for a particular type of bear (dire, brown, polar etc). When the bear is walking on all fours, the blade is designed and weighted to swivel back into a storage position.

A bear sword is a Large sword designed for an ursine, not a humanoid; its odd balance results in a –4 penalty to any attempts by humanoids to wield it. Even when used by its ideal user (a Large bear), the bear sword suffers a –2 circumstance penalty to hit. A bear sword is an exotic weapon for humanoids, but awakened bears or druids in bear form gain proficiency in the bear sword.

Druidic Fasces: A *fascis* is a bundle of rods tied together with an axe, and is used to symbolise power. The druidic version is a bundle of quarterstaves tied together with a sickle. It is an incredibly heavy weapon, requiring at least Strength 16 to wield properly (a character with a lower Strength may still use the druidic fascis, but suffers a –1 penalty to hit for every point of Strength below 16). The quarterstaves are all made of different kinds of wood, while the bronze sickle symbolises the druidic religion. The fascis is normally used as a bludgeoning weapon, although the sickle can also be used to slash enemies. Any of the components (five quarterstaves, sickle) can be removed and used separately; detaching an item is a full-round action.

The fascis is notorious difficult to sunder – all damage applied to it as part of a sunder attempt is halved as long as all five staffs are in place.



The various staves and the sickle included in the fascès can be magical, but their individual properties cannot be used until removed from the bundle. The fascès is a simple weapon.

Hand Claws: Like the bear sword, hand claws are used by a druid in animal form. They can be worn in the druid’s humanoid form but are poorly balanced (–4 to hit). In humanoid form, the claws deal 1d4 damage. When the druid is in animal form, hand claws upgrade the damage on the animal’s claw attacks. Use the rules for changing weapon size, treating the claws as Medium size regardless of their actual size.

For example, a dire bear has a claw damage of 2d4+10. Looking at the table, ‘Tiny and Large Weapon Damage’ in *Core Rulebook I*, a Medium weapon that deals 2d4 damage is upgraded to 2d6 damage when made Large. A dire bear hand claw is therefore a Large weapon that deals 2d6 damage. Only a creature with a natural claw attack can be fitted with hand claws, and they must be specifically made for each animal form. A hand claw is an exotic weapon for humanoids but animals or druids in animal form gain proficiency in the hand claw.

Insect Censer: The insect censer is a hive, usually a beehive or small ant colony made inside a hardwood shell. The druid must ‘feed’ the censer (with flowers or carrion) on a daily basis. In combat, anyone struck by the censer has dozens of insects dumped on them.

As the insect censer is full of living insects crawling around the inside, it is rather hard to balance and swing properly, and has a –2 penalty to hit. On a successful hit, the censer spills insects onto the victim. The victim must make a Will save (DC15) and may add his armour bonus to this check. If the save is failed, then the victim is distracted and suffers a –1 penalty to attack rolls until the insects are removed (which takes one standard action). Each successful hit causes a cumulative –1 penalty to Will saves against distraction, although spending an action to wipe off the insects removes any accumulated penalties. If the victim takes any damage from an area effect such as *fireball*, all the insects are destroyed.

Insect censers are exotic weapons.

Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
Bear Sword	90 gp ¹	—	2d6 ²	19-20/x2	—	16 lb.	Slashing
Druidic Fascès	20 gp ¹	1d6/1d6	1d8/1d8	20/x2	—	22 lb.	Bludgeoning or Slashing
Hand Claws	50 gp ¹	*	*	20/x3	—	4 lb.	Slashing
Insect Censer	200 gp ¹	1d6	1d8	x2	—	8 lb.	Bludgeoning
Sickle, Throwing	10 gp	1d3	1d4	x2	10 ft.	1 lb.	Slashing
Spear, Gae Bolga	50 gp	1d6	1d8	x4	20ft	8 lb.	Piercing
Spear, Seed-Riven	30 gp ¹	1d6	1d8	x3	—	7 lb.	Piercing
Whip of Thorns	10 gp ¹	1d2	1d3	x2	—	2 lb.	Slashing

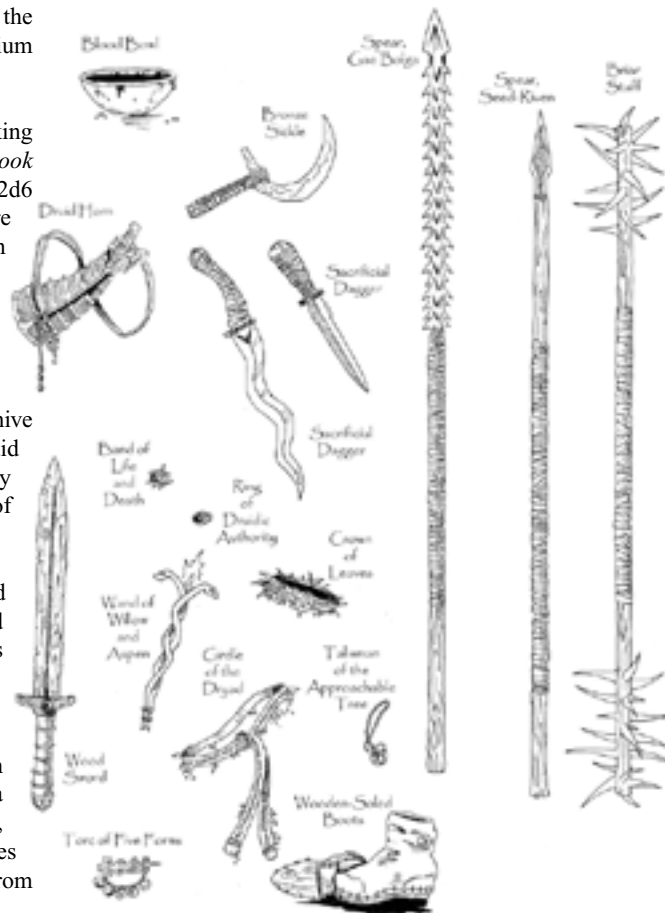
¹ These items cannot be purchased under normal circumstances; only druids make them, so they must be traded for from a druid or else crafted by a druid.

² Bear swords are always Large.

* The damage from a hand claw depends on the normal damage for the creature’s claws.

Sickle, Throwing: The throwing sickle is a small two-bladed sickle that can be thrown like a dagger. A throwing sickle is a simple weapon that druids have proficiency in.

Spear, Gae Bolga: The infamous gae bolga spear is lined with barbs and spikes that catch in the wound – when the spear is removed; it drags the victim’s entrails out with it. Barbarian



tribes make their gae bolgas from wrought iron, while the druids grow blackthorn trees into cruel shapes to make these weapons.

If the gae bolga inflicts a critical hit, it sticks in the wound. A Strength check (DC 15) is required to remove it forcibly – doing so deals 1d10 damage again. Removing the gae bolga is a standard action that does not draw an attack of opportunity. The weapon can be removed safely with a Heal check (DC 15) – this takes one minute of work. The gae bolga is a martial weapon.

Spear, Seed-riven: The seed-riven spear is a specially made wooden spear with a hollow core. There is a small hole in the head of the spear, just behind the point. The hollow core is filled with plant seeds. When the spear is plunged into the body of an enemy, one of the seeds is injected into the wound. The seed lodges inside the flesh of the target, usually causing an infection and sometimes even sprouting.

The victim of a critical hit from a seed-riven spear must make a Fortitude save (DC 10). If the save succeeds, the wound is infected – the victim must then make a second Fortitude save (DC 15) a day later, or become *sickened* for 1d6 days. If the first Fortitude check fails, then the seed has actually germinated within the wound, and the victim will lose one extra hit point every day until the seed is removed (Heal check, DC 15). Should the victim of a seed-riven spear succumb to his wounds, his body will be a verdant mound of plant life within days. The seed-riven spear is a simple weapon.

Whip of Thorns: A whip of thorns is exactly that – a long leather or woven-leaf whip tipped with a claw of vicious recurved thorns. The whip is designed to tear strips of flesh from the target, although a twist of the wrist can leave the thorns painfully embedded in the skin.

The whip of thorns works just like a normal whip, with the following exceptions:

- ✦ It deals 1d3 points of lethal damage to creatures with an armour bonus of +1 or less, or to creatures with a natural armour bonus of +3 or less.
- ✦ It deals nonlethal damage to other creatures.

- ✦ The whip’s wielder may choose to leave the thorns embedded in a creature that was just struck with the whip. If this is done, the whip of thorns becomes a normal whip (nonlethal damage only, cannot injure armoured creatures), and the targeted creature must make a Will save (DC 10 + the damage dealt by the whip in this attack). If the Will save fails, the pain of the thorns causes the creature to suffer a –2 distraction penalty to all attacks. It may continue making one Will save each round to fight through the pain and remove this penalty.

The whip of thorns counts as a whip for the purposes of weapon proficiency.

NEW ARMOURS

Furs: Wrapping yourself in thick furs provides excellent protection against the cold, but is less of a defence against blades and arrows. Still, it is the common garb of many druids during the winter months and is the standard attire of many barbarian tribes that dwell in colder climates.

Fur armour ensures that a character in very cold weather need only make one Fortitude check each hour to avoid damage from exposure.

Living Armour: Living armour is a mesh of vines and fungal growths that wrap around the druid’s body. It is a springy, resilient substance, although it is not especially tough. A druid must take care of his living armour by casting *plant growth* on it once per day. If the spell is not cast on the armour, it must feed on the druid’s blood, dealing 2d6 points of damage each day.

Living armour has its own hit point total. Any damage dealt to the druid is split equally between the druid and the living armour. If the living armour is reduced to 0 hit points, it provides no armour bonus or protection of any kind until the next day when *plant growth* is cast on it (or when it drains blood from the wearer). *Cure* spells can restore hit points to the armour as normal.

Light living armour has 10 hit points, while Medium living armour has 20 hit points.

Armour	Cost	Armour Bonus	Max. Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
<i>Light armour</i>								
Fur	10 gp	+1	+7	0	5%	30 ft.	20 ft.	12 lb.
Light Living	100 gp	+3	+3	–1	20%	30 ft.	20 ft.	20 lb.
Web	100 gp	+3	+6	0	10%	30 ft.	20ft.	10 lb.
<i>Medium armour</i>								
Medium Living	250 gp	+5	+2	–4	30%	20 ft.	15ft.	40 lb.
Moving Plate	250 gp	+3	+3	–5	40%	20 ft.	15ft.	40 lb.
<i>Extras</i>								
Camouflage	—	—	—	*	—	—	—	3 lb.



in Survival. Leaves and branches are placed on the armour, breaking up its lines. Shiny metal surfaces are daubed with mud or bark, to blend into the forest terrain. If armour is camouflaged, its armour check penalty to Hide and Move Silently checks is reduced (to a minimum of -0) but the armour check penalty to the other skills penalised by armour (Balance, Climb, Escape Artist, Jump, Sleight of Hand and Tumble) is increased by an equal amount due to the extra weight and unwieldy protrusions.

For example, splint mail normally has an armour check penalty of -7. Using camouflage, a druid could bring this penalty down to -0 for Hide and Move Silently but would increase the armour's penalty for other skills by -7 to -14.

CEREMONIAL EQUIPMENT

Ceremonial equipment is used in the various druidic rites and rituals. Items of this sort are rarely for sale, as most druids make their own. Still, there are adventuring druids who lack the time and skills to craft these items, and so must trade for them from other druids.

Blood Bowl: This stone bowl is used to catch the blood from sacrifices, or to contain offerings to the spirits. Not having a stone bowl increases the DC of any Spellcraft or Knowledge (religion) checks relating to the sacrifice by +2.

Bronze Sickle: A bronze sickle is a ritually purified and blessed sickle – the metal for the blade is mined in the spring, it is forged in the summer, sharpened in the autumn and blooded in the winter. Only a bronze sickle can be used to harvest certain herbs, such as true mistletoe and some forms of holly.

Ceremonial Robes: Ceremonial robes differ for each ceremony. Druids are great believers in symbols and sympathetic magic. Robes for the spring solstice are white and studded with the first buds of spring. The winter robes are heavy furs, marked with the antlers of a stag or the skull of a wolf. Having proper ceremonial robes gives a +2 sacred bonus to Knowledge (religion) checks.

Druid Horn: A druid horn is used to summon druids to the sacred grove or ritual circle. By tradition, only the master of a circle may sound a druid horn. This means that the noise of a druid horn being blown out of season is a clear signal to any druids within hearing that some terrible event has occurred. Furthermore, the noise of a druid horn carries into the Otherworld, so it can be heard over a distance of many miles. Some adventuring druids carry druid horns, for use in emergencies.

Sacrificial Dagger: A sacrificial dagger is a dagger with wickedly sharp and serrated barbs that widen any wounds inflicted by the blade. It is rather unbalanced (-2 to hit) but any damage dealt by the dagger is increased by one.

Wicker Man: A wicker man is a sacrificial device used by the larger druidic circles. It is a vaguely human-shaped cage made of wicker and filled with sacrifices and tinder. The wicker man is set alight, burning the sacrifices alive.

Moving-Plate Armour: Moving-plate armour is made from protective wooden panels that are cunningly attached with straps and hinges to the druid's body. It gains its name from its ability to transform with the druid – when the druid changes into animal form, the plates, buckles and straps slide around to give some protection to the new form. A suit of moving-plate armour is designed for a single alternate form and provides no protection in other forms (it is absorbed like normal armour into the druid's new shape).

Web Armour: Web armour is essentially a very thick mesh of spiderweb wrapped around the druid's limbs. It is surprisingly tough but vulnerable to being slashed open.

Web armour can be sundered like a shield by an opponent using a slashing weapon. It has no hardness.

Camouflage: Camouflage is an option that can be added to any armour by a druid or any character with five or more ranks

Ceremonial Equipment

Item	Cost	Weight
Blood Bowl	1 gp	1 lb.
Bronze Sickle	15 gp	2 lb.
Ceremonial Robes	10 gp	8 lb.
Druid Horn	10 gp	6 lb.
Sacrificial Dagger	10 gp	1 lb.
Wicker Man	50 gp	500 lb.





IMBUED ITEMS

Imbued items are a type of magical item made from the carcasses and spirits of animals. A druid can draw upon the strength of the bear, or the keen senses of the wolf by making an imbued item that includes a bear's claw or a wolf's skull.

Imbued items are technically a form of necromancy, as the spirit of the animal is tied to the item. If *detect magic* or a similar spell is cast, the item always shows up as having a Faint aura of necromancy. Furthermore, the items can be turned or rebuked by a cleric – treat the Hit Dice that the animal had in life as the Hit Dice of the spirit for the purposes of turning. A destroyed spirit destroys the item; a rebuked or turned spirit makes the item non-functional for 24-hours. Druids can turn, rebuke or bolster these spirits as if they were clerics of a level equal to their druid level.

An imbued item can have any one of the following properties:

- ✦ Give the user a bonus to one of his ability scores equal to half the animal's ability score *bonus*, rounded up. Each item can only boost one ability score, chosen when the item is created. For example, an item made from a leopard could give a bonus to either Strength or Dexterity, not both.
- ✦ Give the user a bonus to one skill check equal to the animal's racial skill bonus. Only one skill check may be boosted in any round, but the item contains all the animal's racial skill bonuses. For example, an item made from a creature that

has a racial bonus to both Hide and Move Silently could give a bonus to either skill.

- ✦ Give the user a bonus to his natural armour class equal to the animal's natural armour bonus.
- ✦ Give the user one special sense (scent, blindsight, tremorsense, keen scent etc) possessed by the animal.

The bonus lasts for 1d6 rounds.

Activating an imbued item is a free action (and can be performed out of the normal initiative sequence). Whenever an imbued item is activated, the wearer must make an opposed Will save against the animal. If the user wins the opposed save, the item functions normally. If the animal wins the save, the spirit within it rebels and refuses to serve.

Each time with 24-hours after the first time the imbued item is activated, the animal gets a +5 bonus to its saving throw. The item gets a +5 morale bonus to its save for every other imbued item carried by the character. Finally, an item gets a cumulative +1 bonus to its save every season.

If the wearer rolls a natural 1 on his Will save, he becomes possessed by the animal spirit. The character behaves like the animal for 1d4 rounds (treat this as a *confusion* spell but the Game Master should pick the most appropriate behaviour for the animal from the spell's options).

Sample Imbued Items

Bear-claw Necklace: This necklace has the claw of a dire bear attached to it. Usually, the smaller claws are used, as the fore-claws of the bear can be up to a foot long.

Animal: Dire Bear; **Effect:** +4 to Strength; **Will Save:** +9; **Creation Cost:** 2,700 sp.

Fish Bracelet: This little bracelet is made of fish scales, usually from a salmon.

Animal: Any Tiny fish; **Effect:** +8 to Swim checks; **Will Save:** +0 **Creation Cost:** 600 sp.

Monkey's Paw: The monkey's paw is often worn as a lucky charm or carried as a curio. Cursed versions are rumoured to exist.

Animal: Monkey; **Effect:** +8 to Balance or Climb checks; **Will Save:** +1; **Creation Cost:** 900 sp.

Weasel's Luck Charm: The weasel's luck is a silver-coated weasel's skull. Obviously, it was not very lucky for the weasel.

Animal: Weasel; **Effect:** +4 bonus to Move Silently; +8 bonus to Balance and Climb; **Will Save:** +2; **Creation Cost:** 1,050 sp.

Wolfskin Cloak: A cloak made from the hide of a large wolf, with the forepaws acting as a clasp and, occasionally, the skull acting as an ornate headdress.

Animal: Wolf; **Effect:** +2 bonus to natural armour; **Will Save:** +1; **Creation Cost:** 1,500 sp.

Making an Imbued Item

To make an imbued item, the druid must have the Craft Imbued Item feat. He must then hunt down an animal using nothing more than his own skills and weapons – if magic is used at any stage of the hunt, it taints the animal's spirit and makes it useless for imbuing. Once the animal is caught, the druid must then slowly craft the item using the normal Craft rules for that item type. The druid can collaborate with a craftsman but must spend at least two hours a day working to keep the animal's spirit in place.

The 'cost' for making the item is calculated as follows:

Hit Dice of animal (minimum one) x bonus x 75 = cost in silver pieces for the purposes of crafting

In cases where the animal has multiple bonuses, take the largest single bonus and add half the total of the rest of the bonuses onto this score. Senses have a bonus score associated with them:

Scent: +10

Keen Scent: +15

Blindsense: +10

Blindsight: +20

Tremorsense: +15

Natural armour bonuses cost five times as much.

The item is made using the craft rules for mundane items, not magical items.

Example: A druid wants to improve his Constitution, so he hunts for a rhinoceros (Con 21). He grinds its horn into powder and infuses it into a talisman. The cost of making the talisman is 8 (rhino's HD) x 3 (the bonus) x 75=1,800 sp. The druid has Craft (talisman) +10. If he takes 10 on a Craft check each day, and raises the DC by +10, he can complete 20 x 20 = 400 sp worth of talisman each week, meaning the talisman will be finished in four and a half weeks (1,800/400=4.5).

HERBALISM

Druids are experts at herbalism, and have been experimenting with breeding new strains of plants for centuries. Their gardens are renowned among sages and chirurgeons as sources of wondrous healing. The various herbs listed below are cultivated by the druids, although some also grow wild in the countryside.

One of the chief virtues of herbs is that they can cure injuries that are normally beyond the limited healing powers of druids. Other herbs have properties that make them useful in rituals or spells. The drawback of herbs is that they can have negative side effects; while a *cure* spell floods the body of the patient with the panacea of positive energy, an herb can introduce poisons or cause an allergic reaction.

Most herbs have an entry for side effects, such as needing a Fortitude save to avoid nausea.

Herbs are generally used with the Heal skill, although some require Knowledge (nature) or Spellcraft instead. If the Heal check is failed, then the herb gives no benefits to the user, but the user may still suffer the side effects.

Amerlath: This lotus-like flower can be pulped and distilled into an elixir that extends life. If a character of venerable age drinks a dose of amerlath each day, he will live to the maximum for his race +2d20 years. The druids keep amerlath a secret, reserving its use only for the greatest and wisest of their kind, for in the past forests have been torn apart and ruined by greedy mortals looking for amerlath.

Heal DC: 10. **Side Effects:** Fortitude save (DC 10) to avoid doubling of physical penalties due to old age (–6 to Str, Dex and Con). **Cost:** 100 gp. **Search DC:** 30.

Anvil-stalk: Anvil-stalk is a grey fungus found in the caverns of the dwarves. Its fortifying properties are legendary – chewing anvil-stalk slows the effects of any poison or blood loss from a wound. A character who eats a dose of anvil-stalk gains a +2 circumstance bonus to saving throws against poison and DR 1/–.

Heal DC: – **Side Effects:** –4 to initiative, Will save (DC 15) to avoid –2 circumstance penalty to Intelligence, Charisma and Wisdom. **Cost:** 5 gp. **Search DC:** 20.

Asrino moss: This yellow-green moss grows on the trunks of some trees. It serves as an excellent dressing for wounds and poultices. Asrino moss gives no benefit when used on its own, but does give the user a +2 bonus to saving throws to avoid side effects from other herbs that are applied as poultices.

Heal DC: +2. **Side Effects:** None. **Cost:** 1 gp. **Search DC:** 20.

Barrow mold: As its name suggests, barrow mold grows on graves and cairns, especially those containing undead. It is a rather poisonous substance when ingested, but it can be used to kill fevers and other diseases when used properly. A potion made from barrow mold works just like *remove disease*, and can even cure mummy rot.

Heal DC: 25. **Side Effects:** Fortitude save (DC 20) or take 2d6 points of temporary Constitution damage. **Cost:** 100 gp. **Search DC:** 25.

Bell of the heights: This little blue flower grows above the tree line on rocky mountains. It has a fair smell and is often hunted using scent alone. A poultice of bell of the heights can wash a wound clean of poisons and ill humours. Any lingering effects of the wound (diseases, special penalties and so on) with a set duration have that duration reduced by one-third.

Heal DC: 18. **Side Effects:** Will save (DC 15) to avoid dizziness and mild euphoria, which causes a –2 penalty to Wisdom for 24 hours. **Cost:** 5 gp. **Search DC:** 20.



Black holly: The fabled black holly is prized by evil druids. It grows overlooking graveyards and other dark places – tainted hollows in the wood, or plague pits. Any druidic spell that has a Divine Focus can be cast using black holly. The spell gains the Evil descriptor and the DC of any saving throw against the spell is increased by +4. A piece of black holly can only be used once. This herb must be cut with a bronze sickle.

Heal DC: – **Side Effects:** Fortitude save (DC 15 + the level of the spell) to avoid gaining one negative level. **Cost:** 50 gp. **Search DC:** 25.

Cael fungus: Cael fungus grows under rocks near rivers and streams. It is a sticky bluish fuzz. When crushed into a paste and applied to the eyes, cael fungus can cure blindness, as per the *remove blindness* spell.

Heal DC: 25. **Side Effects:** The process causes agonising pain for 1d6 days; the patient must make a Will save (DC 20) or be sickened for this time. **Cost:** 50 gp; **Search DC:** 18.

Carrow: Carrow is an orange fruit. It is bitter and almost inedible, but the juice of the carrow can be rubbed into the skin to ease the pain of tired muscles and twisted limbs. An application of carrow juice can restore an exhausted character to merely fatigued within 10 minutes.

Heal DC: 10. **Side Effects:** Fortitude save (DC 5) to avoid 1d4 rounds of nausea. **Cost:** 1 gp. **Search DC:** 15.

Dwarven bhorid: Bhorid is more commonly known as a form of dwarven porridge much favoured by miners but the cave-grains used to make the porridge can also be boiled and crushed to make a poultice that greatly focuses the body's energy on healing. A character that has applied a poultice containing bhorid is considered to be exhausted for a full week but it increases the natural healing rate by +1 hit points per day.

Heal DC: 10. **Side Effects:** Automatic exhaustion. **Cost:** 2 sp. **Search DC:** 10.

Dinith: Dinith is a small fern that grows in swampy woodlands. A brew made from dinith protects against possession but does so at the cost of anchoring the character's spirit very firmly to the Material World. Anyone who drinks a dinith brew has a +2 bonus to Will saves against *magic jar*, *dominate person* and similar mind-controlling effects for one hour.

Heal DC: 25. **Side Effects:** The user cannot benefit from morale or sacred bonuses for one hour. **Cost:** 25 gp. **Search DC:** 20.

Elf-leaf: This plant grows in the deepest glades of the forest, especially where the fey have danced in times past. It is a leaf of silver and gold, and smells of honey. Elf-leaf gives any elf or half-elf who eats it a +2 sacred bonus to any one ability score for one hour. However, unless the character is careful, he can drift off into a dream of faerylands – the character is then unable to take any action for one hour. The Save DC to avoid this side effect increases by +2 any time a character takes a dose of elf-leaf. Elves do not normally possess the ability to dream, so

it is highly valued by wizards and mystics but is regarded as a dangerous narcotic in many other places.

Heal DC: – **Side Effects:** Will save (DC 12) to avoid dreaming. **Cost:** 50 gp. **Search DC:** 15.

Evenfold: Evenfold is one of the rarest healing herbs known to the druids. When boiled and inhaled, the vapours can cure almost any ill – it functions identically to a *break enchantment* spell. Correctly preparing evenfold is very difficult, and the herb is so rare that only the most skilled druids are permitted to handle it by druidic law.

Heal DC: 30. **Side Effects:** none. **Cost:** 500 gp. **Search DC:** 40.

Fenfoil: Fenfoil is a sickly-looking weed that grows in swamps. It oozes a thick, slimy sludge when bruised – this slime is an excellent treatment for injuries caused by acid. A poultice of fenfoil cures 1d6+5 points of damage caused by an acid attack.

Heal DC: 10. **Side Effects:** Will save (DC 10) to avoid being sickened for one hour. **Cost:** 2 gp. **Search DC:** 15.

Firethorn: Firethorn is a rare bush that grows where druids have hurled *fire seeds* in the past. It is a distinctive bright red-orange in colour, making it easy to find. When firethorn is added as an extra material component to a druidic spell that inflicts fire damage, it increases the saving throw DC of the spell by +2. However, firethorn seeds have a tendency to burst into flames when used in this manner – the druid must make a Spellcraft check (DC 10 + the level of the spell) or take 1d6 points of fire damage when the seeds explode in his hand.

Heal DC: – **Side Effects:** Explosion; **Cost:** 5 gp. **Search DC:** 12.

Gnome's delight: Gnome's delight is a small blue-and-red mushroom that grows in woodland thickets. It smells strongly of something that is almost, but not quite, cinnamon. Anyone eating a properly prepared and sliced gnome's delight finds their sense of smell massively enhanced. This sensory augmentation lasts for eight hours on average. The user might be overwhelmed by the enhanced smell – he must make a Will save (or Concentration check) at DC 20 or be distracted for eight hours (-4 to all attack rolls and skill checks). Gnomes have a +4 racial bonus to this check. If the character makes the saving throw, he gains the Scent ability for eight hours.

Knowledge (nature) DC: 16. **Side Effects:** Distraction. **Cost:** 200 gp. **Search DC:** 16.

Gargfoil: Gargfoil is a greyish lichen that tends to grow on statues, especially those which were once people. It can be used to reverse the effects of petrification if applied quickly and correctly. The lichen is boiled, strained and crushed into a paste that is then spread onto the solidifying flesh. Gargfoil must be applied within 10 minutes of the character falling victim to petrification. It normally takes 10 minutes to prepare, but by increasing the DC by 3 per minute, the preparation time can be reduced (DC 8 = nine minutes, DC 12 = eight minutes, DC 15 = seven minutes and so on). If the gargfoil is prepared improperly,

it causes the statue to shatter. If prepared correctly, it acts like a *stone to flesh* spell.

Heal DC: Starts at DC 5. **Side Effects:** Shattering. **Cost:** 50 gp. **Search DC:** 20.

Heatherschild: Heatherschild is a form of miniature golden heather, as if the plant was a work of art made by tiny goldsmiths and craftsman. It is quite beautiful. A tea made of heatherchild calms and focuses the mind. It gives a +4 bonus to Concentration checks and a +2 bonus to Will saves; however, if the character is attacked or involved in combat, the tea in his system sours and the bonuses become penalties as the character's focus dissolves to be replaced by jittery nerves.

Knowledge (nature) DC: 16. **Side Effects:** None. **Cost:** 10 gp. **Search DC:** 15.

Hollyberry: The hollyberry is one of the most sacred plants to the druids and this form of hollyberry grows only in the most holy groves and secret places of the druid. When used in the proper manner, it infuses all the druid's spells with all the power of the wild. The druid's caster level is increased by three when he casts a spell using hollyberries as an additional material component. Holly may only be used in this fashion once each season – if the druid breaks this restriction, he must use an *atonement* to regain his standing in nature.

Heal DC: – **Side Effects:** None. **Cost:** 250 gp. **Search DC:** – (groves only).

Insoline: Insoline is a silvery reed that grows along riverbeds. A bandage or poultice made of stripped insoline leaves works wonders when applied to burns. A poultice of insoline cures 1d6+5 points of damage caused by a fire attack.

Heal DC: 10. **Side Effects:** Will save (DC 10) to avoid being sickened for one hour. **Cost:** 2 gp. **Search DC:** 15.

Jerrick-leaf: This jagged leaf is a potent purgative – not only does it completely empty the body of pretty much anything eaten in the past few days, it also helps the patient throw off the effects of any lingering spells. A brew of jerrick-leaf takes an hour to prepare, and this time cannot be reduced. The patient is automatically exhausted and nauseated for 1d4 hours after drinking the brew but the duration of any spells or effects active on him is reduced by half.

Heal DC: 20. **Side Effects:** Fortitude save (DC 15) to avoid doubling the time spent exhausted and nauseated. **Cost:** 200 gp. **Search DC:** 20.

Jollity: The buttercup-yellow herb known as jollity is a common ingredient in many peasant dishes but it also has curative properties. Properly prepared, eating jollity gives a +1 circumstance bonus to all saving throws against disease. The beneficial effects last for 24 hours.

Heal DC: 11. **Side Effects:** None. **Cost:** – **Search DC:** 10.

Khentish root: Khentish root is an earth-brown, woody root that grows on hillsides and light forests. When chewed,

khentish root provokes visions and strange dreams. If the character can fight through these hallucinations, the lingering effects act as an *arcane sight* spell that lasts for 1d6 hours. Fighting the hallucinations requires a Will save (DC 12). If the save is failed, the character is stunned for 2d10 rounds and gains no benefit from the root.

Knowledge (nature) DC: 14. **Side Effects:** Hallucinations. **Cost:** 50 gp. **Search DC:** 15.

Marshwash: Marshwash is an oil prepared by straining muddy water through a special weave of certain reeds and stalks that grow along the edge of the marsh. When the oil is rubbed into the limbs and joints of a character, it greatly increases their flexibility. This gives a +4 bonus to Escape Artist checks for four hours. However, the character's Strength is reduced by 2 for the same duration.

Heal DC: 12. **Side Effects:** Automatic –2 to Strength. **Cost:** 10 gp. **Search DC:** 10.

Lamellas: This rare herb improves the user's Natural Armour. Regular doses of lamellas toughen the skin greatly. It needs sunlight to work – the user may not wear any sort of armour or heavy clothing and gain the benefits of lamellas. The character must take one dose of properly prepared lamellas each day – if he misses a dose, his Natural Armour bonus drops back down to normal. After a month of using lamellas daily, the character gains a +1 bonus to Natural Armour; this bonus increases each month, to a maximum bonus of +5.

Knowledge (nature) DC: 16. **Side Effects:** Fortitude save (DC 15) to avoid Dexterity being reduced by two points for 24-hours. **Cost:** 10 gp. **Search DC:** 12.

Linvi: Linvi is a form of grass that grows in places favoured by magical beasts such as unicorns. It enhances the mental capacity of those animals who feed upon it – a creature who eats linvi daily gives a +2 bonus to Handle Animal checks, can learn two extra tricks, and has a +2 morale bonus to Will saves. Only unintelligent creatures can benefit from linvi, although it has been known to cause them to spontaneously *awaken* in rare cases.

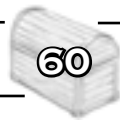
Knowledge (nature) DC: 10. **Side Effects:** – **Cost:** 1 sp. **Search DC:** 10.

Mulberry of the green: Druids can use the berry known as mulberry of the green to ease pain and suffering. It gives a +2 morale bonus to checks to resist pain, torture or any agony. The berry is peeled and washed in a ritual manner to prepare it for use.

Heal DC: 12. **Side Effects:** Fortitude save (DC 10) to avoid mild hallucinations causing a –1 penalty to all skill checks. **Cost:** 5 gp. **Search DC:** 15.

Niamh's gift: Niamh's gift is a rare reddish flower that grows where the fey have walked. When mixed with certain oils and pure water at midnight, it forms a salve that temporarily increases the druid's Charisma. A properly prepared dose of Niamh's gift acts as an *eagle's splendour* spell for one





hour – the bonus Charisma is applied only to basic Charisma checks and skill checks, and does not increase Charisma-based supernatural abilities or spells. If the salve is prepared improperly, it becomes mildly acidic, dealing 1d4 points of acid damage and not enhancing Charisma at all.

Knowledge (nature) DC: 13. **Side Effects:** None. **Cost:** 50 gp. **Search DC:** 13.

Oel's Eye: Oel's eye can be found on open plains and tundra. It does look disconcertingly like a pale eye staring at the heavens. Rainwater that pools within the flower becomes weighed down with the pollen of Oel's eye. The water can be drained off, frozen and crushed to provide a powder that gives the inhaler perfect clarity of vision. Oel's eye gives a +4 bonus to Spot and Search checks for 1d6 hours. If the powder is not prepared properly, it blinds the user.

Knowledge (nature) DC: 15. **Side Effects:** – **Cost:** 150 gp. **Search DC:** 15.

Otterstail: The otterstail herb is most commonly found near streams and lakes. It can be turned into a surprisingly tasty and nutritious soup, although the name is less than appetising. Otterstail soup cuts the rest time required to get rid of fatigue from the normal eight hours to merely six.

Heal DC: – **Side Effects:** None. **Cost:** 1 sp. **Search DC:** 5.

Pylfig: Pylfig is a fungus found on the underside of roots and low-hanging branches, sacred to gods of thievery, trickery, madness and death. A poultice of pylfig is an excellent curative for wounds caused by sonic attacks – it cures 1d6+5 points of damage caused by a sonic attack.

Heal DC: 10. **Side Effects:** Will save (DC 10) to avoid being sickened for one hour. **Cost:** 2 gp. **Search DC:** 15.

Queller: The herb known as queller grows in the deepest parts of the woodland. It is a russet-coloured brush that is notable for its distinctive, incense-like smell. If queller is burnt, the fumes strengthen and stabilise the mind of those who inhale it. It provides a +2 circumstance bonus to all Concentration checks and all saving throws against fear and confusion effects to all within 30 feet, but also prevents them from benefiting from morale bonuses of any kind. A basket of queller burns for 10 minutes.

Knowledge (nature) DC: 10. **Side Effects:** Fortitude save (DC 8) to avoid being *sickened* by the queller fumes. A character is only sickened if exposed to queller fumes for more than five minutes. **Cost:** 10 gp. **Search DC:** 12.

Red holly: The rare red holly grows in the oldest woodlands, and only on *awakened* holly trees. It provides the same benefits to neutral druids that black holly does for evil druids. This herb must be cut with a bronze sickle.

Heal DC: – **Side Effects:** Will save (DC 15 + the level of the spell) to avoid gaining a *quest* to help a distant woodland. **Cost:** 50 gp. **Search DC:** 25.

Silverleaf: Silverleaf thrives in wet conditions – like a weed it can grow in almost any terrain. A bandage or poultice made of silverleaf is a potent balm for wounds caused by electricity. A poultice of silverleaf cures 1d6+5 points of damage caused by an electrical attack.

Heal DC: 10. **Side Effects:** Will save (DC 10) to avoid being sickened for one hour. **Cost:** 2 gp. **Search DC:** 15.

Tanweed: This is a brown weed that grows on the slopes of tree-covered hills. If prepared correctly, tanweed can be a very useful medicinal herb – it can be turned into a broth that gives 1d4+1 bonus hit points. These hit points are applied at –9 hit points – for example, a character who gets three hit points from tanweed can survive at –10, –11 and –12 hit points. While tanweed is of little use in combat, it can help a character ravaged by disease.

Heal DC: 18. **Side Effects:** Fortitude save (DC 15) to avoid 1d4 points of temporary Wisdom damage. **Cost:** 5 sp. **Search DC:** 12.

True mistletoe: True mistletoe is said to be a gift from the green world to the druids, to aid them against the great enemies of life – the undead. If true mistletoe is used as a component in a spell, it affects undead as if they were animals. The druid must make a Spellcraft check (DC 15 + the level of the spell) to activate the mistletoe. If the check fails, the mistletoe has no effect and the druid suffers a –2 penalty to his armour class and any saves against the undeads' attacks. This herb must be cut with a bronze sickle.

Heal DC: – **Side Effects:** – **Cost:** 200 gp. **Search DC:** 20.

Uluvo: Uluvo is a seaweed that also grows in freshwater lakes. It is lined with tiny pods that contain seedlings; when crushed, these pods give off a warm glow. A poultice of uluvo is a good cure for frostbite and other cold damage – it cures 1d6+5 points of damage from a cold-based attack.

Heal DC: 10. **Side Effects:** Will save (DC 10) to avoid being sickened for one hour. **Cost:** 2 gp. **Search DC:** 15.

White holly: White holly is the good equivalent of black or red holly. It grows on trees that overlook temples or other holy sites. This herb must be cut with a bronze sickle.

Heal DC: – **Side Effects:** Fortitude save (DC 15 + the level of the spell) to avoid gaining one negative level. **Cost:** 50 gp. **Search DC:** 25.

Wolfsbane: This herb is notoriously effective against lycanthropes. Eaten raw in time, it can cure the curse of lycanthropy. The druids also know how to brew a potion that can suppress the symptoms of the disease. If a lycanthrope drinks this potion, he will not change into a beast that night.

Heal DC: 15 + Hit Dice of lycanthrope's animal form. **Side Effects:** Fortitude save (DC 15) to avoid 1d6 points of Constitution damage. **Cost:** 5 sp. **Search DC:** 15.



POISONS

One of the most potent weapons of the natural world is poison, and many druids are no strangers to its use. The vitiate maidens have bred many new venomous plants and creatures and brewed their poisons into new and even more lethal forms. These new poisons cannot be purchased from any apothecary or merchant of death – they are secrets held by the forest.

Black Stump Poison: This venom is made from water gathered from the stumps of trees cut down unjustly and needlessly. It is a foul black liquid, heavy with the liquescence of decay. Anyone killed by black stump poison rots in a matter of seconds, turning into a putrid lump of black sloughing flesh. They therefore cannot be *raised* short of a *wish* or *true resurrection*.

Dragonsbane: Dragonsbane poison only affects dragons and other creatures with breath weapons. The creature must make another saving throw against the effects of the poison every time it uses its breath weapon until the poison's duration runs out. The keen sense of dragons can scent this poison, and they stop at nothing to destroy the bearer. Even good dragons are nervous and hostile in the presence of dragonsbane.

Druid's Judgement: This is a singularly lethal poison, because it ruins the victim's ability to perceive the green world. It only affects druids. Over twelve agonising hours, the druid's magical sight is burned from him. Every connection between him and the green world is scorched out. The victim of this poison cannot cast druid spells for twelve hours while under the effects of this poison; if the second saving throw is failed, the victim can never cast druid spells again until a *restoration* or *neutralise poison* spell is cast.

Hollygate: Hollygate poison is made from hollyberries that grow on magical trees on the border of the Otherworld. When

a victim is wounded with hollygate poison, they can only see the Otherworld, not the real world. This disorientation causes them to suffer a –2 penalty to all attack rolls. More importantly, they also suffer a –2 penalty to all saving throws against druidic spells and fey spell-like abilities, as their connections to the green are much more obvious and vibrant and spells can easily target these ties. If the second saving throw is failed, the visions of the Otherworld last for 1d3 hours.

Lifebreath: Lifebreath is a more curious poison, made from the flowers of summer and distilled sunlight. It is harmless to living creatures, but lethal to the undead. It unravels their very essence by inflicting Charisma damage on them. If the creature is reduced to 0 Charisma by the lifebreath, it is destroyed.

Raven's Gift: Raven's gift paralyses the muscles of the eyes and eyelids, holding them wide open and stuck pointing in one direction. The victim is partially blinded (–2 to all attack rolls and vision-based skill checks such as Spot), but also suffers a –4 penalty to saving throws against gaze attacks and has only a 25% of averting his eyes. He cannot close his eyes to avoid a gaze attack. If the second saving throw is failed, the paralysis effects lasts 1d3 hours.

Rusting Fungus: Rusting fungus is a poison specifically designed to attack constructs. It is a fast-growing fungus that attacks their joints and moving parts. A creature reduced to 0 Dexterity cannot move.

Wine of Faery: Wine of Faery is exactly that – a poison brewed from the heady wines and liquors of Faeryland. Potential drunkenness aside, being injured with wine of Faery has the same effects as eating fey food or drink. Creatures who partake of such fare are claimed by the fey. Any victim reduced to 0 Wisdom is *plane shifted* into Faery, where he shall dance with the pixies forever.

New Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Black Stump Poison	Injury DC16	1d6 Con	2d6 Con	5,000 gp
Dragonsbane	Injury DC20	1d3 Con	1d3 Con	5,500 gp
Druid's Judgement	Inhaled DC25	Special	Special	10,000 gp
Hollygate	Ingested DC18	Special	Special	1,500 gp
Lifebreath	Contact DC17	1d6 Cha	1d6 Cha	2,000 gp
Raven's Gift	Injury DC16	Special	Special	500 gp
Rusting Fungus	Contact DC12	1d6 Dex	1d6 Dex	2,500 gp
Wine of Faery	Injury DC16	1d6 Wis	1d6 Wis	4,000 gp



The Magical Druid

Druids have their own unique list of divine spells, which can be tricky to get to grips with. Most spellcasting classes either have spells as a minor adjunct to their main purpose (rangers and paladins get ‘handy survival spells’ or ‘divine combat spells’) or have a spell list with a single emphasis (clerics on ‘divine wrath, healing, and enhancement’, bards on ‘Enchantment and Illusion’ and wizard magic is divided into several clear schools). Druidic magic, by contrast, has a theme (nature magic) instead of a set purpose.

Druid magic is based on Wisdom, so having a high Wisdom score is key for the druid. Wild shape can be used to make up for a lack of Strength and Constitution, while druids have few Charisma-based skills and relatively high skill points per level, meaning they can afford to concentrate on Wisdom (at the same time, the player should not cripple the character by ploughing absolutely every point and ability boost into Wisdom – at lower levels, there is no great disadvantage to having Wisdom 16 instead of Wisdom 18. Let the character grow into great Wisdom).

Druids are divine spellcasters, and so can cast spells wearing armour. However, they are restricted from wearing any sort of metal armour. The only sorts of basic armour available, then, are leather, padded and hide. Of these, leather offers the best protection while still retaining full movement. Later on, druids can use the *ironwood* spell or acquire dragonhide armour, both of which offer much better protection and full spellcasting.

Preparation is very important to the druid – many of his spells either require advance planning, or are only effective in certain terrains. Think ahead and always try to choose your own battlefields.

Healing

A druid can provide *cure* spells in the absence of a cleric but he is much less efficient. Most of his *cure* spells are higher-level than the equivalent clerical spell (*cure moderate wounds*, for example, is 2nd level for clerics but 3rd level for druids). The druid also lacks key spells such as *break enchantments* or *remove blindness/deafness*. However, a party with a mix of characters who have healing as a secondary speciality (say, a druid and a paladin) can get along very well. The druid has a number of spells that can be used to prepare effective healing in advance, such as *goodberry* or *bear’s endurance*.

As they ate, the hawk continued to recite its curious doggerel poetry.

‘I am not immodest when I say this;

I am worth ten of your wizards. My magics are ancient yet bright
My spells are drawn from deep wells indeed. All my dweomers are woven
From the threads of your life. Your flesh and bone are scroll and staff to me.
It is upon you I shall work my art. This is earth magic, green magic, life magic
Druid magic.

I am mask of nature, I am green fire wielder, I am the chosen voice of the living world.
The spirits of the waters and the wild are in my charge, the Otherworld is clear to me.

I speak to the trees.’

Scouting

The druid can be very stealthy indeed in natural terrains, and has all sorts of spells for hiding (*obscuring mist*, *fog cloud* and so on). Still, scouting is best done in animal form – no one suspects the butterfly. The sheer number of shapeshifting spells possessed by druids means the druid should have a form for every situation.

Divining

Druids can talk to *anything*, given time. Animals, plants – even stones can be conversed with. The druidic detective is an expert at dealing with non-human witnesses. Druids also have the excellent *commune with nature*, which can be a starting point for all sorts of further divinations.

Combat

Druid combat spells can be divided into four types. Firstly, there are the straight blasting direct-damage spells such as *flame strike* and *call lightning*. The druid has relatively few of these but they tend to be very efficient (*call lightning’s* 15d6 damage, *flame strike* is only a 4th level spell for druids, and so on).

Secondly, the druid has a long list of spells that hinder enemy movement and give control of the battlefield. Most of these spells only work in natural surroundings, which limits their usefulness, but no one should be moving in a druid’s home forest without the permission of the druid. These spells include *entangle*, *animate plants*, *spike stones* and so on.

Thirdly, the druid has a number of ‘sabotage’ spells that do not harm targets directly, but do cause all sorts of problems for them. Spells such as *warp wood*, *rusting grasp* or *reverse gravity* can sow chaos amid enemies. The druid is especially effective against large numbers of opposing enemies.

Fourthly, summoning and augmenting monsters is one of the specialities of the druid. See Summoning, below.

SUMMONING

The *summon nature’s ally* suite of spells is one of the trademarks of the druid, so taking the time to look at it carefully is worthwhile. Like other summoning spells, they have a

full-round casting time – meaning that the druid will be vulnerable to attacks during casting and should try to avoid casting these spells while threatened. More importantly, the spells have durations of only one round per level. This means summoning spells are almost useless to a 1st or 2nd level druid – a wolf hanging around for a single attack is unlikely to be worth it. From 3rd level on, the summoned monsters become progressively more useful – few fights last longer than six rounds anyway.

The animals can be summoned anywhere within close range. Generally, the best place is flanking an enemy – the +2 to hit will help the animals' attacks greatly.

The Augment Summoning feat looks useful at first glance, but it requires the thoroughly useless Spell Focus: Conjuration feat as a prerequisite. A non-human druid who wishes to specialise in animal summoning should swallow his pride and take *spell focus* as his first feat and Augment Summoning as his second, as the druid's third feat (gained at 6th level) should *always* be reserved for Natural Spell.

See the individual spell descriptions below for notes on *what* to summon.

DRUID SPELL COMMENTARY

0 Level Spells

Create Water: In desperation, a readied *create water* can be used to destroy an enemy caster's scroll by soaking it. The enemy must make a Reflex save against the spell to cover the scroll.

Clerics have a slight advantage over druids, in that there is a 0 level *cure* spell they can spontaneously convert their spells into. To balance this out, here is *summon nature's minor ally*.

Summon Nature's Minor Ally

Conjuration (Summoning)

Level: Drd 0

Components: V, S, DF

Casting time: One round

Duration: One round/level

Effect: One summoned creature

Duration: One round/level (D)

Saving throw: None

Spell Resistance: No

This spell functions like *summon nature's ally I*, but it summons a Tiny or Diminutive animal of no more than ½ Hit Dice, such as a bat, cat, lizard, rat, raven, Tiny viper, toad or weasel.



Cure Minor Wounds: As druids cannot spontaneously cast *cure* spells, keeping one of these spells memorised is a good idea, to be sure of stabilising dying comrades.

Detect Magic: In general, the more dangerous a foe, the more magic he will have. A druid in animal form should take the time to observe enemies with *detect* spells if he can.

Detect Poison: Note that this spell can penetrate barriers, allowing the druid to check if a chest or lock has a poison needle trap in it.

Know Direction: A character with five or more ranks in Survival can automatically discern true north, making this spell redundant for most druids.

Mending: *Mending* is a useful spell to take when exploring ancient ruins and dungeons, as damaged inscriptions, books or other items are often found in such places.

Purify Food and Drink: Note that this spell can remove poison from food and destroy holy or unholy water.

Read Magic: The druidic language of ogham is not a magical language, and cannot be read by this spell unless the ogham alphabet is being used to record magical script.



Resistance: Note that unlike *guidance*, *resistance* gives the bonus to all saving throws made for one minute, making it worth casting just before the druid enters combat.

1st level spells

Calm Animals: While this spell can be used to make friends or to aid in hunting, it can also be used to slow enemy riders. Any character mounted on an animal targeted by this spell must make a Handle Animal or Ride check at a DC equal to the Save DC for this spell to prevent his mount from slowing to a stop. This can be used to break up mounted charges on a battlefield.

Charm Animal: Animals *charmed* using this spell can be convinced to fight but the druid must make a Diplomacy check (DC 10) to convince them to do so (the DC rises to 15 if the animals must fight anything other than humanoids, monstrous humanoids, giants, vermin or other animals). Wilfully using this spell to create cannon fodder is frowned upon by nature – see Special Techniques.

Cure Light Wounds: A druid can suffice instead of a cleric at a pinch, but is much less effective. Rather than filling every spell slot with *cure* spells, the druid should only take the bare minimum needed to keep the party alive and mobile, and retreat to a safe place where he can spend a day healing the party's wounds. Clerics can spontaneously convert spells into *cures*, and so never need to worry about wasting a spell slot on an unused *cure*.

Detect Animals or Plants: Note that unlike other spells of this sort, *detect animals or plants* has a range of Long (400 ft. + 40 ft/level), allowing even a low-level druid to scan from a safe distance. Paladin's mounts and wizard's familiars are Magical Beasts, not animals, so they cannot be detected using this spell, but the druid can use this to locate horses, riding wolves and other common mounts.

Detect Snares and Pits: The spell does last 10 minutes per level, so it is actually worth preparing and using in especially dangerous or unfamiliar terrain. A character can move and concentrate at the same time.

Entangle: *Entangle* is one of the most potent low-level spells available to the druid. A DC 20 Strength or Escape Artist check is almost impossible for most humanoids, allowing the druid and his companions to use missile weapons to finish off the enemy while they struggle with the entangling vines. It has a Long range and does not require line of sight, letting the druid cast the spell while concealed in deep woods. It even has a long duration, making it useful for most average combat. As *entangle* is so useful, the druid should keep an eye out for places where it can be used. Underground, look for places where the roots of trees poke down into the dungeon or cavern. Use *detect animals or plants* to search the surrounding area for suitable plant life.

Faerie Fire: Remember that a creature affected by *faerie fire* illuminates a five-foot radius around itself with shadowy illumination; so the best thing to do is use reach weapons to poke at the illuminated creature from the darkness, where the creature cannot see its attackers. *Faerie fire* affects all the

creatures within a five-foot burst, so it can be used if the druid suspects an invisible creature is nearby.

Goodberry: As a curative spell, a single casting of *goodberry* is outclassed by *cure light wounds* – but a druid should not rely on a single casting of *goodberry*. This spell should be prepared and cast on the druid's 'off days'. If the character is spending two days marching through the wilderness to get to his destination, then he should be using at least one or two *goodberry* spells each day to build up a stock of magic fruit. Indeed, as *goodberry* removes the need to carry food (one berry is as nutritious as a full meal) it is probably worth using the space saved to haul a few potted bushes into the dungeon.

Jump: Cats, dogs and leopards have high racial bonuses to Jump checks already, which stack with this spell. A leopard with *jump* has a massive +21 bonus, letting it easily clear 25-foot gaps. *Jumping* from a tree can be used to grapple a flying enemy and drag it down to the ground.

Longstrider: *Longstrider* can be cast through the share spells link. It also has an excellent duration of one hour/level, and a ten-foot increase in speed can make a vast difference to overland travel as well as being very useful in combat.

Magic Fang: As this spell only increases one of the creature's natural attacks, it is usually best applied to claws, as most creatures have a good full attack option with claws. An amulet or magic fang with *permanency* is relatively cheap and is a worthwhile investment.

Magic Stone: As *magic stones* can last for up to 30 minutes, this is a good spell to use when allied with lots of low-level non-player characters. For example, when defending a village against marauding orcs, the druid can use *magic stone* to outfit the village sling-throwers with magical attacks, leaving him free to cast other spells in battle.

Obscuring Mist: Combine this spell with *entangle* to trick enemies into the middle of a trap.

Produce Flame: This is actually a rather good ranged attack spell, as it lasts for one round per level of the druid if the character is attacking every round. Halfling druids can use their racial bonus to thrown weapons with this spell.

Shillelagh: A quarterstaff is a double weapon, and both ends are affected by this spell, letting a character deal up to 4d6 damage each round using a *shillelagh*.

Speak with Animals: The wise druid uses this spell to get to know the local fauna; having a good relationship with the wildlife is very useful – see Wild Empathy in Tricks of the Trade, page 100.

Summon Nature's Ally I: See Summoning, above. The various animals are discussed in Tricks of the Trade.

2nd Level Druid Spells

Animal Messenger: The animal will wait one day per level, meaning the druid does not need to know exactly when the

recipient of the message will arrive. One useful trick is to establish a code with your allies based on the type of animal messenger – sending a raven might indicate that the attached message is true, while a crow signifies that the message is a false one. Also, the messenger can carry a small magic item, such as a ring or scroll.

Animal Trance: Note that the spell lasts as long as you concentrate on it, meaning that the druid can keep a creature entranced for hours at a time.

Barkskin: This is the common druid defensive spell. It lasts for a moderate length of time and should be combined with share spells to protect the animal companion too. As *barkskin* is an enhancement bonus to natural armour, it stacks neatly with most other forms of protection, including spells such as *mage armour*.

Chill Metal: This spell is generally superior to *heat metal* in battle, as fewer creatures have immunity to cold. Remember that the spell can affect multiple targets, and can do a considerable amount of damage if the victims cannot escape the cold. It can also be used to retrieve small metal items from the bottom of a dangerous liquid, as the ice is buoyant.

Delay Poison: Evil druids can use this spell for untraceable assassinations. Cast *delay poison* on the victim and then poison him. Leave the scene well before the spell's duration expires. When the spell runs out, the poison takes effect and the victim dies – but because the druid is long gone, no one will connect the druid to the attack.

Fire Trap: Cast *fire trap* on a number of small pots or hinged boxes and bury them in the soil around your home after tying a string to each of them. When enemies attack, wait until they are above a buried trap and pull the string, opening the box and realising a blast of flame.

Flame Blade: Note that the spell uses touch attacks, and so ignores armour.

Flaming Sphere: This is another excellent spell to use from cover – as the druid can direct it from hiding, he can attack enemies at range.

Heat Metal: See *chill metal*, although cold damage is often more useful than heat damage.

Hold Animal: Horses and other mounts are ideal targets for this spell. A single druid with *hold animal* and *animal trance* spells can sow chaos among mounted knights with ease.

Owl's Wisdom: Remember that the increased Wisdom also enhances spell save DCs and skill checks, so *owl's wisdom* should be used just before casting an important spell or making a key skill check.

Reduce Animal: While this spell is normally used to allow large companions to navigate dungeons and other confined spaces, it can also be used to make the animal considerably less threatening, or to give Tiny scouts bonuses to Hide by making

them Diminutive. Note that the druid can cast this spell on himself while wild shaped.

Soften Earth and Stone: This spell greatly aids in construction without advanced tools and techniques, and is often used in constructing earthworks and other sacred structures. It can also be used to aid burrowing animals, by letting them carve burrows and tunnels into the stone.

Summon Nature's Ally II: See Summoning, above. The various animals are discussed in Tricks of the Trade. Small water or air elementals are rather weak (their special ability does not work on creatures larger than Tiny) so fire or earth elementals are a better choice. Hippogriffs are excellent aerial fighters, and are the best straight combat creature available to this spell, although dire bats are also very strong monsters and have a better standard attack (but not a better full attack).

Summon Swarm: The *summon swarm* spell has changed greatly with the 3.5 revision. The spell now deals damage regardless of the target's armour class. It combines very well with *entangle*, as the miniscule creatures of the swarm are unaffected by the clinging vines.

Tree Shape: In tree form, the character floats in water just like a tree, so it is an excellent form to travel downriver in. It also gives a large bonus to armour class and can be dismissed freely, so it can be used as a temporary defensive form. Finally, note that it can be used through the share spells link.

Warp Wood: This is an ideal sabotage spell – druids are very skilled at guerrilla warfare. A few applications of *warp wood* can ruin a whole village, as the mill breaks, the water barrels burst and half the tools twist and break. Ships are especially vulnerable to this spell.

Wood Shape: A character with the Craft (woodworking) skill can make a skill check when casting this spell in order to shape especially fine or well-made items.

3rd level Druid Spells

Call Lightning: Firstly, note that once again, the druid can use this spell while hidden – the lightning bolt flashes down from the sky, not from the druid's position. Like *summon swarm* or *flaming sphere*, the druid can sit in a tree and rain down devastation upon his foes. The spell is surprisingly damaging for a 3rd level spell – a *lightning bolt* cast by a 5th level wizard deals 5d6 damage, but *call lightning* cast by a 5th level druid calls five bolts for 3d6 damage each, for a total of 15d6 damage. Of course, *call lightning* takes much longer to deliver this damage. It can be very useful for blasting large numbers of enemies, or for attacking stationary targets (although remember that electrical damage is halved when used on objects).

Contagion: The disease selected should be tailored to the target of the spell – sap a cleric's Wisdom with cackle fever or diminish a fighter's Strength with the red ache. Remember diseases can be spread – combining an outbreak of red ache in an enemy castle while convincing the local rats to infest the keep can quickly wipe out the castle's defenders.





Diminish Plants: Leaving aside the instant gardening variant of the spell, the *stunt growth* variant gives the druid serious political and economic power. A druid can temporarily ruin an area of farmland *one mile in diameter* with each casting of the spell. He can even do it in animal form using natural spell. Considering that most fantasy kingdoms have not experienced an agricultural revolution and are unlikely to be able to survive a one-third loss of yield, this can be quite devastating. The druid can even target specific plants – if that noble threatens to cut down a sacred tree, he finds that his vineyards are suddenly withered and bare. While druids do not and should not get involved in civilised politics, they can apply huge magical pressure when necessary.

Dominant Animal: This spell is often more useful than the *dominate person* variant, as few people notice animals. The druid should not use this spell to endanger the animal, but an animal spy can be very useful. Again, it can be used to deal with a mounted enemy – just *dominate* his horse into riding off the battlefield at top speed.

Magic Fang, Greater: See *magic fang*. The option to make all of the creature's natural weapons magical works very well with creatures such as leopards who have a pounce attack.

Meld into Stone: This spell is normally used as a rather solid form of refuge, as the druid can still cast spells from within the stone. This includes spells such as *wind walk* or *tree stride*. Also remember that spells cast on 'you' can also affect your

companion – both of you can retreat inside a boulder, cast enhancement spells and then step out. A druid can still hear while inside the stone, so Listen checks can be used to locate enemies nearby. A druid/rogue can often set up a sneak attack using *meld into stone*.

Plant Growth: See *diminish plants*, but reverse the effects. This is a very useful spell for a druid living on the borderland between civilisation and the wilderness – a farm whose productivity is increased by one-third means the peasants will not need to clear one-third as much woodland. A druid can establish a great amount of goodwill by aiding with agriculture. *Plant growth* can also make the wilderness healthier and more resilient. In short, this spell should be cast as often as possible.

Poison: Constitution loss is especially devastating to creatures with lots of Hit Dice – the more Hit Dice they have, the bigger the hit point loss for each point of Constitution damage. Spells such as *bane* or *owl's wisdom* should be cast first, to drag the enemy's chances of making a successful save down.

Quench: Another potential use of *quench* is to shut down steam-powered engines, if the campaign's technology level extends that far.

Remove Disease: One of the most useful aspects of druidic spells is that the druid can lift his own curses easily – *diminish plants* can be reversed through *plant growth*, while *contagion* can be healed using *remove disease*. This lets a druid enforce his will with his magic without having to deal permanent harm.

Sleet Storm: This spell is best combined with any of the movement-slowing spells such as *entangle*, to keep the targets trapped in the area. Also, remember that armour gives a check penalty to Balance checks, so characters in especially heavy armour will be very vulnerable to the icy ground.

Snare: While this spell is rather weak for a 3rd level spell, it can be cast well in advance. A druid can fortify his sacred grove with plenty of magic *snares*.

Speak with Plants: Just like *speak with animals*, *speak with plants* should be used regularly to tend to the creatures and vegetation under the druid's care. Trees can often be surprisingly knowledgeable – an oak that has lived for five centuries might remember something about the ancient evil that is now rising again...

Spike Growth: The movement penalty inflicted by *spike growth* works well with the other movement-crippling spells (*entangle*, *sleet storm*, *plant growth* etc) and the slow-damaging spells (*summon swarm*, *call lightning*, *flaming sphere*). The ideal position for the spell-slinging combat druid is well away from a foe who is completely stuck in a tangle of vines or ice, utterly unable to escape the druid's spells.

Summon Nature's Ally III: See Summoning, above. The various animals are discussed in Tricks of the Trade. Satyrs are relatively weak combatants, but they can be excellent scouts (+15 Listen and Spot, +13 Hide and Move Silently). Thoqqua can quickly mop up weak creatures, as any attacks on or by them deal 2d6 fire damage.

Water Breathing: While *water breathing* is of obvious utility when exploring underwater regions, it can also be used for ambushes – just hide in a river and rise up behind the enemy.

4th level Druid Spells

Air Walk: While *air walk* is a rather poor travel spell, casting *longstrider* can help improve the traveller's speed.

Antiplant Shell: A druid can use *antiplant shell* to pass through an area affected by *entangle* or *spike growth*.

Control Water: This spell can be used to break dams or cause rivers to overflow their banks.

Flame Strike: Druids get *flame strike* a level earlier than clerics, and it is a very, very effective blasting spell.

Giant Vermin: Note that the spell has a range of Close, meaning you can target vermin that are already crawling on an enemy. A character is unlikely to notice a little spider scuttling up his leg, which the druid can then transform into a six-foot tall monster spider.

Rusting Grasp: This spell is best used when in the form of an animal with *improved grab*.

Summon Nature's Ally IV: See Summoning, above. The various animals are discussed in Tricks of the Trade. Juvenile arrowhawks are weak, as are salamander flamebrothers, but both do have useful resistances to energy (cold/electricity resistance 10 and immunity to fire respectively). Sea cats are very powerful predators, although they are only useful at sea. The tojinda is a less powerful combatant but it does have lots of immunities (immune to acid and cold, resistance 10 to electricity and fire). Finally, the unicorn can duplicate the effects of *magic circle against evil* and also provides *cure moderate wounds* and *neutralise poison*.

5th level Druid Spells

Animal Growth: The *animal growth* spell is one of the more potent attack spells. The main disadvantage is the need for space – having a half-dozen Gargantuan dire bears lumbering around is fine above ground, but the monsters will get in each other's way in a dungeon.

Awaken: While *awaken* does have a large XP cost, it can be worth using on especially large, dangerous and powerful animals near the druid's home. It creates potent allies and can also be used to help convince a large predator not to ruin the ecosystem of the area. *Awakened* trees can be extremely wise counsellors and sages.

Call Lightning Storm: See *call lightning*.

Commune with Nature: This is one of the most important druidic spells of all; indeed, it could be argued that all other spells and aspects of druidism stem from this one meditation. Most druids make it a point to *commune* at least once per day, spending long hours lost in the green reverie.

Control Winds: The sheer flexibility of this spell makes it an excellent tool. It can do anything *gust of wind* can do (only more effectively), be used to speed flying travel, ground enemy flyers or damage buildings. The updraft variant can suck creatures off the ground and hurl them 40 feet into the air if the winds are strong enough (see weather in *Core Rulebook II* for how powerful a wind has to be to blow away a Medium creature).

Hallow: While the undead-turning property of this spell is useless to most druids, the other two qualities of *hallow* make it well worth casting. The *magic circle* effect prevents the summoned creatures of rival druids from attacking you, while the various spell effects that can be tied to the *hallow* include numerous effects normally unavailable to druids (*aid*, *bane*, *bless*, *cause fear*, *detect evil*, *dimensional anchor*, *discern lies*, *invisibility purge*, *remove fear*, *silence*, *tongues*, *zone of truth*).

Insect Plague: See *summon swarm* but the locust swarms summoned are immobile.

Summon Nature's Ally V: See Summoning, above. The various animals are discussed in Tricks of the Trade. Again, arrowhawks and tojindas make up for their relative weaknesses with excellent immunities, making them good choices when facing a spellcaster. Griffons are excellent fighters for their Hit Dice. Janni cannot use their *plane shift* or *teleport* powers, but can cast *enlarge person*, *reduce person*, *invisibility*, *speak with animals* or *create food and water*. Satyrs with pipes only have low-level spells, but affect everyone within 60 feet, allowing the druid to *charm* or *sleep* a large number of low-level creatures easily. Nixies have a strong *charm person* ability as well as the ability to give *water breathing*. Large elementals are worth summoning, as they can use their whirlwind or vortex ability on Medium creatures.

Transmute Mud to Rock: Most wise engineers chisel the rock on which a castle rests, to protect it from *transmute rock to mud*, but if the enemy has not taken this precaution, this spell can be used to topple even a large fortification. It can also be used for swift construction work – unlike *stone shape*, the *transmute* pair affect a relatively large volume.

Tree Stride: *Tree stride* can be used like *blink*, to set up sneak attacks. To maximise the effectiveness of the spell, most druids plant oak trees at 3,000-foot intervals throughout their domain.

Unhallow: See *hallow*.



The Perceptions of *Commune With Nature*

When a druid casts *commune with nature*, he momentarily perceives the world as the world sees himself. His vision – indeed, all his senses – fracture into a virtually infinite number of distinct perspectives. The experience has been likened to being inside a crystal with infinite facets, each of which is a different colour. It is distinctly visceral – the druid does not merely know a cache of metal weapons was dumped into a lake, he feels moisture on his skin, his breath blows over the surface of the waters and he tastes rust in his mouth.

- **Terrain:** The druid cannot perceive caverns well enough to map them, but does gain an instinctive understanding of their structure. The druid has a +4 insight bonus on Survival checks made in such familiar terrain, as well as a +4 insight bonus to Knowledge (local) checks relating to physical features.
- **Plants:** Moving or intelligent plants show up clearly, as do plants that are injured or diseased. Farmland is clearly discernable.
- **Minerals:** The spell extends 100 feet per caster level underground, allowing the druid to locate veins of minerals precisely. Mining attempts can be clearly detected. The druid can even gauge the relative quality and purity of mineral deposits.
- **Bodies of water:** The druid can detect the direction of flow and water pressure, as well as the movement of vessels on the surface of the water. He can work out the weakest point of a riverbank or dam.
- **People:** The druid can roughly distinguish races (a human could be told from a gnome, but not from an elf or half-elf; an ogre from an orc, but not an orc from a goblin – use size categories and creature types as a guideline) and numbers. Especially powerful creatures appear differently to other creatures – creatures with less than 5 HD are ‘faint’, 6-15 HD are ‘moderate’, 15+ HD are ‘strong’ while divine entities with a tie to nature may appear ‘overwhelming’ as per *detect magic*. The druid can count the number of people and in which direction they are heading. Flying creatures more than 100 feet per level of the druid about the ground may not be detected.
- **General animal population:** Large creatures show up but in a blurred fashion – the druid perceives predator/prey relationships, food chains and the general health of the population. He also perceives farm animals, vermin and other creatures within the area.
- **Presence of woodland creatures:** This facet of perception detects woodland creatures individually large enough to impinge on the senses of the trees – Medium or larger, normally. Again, the druid cannot precisely locate them, but can detect their normal paths and hunting grounds.
- **Presence of powerful unnatural creatures:** The druid can choose to narrow his perceptions and distinguish the various types of unnatural creatures from each other. Types include aberrations, constructs, extraplanar beings, outsiders and undead. Note that elementals are *not* unnatural. The presence of such creatures shows up very clearly in the green sight. The druid can count them and get a general ideal of their power level (Faint/Moderate/Strong/Overwhelming) and nature (infernal, celestial etc).
- **General state of the natural setting:** This facet detects any interesting ‘quirks’ of the surrounding terrain, such as hidden groves, magical springs or other natural magics. It also shows up any places where the natural world is sickened or wounded. Finally, druids can leave messages in the green world by arranging plant life in ogham patterns – anyone seeing the world as a whole through *commune with nature* will notice these regular patterns.

Wall of Fire: Note that this spell has a duration of Concentration and sends waves of heat out from it – it can be used to slowly damage objects.

Wall of Thorns: Despite the name, *wall of thorns* is better used as *trap of thorns* for a land-bound creature. A 10th level druid can fill a corridor with thorns for 50 feet in either direction. Remember that spells and Fine creatures can be used through the wall, so trapped creatures can be harassed with *summon swarm* or *call lightning*.

6th level Druid Spells

Antilife Shell: The shell is utterly impenetrable (save by spell resistance or *dispel magic*) to the hedged-out creatures. Combine it with *magic circle against evil* to protect against outsiders.

Find the Path: To ensure that enemies cannot use this spell to completely bypass their defences, most druids augment their traps and wards with guardian monsters and beasts.

Fire Seeds: Like *magic stone*, *fire seeds* is often best used when the druid is augmenting his allies. A host of low-level peasants

and forest-folk with a good stock of *fire seeds* can do serious damage.

Ironwood: This spell has a long duration of one day/level, so the druid should lay in a stock of *ironwood* items for future use. It works especially well with the Extend Spell feat.

Repel Wood: Note that this spell can be used in a forest to pick up fallen logs and twigs to hurl them at enemies.

Spellstaff: While a druid should always have a *spellstaff* prepared, it is best used with spells with a long casting time.

Summon Nature's Ally VI: See Summoning, above. The various animals are discussed in Tricks of the Trade. Huge elementals are very powerful and well worth using in a battle – they are considerably more effective than girallons or xorn (although the earth glide and tremorsense abilities of xorn makes them useful in a dungeon).

Transport via Plants: This spell cannot cross planar boundaries. Grow trees or other plants near important locations if they are not already overgrown.

7th level Druid Spells

Changestaff: This spell is surprisingly powerful compared with the one-level-lower *liveoak*. The treant serves for one hour per level and is fully healed and refreshed each day. As long as the druid carefully monitors the treant's hit points and remembers to dismiss it before it is killed (dismissing the treant is a standard action), a single *changestaff* can serve the druid for years. To ensure the staff survives, the treant should be used mainly against smaller creatures that it can easily deal with – at the level where a druid can cast *changestaff*, a treant will be of little use against many challenges. Still, having a suicidally-loyal Huge plant with a +22 Grapple can be very useful. The

treant is smart enough to follow complex spoken commands, so it can be told to build structures, guard prisoners and so on.

Control Weather: Note that the spell lasts 4 x 12 x 2 hours for a druid, meaning that a single casting will last the better part of a day at least.

Fire Storm: As plant creatures can be excluded from the effect, using wild shape and natural spell allows the druid to drop a *fire storm* right on top of his own location.

Summon Nature's Ally VII: See Summoning, above. The various animals are discussed in Tricks of the Trade. The notable options here include the djinni (lots of creation spells, good for use as a servant), the always-useful invisible stalker (and seeing as its invisibility cannot be countered by *invisibility purge*, many high-level enemies will not have the necessary spells to perceive the creature). The elementals that can be summoned at this level are seriously dangerous creatures.

Transmute Metal to Wood: Note that most machines will be quickly destroyed by this spell. Most golems are immune to spells of this kind, but other metallic creatures may be affected. Combine with *repel wood* for truly amusing traps. A vertical *repel wood* spell cast against an unfortunate fighter whose full plate armour has suddenly been transformed to wood can work as a short-term *reverse gravity*, keeping him pinned against the ceiling or floating in the air.

8th level Druid Spells

Repel Metal or Stone: See *repel wood*.

Summon Nature's Ally VIII: See Summoning, above. The various animals are discussed in Tricks of the Trade. The roc is best commanded to grab a foe, carry it high into the sky and drop it (a +37 Grapple check should ensure that most enemies

The Magical Harvest

There are several spells that can be of long-term benefit to the druid when he is not off adventuring. During 'down time' in a campaign, having the character prepare and cast these spells can lay the foundation for future successes and adventures.

Goodberry: The berries last one day per level, so the druid can build up a stockpile of a dozen or so berries easily.

Speak with animals/plants: By making friends with his neighbours, the druid can learn much about his home and will never be short of allies.

Plant growth: Bringing health and fertility to the land is part of the druidic religion.

Commune with nature: A daily casting of this spell will alert the druid to any important events nearby.

Hallow: The spell lasts for a year and can be used to sanctify a grove or other important site.

Ironwood: While the spell has a relatively short duration, the druid can at least be preparing wooden armour and weapons well in advance.

Liveoak/Spellstaff/Changestaff: A druid can only have one of each of these spells active at a time but each of them is worth it.

Shambler: As noted above, the guardian version lasts seven months...



are unable to escape). Noble salamanders can cast *dispel magic* and *fireball* along with several other fire-based spells.

Whirlwind: The best use is to grab enemies with the winds, then send the whirlwind straight up. A drop of 400 feet or more should affect even the toughest foe.

9th level Druid Spells

Regenerate: Note that creatures such as squids have tentacles that can be chopped off – bolstering them with *regenerate* makes them much more effective.

Shambler: When cast to create guardian shamblers, the spell has a duration of seven *months*. A high-level druid who has a day or two to spare could easily use *transport through plants* and *shambler* to protect half a dozen groves with 1d4+2 shambling mounts.

Summon Nature's Ally XI: See Summoning, above. The various animals are discussed in Tricks of the Trade. The elementals are perfect for combat, while the other creatures offer more spellcasting options to the druid. Grigs have several illusion spells and *irresistible dance*, pixie memory arrows are amazingly useful (one shot eliminates an enemy or even turns him into an ally with a good Bluff check), while unicorn celestial chargers have a wide array of healing and protective spells.

SEASONAL DRUIDS

Seasonal druids draw their spells from the green world through the medium of a grove. Unlike other druids, all their spells are spontaneous. However, they can only draw those spells that are appropriate to the current season. A seasonal druid cannot call down fire in winter, or ice in summer, as the green world cannot conceive of such things. The magic of the seasonal druid exists at the whim of nature.

Seasonal druids are identical to normal druids in every respect, except for the differences described below. A character must choose to be a seasonal or normal druid when he takes his first level of the druid class – this is an irrevocable choice once made.

Replace the entries in the normal druid class with the seasonal versions below.

Spells: A seasonal druid casts divine spells drawn from his perennial and seasonal spell list. The spells on the perennial list are always available; the seasonal list changes with the seasons. The list is tied to the seasonal druid's home – if a druid's home is the Great Gloomy Forest, then he casts winter spells when the Great Gloomy Forest is in winter, spring spells when the forest is in springtime and so on. This holds true even if the druid travels to a land or plane where the seasons are different.

To cast a spell, the seasonal druid must have a Wisdom score of at least 10 + the spell level. The DC for saving throws against his spells is 10 + the spell level + his Wisdom modifier.

All seasonal druid spells are cast spontaneously, like a sorcerer's spells – the druid does not need to prepare spells in advance like normal druids. Seasonal druids do not need to convert spells into *summon nature's ally* spells. The seasonal druid can cast the same number of spells per day as a normal druid and gets bonus spells for a high Wisdom score like normal druids.



0 level Spells

Perennial	Spring	Summer	Autumn (Fall)	Winter
<i>Cure minor wounds</i>	<i>Resistance</i>	<i>Create water</i>	<i>Detect poison</i>	<i>Know direction</i>
<i>Light</i>	<i>Virtue</i>	<i>Flare</i>	<i>Mending</i>	<i>Purify food and drink</i>
<i>Detect magic</i>				
<i>Guidance</i>				
<i>Read magic</i>				

1st level Spells

Perennial	Spring	Summer	Autumn (Fall)	Winter
<i>Cure light wounds</i>	<i>Calm animals</i>	<i>Entangle</i>	<i>Goodberry</i>	<i>Hide from animals</i>
<i>Magic fang</i>	<i>Charm animal</i>	<i>Longstrider</i>	<i>Faerie fire</i>	<i>Endure elements</i>
<i>Summon nature's ally I</i>	<i>Jump</i>	<i>Produce flame</i>	<i>Obscuring mist</i>	<i>Detect animals or plants</i>
<i>Speak with animals</i>	<i>Magic stone</i>	<i>Shillelagh</i>	<i>Detect snares and pits</i>	<i>Pass without trace</i>

2nd level Spells

Perennial	Spring	Summer	Autumn (Fall)	Winter
<i>Summon nature's ally II</i>	<i>Fire trap</i>	<i>Heat metal</i>	<i>Summon swarm</i>	<i>Chill metal</i>
<i>Barkskin</i>	<i>Resist energy</i>	<i>Flame blade</i>	<i>Delay poison</i>	<i>Reduce animal</i>
<i>Bear's endurance</i>	<i>Restoration, lesser</i>	<i>Flaming sphere</i>	<i>Animal trance</i>	<i>Spider climb</i>
<i>Bull's strength</i>	<i>Animal messenger</i>	<i>Soften earth and stone</i>	<i>Fog cloud</i>	<i>Hold animal</i>
<i>Cat's grace</i>	<i>Gust of wind</i>	<i>Tree shape</i>	<i>Warp wood</i>	<i>Wood shape</i>
<i>Owl's wisdom</i>				

3rd level Spells

Perennial	Spring	Summer	Autumn (Fall)	Winter
<i>Summon nature's ally III</i>	<i>Neutralise poison</i>	<i>Daylight</i>	<i>Call lightning</i>	<i>Contagion</i>
<i>Magic fang, greater</i>	<i>Remove disease</i>	<i>Plant growth</i>	<i>Dominate animal</i>	<i>Diminish plants</i>
<i>Cure Moderate wounds</i>	<i>Spike growth</i>	<i>Meld into stone</i>	<i>Poison</i>	<i>Quench</i>
<i>Protection from energy</i>	<i>Water breathing</i>	<i>Stone shape</i>	<i>Snare</i>	<i>Sleet storm</i>
<i>Wind wall</i>				
<i>Speak with plants</i>				

4th level Spells

Perennial	Spring	Summer	Autumn (Fall)	Winter
<i>Summon nature's ally IV</i>	<i>Cure serious wounds</i>	<i>Spike stones</i>	<i>Air walk</i>	<i>Blight</i>
<i>Flame strike</i>	<i>Resting grasp</i>	<i>Scrying</i>	<i>Repel vermin</i>	<i>Ice storm</i>
<i>Reincarnate</i>	<i>Giant vermin</i>	<i>Command plants</i>	<i>Control water</i>	<i>Antiplant shell</i>
<i>Dispel magic</i>				
<i>Freedom of movement</i>				



5th level Spells

Perennial	Spring	Summer	Autumn (Fall)	Winter
<i>Summon nature's ally V</i>	<i>Awaken</i>	<i>Atonement</i>	<i>Call lightning storm</i>	<i>Baleful polymorph</i>
<i>Animal growth</i>	<i>Cure critical wounds</i>	<i>Death ward</i>	<i>Control winds</i>	<i>Transmute mud to rock</i>
<i>Commune with nature</i>	<i>Insect plague</i>	<i>Hallow</i>	<i>Stoneskin</i>	<i>Transmute rock to mud</i>
	<i>Tree stride</i>	<i>Wall of fire</i>	<i>Wall of thorns</i>	<i>Unhallow</i>

6th level Spells

Perennial	Spring	Summer	Autumn (Fall)	Winter
<i>Summon nature's ally VI</i>	<i>Cat's grace, mass</i>	<i>Bull's strength, mass</i>	<i>Bear's endurance, mass</i>	<i>Antilife shell</i>
<i>Dispel Magic, Greater</i>	<i>Ironwood</i>	<i>Fire seeds</i>	<i>Find the path</i>	<i>Owl's wisdom, mass</i>
	<i>Liveoak</i>	<i>Stone tell</i>	<i>Move earth</i>	<i>Spellstaff</i>
	<i>Cure light wounds, mass</i>	<i>Wall of stone</i>	<i>Repel wood</i>	<i>Transport via plants</i>

7th level Spells

Perennial	Spring	Summer	Autumn (Fall)	Winter
<i>Summon nature's ally VII</i>	<i>Cure moderate wounds, mass</i>	<i>Animate plants</i>	<i>Changestaff</i>	<i>Creeping doom</i>
<i>Control Weather</i>	<i>Scrying, Greater</i>	<i>Fire storm</i>	<i>Sunbeam</i>	<i>Transmute metal to wood</i>
	<i>Tree Seeing</i>			
	<i>Heal</i>			
	<i>Wind walk</i>			

8th level Spells

Perennial	Spring	Summer	Autumn (Fall)	Winter
<i>Summon nature's ally VIII</i>	<i>Cure serious wounds, mass</i>	<i>Control plants</i>	<i>Earthquake</i>	<i>Finger of death</i>
<i>Animal Shapes</i>	<i>Whirlwind</i>	<i>Sunburst</i>	<i>Repel metal or stone</i>	<i>Reverse gravity</i>
	<i>Word of recall</i>			

9th level Spells

Perennial	Spring	Summer	Autumn (Fall)	Winter
<i>Summon nature's ally IX</i>	<i>Sympathy</i>	<i>Cure critical wounds, mass</i>	<i>Regenerate</i>	<i>Antipathy</i>
<i>Shapechange</i>	<i>Elemental swarm</i>	<i>Shambler</i>	<i>Foresight</i>	<i>Storm of vengeance</i>

Adding new spells to the seasonal spell lists

The more druid spells available in a campaign, the more powerful the seasonal spellcaster becomes. If an especially useful spell is added, then another spell should be removed from the lists – the balancing factor of the bard or sorcerer's spontaneous magic is that they can only know a limited number of spells, but seasonal druids are not limited in such a fashion, so any spells added to their lists are 'free' power boosts.

Perennial spells are spells that are essential to the druid class; such as *summon nature's ally* or *commune with nature*. Spring spells are usually connected to healing or creating. Summer spells tend to be fire or stone-based, or deal with evocations and animation. Autumnal spells tend to be weather-based or aid in survival, while winter spells tend to be connected to cold magic or negative energy. However, there should be a little drift between the lists – putting all the same type of spells in one season (such as all the *cure* spells in spring) makes the druid too one-dimensional for that season.

The spell lists below for each season determine which spells are available to be cast by the seasonal druid. The spells on the perennial list are always available. On the day one season ends and another begins, the druid can cast any spell on the perennial list or from either of the two seasons – for example, at the end of autumn, the druid can cast from both the autumn and winter spell lists. A seasonal druid also gains great power in the middle of a season – the solstices (when the day or night is at its longest) and equinoxes (when day and night are of exactly equal length). On these four days, *all* spells are counted as perennial. Solstices and equinoxes are usually marked by great ceremonies by many who follow the druidic faith.

Chaotic, Evil, Good and Lawful Spells:

A seasonal druid is not restricted by his alignment when it comes to casting spells with these descriptors.

Home Grove: A seasonal druid's spells are tied to his home grove, which is defined as wherever he gained his first level of the druid class. Despite the name, this does not have to be a grove per se – it can be any natural site. The current season at this location determines which spell lists are used by the seasonal druid.

Transfer Spells: At 4th level and every four levels thereafter (8th, 12th, 16th and 20th), the seasonal druid may move any one spell that he can cast from a seasonal list to the perennial list. For example, an 8th level druid could move *cure serious wounds* from the 4th level spring list to the 4th level perennial list, allowing him to spontaneously cast it even in summer or autumn.

TOTEMIC MAGIC

Some druids work through intermediaries to cast their spells. Instead of drawing directly on the green, they beseech the spirits of the Otherworld to work wonders for them. This method of druidic spellcasting has its advantages – because the druid does not

require a deep understanding or a disciplined mind, he need not have a high Wisdom score, and his abilities are not restricted by his level. He can invoke greater effects if he tries. However, the spirits of the Otherworld are fickle and cruel – they are animal nature writ large – so the totemic druid must excel in diplomacy, invocation and ritual.



Totemic druids are identical to normal druids in every respect, except for the differences described below. A character must choose to be a totemic or normal druid when he takes his first level of the druid class – this is an irrevocable choice once made. Replace the entries in the normal druid class with the totemic versions below.

Patron Spirits: A totemic druid gains three patron spirits at 1st level, and can choose another every four levels thereafter. He does not cast spells – he performs rites to keep his patron spirits satisfied, and they reward him with magic. As the spirit is casting the spells through the druid, the spells are cast spontaneously instead of being prepared in advance.

Each Patron Spirit has a list of ritual acts and taboos associated with it. Performing the ritual acts wins the druid Spirit Points with that spirit. These points are spent to call spells from the Patron Spirit. A druid can have a maximum number of Spirit Points equal to his druid spellcasting level plus his Diplomacy skill bonus. If the Patron Spirit's taboo is broken, the character loses all Spirit Points in that spirit's pool.

The cost of a spell is equal to twice the spell level, +2 each time the spell is cast that day. A totemic druid can cast as many spells as he wishes, as long as he has the Spirit Points to pay for it. The druid may try to gain new Spirit Points at any time by performing the ritual acts to please his current Patron Spirit. Each Patron Spirit has a separate Spirit Point pool associated with it.

A druid may only use spells possessed by his currently active Patron Spirit. He may dismiss his current Spirit as a standard action and attempt to call another one. Calling another Spirit requires a full-round action and a Charisma check (DC 15). It costs 5 Spirit Points to attempt to call a Spirit, and when it returns, it has half the number of Spirit Points, rounded down, that were in its pool when it was dismissed.

Example: The 6th level druid Corann has two patrons, the Horned Hunter and the Tree. He currently has 18 Spirit Points in the Horned Hunter's pool, and none in the Tree's pool. He casts scrying, a Horned Hunter spell, which costs him 8 Spirit Points. After scrying, he wishes to heal himself. The Horned Hunter has no healing spells, so Corann must dismiss that spirit and call upon the magic of the Tree. He can dismiss the Horned Hunter as a free action, but calling the Tree requires 5 Spirit Points from the Tree pool and a Charisma check. Corann

performs the hour-long Ritual of the Tree to 12 Spirit Points and makes the Charisma check to call the Tree. He then spends another 2 points to cast cure light wounds.

Later, Corann needs the service of the Horned Hunter once more. After casting scrying, the Horned Hunter has 10 points left in its pool. Corann spends 5 of these points to recall the Horned Hunter, but its pool is halved after being recalled. Half of the remaining 5 is 2, so the Horned Hunter returns to Corann's service with 2 Spirit Points.

Spells per day: The druid does not have a set number of spells per day; he casts spells using Spirit Points. Although the spirits technically cast spells through the druid instead of the druid casting the spells himself, the distinction is a minor one; the druid still uses all the normal rules for spellcasting. The save DCs for the totemic druid's spells are based on the druid's Charisma bonus.

Chaotic, Evil, Good and Lawful Spells: A totemic druid is not restricted by his alignment when it comes to casting spells with these descriptors.

Totem Powers: Each totem has a special granted power that is gained by any druid who takes that spirit as a Patron Spirit.

The Totems

There are many spirits in the Otherworld, masks for aspects of nature that have sentience and wills of their own. The most common totems are:

- ✦ **The Bear:** The Bear is strength and determination, tenacity and vigour. However, it is also brutish and savage.
- ✦ **The Dryad:** The fey have their own presence in the Otherworld, and the dryad is the charming, playful face of their nature. She is changeable and easily distracted but can be a powerful ally.
- ✦ **The Horned Hunter:** The Horned Hunter is the shadow of humanity on the Otherworld – a brutal, bloody hunter. It is the spirit of spear and death, of spilled blood and terror.
- ✦ **The Gardener:** The Gardener is also known as the Guardian or Custodian, a spirit of hearth and home. It is the patron of sacred groves and hidden places.

Ritual Acts

The ritual acts noted for each spirit must be performed by the druid to get Spirit Points. While each spirit has its own unique rituals, they do have a few things in common.

'Make a successful (Skill) check' – the skill check must be a meaningful one; in that it must be called for by the Games Master or failing the check is a risk for the character. It must, basically, be part of a challenge. A spirit whose ritual act is 'Make a successful Knowledge (nature) check' is pleased when its follower successfully guides a party through the wilderness. The spirit would be less than pleased if its follower sat in a tree making pointless Knowledge (nature) checks to identify the same things over and over ('badger, badger, badger, mushroom, mushroom, badger, badger').

'Perform the (Spirit) ritual' – each spirit has a specific ritual associated with it that can be performed once per day. The druid must make a Knowledge (religion) check to perform the rite. The druid must have access to various ceremonial masks and other components and be able to move around and dance in order to complete the rite.

- ✦ **The Rabbit:** The Rabbit is cautious and fearful, quick to run and hide but is also kind, gentle and loving.
- ✦ **The Raven:** The Raven is the druidic symbol of wisdom and secrets.
- ✦ **The Salmon:** The Salmon holds the mysteries of travel and healing; it swims on for eternity, yet always returns to the point where it began.
- ✦ **The Stag:** The Stag is nobility and mystery, as well as vitality and courage.
- ✦ **The Tree:** The Tree symbolises the wisdom and age of the natural world; it is the oldest and greatest of the spirits, although it is also the least active and the hardest to rouse.
- ✦ **The Thunderbird:** The Thunderbird flies through the highest skies, carrying wind and lightning in its mighty claws.
- ✦ **The Wolf:** The Wolf spirit is cunning and feral, a spirit of trickery and wild nature.

- ✦ **The Worm:** Finally, the Worm spirit is the dark aspect of the pantheon, concerned with decay and destruction.

The Bear

Granted Power: Once per day, the druid may gain an enhancement bonus to Strength equal to his druid level. This bonus lasts for one round. Activating it is a free action. Also, Intimidation becomes a class skill for the druid.

Ritual Acts:

- 1 point: Make a successful Intimidation check.
- 5 points: Eat a honeycomb. This may be done once per day.
- 10 points: Transform into a bear.
- 3 points: For every hour spent in bear form.
- HD of animal: Sacrifice an animal to a bear. The bear must consume the entire animal, which takes half an hour.
- HD of the opponent: Successfully grapple and pin an opponent in combat.
- Result of Knowledge (religion) check: Perform the ritual of the bear, which takes one hour and requires a Knowledge (religion) check. The ritual of the bear can only be performed once per day. The druid must put on a bear mask and ritually wrestle another character.

Spells of the Bear

0	1 st	2 nd	3 rd	4 th
<i>Flare</i>	<i>Endure elements</i>	<i>Barkskin</i>	<i>Dominate animal</i>	<i>Command plants</i>
<i>Resistance</i>	<i>Magic fang</i>	<i>Bear's endurance</i>	<i>Magic fang, greater</i>	<i>Dispel magic</i>
<i>Virtue</i>	<i>Produce flame</i>	<i>Bull's strength</i>	<i>Stone shape</i>	<i>Flame strike</i>
	<i>Shillelagh</i>	<i>Resist energy</i>	<i>Water breathing</i>	<i>Ice storm</i>
		<i>Soften earth and stone</i>		
5 th	6 th	7 th	8 th	9 th
<i>Animal growth</i>	<i>Bear's endurance, mass</i>	<i>Heal</i>	<i>Earthquake</i>	<i>Antipathy</i>
<i>Baleful polymorph</i>	<i>Bull's strength, mass</i>	<i>Sunbeam</i>	<i>Finger of death</i>	<i>Storm of vengeance</i>
<i>Death ward</i>	<i>Dispel magic, greater</i>		<i>Sunburst</i>	
<i>Stoneskin</i>	<i>Ironwood</i>			
<i>Transmute mud to rock</i>	<i>Move earth</i>			
<i>Transmute rock to mud</i>	<i>Wall of stone</i>			

Spells of the Dryad

0	1 st	2 nd	3 rd	4 th
<i>Cure minor wounds</i>	<i>Charm animal</i>	<i>Animal messenger</i>	<i>Cure moderate wounds</i>	<i>Antiplant shell</i>
<i>Detect magic</i>	<i>Cure light wounds</i>	<i>Barkskin</i>	<i>Daylight</i>	<i>Command plants</i>
<i>Guidance</i>	<i>Entangle</i>	<i>Cat's grace</i>	<i>Neutralize poison</i>	<i>Reincarnate</i>
<i>Light</i>	<i>Faerie fire</i>	<i>Heat metal</i>	<i>Plant growth</i>	<i>Scrying</i>
<i>Mending</i>	<i>Goodberry</i>	<i>Restoration, lesser</i>	<i>Speak with plants</i>	<i>Spike stones</i>
	<i>Summon nature's ally I</i>	<i>Tree shape</i>	<i>Summon nature's ally III</i>	<i>Summon nature's ally IV</i>
		<i>Summon nature's ally II</i>		
5 th	6 th	7 th	8 th	9 th
<i>Atonement</i>	<i>Cat's grace, mass</i>	<i>Animate plants</i>	<i>Cure serious wounds, mass</i>	<i>Foresight</i>
<i>Awaken</i>	<i>Fire seeds</i>	<i>Changestaff</i>		<i>Shambler</i>
<i>Baleful polymorph</i>	<i>Liveoak</i>	<i>Fire storm</i>	<i>Reverse gravity</i>	<i>Sympathy</i>
<i>Commune with nature</i>	<i>Spellstaff</i>	<i>Heal</i>	<i>Word of recall</i>	<i>Summon nature's ally IX</i>
<i>Hallow</i>	<i>Transport via plants</i>	<i>Transmute metal to wood</i>	<i>Summon nature's ally VIII</i>	
<i>Tree stride</i>	<i>Summon nature's ally VI</i>	<i>True seeing</i>		
<i>Wall of thorns</i>		<i>Summon nature's ally VII</i>		
<i>Summon nature's ally V</i>				



Taboo: Show weakness – either lose a wrestling match, or be knocked unconscious.

The Dryad

Granted Power: Once per day, the druid may gain an enhancement bonus to Charisma equal to his druid level. This bonus lasts for one round. Activating it is a free action.

Ritual Acts:

- 1 point: Make a successful Bluff check.
- 5 points: Steal a kiss from another person. This may be done once per day.
- 5 points: Win the true friendship of another person.
- 10 points: Transform into a tree.
- 2 points: For every hour spent meditating or dancing.
- 2 x HD of the creature: Be given the blessing of a Fey creature. Each Fey creature can only give its blessing once per day.
- Result of Knowledge (religion) check: Perform the ritual of the dryad, which takes one hour and requires a Knowledge (religion) check. The ritual of the dryad can only be performed once per day. The character must dress in leaves and dance with a mortal.

Taboo: Show ugliness – if the character wears a disguise, suffers a Charisma penalty or is disfigured in any way, he breaks the taboo.

The Horned Hunter

Granted Power: Once per day, the druid may cast *true strike* on himself.

Ritual Acts:

- 1 point: Make a successful attack check with a ranged weapon.
- 5 points: Bring down a target with a ranged weapon.
- 2 points: For every hour spent hunting.
- HD of the creature: Declare a creature as the object of the hunt, and bring it down.
- Result of Knowledge (religion) check: Perform the ritual of the hunter, which takes one hour and requires a Knowledge (religion) check. The ritual of the hunter can only be performed

Spells of the Horned Hunter

0	1 st	2 nd	3 rd	4 th
<i>Detect poison</i>	<i>Detect animals or plants</i>	<i>Fire trap</i>	<i>Call lightning</i>	<i>Air walk</i>
<i>Guidance</i>	<i>Detect snares and pits</i>	<i>Flame blade</i>	<i>Daylight</i>	<i>Flame strike</i>
<i>Mending</i>	<i>Hide from animals</i>	<i>Hold animal</i>	<i>Meld into stone</i>	<i>Freedom of movement</i>
	<i>Jump</i>	<i>Reduce animal</i>	<i>Protection from energy</i>	<i>Rusting grasp</i>
	<i>Longstrider</i>	<i>Spider climb</i>	<i>Quench</i>	<i>Scrying</i>
	<i>Magic stone</i>	<i>Warp wood</i>	<i>Snare</i>	
	<i>Pass without trace</i>		<i>Wind wall</i>	
	<i>Shillelagh</i>			
	<i>Produce flame</i>			
5 th	6 th	7 th	8 th	9 th
<i>Stoneskin</i>	<i>Antilife shell</i>	<i>Creeping doom</i>	<i>Animal shapes</i>	<i>Antipathy</i>
<i>Unhallow</i>	<i>Find the path</i>	<i>Fire storm</i>	<i>Finger of death</i>	<i>Elemental swarm</i>
<i>Tree stride</i>	<i>Ironwood</i>	<i>Heal</i>		<i>Shapechange</i>
<i>Wall of fire</i>	<i>Repel wood</i>	<i>Wind walk</i>		
	<i>Stone tell</i>			
	<i>Wall of stone</i>			

once per day. The character must kill an animal as part of this ritual.

Taboo: Each week, the druid must declare a creature as the object of his hunt. The creature must have at least half as many Hit Dice as the druid. If the druid fails to kill the creature by the end of the week, he breaks the taboo.

The Gardener

Granted Power: The gardener may cast *speak with plants* once per day.

Ritual Acts:

- 1 point: Make a successful Knowledge (nature) check.
- 5 points: Heal or protect a section of plant life or plant creature.
- 2 points: For every hour spent tending to plants.
- 15 points: Bring new life into a lifeless region. This area must be at least an acre in size.
- Result of Knowledge (religion) check: Perform the ritual of the gardener, which takes one hour and requires a Knowledge (religion) check. The ritual of the gardener can only be performed once per day. The character must plant a new tree as part of this ritual.

Taboo: Fail to protect plant life. The druid cannot suffer a stand of trees to be felled or a field to be burnt needlessly if he can prevent it.

The Rabbit

Granted Power: Once per day, the druid may cast *invisibility* as a wizard of equal level. Also, one of either Hide or Move Silently becomes a class skill for the druid.

Ritual Acts:

- 1 point: Make a successful Hide or Move Silently check.
- 10 points: Escape a foe that is pursuing you by cunning or stealth.
- 2 points: For every hour spent hiding.

Spells of the Gardener

0	1 st	2 nd	3 rd	4 th
<i>Create water</i>	<i>Calm animals</i>	<i>Animal messenger</i>	<i>Diminish plants</i>	<i>Air walk</i>
<i>Detect poison</i>	<i>Cure light wounds</i>	<i>Animal trance</i>	<i>Meld into stone</i>	<i>Command plants</i>
<i>Purify food and drink</i>	<i>Detect animals or plants</i>	<i>Delay poison</i>	<i>Neutralise poison</i>	<i>Control water</i>
	<i>Detect snares and pits</i>	<i>Flaming sphere</i>	<i>Plant growth</i>	<i>Giant vermin</i>
	<i>Endure elements</i>	<i>Fog cloud</i>	<i>Protection from energy</i>	<i>Reincarnate</i>
	<i>Goodberry</i>	<i>Owl's wisdom</i>	<i>Quench</i>	<i>Repel vermin</i>
	<i>Obscuring mist</i>	<i>Resist energy</i>	<i>Remove disease</i>	<i>Rusting grasp</i>
		<i>Restoration, lesser</i>	<i>Speak with plants</i>	
		<i>Soften earth and stone</i>	<i>Stone shape</i>	
		<i>Wood shape</i>		
5 th	6 th	7 th	8 th	9 th
<i>Awaken</i>	<i>Antilife shell</i>	<i>Animate plants</i>	<i>Control plants</i>	<i>Cure critical wounds, mass</i>
<i>Baleful polymorph</i>	<i>Cure light wounds, mass</i>	<i>Changestaff</i>	<i>Cure serious wounds, mass</i>	<i>Elemental swarm</i>
<i>Commune with nature</i>	<i>Ironwood</i>	<i>Control weather</i>	<i>Earthquake</i>	<i>Regenerate</i>
<i>Control winds</i>	<i>Liveoak</i>	<i>Cure moderate wounds, mass</i>	<i>Repel metal or stone</i>	<i>Shambler</i>
<i>Death ward</i>	<i>Repel wood</i>	<i>Transmute metal to wood</i>	<i>Whirlwind</i>	
<i>Hallow</i>	<i>Stone tell</i>	<i>Wind walk</i>		
<i>Insect plague</i>	<i>Transport via plants</i>			
<i>Wall of thorns</i>				

Spells of the Rabbit

0	1 st	2 nd	3 rd	4 th
<i>Cure minor wounds</i>	<i>Calm animals</i>	<i>Animal trance</i>	<i>Diminish plants</i>	<i>Air walk</i>
<i>Flare</i>	<i>Entangle</i>	<i>Barkskin</i>	<i>Meld into stone</i>	<i>Freedom of movement</i>
<i>Mending</i>	<i>Hide from animals</i>	<i>Cat's grace</i>	<i>Plant growth</i>	<i>Reincarnate</i>
	<i>Jump</i>	<i>Fire trap</i>	<i>Sleet storm</i>	<i>Srying</i>
	<i>Longstrider</i>	<i>Fog cloud</i>	<i>Snare</i>	<i>Spike stones</i>
	<i>Obscuring mist</i>	<i>Gust of wind</i>	<i>Wind wall</i>	
	<i>Pass without trace</i>	<i>Hold animal</i>		
		<i>Spider climb</i>		
		<i>Tree shape</i>		
5 th	6 th	7 th	8 th	9 th
<i>Commune with nature</i>	<i>Find the path</i>	<i>Heal</i>	<i>Animal shapes</i>	<i>Foresight</i>
<i>Control winds</i>	<i>Cat's grace, mass</i>	<i>Sunbeam</i>	<i>Reverse gravity</i>	<i>Sympathy</i>
<i>Insect plague</i>	<i>Move earth</i>	<i>True seeing</i>	<i>Sunburst</i>	
<i>Stoneskin</i>	<i>Wall of stone</i>	<i>Wind walk</i>	<i>Word of recall</i>	
<i>Transmute mud to rock</i>				
<i>Transmute rock to mud</i>				
<i>Wall of thorns</i>				

Result of Knowledge (religion) check: Perform the ritual of the rabbit, which takes one hour and requires a Knowledge (religion) check. The ritual of the rabbit can only be performed once per day. The character must dig a burrow and hide in it as part of this ritual.

Taboo: Be discovered. If the druid's Hide check is beaten by an enemy's Spot check, he breaks the taboo.

The Raven

Granted Power: Once per day, the druid may gain an enhancement bonus to Wisdom equal to his druid level. This bonus lasts for one round. Activating it is a free action.

Ritual Acts:

1 point: Make a successful Spellcraft check.

5 points: Deliver a warning of a coming danger.

2 points: For every hour reading and researching.

15 points: Make a prophecy and have it come true. The prophecy must relate to something at least three days in the future and must involve people other than the druid and his companions. It must also be at least somewhat unlikely or uncertain. 'In three days, it will rain' is not unlikely (unless the druid is in a desert or other dry region) and hence does not count. 'In three days, the dragon will be dead' is a valid prophecy.

Result of Knowledge (religion) check: Perform the ritual of the raven, which takes one hour and requires a Knowledge



(religion) check. The ritual of the raven can only be performed once per day. The character must sit in a high place and call down warnings and scraps of lore at the audience, while clad in black feathers.

Taboo: Foolishness – if the druid is every *charmed, confused* or affected by any spell that alters his emotions and decision-making ability, or is fooled by a Bluff or Sleight of Hand trick, he breaks taboo.

The Salmon

Granted Power: Once per day, the druid may invoke *freedom of movement*, as the spell, for a number of rounds equal to his druid level.

Ritual Acts:

- 1 point: Make a successful Swim check.
- 5 points: Counsel another character using a Wisdom-based skill.
- 2 points: For every hour spent travelling.

DC of skill check required to solve puzzle: Overcome a riddle or other problem of that sort.

Result of Knowledge (religion) check: Perform the ritual of the salmon, which takes one hour and requires a Knowledge (religion) check. The ritual of the salmon can only be performed once per day. The character must submerge himself in water as part of this ritual.

Taboo: The salmon is constantly moving – if the druid stays in the same place for more than a day, he breaks the taboo.

The Stag

Granted Power: Once per day, the druid may cure himself of an amount of damage equal to his druid level as a free action.

Ritual Acts:

- 1 point: Make a successful Listen check.
- 2 points: For every hour spent wearing ceremonial regalia, including a massive horned headdress.
- 10 points: Transform into a stag.

Spells of the Raven

0	1 st	2 nd	3 rd	4 th
<i>Detect magic</i>	<i>Detect snares and pits</i>	<i>Animal messenger</i>	<i>Dominate animal</i>	<i>Dispel magic</i>
<i>Guidance</i>	<i>Endure elements</i>	<i>Chill metal</i>	<i>Meld into stone</i>	<i>Flame strike</i>
<i>Know direction</i>	<i>Jump</i>	<i>Delay poison</i>	<i>Poison</i>	<i>Freedom of movement</i>
<i>Read magic</i>	<i>Produce flame</i>	<i>Fire trap</i>	<i>Quench</i>	<i>Ice storm</i>
	<i>Summon nature's ally I</i>	<i>Gust of wind</i>	<i>Snare</i>	<i>Scrying</i>
		<i>Heat metal</i>	<i>Speak with plants</i>	
		<i>Owl's wisdom</i>	<i>Summon nature's ally III</i>	
		<i>Spider climb</i>		
		<i>Summon swarm</i>		
		<i>Wood shape</i>		
5 th	6 th	7 th	8 th	9 th
<i>Awaken</i>	<i>Dispel magic, greater</i>	<i>Control weather</i>	<i>Earthquake</i>	<i>Foresight</i>
<i>Commune with nature</i>	<i>Find the path</i>	<i>Scrying, greater</i>	<i>Reverse gravity</i>	<i>Shapechange</i>
<i>Hallow</i>	<i>Owl's wisdom, mass</i>	<i>True seeing</i>	<i>Whirlwind</i>	<i>Summon nature's ally IX</i>
<i>Summon nature's ally V</i>	<i>Spellstaff</i>	<i>Summon nature's ally VII</i>		
	<i>Stone tell</i>			

Spells of the Salmon

0	1 st	2 nd	3 rd	4 th
<i>Create water</i>	<i>Endure elements</i>	<i>Barkskin</i>	<i>Daylight</i>	<i>Blight</i>
<i>Know direction</i>	<i>Faerie fire</i>	<i>Bear's endurance</i>	<i>Magic fang, greater</i>	<i>Control water</i>
<i>Read magic</i>	<i>Jump</i>	<i>Cat's grace</i>	<i>Neutralise poison</i>	<i>Dispel magic</i>
	<i>Longstrider</i>	<i>Chill metal</i>	<i>Poison</i>	<i>Freedom of movement</i>
	<i>Magic fang</i>	<i>Owl's wisdom</i>	<i>Quench</i>	<i>Ice storm</i>
	<i>Speak with animals</i>	<i>Summon nature's ally II</i>	<i>Sleet storm</i>	<i>Rusting grasp</i>
			<i>Water breathing</i>	<i>Summon nature's ally IV</i>
5 th	6 th	7 th	8 th	9 th
<i>Baleful polymorph</i>	<i>Cat's grace, mass</i>	<i>Creeping doom</i>	<i>Control plants</i>	<i>Antipathy</i>
<i>Commune with nature</i>	<i>Find the path</i>	<i>Scrying, greater</i>	<i>Finger of death</i>	<i>Elemental swarm</i>
<i>Death ward</i>	<i>Owl's wisdom, mass</i>	<i>True seeing</i>	<i>Summon nature's ally VIII</i>	<i>Foresight</i>
<i>Hallow</i>	<i>Spellstaff</i>			<i>Sympathy</i>
	<i>Summon nature's ally VI</i>			

3 points: For every hour spent in stag form.
 HD of target: Once per day, the druid may nominate a rival, which must be a character opposed to the druid. If the druid can force the other character to acknowledge the druid as his master, without killing or crippling (reducing to 0 hit points) the rival, the druid gains Spirit Points equal to the rival's Hit Dice.
 Result of Knowledge (religion) check: Perform the ritual of the stag, which takes one hour and requires a Knowledge (religion) check. The ritual of the stag can only be performed once per day. The character must wear the ceremonial headdress and bellow as part of this ritual.

Taboo: The stag is brought down by arrows – if the druid suffers a critical hit from a ranged attack, he breaks the taboo.

The Tree

Granted Power: Once per day, the druid may pass through trees as per the *tree stride* spell, for one round per three druid levels.

Ritual Acts:

1 point: Make a successful Concentration check.
 2 points: For every hour spent standing still and watching the world go by.

Spells of the Stag

0	1 st	2 nd	3 rd	4 th
<i>Cure minor wounds</i>	<i>Charm animals</i>	<i>Bear's endurance</i>	<i>Call lightning</i>	<i>Air walk</i>
<i>Detect magic</i>	<i>Entangle</i>	<i>Bull's strength</i>	<i>Cure moderate wounds</i>	<i>Command plants</i>
<i>Know direction</i>	<i>Jump</i>	<i>Fog cloud</i>	<i>Dominate animal</i>	<i>Reincarnate</i>
<i>Virtue</i>	<i>Longstrider</i>	<i>Heat metal</i>	<i>Magic fang, greater</i>	<i>Spike stones</i>
	<i>Magic fang</i>	<i>Hold animal</i>	<i>Protection from energy</i>	<i>Summon nature's ally</i>
	<i>Speak with animals</i>	<i>Summon swarm</i>	<i>Remove disease</i>	<i>IV</i>
	<i>Summon nature's ally I</i>	<i>Tree shape</i>	<i>Summon nature's ally III</i>	
		<i>Summon nature's ally II</i>		
5 th	6 th	7 th	8 th	9 th
<i>Animal growth</i>	<i>Bear's endurance, mass</i>	<i>Animate plants</i>	<i>Animal shapes</i>	<i>Elemental swarm</i>
<i>Atonement</i>	<i>Bull's strength, mass</i>	<i>Control weather</i>	<i>Whirlwind</i>	<i>Storm of vengeance</i>
<i>Call lightning storm</i>	<i>Ironwood</i>	<i>Heal</i>	<i>Word of recall</i>	<i>Summon nature's ally</i>
<i>Commune with nature</i>	<i>Summon nature's ally VI</i>	<i>Wind walk</i>	<i>Summon nature's ally</i>	<i>IX</i>
<i>Death ward</i>		<i>Summon nature's ally</i>	<i>VIII</i>	
<i>Hallow</i>		<i>VII</i>		
<i>Stoneskin</i>				
<i>Summon nature's ally V</i>				

Spells of the Tree

0	1 st	2 nd	3 rd	4 th
<i>Cure minor wounds</i>	<i>Endure elements</i>	<i>Barkskin</i>	<i>Diminish plants</i>	<i>Antiplant shell</i>
<i>Detect magic</i>	<i>Entangle</i>	<i>Bear's endurance</i>	<i>Meld into stone</i>	<i>Command plants</i>
<i>Mending</i>	<i>Goodberry</i>	<i>Delay poison</i>	<i>Neutralise poison</i>	<i>Control water</i>
<i>Resistance</i>	<i>Shillelagh</i>	<i>Hold animal</i>	<i>Plant growth</i>	<i>Rusting grasp</i>
		<i>Resist energy</i>	<i>Quench</i>	<i>Spike stones</i>
		<i>Restoration, lesser</i>	<i>Spike growth</i>	
		<i>Soften earth and stone</i>	<i>Speak with plants</i>	
		<i>Tree shape</i>	<i>Stone shape</i>	
		<i>Warp wood</i>		
		<i>Wood shape</i>		
5 th	6 th	7 th	8 th	9 th
<i>Atonement</i>	<i>Antilife shell</i>	<i>Animate plants</i>	<i>Control plants</i>	<i>Regenerate</i>
<i>Awaken</i>	<i>Bear's endurance, mass</i>	<i>Changestaff</i>	<i>Earthquake</i>	<i>Shambler</i>
<i>Commune with nature</i>	<i>Fire seeds</i>	<i>Transmute metal to wood</i>	<i>Repel metal or stone</i>	<i>Sympathy</i>
<i>Stoneskin</i>	<i>Ironwood</i>			
<i>Tree stride</i>	<i>Liveoak</i>			
<i>Wall of thorns</i>	<i>Move earth</i>			
	<i>Repel wood</i>			
	<i>Spellstaff</i>			
	<i>Stone tell</i>			
	<i>Wall of stone</i>			



10 points: Transform into a tree (or treant).
 5 points: For every hour spent in tree (or treant) form.
 Result of Knowledge (religion) check: Perform the ritual of the tree, which takes one hour and requires a Knowledge (religion) check. The ritual of the tree can only be performed once per day. The character must dig his toes into the living earth and wear a garment of leaves and bark as part of this ritual.

Taboo: The tree must not fall – if the druid is knocked prone, he breaks taboo. The tree also frowns on damage to the trees – if the druid wilfully harms or allows a tree to come to harm, he breaks the taboo.

The Thunderbird

Granted Power: The druid may subtract his druid level from the damage caused by any electrical attack.

Ritual Acts:

1 point: Make a successful Spot check.
 2 points: For every hour spent outside in the rain and winds.
 4 points: For every hour spent flying.
 Electrical Damage: Once per day, the druid may gain a number of Spirit Points equal to the damage dealt by an electrical spell or effect used within 300 feet of the druid. The druid must declare (as a free action) that he is using the electrical attack to gain thunderbird's blessing before the damage is rolled. The druid does not have to be the person making the electrical attack – he could even use this ritual act on a *lighting bolt* spell that targets him.
 Result of Knowledge (religion) check: Perform the ritual of the thunderbird, which takes one hour and requires a Knowledge (religion) check. The ritual of the thunderbird can only be performed once per day. The druid must dance and spit water as part of this ritual.

Taboo: Thunderbird is proud and quick to anger – if the druid makes a withdraw action from combat or falls victim to a fear-based effect, he breaks the taboo.

Spells of the Thunderbird

0	1 st	2 nd	3 rd	4 th
<i>Create water</i>	<i>Charm animal</i>	<i>Cat's grace</i>	<i>Call lightning</i>	<i>Air walk</i>
<i>Know direction</i>	<i>Endure elements</i>	<i>Chill metal</i>	<i>Daylight</i>	<i>Control water</i>
<i>Light</i>	<i>Faerie fire</i>	<i>Flaming sphere</i>	<i>Protection from energy</i>	<i>Flame strike</i>
<i>Resistance</i>	<i>Produce flame</i>	<i>Fog cloud</i>	<i>Quench</i>	<i>Ice storm</i>
		<i>Gust of wind</i>	<i>Sleet storm</i>	
		<i>Owl's wisdom</i>	<i>Wind wall</i>	
		<i>Resist energy</i>		
5 th	6 th	7 th	8 th	9 th
<i>Call lightning storm</i>	<i>Cat's grace, mass</i>	<i>Control weather</i>	<i>Earthquake</i>	<i>Elemental swarm</i>
<i>Commune with nature</i>	<i>Owl's wisdom, mass</i>	<i>Fire storm</i>	<i>Finger of death</i>	<i>Storm of vengeance</i>
<i>Control winds</i>	<i>Fire seeds</i>	<i>Sunbeam</i>	<i>Sunburst</i>	
<i>Transmute mud to rock</i>	<i>Spellstaff</i>		<i>Whirlwind</i>	
<i>Transmute rock to mud</i>				
<i>Unhallow</i>				
<i>Wall of fire</i>				

The Wolf

Granted Power: Once per day, the druid may declare that any attack he makes, even a ranged attack or a spell, is also a trip attack. If the attack hits, resolve the trip attack as if the druid had just made a successful melee touch on the target and had the Improved Trip feat. The druid may add his druid level to his Strength for resolving the trip attack.

Ritual Acts:

1 point: Make a successful Survival check.
 2 points: For scavenging from a corpse – looting a body, stealing a dead man's meal, eating an animal brought down by an attack and so on.
 10 points: Transform into a wolf.
 3 points: For every hour spent in wolf form.
 Result of Knowledge (religion) check: Perform the ritual of the wolf, which takes one hour and requires a Knowledge (religion) check. The ritual of the wolf can only be performed once per day. The character must be accompanied by a 'pack' of at least three other characters to perform this ritual.

Taboo: The wolf is concerned with survival and can be quite selfish – if the character casts a *cure* spell on another character while the druid is injured, or if the druid gives away any items and does not get an equally valuable thing in exchange, then the character breaks the taboo.

The Worm

Granted Power: Once per day, the druid may cast *summon swarm* to call up a swarm of maggots (treat as spiders). This effect has a maximum duration of twice the druid's level.

Ritual Acts:

1 point: Kill a creature.
 2 points: For every hour spent underground.
 10 points: Spread a disease.
 2 x HD of target: Once per day, the druid may bury a corpse in the manner of the worm (throwing it into a bog or ditch). If this is done, the druid gains Spirit Points equal to twice the Hit Dice that the buried creature had in life.
 Result of Knowledge (religion) check: Perform the ritual of the worm, which takes one hour and requires a Knowledge

Spells of the Wolf

0	1 st	2 nd	3 rd	4 th
<i>Detect poison</i>	<i>Charm animal</i>	<i>Animal trance</i>	<i>Dominate animal</i>	<i>Blight</i>
<i>Flare</i>	<i>Detect animals or plants</i>	<i>Bear's endurance</i>	<i>Magic fang, greater</i>	<i>Dispel magic</i>
<i>Guidance</i>	<i>Detect snares and pits</i>	<i>Bull's strength</i>	<i>Poison</i>	<i>Freedom of movement</i>
	<i>Entangle</i>	<i>Cat's grace</i>	<i>Sleet storm</i>	<i>Rusting grasp</i>
	<i>Jump</i>	<i>Fire trap</i>	<i>Snare</i>	
	<i>Longstrider</i>	<i>Flaming sphere</i>	<i>Wind wall</i>	
	<i>Magic fang</i>	<i>Hold animal</i>	<i>Summon nature's ally III</i>	
	<i>Magic stone</i>	<i>Reduce animal</i>		
	<i>Summon nature's ally I</i>	<i>Warp wood</i>		
5 th	6 th	7 th	8 th	9 th
<i>Animal growth</i>	<i>Bear's endurance, mass</i>	<i>Changestaff</i>	<i>Animal shapes</i>	<i>Antipathy</i>
<i>Baleful polymorph</i>	<i>Bull's strength, mass</i>	<i>Creeping doom</i>	<i>Finger of death</i>	<i>Foresight</i>
<i>Insect plague</i>	<i>Cat's grace, mass</i>	<i>Heal</i>	<i>Whirlwind</i>	<i>Shapechange</i>
<i>Tree stride</i>	<i>Dispel magic, greater</i>	<i>True seeing</i>	<i>Word of recall</i>	<i>Summon nature's ally IX</i>
<i>Wall of fire</i>	<i>Transport via plants</i>	<i>Summon nature's ally VII</i>		
<i>Summon nature's ally V</i>				

Spells of the Worm

0	1 st	2 nd	3 rd	4 th
<i>Detect poison</i>	<i>Entangle</i>	<i>Barkskin</i>	<i>Contagion</i>	<i>Antiplant shell</i>
<i>Guidance</i>	<i>Hide from animals</i>	<i>Chill metal</i>	<i>Diminish plants</i>	<i>Blight</i>
<i>Mending</i>	<i>Magic fang</i>	<i>Flame blade</i>	<i>Magic fang, greater</i>	<i>Dispel magic</i>
<i>Resistance</i>	<i>Magic stone</i>	<i>Owl's wisdom</i>	<i>Meld into stone</i>	<i>Giant vermin</i>
	<i>Shillelagh</i>	<i>Spider climb</i>	<i>Poison</i>	<i>Rusting grasp</i>
		<i>Summon swarm</i>	<i>Sleet storm</i>	<i>Scrying</i>
		<i>Warp wood</i>	<i>Spike growth</i>	<i>Summon nature's ally IV</i>
		<i>Summon nature's ally II</i>		
5 th	6 th	7 th	8 th	9 th
<i>Baleful polymorph</i>	<i>Antilife shell</i>	<i>Creeping doom</i>	<i>Earthquake</i>	<i>Antipathy</i>
<i>Insect plague</i>	<i>Move earth</i>	<i>Fire storm</i>	<i>Finger of death</i>	<i>Elemental swarm</i>
<i>Stoneskin</i>	<i>Owl's wisdom, mass</i>	<i>Heal</i>	<i>Repel metal or stone</i>	<i>Shapechange</i>
<i>Unhallow</i>	<i>Repel wood</i>	<i>True seeing</i>	<i>Whirlwind</i>	<i>Shambler</i>
<i>Word of thorns</i>	<i>Stone tell</i>		<i>Summon nature's ally VIII</i>	
	<i>Summon nature's ally VI</i>			

(religion) check. The ritual of the worm can only be performed once per day. The character needs a piece of meat, preferably a corpse, to perform the ritual of the worm.

Taboo: The worm is disgusted by purity – if the druid is ever present when a *remove disease*, *remove blindness/deafness*, *purify food and drink* or any *raise dead* spell is cast, or if he is touched by a paladin, he breaks the taboo.

TAPPING NATURAL FEATURES

A druid, no matter how mighty in himself, is but a small thing compared with a towering mountain or ancient forest. His life is a brief flicker in contrast to the forest's eternal green flame. Vast currents of magic flow through rock and tree, magics far

greater than any druid could ever hope to cast. Still, a druid can tap these currents for a moment to reinforce his own spells.

To tap a natural feature, the druid must be within sight of the feature and possess the Tap Natural Feature feat.

Tapping a natural feature requires a Spellcraft check to tie magic of the feature into the spell. The DC for this check 10 + the level of the spell, plus the following modifiers –

Attuned School: Each feature is attuned to two schools of magic. If the spell being enhanced is *not* from one of these attuned schools, the DC for the Spellcraft check is increased by +10.



Tap Natural Feature (Metamagic)

You can draw upon the innate energies of the landscape to enhance your spells.

Prerequisites: Able to cast druid spells, Wisdom 13, Constitution 13.

Benefit: Once per day, you may tap a natural feature of the landscape to augment your spells with metamagic. Doing so turns the spell's casting time to a full-round action (if the spell has a longer casting time, add an extra full-round action onto the casting time).

Multiple metamagic feats can be attempted at once – trying to add *Quicken* and *Maximize* a spell by drawing on a forest would add +6 to the DC. The size and importance of the natural feature also affect the DC of the Spellcraft check.

Size	Modifier
Average example of the type	+0
Notably large or healthy feature	+3
Legendarily large and famous	+6
Magical or supernaturally potent	+12

Example: The mountain Wyndant is a famous peak that stands above the Bay of Storms. The druid Mishawn has learned that a barghest has claimed the mountain as his own. Mishawn tracks the barghest to its lair and decides to blast the monster with a flame strike. To ensure the spell is as effective as possible, Mishawn tries to draw upon the mountain to empower and silence the spell. Looking at the 'mountain' column, both add +2 to the DC. The DC for the Spellcraft check is 10+4+2+2=18. However, since Wyndant is a famous mountain, the DC is reduced by 3, for a final total of 15.

If the Spellcraft check fails, the spell is lost. If the check succeeds, the spell is cast normally with the metamagic feats

applied, but it does not take up a higher level spell slot. The spell's casting time is changed to at least a full-round action. The DC for the Spellcraft check may be raised or lowered depending on how the natural feature feels about the druid, and how healthy and untainted it is.

NEW MAGIC ITEMS

Druid items are always made from natural materials. They tend to be handed down from one druid to another over the centuries, and most circles have at least one or two useful items hidden in secret caches in the woodland.

Armour

Armour of the Woods: The *armour of the woods* is a light suit of green leaves and strips of bark. It provides relatively little protection from attacks – no more than simple *padded armour* +1. However, the wearer of *armour of the woods* is protected by the trees. When in woodland terrain, the wearer has a +4 circumstance bonus to Hide and Move Silently checks, while the protection granted by any cover or concealment is increased by +2. Tree branches stretch out to block blows, leaves wrap around to hide the druid and the armour shifts to blend into the woods.

Faint transmutation; CL 3rd; Craft Magic Arms and Armour, *warp wood*; Price 4,755 gp.

Armour of Bitter Mercury: *Armour of bitter mercury* is made of living metal stained with blood. It flows and twists around the wearer like a clinging vine. When a blow strikes at the wearer, the armour rushes to that point and flattens out, becoming a protective shell. It acts as a *chain shirt* +3 for the purposes of protection. As such, the *armour of bitter mercury* cannot be worn with any other items of clothing, such as boots or cloaks. Furthermore, the *armour* only protects fully against the first attack in a round – for every attack after the first in a given round, the armour bonus is reduced by one, to a minimum of +1.

Metamagic feat or effect	Mountain	Plain	Forest	Swamp	River	Sea
Attuned School	Evocation or Divination	Abjuration or Conjunction	Conjunction or Enchantment	Transmutation or Necromancy	Divination or Transmutation	Transmutation or Enchantment
Empower Spell	+2	+4	+2	+2	+4	+2
Enlarge Spell	+4	+2	+4	+4	+4	+2
Extend Spell	+4	+4	+4	+4	+2	+2
Heighten Spell	+2	+6	+2	+6	+2	+6
Maximise Spell	+4	+6	+2	+4	+4	+4
Silent Spell	+2	+4	+2	+2	+2	+2
Still Spell	+2	+4	+2	+2	+2	+2
Widen Spell	+4	+2	+2	+4	+6	+4
Boost Save DC by +1	+6	+4	+4	+4	+6	+4

The *armour of bitter mercury* can resize itself automatically when the druid changes shape, so it provides exactly the same protection in wild shape.

Faint transmutation; CL 9th; Craft Magic Arms and Armour, *freedom of movement*; Price 9,000 gp.

Continental Robe (First spring/Winter)



Armour of the Woods



Weapons

Briar Staff: The *briar staff* is a living thorn tree. It can be used like a normal *quarterstaff* +1, inflicting normal damage for the weapon's size plus an extra 1d4 points of piercing damage from the thorns. The wielder can also plant the staff in the ground to cast an *entangle* spell once per day (Reflex save, DC 12). Lifting the staff from the ground dismisses the *entangle*. The character who planted the staff is immune to the effects of the *entangle*.

Faint transmutation; CL 3rd; Craft Magic Arms and Armour, *entangle*; Price 3,060 gp.

Armour of Bitter Mercury



Sacrificial Dagger: Created by the blood druids, the *sacrificial dagger* is a relatively simple item. It acts like a *dagger* +1, but any creature killed by it has its soul swallowed by the blade. This effect is identical to *trap the soul*, but the dagger's wielder may drain the trapped soul of one level to provide 500 experience points for item creation or paying for spells. Only one soul may be trapped at a time.

Strong necromancy; CL 15th; Craft Magic Arms and Armour, *trap the soul*; Price 131,902 gp.



Clack of the Mermah Shape

Woodsword: A *woodsword* is a magic *longsword* +2 made from oak wood. The handle is made from bronze. As the blade is wooden, it can easily be broken (it only has hardness 5 and 5 hp). It can even be set on fire, gaining the *flaming* property for one minute before burning out and being destroyed. If the blade is lost, the weapon can be restored by touching the handle to any piece of wood, which is instantly reshaped into a blade. This allows the woodsword to be disguised as a harmless object, or used on a creature which damages objects that touch it and so on.

Faint transmutation; CL 3rd; Craft Magic Arms and Armour, *wood shape*; Price 8,315 gp.

Rings

Band of Life and Death: The *band of life and death* is a ring made of bone and woven grass. It symbolises the cycle of life and death, and allows the druid to hasten or slow the passage of individuals along that path. Once per round, as a free action, the wearer may either cause a living creature within 60 feet who is at zero hit points or less to die or stabilise.

Moderate necromancy; CL 9th; Forge Ring, *cure light wounds*, *death knell*; Price 10,000 gp.

Ring of Druidic Authority: The *ring of druidic authority* is a lesser version of the *signet ring* worn by archdruids. Once per day, the druid may speak to the natural world, and the land shall obey him. This command can take the form of a *stone shape*, *wood shape*, *control water*, *move earth*, *command plants* or a *command* spell that targets animals. The druid could order a tree to bend or a horse to flee; he could part a river or send a hill rolling away from him.

Moderate evocation; CL 9th; Forge Ring, *commune with nature*; Price 40,500 gp.

Volcano	Desert (hot)	Desert (cold)	Glacier or icefield
Evocation or Transmutation	Evocation or Illusion	Evocation or Conjunction	Abjuration or Conjunction
+2	+4	+4	+4
+4	+2	+2	+2
+6	+4	+4	+2
+2	+2	+2	+6
+2	+4	+4	+2
+6	+4	+2	+4
+6	+4	+2	+4
+6	+2	+2	+2
+4	+6	+6	+4



Staffs & Wands

Ogham Staff: The *ogham staff* is covered in lines and glyphs in the druidic alphabet of ogham. Once per day, the druid may spin the staff in his hand – the light catches a particular set of glyphs, which give an insight into the druid's current situation as per a *divination* spell, using the druid's level as the caster level.

Furthermore, a druid can inscribe one spell level per druid level onto the staff, using the rules for making scrolls. The druid need not have the Craft Staff or Scribe Scroll feats to make use of this ability. When the spell is cast, the glyphs of the spell vanish from the staff, but the *ogham staff* is otherwise untouched.

Moderate divination; CL 5th; Craft Staff, *divination*; Price 6,000 gp.

Wand of Willow and Aspen: The *wand of willow and aspen* is a wand made from two different types of wood, intertwined in the shape of two blossoming serpents. Activated, the wand shoots a beam of green light that causes a tree to explode out of the ground, in a similar fashion to a *sow forest* spell.

Strong conjuration; CL 15th; Craft Wand, *sow forest*; 78,750 gp.

Wondrous Items

Crown of Leaves: The *crown of leaves* symbolises the druid's kingship of the forest. Anyone wearing such a crown gains the wild empathy ability and a +4 sacred bonus to Charisma, but only when dealing with animals. Once per day, the wearer of the crown may *summon* a dire lion and a unicorn, as per *summon nature's ally IV* and *V*.

Moderate Conjuration; CL 9th; Craft Wondrous Item, *summon nature's ally V*; Price 24,600 gp.

Cloak of the Mannish Shape: This cloak resembles nothing so much as a rough blanket – it has no collar or clasp, no hood or sleeves. It cannot be worn by a humanoid character. However, when thrown over an animal, the cloak *polymorphs* the animal into a human, and becomes a rather fine and elegant cloak. It also provides suitable clothing and equipment reflecting the animal's type and personality – a bear might be transformed into a big armoured man, a rat into a nervous-looking beggar or thief, a cat into a woman wearing an evening dress. The cloak imbues the animal with the power of speech and a basic understanding of civilised foibles. *Cloaks of the mannish shape* are used by druids who wish to take their animal companions into cities and other bastions of civilisation.

Moderate Transmutation; CL 7th; Craft Wondrous Item, *baleful polymorph*; Price 5,000 gp.

Girdle of the Dryad: The *girdle of the dryad* is a beautiful thin belt made from woven gold and green leaves. Any *charm* effects that target the wearer are reflected onto the caster by the girdle's magic.

Faint Enchantment; CL 5th; Craft Wondrous Item, *calm emotions*; Price 8,000 gp.

Mantle of the Stag: The *mantle of the stag* is a heavy headdress of furs, animal hides and antlers. Some versions even have the skull of a deer attached to the front of the hood, for use as a facemask. The *mantle* gives the wearer insight into the ancient rites and rituals of the forest; it carries with it echoes of primeval ceremonies in the dark of caves and hoary woods. The wearer gains a +5 insight bonus into Knowledge (nature) and Knowledge (religion) checks.

Faint Divination; CL 3rd; Craft Wondrous Item, *owl's wisdom*; Price 5,000 gp.

Mistcloak: A *mistcloak* resembles a grey-blue cape for about half its length but the lower half is a wispy mass of cloud that vaguely resembles the shape of a cloak. It writhes and wraps around the limbs of the wearer, concealing them in its mist. The wearer gains a +5 circumstance bonus to Hide checks made in misty conditions, and may cast *fog cloud* once per day.

Faint Conjuration; CL 3rd; Craft Wondrous Item, *fog cloud*; Price 3,410 gp.

Torc of Five Forms: This heavy golden torc allows the wearer to *polymorph* into any of the five forms contained within. By tradition, these forms are a bear, a tree, a bird, a fish and a human. Each form may be used once per day, and the transformation lasts for eight hours.

Moderate Transmutation; CL 7th; Craft Wondrous Item, *baleful polymorph*; Price 35,000 gp.

Talisman of the Approachable Tree: This is a little golden token on a silver chain – hanging it from the branch of a tree casts *tree shelter* on that tree for as long as the token rests there.

Moderate Transmutation; CL 7th; Craft Wondrous Item, *tree shelter*; 16,000 gp.

Wooden-Soled Boots: These clog-like items are surprisingly comfortable. They have a kinship with the wood they are made from, giving a +5 circumstance bonus to Balance, Climb, Jump and Move Silently checks made while in a tree or forested area.

Faint Transmutation; CL 3rd; Craft Wondrous Item, *wood shape*; 5,000 gp.

NEW SPELLS

Augment Animal

Transmutation

Level: Drd 4, Rng 4 (Summer)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living animal touched

Duration: 1 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: No



Augment animal is a companion spell to *magic fang*. It imbues one of the animal's natural weapons, such as its claws or teeth, with a supernatural effect. The druid may add any weapon special ability to the natural weapon; for example, a wolf's bite could be made *flaming*, or *keen*, or even *vorpal*. The druid has a number of bonuses equal to his level divided by four, rounded down, so a 13th level druid could apply special abilities that equate to a bonus of +3 such as *speed* or *holy flaming*. The druid may split bonuses among natural weapons – a claw could be made *flaming* and a bite *icy*.

Blossoming Footsteps

Conjuration (Creation)

Level: Drd 1 (Spring)

Components: V, S

Casting Time: 1 standard action

Range: Self

Effect: Causes plants to grow where the druid walks

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

While under the effect of this spell, the druid's footsteps cause plants to grow wherever he walks. At the druid's option, these

plants can be flowers or normal undergrowth such as grass and weeds. *Blossoming footsteps* only functions in rounds when the druid makes a standard move or less. The plants do not hinder movement or provide cover on their own, nor does their growth damage the surface where they grow. They can, however, be targeted by spells such as *entangle* or *plant growth*.

When the spell's duration expires, the plants either continue to live normally if the ground is suitable, or else melt away.

Be a Tree

Transmutation

Level: Drd 6 (Autumn)

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 living creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell suddenly stiffens. Their skin turns to bark, their toes dig into the ground as roots, their fingers become branches and twigs. In a moment, they are transformed into a tree for all eternity. The victim's face is turned into a wooden mask on the trunk of the tree. He can still speak, and may even cast spells that have only verbal components, but otherwise he is transformed into a rather ordinary tree. The druid can dismiss this spell, but it does not cease should the druid die – there are trees in the deep woods that moan and beg for their freedom from a druid who has long since gone ahead along the cycle.

Bog Burial

Necromancy

Level: Drd 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 living creature or corpse

Duration: 1 round/level

Saving Throw: Reflex special; see below

Spell Resistance: Yes

If the target fails the initial Reflex save, he begins to sink into the ground. The spell is especially effective in mud or loose earth – increase the DC for the saving throw by +4 in such conditions. Each round, the target must make a Strength or Escape Artist check (DC 15) – if the check fails, the target cannot move this round and the DC increases by 5. If the check succeeds, the DC decreases by 5. The target escapes if the DC for the check is reduced to 0, or if the spell's duration of one round/level runs out. Creatures who are flying are immune to this spell; creatures with a burrow speed have a +8 racial bonus to their Strength or Escape Artist checks.



If the DC exceeds 30, then the victim is pulled entirely underground. After this point, he must make a Fortitude save each round or die. If the victim dies, he emerges one round later as a zombie that attacks enemies of the druid. If the spell's duration runs out while the victim is underground but still alive, he is not freed but is no longer in danger of being killed by the spell (but he may still suffocate). A *freedom* spell can counter a *bog burial*.

Call Thunder

Evocation (Sonic)

Level: Drd 4 (Winter)

Components: V, S, DF

Casting Time: 1 standard action

Range: 0

Area: 50 ft. emanation from the druid

Duration: Instantaneous

Saving Throw: Fortitude resists; see text

Spell Resistance: Yes

Call thunder creates a massive peal of deafening thunder that affects everyone around the druid within 50 feet. Any creatures within the area of effect must make a Fortitude save or be deafened for 2d6 rounds. Furthermore, there is a percentage chance equal to the druid's caster level that a small storm is created by the blast of thunder. This storm takes 10+1d20 minutes to form and can be used with spells such as *call lightning*. The storm lasts for three times the amount of time it takes to form.

Cloudburst

Conjuration (Creation) (Spring)

Level: Drd 2

Components: V, S, DF

Casting Time: One standard action

Range: Sight or Medium (100 ft + 10 ft/level)

Target: One cloud

Duration: Instantaneous or one round per level

Saving Throw: None

Spell Resistance: No

Cloudburst can be cast in two ways.

The long-range version of *cloudburst* targets a mundane rain cloud and causes it to start raining. The rain is entirely normal – the spell just causes the cloud to disgorge its contents on cue. The rain falls for minutes or hours, depending on local conditions. Casting *cloudburst* in a desert might turn a little white cloud into a momentary mist of rain, while casting the spell in a rain forest might cause a downpour that lasts for days.

The short-range version of *cloudburst* creates a little cloud, about 5 feet in diameter. This cloud floats above the druid's head and follows him around. As a move action, the druid can direct the cloud to fly at up to 60 feet per round (perfect manoeuvrability) to anywhere within range of the spell. The cloud will keep following the druid if brought back above his head; otherwise, it will stay in place after being moved.

The floating cloud rains constantly – the downpour reduces the damage from fire and heat-based attacks by three points per round. It also provides 1d4 gallons of drinking water each round.

Dart of Mistletoe

Conjuration (Death)

Level: Drd 6 (Winter)

Components: V, S, M

Casting Time: 1 standard action

Range: Special

Effect: Creates a dart of mistletoe

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell turns a piece of mistletoe into a lethal weapon. The druid must throw the dart as a ranged attack with a range increment of 20 feet. If the dart hits, the victim must immediately make a Fortitude save or die. However, the victim is only mostly dead – the next time the sun rises, the victim is *raised* from the dead as per the spell.

Focus: A piece of mistletoe dipped in gold that costs 500 gp.

Entomb

Abjuration

Level: Drd 3 (Autumn)

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Effect: Creates a tomb

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell calls dozens of small stones and rocks to roll up and cover a corpse touched by the druid. A few moments after the spell is cast, a simple cairn rises over the body, entombing it for all time. If anyone tries to animate the corpse as an undead, they must make a caster level check against a DC of 10 + the druid's level at the time of casting (creatures with the ability to spawn others of their kind may use their HD as their caster level). If the druid invests 500 XP in the casting, it also acts as an *atonement* for the dead creature.

Guide Wild Shape

Transmutation (Spring)

Level: Drd 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Another character with the ability to use wild shape

Duration: Special

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell can only be used by one druid on another. The target may use any wild shape form available to the caster, even those

that are normally attained at a higher level. For example, a 5th level druid can normally only transform into Small or Medium creatures. Under the effect of this spell when cast by a 12th level druid, the 5th level druid could become a Large creature or a plant. The druid is still limited by the other restrictions of wild shape, such as being limited to creatures with Hit Dice equal to or less than his caster level.

Guide wild shape lasts as long as the target can stay in wild shape (one hour per level, normally). If the target reverts to normal form, he cannot use the augmented array of forms offered by this spell. *Guide wild shape* can also be used to help a druid stuck in wild shape.

Leash the Earthquake

Abjuration (Spring)

Level: Drd 9

Components: V, S, DF, F

Casting Time: Ten minutes

Range: Long (400 ft. plus 40 ft./level)

Target: Any one natural disaster

Duration: Special

Saving Throw: None

Spell Resistance: No

Leash the earthquake can be cast on any natural disaster, such as an earthquake, volcanic eruption, forest fire, flood, tsunami or other major catastrophe. The focus of the spell is a leash, woven of cords of adamantine and mithral. The druid binds the disaster into the cord, causing it to cease. The disaster is not cancelled, however, it is merely on hold. Should the leash be broken, the disaster will instantly resume in exactly the same place and fashion as it was previously progressing. The spell's duration is indefinite – many cities keep in their most secure vaults a twisted knot of metal that must hold disaster back forever.

Leash the earthquake can counter an *earthquake* spell.

Focus: A leash of adamantine and mithral that costs 2,000 gp.

Manikin

Conjuration (Creation)

Level: Drd 4

Components: V, S, M

Casting Time: One hour

Range: Touch

Effect: Creates a construct from wood, leaves, mulch and other plant matter

Duration: One day/level

Saving Throw: None

Spell Resistance: No

The *manikin* spell creates a roughly humanoid construct from the debris of the forest floor. The construct is loyal to the druid and obeys his

commands. It has enough intelligence to follow simple orders and uses its *animal messenger* ability to communicate with its master. A druid may only have one manikin active at any one time. Manikins are used as scouts and disposable agents by druids.

Material component: A live Diminutive bird or animal, which forms the manikin's beating heart.

Oakwatch

Transmutation (Spring)

Level: Drd 4

Components: V, S, F

Casting Time: One hour

Range: Touch

Target: One tree

Duration: One season (three months)

Saving Throw: None

Spell Resistance: No

The tree affected by *oakwatch* is magically enhanced. It gains sight, hearing and the tremorsense ability, all with a range of 60 feet. It has Spot and Listen scores equal to the casting druid's Spot and Listen. The druid may also imbue the tree with the



Manikin

Medium Construct

Hit Dice: 1d10+20 (27 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

Armour Class: 17 (+1 Dex, +2 natural, +4 fishscale armour), touch 12, flat-footed 15

Base Attack Bonus/Grapple: +1/+1

Attack: Slam +1 melee (1d4+1)

Full Attack: Two slams +1 melee (1d4+1)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: None

Special Qualities: Construct qualities, woodwise, spell-like abilities

Saves: Fort +0, Ref +1, Will -1

Abilities: Str 12, Dex 12, Con –, Int 10, Wis 8, Cha 8

Skills: The manikin has eight skill points, which may be allocated freely by the druid when the manikin is created

Feats: None

Climate/Terrain: Any

Organisation: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: None

The creature is a ramshackle assemblage of twigs and leaves.

The manikin is a construct imbued with life by magic, used as a servant or agent by druids. It can talk and even reason in a rudimentary fashion, but it quickly decays over the course of its short life, falling apart into a pile of dry tinder. The heart of a manikin is a bird or shrew – when the construct dies, the creature is freed again.

Combat

Manikins use their heavy misshapen wooden hands to batter enemies on command of their druid masters.

Woodwise: Manikins have a +4 racial bonus to Hide, Move Silently, Search and Survival checks in whatever terrain it was created from.

Spell-like abilities: A manikin may cast *longstrider*, *pass without trace* and *animal messenger* once per day as a 3rd level druid.

ability to cast up to five levels of spells – these spells must be cast during the casting of *oakwatch*. The tree may trigger these spells when conditions specified by the druid come to pass – for example, the tree could be given the power to cast *animal messenger* and *summon nature's ally III* when a man dressed in black armour comes within 60 feet of it. The spells may only be cast once by the tree.

Focus: The tree.

Obedient Cloud

Transmutation (Summer)

Level: Drd 3

Components: V, S

Casting Time: One standard action

Range: Long (400 ft. + 40 ft./level)

Target: One cloud

Duration: Concentration

Saving Throw: None

Spell Resistance: No

This spell seizes control of any one cloud of gas or vapour. The cloud now moves at ten feet per round under the mental control of the druid. The force moving the cloud is quite weak – heavier than air clouds will continue to sink, while a stiff breeze or *gust of wind* can check or even reverse the movement of the cloud. The druid can roughly reshape the cloud by having one part hold steady and another part move at ten feet per round but the two parts must stay connected – the druid may not break the cloud up.

If this spell is cast on a body of gas under the control of another character, then the two characters must make opposed Concentration checks – the winner moves the cloud this round. *Obedient cloud* has no effect on creatures in *gaseous form* or creatures made out of gas.

Sow Forest

Conjuration (Creation) (Autumn)

Level: Drd 7

Components: V, S, M, DF

Casting Time: One standard action

Range: Touch
Effect: Creates one tree/level
Duration: 10 minutes/level or until discharged
Saving Throw: None
Spell Resistance: No

The material component for this spell is a bag of nuts or seeds. As a standard action after completing this spell, the druid may plant one of these seeds in the soil. The seed sprouts one round later, growing into a full-sized tree in a matter of seconds. Each tree is approximately 5 feet in diameter and grows to a height of 3d20 feet (top diameter of two-thirds height). A creature caught in the area of a growing tree may make a Reflex save to move out of the way of the growing tree – if the save is failed, the creature is carried up to the top of the tree. The creature must then make a Balance check (DC 15) or fall from the top of the tree.

The trees created by *sow forest* are entirely normal. They can be cut down for timber, used as cover or building materials, animated with *awaken* and so on.

Spirit Animal

Necromancy (Winter)

Level: Drd 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: 1 animal
Duration: 1 minute per level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

The target of the *spirit animal* spell becomes incorporeal. It can attack other incorporeal creatures normally and exists on the Ethereal Plane. It can move through walls and fly at its normal movement rate with perfect manoeuvrability. However, it cannot touch or interact with any material creature or object.

Animals must be trained to deal with being transformed into spirits – this is a trick requiring a Handle Animal check (DC 25) to teach. If the animal does not have this trick, then the caster must make a Diplomacy check (DC 15) when casting this spell or the animal panics and either attacks or flees when made incorporeal.

Thrice-twined Thorns

Transmutation (Autumn)

Level: Drd 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft + 10 ft/level)
Target: 1 entangling effect
Duration: Special
Saving Throw: None
Spell Resistance: Yes

Thrice-twined thorns targets an entangling effect, which can be anything from a net or tanglefoot bag to an *entangle* spell. It causes the entangling effect to sprout wickedly sharp

thorns, which dig into the victim whenever they try to escape. Whenever the victim of the entangling effect makes a Strength check or Escape Artist roll to escape and fails, the thorns deal 1d6 points of piercing damage. The spell can target multiple creatures simultaneously – if ten creatures are trapped by a single *entangle* spell, then each of them will suffer damage from the *thrice-twined thorns*. The spell lasts as long as the entangling effect does.

Thornskin

Transmutation (Autumn)

Level: Drd 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 minutes per level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell is identical to the *barkskin* spell but adds a sheathe of sharp thorns that protect the target. Anyone striking the target with a natural attack or who grapples the target is dealt (one plus the attacker's Strength modifier) points of damage by the thorns. The target deals one extra point of damage whenever he hits with a natural attack and deals 1 + his Strength modifier during each round of a grapple attack.

However, the thorns are rather flammable. The target of the *thornskin* spell suffers a –4 penalty to Reflex saves to avoid being set on fire.

Tree Shelter

Transmutation

Level: Drd 4 (Spring)
Components: V, S, F, DF
Casting Time: 1 standard action
Range: Touch
Target: 1 tree
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

This spell creates an extradimensional space within a tree. The space is accessed through a portal on the trunk of the tree – anyone touching a point within two and a half feet of where the caster touched the tree can step through the bark into the space. The extradimensional space is roughly circular, and is five times the size of the tree's trunk (so, assuming the spell was cast on an oak with a five-foot wide trunk, the space inside would be 25 feet in diameter. Within the space is rough furniture such as stools and a table, but little else. If the tree bears fruit, then fruit will be found piled on the table. There is also water dripping from the ceiling in one place – rainwater for some trees, groundwater in others. Sap stains the rough walls.

If anything is left inside the tree when the spell ends, it is thrown out instantly and without harm.

Focus: The tree.



TRICKS OF THE TRADE

Druids value cunning. They have no use for ‘civilised’ warfare, and druidic honour is rarely extended to ‘playing fair’. Animals do not form into neat lines to get slaughtered, nor do they refrain from using every tooth and claw they can. Therefore, druids are quite willing to trick enemies into pits or use traps and poison to defeat a superior foe. They strike from hiding, from the shelter of the trees or the shadows.

WILD SHAPE

The druidic ability to transform into animal form is one of the unique abilities of the class and it is a very useful one indeed. However, it does require some planning on the part of the player. Picking the right form for the situation is key.

Firstly, a quick review of the rules of wild shape.

- ✦ **Works like the *polymorph* spell:** The character gains the Strength, Dexterity and Constitution score of the new form but not its Intelligence, Wisdom or Charisma. The animal’s attacks and extraordinary Special Attack abilities are gained, but Supernatural abilities and Extraordinary Special Qualities are not acquired. This last restriction is noteworthy – as the rule stands, the druid would not gain, say, the Blindsight ability of a dire bat, because that is a quality. (Many Games Masters will relax this rule somewhat, as it makes little sense for a druid to be equally blinded by the darkness in bat form but that is what the rule says). The druid does gain the creature’s racial skill bonuses and feats.
- ✦ **Provides healing:** The character regains hit points as if he had rested for the night (one hit point per level, normally) when he uses wild shape.
- ✦ **Lasts for one hour per level:** This means that even the lowest wild shape can be held for five hours.
- ✦ **The character does not revert to his normal form when unconscious:** This can be very useful if the character needs to sleep while being carried or hiding.
- ✦ **Items that can be worn or held stay held; other items merge with the caster:** Merged items are non-functional (if you really, really need to hide an item, then try carrying it and transforming into a Small animal – any attempts to use *locate object* on the item will fail as it does not currently exist). It is also worth investing in equipment that can be used in multiple forms.
- ✦ **Transforming is a standard action that does not draw an Attack of Opportunity:** This does mean that a druid can transform safely while threatened.
- ✦ **Unlike the *polymorph* spell, the druid’s level is used to determine the maximum Hit Dice of the form the druid can assume.** *Polymorph* normally tops out at 15 HD, but druids can turn into any form with equal or less Hit Dice than their druid level.

Elaine stood and approached the hawk druid. ‘You lured me and my men here into the wood with a riddle, and you have done little to address it. What do you want from us?’

The hawk cocked its head, then shivered. Its feathers shrank away, its limbs twisted and grew, its beak became a nose. It became a small man, still sitting on the stone.

‘You were a serving girl in my castle,’ observed Elaine, ‘is that your real face?’

The druid shrugged.

‘I am that which you see before you. As for what I want...
I love the returning wild swans descending on the lake at Cooley.
The buzz of bees in the heather, sunset over the green land
The night speech of tree and stone, the rustle of dry leaves in autumn
I even love the chill of winter, the patina of frost on the bark
And the sun returning again by my hand.’

‘I deny you none of those things’ said Elaine.

‘I am not unselfish,’ said the druid. ‘I desire that all would enjoy such things. I abhor the false kings who would stain the land with needless bloodshed, to settle some petty slight or matter of honour.’

‘I have sworn an oath to the king...’ began Elaine, but the druid interrupted her.

‘Ah, but whence comes his authority? From the land! And I speak for the land, and I do abjure him.’

- ✦ **The character becomes an animal:** So spells such as *charm person* will no longer work on him, but *animal growth* will...

As the druid advances in level, more forms become available to him. These forms can be divided up into several categories:

- ✦ **Combat:** Forms that are especially good in a fight. If the character is going to be entering melee combat as a fighter, shift into one of these forms.
- ✦ **Movement:** Forms that are especially swift, or have unusual movement abilities such as burrowing, swimming or flight.
- ✦ **Scouting:** Forms that are very good at hiding, sneaking and being otherwise unobtrusive.
- ✦ **Special:** Forms that have other notable features that do not fit into any of the standard categories.

The 'best of breed' creatures are listed in the table below. Each of these creatures is notably superior to other animals and should be used as the druid's 'standard' alternate forms.

Dire Animals

Creatures marked in **bold** on the Wild Shape table have a dire version. (In cases where the dire form is a different size to the normal form, the dire form is listed separately.) In the 3.5 rules revision, the restriction on druids turning into dire animals has been relaxed (originally, a druid could only adopt dire form after 12th level but now the druid can change into any dire animal if he can become an animal of the appropriate size. Dire animals are always stronger and much more damaging in combat than their normal counterparts. However, they occasionally lack handy skill bonuses. If the character is just using the form for combat, then always go for the dire form when possible. In other situations, review both forms of the creature before choosing a shape.

Rare and Wondrous Beasts

Creatures detailed below marked with a ¹ come from exotic terrains such as jungles or the arctic. A character cannot use wild shape to turn into one of these creatures unless he is familiar with them, either through visiting their home ground or by study (a character can learn the traits of exotic animals using Knowledge (nature) – every three ranks in the skill allows the character to be sufficiently familiar with an exotic animal to wild shape into its form.



Animal Companions

Many of the creatures below can be taken as animal companions. The advice for most wild shape forms also applies to the companion, although remember that a companion cannot dismiss its disadvantages by turning back into human form – a crocodile companion is a better fighter than a wolf but try taking that crocodile on a long trek into the mountains...

Summon Nature's Ally

This spell is one of the main abilities of the druid. Summoned animals tend to be less powerful than the monsters summoned using *summon monster* – animals do not have useful spell-like abilities. Still, there are several animals that can be conjured using this spell that have useful combat abilities.

Ape¹ (Large Animal): Str 21, Dex 15, Con 14, Natural Armour +3; Claw 1d6+5; +8 racial bonus to Climb checks, Climb 15ft. As apes are roughly humanoid, they can wield weapons such as clubs or staves. Their climb speed makes them ideal for fights in forests, caves and other rough-walled areas. Apes are an



Wild Shape

Druid Level	Combat	Movement	Scouting	Special
5 th + (Small and Medium animals)	Black bear, cheetah, crocodile, leopard, porpoise, wolverine	Baboon (climb), eagle (fly), porpoise (swim), wolverine (burrow and climb)	Dire rat , eagle, octopus	Badger (escape artist), crocodile (hide), octopus (hide and escape artist), wolf (track)
8 th + (Large animals)	Ape, brown bear, dire wolverine , polar bear, tiger	Ape (climb), dire bat (fly)	Deinonychus	Bison (stampede), deinonychus (racial bonuses), dire wolf (track, senses) , horse (mounted combat), rhino (powerful charge)
11 th + (Tiny animals)		Lizard (climb)	Cat, lizard, owl	
12 th + (Plants)	Shambling mound, treant		Treant	Phantom fungus (move silently)
15 th + (Huge animals)	Elephant, dire shark , giant squid, megaraptor, tyrannosaurus	Orca (swim)		Megaraptor (racial bonuses), triceratops (powerful charge)
16 th + (Elementals)	Earth	Air (fly), earth (burrow), water (swim)	Air	Fire (burning things), water (drench)

excellent combat form if the druid has invested several feats or spells in a particular melee weapon.

Ape, Dire¹ (Large Animal): Str 22, Dex 15, Con 14, Natural Armour +4; Claw 1d6+6; Rend, +8 racial bonus to Climb checks, Climb 15ft.

Dire apes have a poorer climb speed but make up for it with a mighty Rend ability.

Assassin Vine (Large Plant): Str 20, Dex 10, Con 16, Natural Armour +6; Slam 1d6+7; Improved Grab, Constrict. Without the assassin vine's camouflage special quality, the wild shaped druid is unlikely to catch anyone. The plant does have the ability to cast *entangle* but this is a supernatural ability not allowed to wild shape.

Baboon¹ (Medium Animal): Str 15, Dex 14, Con 12, Natural Armour +1; Bite 1d6+3; Climb 30 ft.

Baboons are slightly faster than humans (move 40ft.) and can carry items in their hands. Their climb speed makes them a useful choice if the druid needs to steal an item.

Badger (Small Animal): Str 8, Dex 17, Con 15, Natural Armour +1; Claw 1d2-1; Track, burrow 10ft, Rage, +4 racial bonus on Escape Artist.

The badger is a mediocre combatant, but its rage ability does give it a +4 to Strength and Constitution until its opponent is dead. Couple rage with *animal growth* or *magic fang* and the badger can do significant damage. It does need magical support to be effective, though. The badger gives a large bonus to Escape Artist checks, thanks to its high Dexterity and its racial bonus. Consider turning into a badger when caught in a net. Badgers also have Track as a bonus feat.

Badger, Dire (Medium Animal): Str 14, Dex 17, Con 19, Natural Armour +3; Claw 1d4+2; Track, burrow 10ft, Rage.

Dire badgers have much better claw damage and ability scores, and can still rage and Track. They do not have Escape Artist bonuses, but their combat abilities are much better.

Bat, Dire (Large Animal): Str 17, Dex 22, Con 17, Natural Armour +5; Bite 1d8+4; Fly 40 ft.

Although eagles are much faster, dire bats have much better ability scores and attacks. If you expect to be attacked while flying, use dire bat form.

Bear, Black (Medium Animal): Str 19, Dex 13, Con 15, Natural Armour +2; Claw 1d4+4.

Black bears tie for the highest Strength score for their size, so they make good combat forms for low-level druids. The bear's fast movement combined with its Run feat means that they can cover ground quickly.

Bear, Brown (Large Animal): Str 27, Dex 13, Con 19, Natural Armour +5; Claw 1d8+8; Improved Grab.

A massive Strength score and good claw damage is nice, but the bear also has a vicious bite when making a full attack, and also has Improved Grab. You can use natural weapons when grappling (at a -4 penalty, admittedly), but this gives the advantage to the bear against a swordsman.

Bear, Dire (Large Animal): Str 31, Dex 13, Con 19, Natural Armour +7; Bite 2d4+10; Improved Grab.

Strength 31 and a +7 natural armour bonus make the dire bear a brilliant war-form. It lacks the swimming ability of the polar bear, but is much more fearsome in a fight.

Bear, Polar¹ (Large Animal): Str 27, Dex 13, Con 19, Natural Armour +5; Claw 1d8+8; Improved Grab, Swim 30 ft, +12 racial bonus to Hide checks in snow.

A character has to visit the cold reaches of the world to learn this form, but it is worth it. Not only does the polar bear have the same attacks as the brown bear, it can also swim very well *and* has a massive Hide bonus in wintertime (or when the druid prepares a hiding place with *control weather* or *sleet storm*).

Bison¹ (Large Animal): Str 22, Dex 10, Con 16, Natural Armour +4; Gore 1d8+9; Stampede.

A bison is an average combatant but becomes deadly in groups. A herd of bison can stampede, running over anything in their path. By turning into a bison, the druid can lead the herd. Bison normally run away from danger in a random direction, but a druid in bison form may make a Handle Animal check (DC equals the number of animals in the herd) to lead them in a particular direction away from danger – such as *over* a group of enemies of the druid.

Boar (Large Animal): Str 15, Dex 10, Con 17, Natural Armour +6; Gore 1d8+3; Ferocity.

The boar has good natural armour, and the very useful Ferocity attack. Ferocity allows the boar to keep fighting even when disabled, so it is a good form to change to when reduced to very low hit points.

Boar, Dire (Large Animal): Str 27, Dex 10, Con 17, Natural Armour +6; Gore 1d8+12; Ferocity.

The dire boar has all the normal advantages of the boar, but a massively increased Strength.

Camel¹ (Large Animal): Str 18, Dex 16, Con 14, Natural Armour +1; Bite 1d4+2.

Useful only when conserving water in the desert.

Cat (Tiny Animal): Str 3, Dex 15, Con 10, Natural Armour +0; Claw 1d2-4; +4 racial bonus to Climb, Hide, Move Silently, +8 racial bonus to Jump and Balance.

Cats have an array of racial skill bonuses to make the stealthiest halfling jealous. They are poor combatants but excellent scouts.

Cheetah¹ (Medium Animal): Str 16, Dex 19, Con 15, Natural Armour +1; Bite 1d6+3; Trip

The cheetah's sprint ability is a special quality, so druids cannot use it. Still, the cheetah is very fast (move 50ft.), has good ability scores and the handy trip ability. Use the animal's speed to race to the enemy's rear, then start tripping their spellcasters.

Crocodile¹ (Medium Animal): Str 19, Dex 12, Con 17, Natural Armour +4; Bite 1d8+6 or Tail Slap 1d12+6; Improved Grab, Swim 30 ft, +4/+14 racial bonus to Hide checks in water. An absurdly good combat form – crocodiles are as strong as black bears but have a much more damaging attack (1d12+6!), as well as much better armour *and* Improved Grab. The downside is limited movement (only 20 feet) and the lack of a good full attack (it can bite or tail slap, but not both). Still, the crocodile is a lethal foe in most situations. Add in a Swim speed and a truly absurd bonus to Hide checks, and the total package is still available at 5th level.

Crocodile, giant¹ (Huge Animal): Str 27, Dex 12, Con 19, Natural Armour +7; Bite 2d8+12 or Tail Slap 1d12+12; Improved Grab, Swim 30 ft.

Only slightly better than their smaller cousins – a sub-optimal Huge combatant, although it can be useful in its native environment where being amphibious is an advantage.

Deinonychus¹ (Large Animal): Str 19, Dex 15, Con 19, Natural Armour +5; Talon 2d6+4; Pounce, +8 racial bonus to Hide, Listen, Spot and Survival checks.

The deinonychus' pounce attack is amazingly powerful if the creature is enhanced with *animal growth* or *bull's strength* – it has four attacks to be boosted by magic. More useful, though, are its huge +8 bonuses to key skills – half the skill checks made by adventuring druids are Listen, Spot and Survival-based checks.

Dog (Small Animal): Str 13, Dex 17, Con 15, Natural Armour +1; Bite 1d4+1; Alertness, Track, +4 racial bonus on Jump checks.

Dogs are common enough to go overlooked but not an especially good wild shape. The +4 racial bonus on Jump can be useful.

Dog, Riding (Medium Animal): Str 15, Dex 15, Con 15, Natural Armour +4; Bite 1d6+3; Track, (Trip), +4 racial bonus on Jump checks.

A character with a base attack bonus of +3 or more is considered 'trained for war' and can use the dog's Trip ability. Dogs also give Track as a bonus feat.

Donkey (Medium Animal): Str 10, Dex 13, Con 12, Natural Armour +2; Bite 1d2; +2 racial bonus on Balance checks.

The only reason to turn into a donkey is to utterly humiliate a foe by defeating him in donkey form.

Eagle (Small Animal): Str 10, Dex 15, Con 12, Natural Armour +1; Talon 1d4; +8 racial bonus on Spot checks, Fly 50ft.

An excellent flying form; probably the single best form for a druid to travel in until he gets *wind walk*.

Elasmosaurus¹ (Huge Animal): Str 26, Dex 14, Con 22, Natural Armour +3; Bite 2d8+12; +8 racial bonus to Hide checks in water, Swim 50 ft.

This dinosaur has an excellent Constitution and a good Swim speed, but little else to recommend it.

Elemental, Air (Large Elemental): Str 14, Dex 25, Con 16, Natural Armour +4; Slam 2d6+2; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse, Air Mastery, Whirlwind, Damage Reduction 5/–, darkvision 60 ft., elemental traits, fly 100 ft.

The elemental's huge Fly speed is its chief advantage, although its excellent Dexterity and racial bonus Weapon Finesse feat give it an excellent touch attack. Its whirlwind form is best used to sweep up minor foes and deposit them in inconvenient places – as the elemental has a poor natural armour class, grabbing a powerful foe can often result in the whirlwind getting chopped up from the inside.

Unlike animals an elemental wild shape allows the druid to gain the elemental's feats, supernatural abilities and other traits, such as darkvision and immunity to critical hits.

Druids can wild shape into smaller elementals than Large if they choose but should only do so in confined spaces.



Elemental, Air Huge (Huge Elemental): Str 18, Dex 29, Con 18, Natural Armour +4; Slam 2d8+4; Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Air Mastery, Whirlwind, Damage Reduction 5/-, darkvision 60 ft., elemental traits, fly 100 ft.

Huge elementals have a slightly better Dexterity and Strength, but are otherwise identical.

Elemental, Earth (Large Elemental): Str 25, Dex 8, Con 19, Natural Armour +10; Slam 2d8+7; Cleave, Great Cleave, Power Attack, Earth Mastery, Push, Damage Reduction 5/-, earth glide, darkvision 60 ft., elemental traits.

Earth elementals are excellent creatures for dungeon and cavern exploration – their Earth Glide ability allows them to ignore narrow corridors, confined spaces or even walls. They are also extremely strong and tough, making them excellent combat forms.

Elemental, Huge Earth (Huge Elemental): Str 29, Dex 8, Con 21, Natural Armour +11; Slam 2d10+9; Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack, Earth Mastery, Push, Damage Reduction 5/-, earth glide, darkvision 60 ft., elemental traits.

As they grow, earth elementals gain in Strength and Constitution.

Elemental, Fire (Large Elemental): Str 14, Dex 21, Con 16, Natural Armour +4; Slam 2d6+2+2d6 fire; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Burn, Fire Mastery, Damage Reduction 5/-, darkvision 60 ft., elemental traits, vulnerability to cold.

Fire elementals have the Burn ability, letting them set targets alight. The best approach is to use the elemental's fast movement and Spring Attack to move it, set an enemy alight, then move off.

Elemental, Huge Fire (Huge Elemental): Str 18, Dex 25, Con 18, Natural Armour +4; Slam 2d8+4+2d8 fire; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Burn, Fire Mastery, Damage Reduction 5/-, darkvision 60 ft., elemental traits, vulnerability to cold.

The high Dexterity and Combat Reflexes feat of Huge elementals makes them excellent at dealing with large numbers of enemy troops – just wade in among them and set them alight with attacks of opportunity when they flee.

Elemental, Water (Large Elemental): Str 20, Dex 14, Con 19, Natural Armour +9; Slam 2d8+5; Cleave, Great Cleave, Power Attack, Water Mastery, Drench, vortex, Damage Reduction 5/-, darkvision 60 ft., elemental traits.

Water elementals have a vortex ability, similar to that of air elementals, but the water vortex is stronger and more damaging.

Elemental, Huge Water (Huge Elemental): Str 24, Dex 18, Con 21, Natural Armour +9; Slam 2d10+7; Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will, Water Mastery, Drench, Vortex, Damage Reduction 5/-, darkvision 60 ft., elemental traits.

Elephant¹ (Huge Animal): Str 30, Dex 10, Con 21, Natural Armour +7; Gore 2d8+15; Trample 2d8+15.

One of the strongest creatures that the druid can be become, the elephant's Trample ability can be useful for pulling out of combat or carrying the fight to the enemy.

Fungus: Do not bother. Neither the shrieker nor the violet fungus has anything worth changing into for.

Hawk (Tiny Animal): Str 6, Dex 17, Con 10, Natural Armour +2; Talon 1d4-2; +8 racial bonus on Spot checks. Outperformed in every way by the eagle.

Horse, Heavy (Large Animal): Str 16, Dex 13, Con 15, Natural Armour +3; Hooves 1d6+1
Useful only as a 'social animal' for carrying a rider, or when pretending to be an ordinary horse.

Horse, Heavy War (Large Animal): Str 18, Dex 13, Con 17, Natural Armour +4; Hooves 1d6+4
Not a bad combatant, but especially useful when in concert with another party member – a druid in horse form with Natural Spell can be right in the middle of combat, but still protected by a mounted paladin or fighter.

Hyena¹ (Medium Animal): Str 14, Dex 15, Con 15, Natural Armour +2; Bite 1d6+3; Trip, +4 racial bonus to Hide checks. Unusually fast (move 50 ft.) and they can trip, but cheetahs are usually a better choice.

Leopard¹ (Medium Animal): Str 16, Dex 19, Con 15, Natural Armour +1; Bite 1d6+3; Improved Grab, Pounce, Rake, Climb 20 ft., +4 racial bonus on Hide and Move Silently, +8 racial bonus on Balance, Climb and Jump.

Another excellent war-form – while a crocodile is more damaging, the leopard is faster and more agile. The combination of pounce/rake/improved grab/rake means that the leopard can quickly rip through a lightly armoured foe. An excellent and very flexible choice of form.

Lion¹ (Large Animal): Str 21, Dex 17, Con 15, Natural Armour +3; Claw 1d4+5; Improved Grab, Pounce, Rake, Climb 20 ft., +4 racial bonus on Balance, Hide and Move Silently. Very similar to the leopard – the lion is slightly stronger, but not quite as skilled. There are superior Large combat forms.

Lion, Dire¹ (Large Animal): Str 25, Dex 15, Con 17, Natural Armour +4; Claw 1d6+7; Improved Grab, Pounce, Rake, Climb 20 ft., +4 racial bonus on Hide and Move Silently. The dire lion loses its climb speed, but is a much more damaging combatant. The dire tiger is still better, though.

Lizard (Tiny Animal): Str 3, Dex 15, Con 10, Natural Armour +0; Bite 1d4-1; +8 racial bonus on Balance and Climb checks, Climb 20ft. The lizard's ability to Climb and Tiny size makes it an acceptable scout, especially in dungeons and other enclosed spaces.

Lizard, Monitor¹ (Medium Animal): Str 17, Dex 15, Con 17, Natural Armour +3; Bite 1d8+4; +4 racial bonus on Hide and Move Silently checks, +8 racial bonus on Swim checks, Swim 30 ft.



The creature's good bite attack and Swim speed make it a good choice in situations where a crocodile is too slow on the land, but amphibious flesh-rending is still needed.

Manta Ray¹ (Large Animal (Aquatic)): Str 15, Dex 11, Con 10, Natural Armour +3; Ram 1d6-1; Swim 30 ft.

There are better fish to change into, although the combination of Endurance and a good Swim speed can be useful on long ocean voyages.

Megaraptor¹ (Huge Animal): Str 21, Dex 15 Con 21, Natural Armour +6; Talons 2d8+5; Pounce, +8 racial bonus on Hide, Jump, Listen, Spot and Survival checks.

Like the smaller deinonychus, the megaraptor is an excellent form to go adventuring in – it is a solid combatant (especially when boosted with spells) and offers huge bonuses to numerous key skills.

Monkey (Tiny Animal): Str 3, Dex 15, Con 10, Natural Armour +0; Bite 1d4-4; +8 racial bonus to Balance and Climb checks, Climb 30 ft.

Baboons are better for most situations, although monkeys have a much better Balance skill, not to mention far more style.

Mule (Large Animal): Str 16, Dex 13, Con 17, Natural Armour +3; Hoof 1d4+3; +2 racial bonus on Dexterity checks to avoid slipping or falling.

Of limited use to most druids save as a disguise.

Octopus (Small Animal (Aquatic)): Str 12, Dex 17, Con 11, Natural Armour +2; Arms (0); Improved Grab, +4 racial bonus

to Hide Checks, +10 racial bonus to Escape Artist checks, +8 racial bonus to Swim checks, Swim 30 ft.

The octopus' natural attacks are rather weak – all eight arms attack as a single weapon, and all they can do is Improved Grab. It does automatically deal bite damage when in a grapple, but has a very poor grapple check. The octopus' Escape Artist bonus is more interesting, especially as the octopus has a land speed of 20 ft. A trapped character can wild shape into an octopus to slip through a *web*, holding his breath to avoid 'drowning' on dry land.

Octopus, Giant¹ (Large Animal (Aquatic)): Str 20, Dex 15, Con 13, Natural Armour +7; Tentacle 1d4+5; Improved Grab, Constrict, +4 racial bonus on Hide checks, +10 racial bonus on Escape Artist checks, +8 racial bonus on Swim checks, Swim 30 ft.

Similar to the normal octopus in most respects, the giant octopus has three major advantages. Firstly, it has a *lot* of tentacle attacks, which coupled with its Improved Grab, good grapple check and constrict ability (which deals a respectable 2d8+6 damage) makes the giant octopus a good fighter. Secondly, even a single level of rogue gives the wild shaped druid-octopus a huge boost to damage on a full attack. Thirdly, a +7 to natural armour is one of the better protective bonuses.

Owl (Tiny Animal): Str 4, Dex 17, Con 10, Natural Armour +2; Bite 1d4-3; +8 racial bonus to Listen checks, +14 (!) racial bonus to Move Silently checks, +8 racial bonus to Spot checks in areas of shadow illumination, Fly 40 ft.

A +14 bonus is a *huge* boost, especially when coupled with an excellent Spot bonus. An owl is the ultimate night scout – for added fun, combine natural spell with owl shape – the owl's



stealth will allow you to get up very close, letting you use Close-range spells like *summon nature's ally*.

Phantom Fungus (Medium Plant): Str 14, Dex 10, Con 16, Natural Armour +4; Bite 1d6+3; +5 racial bonus to Move Silently checks.

Other than a handy bonus to Move Silently, the phantom fungus is useless as a wild form.

Pony, War (Medium Animal): Str 15, Dex 13, Con 12, Natural Armour +2; Hoof 1d3+2.
Another beast of burden.

Porpoise (Medium Animal): Str 11, Dex 17, Con 13, Natural Armour +2; Slam 2d4; +8 racial bonus on Swim checks, Swim 80 ft.

Sadly, a wild shaped druid does not get useful abilities such as Blindsight and Hold Breath in porpoise form, but the incredibly fast Swim speed still makes this form very useful. Cast *longstrider* first and the porpoise can outrace any non-flyer.

Rat (Tiny Animal): Str 2, Dex 15, Con 10, Natural Armour +0; Bite 1d3-4; +4 racial bonus to Hide and Move Silently checks, +8 racial bonus to Balance, Climb and Swim checks, Climb 15 ft, Swim 15ft.

While rats are obviously useless combatants, they do make very flexible scouts thanks to their racial bonuses and wide array of movement modes.

Rat, Dire (Small Animal): Str 10, Dex 17, Con 12, Natural Armour +1; Bite 1d4; disease, +8 racial bonus to Climb and Swim checks, Climb 20 ft.

Dire rats have much better combat abilities than normal rats, including the disease ability. They also have useful racial skill bonuses (including a +4 to Hide checks due to their size), making them good scouts.

Raven (Tiny Animal): Str 1, Dex 15, Con 10, Natural Armour +0; Bite 1d2-5; Fly 40 ft.

Owls make *much* better scouts. All ravens have is style.

Rhinoceros¹ (Large Animal): Str 26, Dex 10, Con 21, Natural Armour +7; Gore 2d6+12; Powerful Charge.

Sadly, the rhino's only ability is its powerful charge. Still, it is a seriously damaging attack (4d6+24 base, and that is before adding spells like *magic fang*). The best tactic is to cast *true strike* just before charging, to ensure you hit with the powerful charge.

Shambling Mound (Large Plant): Str 21, Dex 10, Con 17, Natural Armour +11; Slam 2d6+5; Improved grab, constrict, +4 racial bonus to Hide, Listen and Move Silently checks, +12 racial bonus on Hide checks in swamps and forests, Swim 20 ft.

The shambling mound ties with the triceratops for the second best natural armour class and has good racial bonuses.

Shark, Medium (Medium Animal (Aquatic)): Str 13, Dex 15, Con 13, Natural Armour +3; Bite 1d6+1; +8 racial bonus to Swim checks, Swim 60 ft.

The medium shark is outclassed by the porpoise form for wild shaping.

Shark, Large (Large Animal (Aquatic)): Str 17, Dex 15, Con 13, Natural Armour +4; Bite 1d8+4; +8 racial bonus to Swim checks, Swim 60 ft.

Somewhat tougher and a better fighter than the medium shark.

Shark, Huge (Huge Animal (Aquatic)): Str 21, Dex 15, Con 15, Natural Armour +5; Bite 2d6+7; +8 racial bonus to Swim checks, Swim 60 ft.

Again, an improvement on the bite attack, but there are better underwater combatants.

Shark, Dire (Huge Animal (Aquatic)): Str 23, Dex 15, Con 157 Natural Armour +7; Bite 2d8+9; Improved Grab, swallow whole +8 racial bonus to Swim checks, Swim 60 ft.

The dire shark's swallow whole ability puts it ahead of other aquatic war-forms.

Snake, Constrictor¹ (Medium Animal): Str 17, Dex 17, Con 13, Natural Armour +2; Bite 1d3+4; Improved Grab, Constrict, Climb 20 ft, Swim 20 ft.

Constrictor snakes have usually high Strength and Dexterity, as well as Improved Grab and Constrict.

Snake, Giant Constrictor¹ (Huge Animal): Str 26, Dex 17, Con 13, Natural Armour +4; Bite 1d8+10; Improved Grab, Constrict, Climb 20 ft, Swim 20 ft.

The giant constrictor has poor Natural Armour and only a mediocre attack, but a +23 grapple bonus is nothing to sneeze at. It is an excellent form for attacking spellcasters.

Snake, Tiny Viper (Tiny Animal): Str 4, Dex 17, Con 11, Natural Armour +2; Bite 1; Poison, Climb 20 ft, Swim 20 ft.

By the time a druid can turn into a Tiny snake, the serpent's weak venom is unlikely to hurt any of the creatures he faces. Still, a Tiny viper can be summoned using *summon nature's ally I*, and 1d6 Constitution damage is a significant blow to a low-CR creature.

Snake, Medium Viper (Medium Animal): Str 8, Dex 17, Con 11, Natural Armour +3; Bite 1d4-1; Poison, Climb 20 ft, Swim 20 ft.

The Fortitude Save DC to resist the snake's venom is Constitution-based, so casting *bear's endurance* can increase the Save DC.

Snake, Huge Viper¹ (Huge Animal): Str 16, Dex 15, Con 13, Natural Armour +5; Bite 1d6+4; Poison, Climb 20 ft, Swim 20 ft.

The Huge snake has a slightly more respectable Poison DC, but is still a very weak choice for a druid's wild shape. Often, the best thing to do is change into snake form, 'milk' the poison glands, change back to humanoid form and apply the poison to a weapon.

Squid (Medium Animal (Aquatic)): Str 14, Dex 17, Con 11, Natural Armour +3; Arms 0; Improved Grab, +4 racial bonus to Grapple checks, +8 racial bonus to Swim checks, Swim 60 ft.

While squids have a poor attack, they are very fast swimmers and have an excellent grapple attack. When fighting in water, wild shaping into a squid to grapple and drown opponents is a strong tactic.

Squid, giant (Huge Animal (Aquatic)):

Str 26, Dex 17, Con 13, Natural Armour +6; Tentacle 1d6+8; Improved Grab, +4 racial bonus to Grapple checks, Constrict, +8 racial bonus to Swim checks, Swim 60 ft.

Like the giant octopus, the giant squid can deal a lot of extra damage if it has sneak attack. It is still a powerful combat form.

Tendrilocus (Huge Plant): Str 29, Dex 9, Con 22, Natural Armour +9; Bite 2d8+9; Improved grab, paralysis, swallow whole.

The tendrilocus' attacks are not as damaging as those of other Huge creatures, but it does have a paralysis attack with a worthwhile Fortitude save DC. Boosting the tendrilocus' Constitution or penalising the enemy's saving throws can lead to the monster becoming an efficient enemy disposal.

Tiger¹ (Large animal): Str 23, Dex 15, Con 17, Natural Armour +3; Claw 1d8+6; Improved Grab, pounce, rake, +4 racial bonus to Balance, Hide and Move Silently checks.

Tigers lack the lion's climbing speed, but are otherwise superior in every respect.

Tiger, Dire¹ (Large animal): Str 27, Dex 15, Con 17, Natural Armour +6; Claw 2d4+8; Improved Grab, pounce, rake, +4 racial bonus to Hide and Move Silently checks.

Dire tigers have a significantly improved Strength and natural armour bonus.

Treant (Huge Plant): Str 29, Dex 8, Con 21, Natural Armour +13; Slam 2d6+9; double damage against objects, trample, +16(!) racial bonus on Hide checks among trees.

The treant has the best natural armour class of any non-elemental creature accessible through wild shape. It also has a huge Strength and is very good at sundering items. It also makes a bizarrely good scout – while its presence will almost certainly be detected, *finding* it is very hard.

Triceratops¹ (Huge animal): Str 30, Dex 9, Con 25, Natural Armour +11; Gore 2d8+15; Powerful Charge, Trample.

The triceratops' Powerful Charge should be combined with *true strike* for a sure hit. Its trample ability lets it deal with large numbers of smaller opponents, as it has only one attack under normal circumstances. The triceratops also has excellent natural armour.

Tyrannosaurus¹ (Huge animal): Str 28, Dex 12, Con 21, Natural Armour +5; Bite 3d6+13; Improved Grab, Swallow Whole, +2 racial bonus to Listen and Spot checks.

Swallow Whole can be a very useful combat ability. The t-rex's lack of secondary attacks means that it is not the most effective Huge war-form, but that bite attack is very intimidating. Against a single Large or smaller foe with a high Armour Class,



swallowing him whole can give the party time to come up with a plan to defeat him permanently.

Weasel (Tiny animal): Str 3, Dex 15, Con 10, Natural Armour +0; Bite 1d3 –4; Attach, +4 racial bonus to Move Silently checks, +8 racial bonus to Balance and Climb checks, climb 20 ft.

The weasel's attach ability can be very useful for hanging onto fast-moving creatures or vehicles. A character trying to hang onto a bucking and twisting dragon could turn into a weasel and grip onto a scale, becoming almost impossible to dislodge. However, it is strongly recommended that he wild shape into something else when actually fighting the dragon.

Weasel, Dire (Medium animal): Str 14, Dex 19, Con 10, Natural Armour +2; Bite 1d6+3; Attach, blood drain.

Dire weasels have a blood drain attack that saps the enemy's Constitution each round at a fairly good rate. Against enemies who rely mainly on having vast numbers of bonus hit points, this Constitution drain can be very damaging. The trick is ensuring that the enemy cannot just tear the dire weasel off by



Making the best of Wild Shape

Unlike the other shape-changing spells such as *alter self* (lasts ten minutes per level) or *polymorph* (one minute per level), wild shape lasts for a whole hour per level. That means a druid who just reached 5th level can stay in animal form for five hours – more than enough time for a party to get into trouble, have a few fights, and be forced to stop to rest. At 5th level, he gains another use of wild shape, allowing him to stay in animal form for half the day. At 7th level, our druid can spend 21 hours a day in animal form and at 8th level he need never leave animal form again.

When in animal form, the character gains the Strength, Dexterity and Constitution of the animal form. This means that a druid character can afford to put his good statistics into Wisdom, Intelligence and Charisma and rely on the animal form for physical ability scores. There are several downsides to this.

- ✦ **Inability to Communicate:** The druid cannot speak in animal form. *Speak with animals* or *telepathic bond* can overcome this problem and the character can still communicate simple ideas through grunts and gestures. If the animal form has a suitable writing implement and a good Dexterity, the druid can write notes for his companions. Still, a better method is to either craft an item or otherwise develop the ability to speak normally while transformed.
- ✦ **Inability to Cast Spells:** The Natural Spell feat should be on every druid's character sheet. Even if the character does not intend to spend much time at all in wild shape, Natural Spell can be used as a substitute for Still or Silent Spell (want to cast a spell secretly? Do it as a crow!)

- ✦ **Inability to Use Magic Items:** This is a big problem. Most items are scaled for humanoids, and become useless in animal form. The *wild* property does allow a druid to use magic armour and shields in animal form, but is very expensive indeed. Magic rings can be attached to most animal forms, as can amulets, but bracers, helms, boots and most items of clothing will not work. Magic weapons are similarly useless unless the druid is in ape form. Concentrate on items that can be used in animal form, or else develop strategies that compensate for the druid's lack of magic. Even in a truly fearsome animal form, a druid will usually have a lower armour class and be less damaging than a fighter or barbarian – but the druid should be a second-line fighter, not the party's primary combatant. Be as flexible as possible – wild shape allows a druid to adapt to situations and survive dangers that would kill a bard or wizard.

- ✦ **Vulnerability to Dispel:** Wild shape is a supernatural ability, and so it can be countered by antimagic. Creatures with antimagic are deadly enough without suddenly stripping the druid of all his good ability scores.

- ✦ **Antisocial:** Being in animal form is obviously unsuitable attire for most cities and civilised areas.

- ✦ **Lack of Limbs, Unwieldy Size and so on:** Walking around as a dire bear is all well and good but being unable to open an unlocked door because your paws are too big for the handle or being too large to fit down a corridor can get very inconvenient. The druid should stick to Medium animals when travelling indoors.

grappling it – using *animal growth* to give the weasel a size bonus to Grappling is a good idea.

Whale, Orca (Huge Animal): Str 27, Dex 15, Con 21, Natural Armour +6; Bite 2d6+12; +8 racial bonus on Swim checks, Swim 50 ft.

Porpoises are much faster swimmers, but the orca's bite attack is a very potent single attack. If the druid has the Spring Attack feat, then orca is a good form; otherwise, a druid fighting in the water should become a giant squid.

Wolf (Medium Animal): Str 13, Dex 15, Con 15, Natural Armour +2; Bite 1d6+1; Track, Trip.

Wolves are one of the best multi-purpose forms – they are above-average combatants thanks to their good Strength and Trip attack, they have a fast (50 ft.) movement, and they can track. For a low-level druid with only one or two uses of wild shape per day, this is a very nice package of abilities to have.

Wolf, Dire (Large Animal): Str 25, Dex 15, Con 17, Natural Armour +3; Bite 1d8+10; Track, Trip, +2 racial bonus on Hide, Listen, Move Silently and Spot checks.

The one downside of the dire wolf is that it is large, and therefore cannot be used by druids of 7th level or less. Other than that, the

dire wolf is an excellent form, with racial bonuses to several handy skills, an effective trip attack and a lethal bite.

Wolverine (Medium Animal): Str 14, Dex 15, Con 19, Natural Armour +2; Bite 1d4+2; Rage, +8 racial bonus to Climb checks, Burrow 10 ft, Climb 10 ft.

Wolverines have a very high Constitution for a Medium animal, not to mention an excellent full attack, good movement modes, and a useful rage ability.

Wolverine, Dire (Large Animal): Str 22, Dex 17, Con 19, Natural Armour +4; Claw 1d6+6; Rage, +8 racial bonus to Climb checks, Climb 10 ft.

No burrowing and Large size, but still a good combat form if the character lacks the ability to become a dire tiger.



ALTERNATE USES FOR WILD SHAPE

The magic of the wild shape can be turned to other uses. However, the danger of delving too far into animal form is that a druid can get lost in the beast. While *polymorph* spells use magic to overlay the form of a creature onto the unchanged essence of the target, wild shaping involves drawing on the very nature and essence of the beast and blending it with the druid's own.

Each of these alternate uses requires a Will save. The DC for this save is calculated as follows:

(Difference between the animal's Strength and the druid's Strength) + (difference between the animal's Dexterity and the druid's Dexterity) + (difference between the animal's Constitution and the druid's Constitution) – the Druid's Charisma.

For example, a druid with Strength 10, Dexterity 10, Constitution 10 and Charisma 14 transforms into a dire bear (Strength 31, Dexterity 13, Con 19). The DC for the Will save would be $(31-10) + (13-10) + (19-10) - 14 = 19$.

If the save is failed, the druid's own mind has been subsumed by animal instincts and emotions. The character has an effective Intelligence equal to a normal animal of that type. He will behave as if he was a wild animal, possibly attacking or fleeing from his allies. The druid is trapped in the animal form indefinitely – he may make another Will save every 24-hours to re-establish control. Another druid with the wild shape ability who makes a successful Knowledge (nature) check at the same DC as the Will save and uses a use of wild shape can guide the lost druid back to sanity. A *heal* or *break enchantment* spell will also work.

Prolonged Wild Shape

A wild shape normally lasts for one hour per level of the druid. A character can attempt to prolong the change. For every extra hour the druid stays in wild shape, or for every *round* of combat, the druid must make a Will save to avoid being lost in the beast. This is often done when the druid is travelling in bird or fish form, to ride the wind or waves for many days at a time.

Animal Mind Defence

A druid targeted with a mind-affecting spell can try to slip out of the spell's bonds by momentarily 'diving' into the beast's instincts. This is a somewhat risky approach, as most animals have a weaker will than the druid, and the spell might actually bite deeper into the animal psyche.

To use this trick, the druid spends a use of wild shape. He may then immediately make another Will save against the mind-affecting spell, even if the spell does not normally allow the druid to take actions or to make another save. This new save is made using the *animal's* Wisdom score and base Will save bonus. If this second save succeeds, then the animal's mind wrenches free from the spell.

If the animal's save fails, then the animal mind is affected by the spell (even if the spell cannot normally affect animals).

Immediately after the animal makes its save, the druid must make yet another Will save, this time to re-establish control over the body and avoid being subsumed into the animal mind.

Example: An evil enchanter casts charm person on the druid Marog. She fails her save against the spell, but she has a use of wild shape left. She instinctively transforms into a wolf, and uses the wolf mind to attempt to break the spell. A wolf's Will save is only +1, but at least it is a second chance.

If the wolf makes its save, then the charm is broken. If it fails, then the wolf-mind is also charmed by the enchanter. Either way, Marog will now have to make another Will save to avoid being subsumed by the wolf.

Animal Vitality

A druid reduced below 0 hit points is unconscious but can use the healing ability of wild shape to bring himself back to positive hit points. A druid below 0 hit points may instinctively wild shape into an animal form, but must then immediately make a Will save to avoid being subsumed – when the druid's body is so shattered, his mind is weak and vulnerable to being overcome by the beast.

Ritual Cleansing

Many druids often willingly spend long weeks or even years in animal form, unaware they were ever anything other than a feral beast. They forget their humanity in the thrill of the beast. This ritual cleansing does strip away much of the clutter of the druid's mind, bringing him into much closer communion with the green world.

For every week the druid spends in animal form, he may transfer one skill point from any cross-class, non-druid skill and assign it to one of his druid class skills. For example, a character with 4 ranks in Appraise could turn them into 4 ranks in Survival or Concentration. The character may specify how long he wants to stay in animal form and may not make Will saves to regain control under after this time has elapsed.

Furthermore, to gain the benefits of ritual cleansing, the animal-druid must run wild and free in the wilderness. The character is essentially out of play for a week or more and will find himself in a completely unfamiliar situation when he regains control.

Example: Having escaped from the enchanter, Marog now wishes to enter into a new Prestige Class. However, the Prestige Class has a requirement of 12 ranks in Knowledge (nature), and Marog has only 10. She does have 8 ranks in Bluff, though. She uses Ritual Cleansing to run wild for two weeks, to move two skill points from Bluff to Knowledge (nature). She fails her Will save to regain control twice, so she ends up running wild for sixteen days in total.

When she regains control, she finds herself in a cave, her muzzle caked with blood and a savaged human corpse beside her...



Animal Sympathy

A druid who wild shapes into the same form as an animal gains a +4 insight bonus to Handle Animal and Diplomacy checks made against that animal. Unlike the other alternate uses for wild shape, this trick does not require a Will save to avoid being trapped in the animal's mind.

THE CORNUCOPIA

The cornucopia, or 'horn of plenty', is how some druids refer to the curious collection of minor abilities and benefits developed as part of the way of the druid. While these abilities pale in comparison to the druid's wild shape and spells, they can be rather useful on occasion.

The Druidic Language

The tongue is not a magical one per se but it is steeped in druidic lore and the green world, so only those who have experienced communion with the trees can really understand it. As knowing druidic is the mark of a druid, it is used to identify fellow druids as a password or recognition sign. A druid character may slip a few words of ogham into his speech, and only other druids present will be able to understand them.

Druidic uses its own alphabet, ogham. Ogham is an unusually form of writing; it is based on drawing lines and cuts off a horizontal or vertical baseline. It is very good for cutting into bark or stone, but is much less suited for writing on scrolls or books. As ogham is basically a series of straight scratches, a druid in almost any animal form can write ogham perfectly well. Deciphering ogham requires a Decipher Script check (DC 30) if the character cannot speak druidic.

Almost all books, songs and riddles of druidic lore are recorded in druidic. Learning druidic is the first task of an apprentice druid; it is the 'door to the green world'.

Nature Sense

The druidic nature sense ability comes from his connection to the natural world; it is an instinctive link to the land around him. This ability is how druids can adapt to different terrains and still seem right at home – a druid transported from the forest to the desert, a land he has never even heard of, will quickly learn how to survive in the desert though his subconscious tie to the sandy landscape.

Occasionally, when the land is in great torment, a druid can sense this pain through the nature sense bond. These psychic flashes are not under the control of the druid; it is the land itself crying out for aid that triggers them. To the druid, they appear similar to the experience of *commune with nature*, save that whatever is offending the land is shown in the vision.

Wild Empathy

As noted above, transforming into an animal that matches the same type as the target animal gives the druid a +4 insight bonus to the Diplomacy check for wild empathy. A druid can also use wild shape to aid in intimidating animals, by turning into a predator that the animal fears. For example, a druid

trying to scare off a snake gets the bonus by turning into a mongoose. Becoming an appropriate predator gives a +4 bonus to the Intimidation check (and remember that characters get a +4 bonus to Intimidation for every Size category that they are bigger than the target).

Most druids who stay resident in an area for more than a few days use wild empathy and minor acts of healing and kindness to win over the local animal population, changing all their demeanours to Friendly or Helpful. If the druid does this (which requires one month per square mile of the area, and only affects the minor creatures, not big animals like wolves or bears), then the local animals will go out of their way to aid him. Such help might include:

- ✦ Making a racket when 'strangers' come to the area. Animals are not smart enough to distinguish between friend or foe, though, so the druid will be alerted when anyone comes near the forest.
- ✦ Leaving gifts of food, such as fruit or animal carcasses on the druid's doorstep.
- ✦ Bringing dropped or lost items to the druid.
- ✦ If the druid is slain, then the animals will either bury or ceremonially eat the body unless someone else claims it.
- ✦ If the druid is slain, then the druid's player should make a Charisma check (DC 20). If the check succeeds, a swarm of birds or other tiny creatures (treat as a bat swarm without the Blindsight or Wounding, or a rat swarm without Disease) rush out of the wilderness and attack the druid's killers.

Woodland Stride

A druid can also use woodland stride to swing through the branches of a forested area with surprising speed – if the character has at least five ranks in Balance, Climb and Jump, he can swing using woodland stride at his normal movement speed, as branches and vines twist to give him handholds and easy routes through the trees.

Druids who like in other terrains have developed variants of woodland stride, which replace the normal form of this ability:

- ✦ **Marshes:** The druid has a +4 bonus to Balance and Swim checks for crossing bogs and quicksand.
- ✦ **Hills:** The druid can move up steep slopes at his normal movement rate. This ability does not allow him to move through areas that require a Climb check freely; it just ensures he is not slowed by steep gradients that would otherwise slow him down.
- ✦ **Mountains:** Mountain druids have a +4 bonus to Climb checks when climbing mountains.
- ✦ **Deserts:** The druid is not slowed by rubble or rocky ground.

- ✦ **Plains:** A druid crossing a dusty plain can choose not to kick up a dust cloud as he moves. This ability only works when the druid is not mounted or riding in a vehicle.
- ✦ **Underground:** Druids of cavern and dungeon gain a +2 bonus to Climb and Escape Artist checks for squeezing through narrow gaps and clambering through caves.
- ✦ **Underwater:** Aquatic druids gain a +2 bonus to Swim checks.

Trackless Step

The Trackless Step ability works just like the *pass without trace* spell; only it can be activated and deactivated at will. Some druids use this ability to tie up pursuers by leaving all sorts of confusing and contradictory trails – the druid leaves a mile-long trail of footsteps which abruptly vanish, then starts another trail nearby leading in a different direction. This increases the DC of any tracking attempts by +10 until the pursuers work out the druid is sabotaging their attempts (Intelligence or Knowledge (nature) or Survival check, DC 10).

Resist Nature's Lure

This ability draws on certain ancient bargains between the forest fey and the druids. The fey recognise the importance of the druid's stewardship of the land, and so have geased themselves from interfering with the druids by magic. A druid wishing to impress a fey may voluntarily lift this geas. The druid no longer gains a +4 bonus to saving throws against that Fey's spell-like abilities, but instead gets a +4 bonus to Diplomacy checks when dealing with that particular fey creatures. A druid hoping to deal with a faerie court would have to lift the geas from all of them to gain such a bonus when dealing with the fey ruler of the court.

Some druids possess a variant of this ability that protects them against the spell-like abilities of genies instead of the fey.

Venom Immunity

The venom immunity ability is gained through the druid's mastery of his body's own functions – after experience with reshaping his bones and organs into animal form, he can more quickly break down toxins. This includes alcohol and other drugs, which no longer affect the druid unless he wishes them to.

A Thousand Faces

This is another offshoot of wild shape, and works just like *alter self*. Many druids deliberately adopt unassuming forms, or else abandon their old identity entirely. The self is, after all, just a mask for nature, and this ability lets the druid change mask freely.

Timeless Body

The druid still dies when 'his time is up', but this decision is made by the green world. A druid can endure for long centuries if the world needs him. A druid without a successor will not be permitted to die by the world. The druid can also attempt to

cling to life – each year requires a Concentration check at a DC of 20 + the number of years since the druid 'should' have died.

A druid who has lived past his normal lifespan is vulnerable to a *command* spell telling him to 'die'.

ANIMAL COMPANION OPTIONS

The druid's animal companion is the most visible outward sign of his status as custodian of nature. The companion may be the druid's defender, messenger, scout or counsellor, but is always also a physical reminder of his duties to nature. Druids who stray from the path may be guided back to harmony by the companions, or scorned and chastised by them.

The ceremony to call a companion is a lengthy one but most of the ceremony is spent waiting for the new companion to arrive. If a suitable companion is present – say, a druid without an animal companion has just met a friendly mountain lion and wishes to bond with it – then the ceremony only lasts one hour per Hit Dice of the new companion. During the ceremony, the druid must offer the companion a suitable meal for a creature of its kind, a meal gathered by the druid. While the animal eats, the druid anoints the creature with spring water and mistletoe (or other sacred substances common to the surrounding lands). During the ceremony, the druid must wear a mask that resembles the animal – their spirits are being intertwined to establish the link.

Animal Companion Feats

Animal companions gain a new feat for every three Hit Dice they gain. These feats can be selected from the normal list of feats, as well as the monster-only feats in *Core Rulebook III*. Animal companions can also choose feats from the companion-only list, below. Also, when the druid gains a feat, he can choose to give it to his companion instead. Bonus feats gained in this way can only be taken from the following:

Advanced Companion

Your companion is quick to advance in the powers granted by nature.

Benefit: You count as being one druid level higher when determining what powers the companion gains. For example, a third level druid whose companion had this feat would count as being a fourth level druid, giving the companion +2 HD, +2 Natural Armour, +1 Strength and Dexterity, a bonus trick and Evasion.

Special: Your companion may take this feat multiple times; each one increases your effective druid level by one for determining what abilities the companion gets.

Called Companion

You can call and dismiss your companion through magic.

Prerequisite: Ability to cast *summon nature's ally*.

Benefit: You can dismiss your animal companion as a free action. The companion vanishes into the Otherworld. You may call your companion back again by casting a *summon nature's*



ally spell. The level of the *summon nature's ally* spell depends on what level the druid is.

Called Companion

Druid Level	Nature's Ally Spell Required
1 st –2 nd	I
3 rd –5 th	II
6 th –8 th	III
9 th –11 th	IV
12 th –14 th	V
15 th –17 th	VI
18 th –20 th	VII

The companion appears anywhere within the range of the spell, as normal; however, it is considered to be called, not summoned. The companion does not vanish when the spell's duration runs out; it remains present indefinitely until dismissed.

Improved Combat Partnership

By co-ordinating your attacks through the link, you and your companion fight better side by side.

Prerequisite: Improved Link, base attack bonus of companion and druid must be at least +3 each.

Benefit: When fighting adjacent to your companion and attacking the same foe, or when fighting a foe that is being flanked by your companion, both you and your companion gain a +1 circumstance bonus to all attacks made on that target.

Improved Link

Your connection to the companion improves, allowing you to sense the creature's thoughts and feelings.

Benefit: The companion gains the same Supernatural empathic link ability possessed by a paladin's mount or wizard's familiar.

Merge Forms

You can absorb your animal companion when shapechanging.

Prerequisite: Share Form.

Benefit: When you use wild shape, you can absorb your animal companion into your body, regardless of its size or weight. For example, a druid with a bear animal companion could wild shape into a sparrow and absorb the bear. The pair could then fly over a lake and resume their normal forms.

Share Close Spell

Your companion can now carry spells a short distance away from you.

Prerequisite: The animal companion ability, Share Spells.

Benefit: Your companion may now use the Share Spell ability when within close range of you (25 ft. + 5 ft./2 levels).

Normal: Share Spells only works when the companion is within five feet of the druid.

Share Medium Spell

Your companion can now carry spells a medium distance away from you.

Prerequisite: Share Close Spell

Benefit: Your companion may now use the Share Spell ability when within medium range of you (100 ft. + 10 ft./level).

Normal: Share Spells only works when the companion is within five feet of the druid.

Share Long Spell

Your companion can now carry spells a Long distance away from you.

Prerequisite: Share Medium Spell

Benefit: Your companion may now use the Share Spell ability when within long range of you (400 ft. + 40 ft./level).

Normal: Share Spells only works when the companion is within five feet of the druid.

Share Form

You can wild shape into an animal of the same sort as your companion.

Prerequisite: Wild shape ability.

Benefit: You can transform into a creature of the same species as your animal companion once per day. This counts as a bonus use of wild shape that can only be used to turn into a creature of that type.

Special: You must be able to turn into a creature of that size and type in order to have your companion take this feat. If, for example, you have a Huge animal companion, you cannot take this feat unless you can turn into a Huge animal using wild shape.

Soul Carrier

When you die, your animal companion can carry your spirit.

Prerequisite: Improved Link

Benefit: When you die, your spirit leaps into the body of your animal companion. You cannot be *raised* unless your companion is touching the body. When in the body of your companion, you act as if you had wild shaped into a similar form but use your companion's hit points and other purely physical attributes. You can cast spells if you have the Natural Spell feat.

Touch-Deliver Spell

Your companion can now deliver touch spells.

Prerequisite: Share Close Spell

Benefit: The companion can deliver touch spells, just like a wizard's familiar.

New Tricks

The following tricks can be taught to any animal using the Handle Animal skill, although they are especially useful to companions.

Flank (DC 20): An animal trained to flank knows the tricks attack, come, down and stay. In combat, the animal will attempt to flank opponents facing the druid and attack them. Training an animal to do this trick takes three weeks.

Messenger (DC 20): An animal trained to be a messenger knows the tricks come, fetch, seek and stay. It also knows track if it has the Scent ability. The animal can be given an item and will carry it to a place it knows (or, if it has track, it can seek out a particular person). The animal will deliver the item, then



return to the druid. Training an animal to do this trick takes four weeks.

Rescue (DC 25): The rescue purpose has all the same tricks as guarding (attack, defend, down, guard) but also adds fetch. The animal can be commanded to drag characters off the battlefield and guard them. Training an animal this trick takes four weeks.

Alternate Advancements

Not all animal companions get tougher and stronger as they adventure with the druid. Some adapt to the demands of adventuring in other ways. When a druid gains a new animal companion, he may choose to use one of the alternate paths described below. This choice must be made when the companion is acquired, and cannot be changed afterwards (although if the druid dismisses a companion, or a companion dies, the druid can take a different path with the next companion). Each path replaces the companion advancement rules given in *Core Rulebook I*. If a special ability is not listed below, then it is explained under 'The Druid's Animal Companion' in *Core Rulebook I*.

Counsellor Companion

The counsellor companion is imbued with the deep wisdom of the natural world. It guides and advises the druid, always keeping him on the green way. Counsellor companions are traditionally ravens or owls.

Once the companion's Intelligence reaches 3 or higher, it no longer needs tricks – it can obey commands and plan its actions like any other character.

Speech (Su): The animal companion learns to speak out loud. It knows all the languages the druid knows and can also speak to animals of its own kind.

Deep Wisdom (Su): The animal can now counsel its druid. The druid gains an enhancement bonus to Wisdom equal to the animal's Wisdom score while talking to the animal. This enhanced Wisdom may only be used for ability score checks, skill checks and other activities that take at least one hour to complete – for example, the companion could not share Deep Wisdom in the midst of battle to boost the saving throw DC against the druid's spells, but could counsel the druid and increase his Wisdom as he uses Survival to search for a herb.

Spellcasting (Sp): At this level, the companion can cast spells as if it is the druid. The spells it casts are drawn from the druid's own prepared spells. It may cast a total of 5 + its Wisdom bonus levels of spells per day. (For example, a companion with Wisdom 16 could cast a total of 5 + 3 = 8 spell levels a day, so it could cast one 8th level spell, or one 5th and one 3rd level spell, or four 2nd level spells, and so on.) All spells are treated as if the druid is casting them.

Improved Spellcasting (Sp): The companion may now cast a total of 10 + its Wisdom bonus levels of spells per day.



Counsellor Companion

Class Level	Bonus HD	Natural Armour Adjustment	Int/Wis Adjustment	Dex Adjustment	Special
1 st –2 nd	+0	+0	+0	+0	Link, share spells
3 rd –5 th	+1	+1	+2	+1	Evasion
6 th –8 th	+2	+2	+4	+2	Speech
9 th –11 th	+3	+3	+6	+3	Deep wisdom
12 th –14 th	+4	+4	+8	+4	Spellcasting
15 th –17 th	+5	+5	+10	+5	Improved evasion
19 th –20 th	+6	+6	+12	+6	Improved spellcasting

Mount Companion

Class Level	Bonus HD	Natural Armour Adjustment	Str/Dex Adjustment	Increased Speed	Bonus Tricks	Special
1 st –2 nd	+0	+0	+0	+5 ft.	1	Link, share spells
3 rd –5 th	+2	+1	+2	+5 ft.	2	Evasion
6 th –8 th	+4	+2	+4	+10 ft.	3	Bonus feat
9 th –11 th	+6	+3	+6	+10 ft.	4	
12 th –14 th	+8	+4	+8	+15 ft.	5	<i>Bonus Feat</i>
15 th –17 th	+10	+5	+10	+15 ft.	6	Improved evasion
19 th –20 th	+12	+6	+12	+20 ft.	7	

Scout Companion

Class Level	Bonus HD	Natural Armour Adjustment	Dex/Wis Adjustment	Increased Speed	Bonus Tricks	Special
1 st –2 nd	+0	+0	+0	+5 ft.	1	Link, share spells
3 rd –5 th	+1	+2	+2	+5 ft.	2	Evasion
6 th –8 th	+2	+4	+4	+10 ft.	3	Woodland stride, trackless step
9 th –11 th	+3	+6	+6	+10 ft.	4	Whispering wind
12 th –14 th	+4	+8	+8	+15 ft.	5	Scrying
15 th –17 th	+5	+10	+10	+15 ft.	6	Improved evasion
19 th –20 th	+6	+12	+12	+20 ft.	7	

Mount Companion

Mount companions are usually horses or riding dogs, although druids have learned to ride eagles and stranger beasts.

Increased Speed: The companion's main movement mode increases by the amount listed.

Bonus Feat: If the druid is mounted on the companion, he gains the use of a bonus feat selected from the following list: Mounted Combat, Mounted Archery, Ride-By Attack, Spirited Charge, Trample, Skill Focus (ride).

Scout Companion

The scout companion is swift and cunning, ranging far ahead of the druid to warn of danger. Scout companions are usually eagles or hawks, although wolves and, oddly, badgers are also common.

Increased Speed: The companion's main movement mode increases by the amount listed.

Woodland Stride (Ex): The companion may move through undergrowth at normal speed, as per the druid ability of the same name.

Trackless Step (Ex): The companion no longer leaves any tracks in natural surroundings, as per the druid ability of the same name.

Whispering Wind (Sp): Once per day, the companion may cast *whispering wind* as a sorcerer of level equal to its Hit Dice. The companion's message may only be understood by the druid, although it can send animal noises to anyone within range of the spell.

Scrying (Sp): Once per day, the druid may *scry* (as the spell) on the companion.

THE CARE & FEEDING OF ANIMAL COMPANIONS

Animal companions are animals, first and foremost. While a wizard's familiar becomes a magical creature and often turns as scholarly and prissy as its master, and a paladin's warhorse is born and bred amid the shining heavens, the companions of druids are just ordinary beasts blessed by nature. Their desires are animal desires – to feed, to mate, to sleep in warm places. While an animal companion will follow its master into dungeons or cities out of loyalty and love, the druid should be aware of his companion's needs.

Many animal companions are unsuited to civilisation. While a wolf can pass for an unusually shaggy and large dog at a pinch and some druids enjoy shocking the weak folk of the cities by bringing a dire bear into the king's court, it is generally better to leave animal companions outside and retrieve them afterwards.

While animals have average to above-average attacks and hit points, they tend to have a relatively poor armour class and saving throws. Buying barding can help but the animal companion still cannot compete with a fighter or spell-fortified cleric. An animal can be a powerful ally but the druid should ensure that his loyal companion is not in over its head. Have the companion use its abilities to their fullest – wolves should always be tripping, for example. Large animals facing smaller foes should concentrate on grappling attacks, as these are more likely to be effective against skilled foes than just clawing and biting.

Magic & the Animal Companion

Reinforcing the animal companion with magic is one of the specialities of the druid. While druidic magic in general is covered elsewhere (see *The Magical Druid*), the following spells should be noted:

- ✦ *Animal growth* gives huge bonuses to Strength, 2 extra hit points per Hit Dice and excellent bonuses to saves, not to mention DR 10/magic. It also affects a quite astonishing number of creatures – one per two levels of the caster, or to put it another way, a druid who can cast 5th level spells will affect a minimum of four creatures, putting an extra 32 points of Strength into play on his side. The animal companion should always be targeted with this spell but wherever possible the druid should *summon* or *charm* other big creatures to get the full use out of *animal growth*.

Remember that an increase in Size also gives a big bonus to Grapple checks, and that many animals have Improved Grab.

- ✦ *Barkskin* is a good low-level defensive spell, and is a prime target for use with the Share Spells ability – the druid stays five feet behind the companion throwing spells at the enemy, while the companion tears and chews them.
- ✦ *Bear's endurance* is a good spell for animal companions, as they tend to have vast numbers of Hit Dice. The more Hit Dice, the bigger the benefit of a higher Constitution.
- ✦ *Cure* and *heal* spells should always be cast when standing right next to the companion, so Share Spells can be used to *double* the effectiveness of the spell.
- ✦ *Magic fang* and *greater magic fang* are the quintessential companion-boosting spells, but they also work on the druid in wild shape. Therefore, cast them through the Share Spells link so both can gain the bonuses.
- ✦ *Stoneskin* is another excellent spell to be cast through the Share Spells link.



SPECIAL TECHNIQUES

THE DRUIDIC ORDER

The fundamental tenet of druidism is the understanding that there is no ‘self’, that each living thing from ant to god is but a transitory mask for the universe. Each one of us is but the universe looking at itself from another angle. By accepting this fundamental truth, the druid garners great power – because he knows he is a part of the universe, he can move any part of the universe as easily as he can move any part of his own body. The hand that grasps the stone, the stone it grasps, the will that moves them both are all part of a single entity.

The druidic path to this transcendent self-knowledge is through nature. The complex interlocking ecosystems of the wilderness are a path to understanding; the druid moves out beyond himself, through animal shapes and spells of green magic, always moving towards gnosis. Threads of green life force connect all living things, providing the raw energy for the druid’s magic and also giving rise to the plane known as the Otherworld, a spirit realm that overlays the Material World. The Otherworld is born from the dreams and lives of living things; it is an iconic realm where the perfect forms of nature exist. As the druid grows in understanding, he learns to see the same patterns repeat over and over – both in the Material World and in the misty Otherworld.

These patterns are central to the druidic philosophy.

First and foremost is the double spiral. The spiral is a repeating pattern, circles within circles within circles, like the wheel of the seasons, the cycle of life and death or the dance of predator and prey. Unlike a mere circle, though, the spiral moves towards a goal, a centre. The cycle is not blindly endless – there is a purpose to it. The double track symbolizes the union of opposites – life and death, male and female, light and dark, day and night – both moving through the cycle towards the ultimate goal. The double track recalls the secrets of the smallest fundamentals of life, entwined in the depths of every cell.

The sacred double spiral can be broken into other glyphs. The circle reminds the druid that the cycle of nature is, for all intents and purposes, endless and unbreakable. The spiral shows that there is a purpose to the cycle; the circle counters this, showing the druid that the cycle stretches out an unthinkable distance beyond the lifespan of any being in either direction. Only a handful of druids ever come close to attaining true gnosis – most will die long before reaching their goal, another mask of the universe discarded. The circle is mortality and eternity in one pattern.

The arrowhead glyph contains the union-of-opposites meaning of the double track. The arrowhead is a coming together of forces into a single point. All things are balanced precariously on this narrow point and a single moment can be the difference between life and death.

The fourth important glyph is the tree, made up of three arrowheads. The tree glyph is the sign for nature, specifically for the forest where the druidic philosophy began and where it is still strongest. By incorporating the arrowhead of life and death, the druid is reminded that the forest is wild and savage; by repeating this pattern, the druid is reminded of the cycle of life that repeats over and over – and thus the tree glyph leads back to the spiral, completing the pattern.

Religion

While druidism’s secrets are reserved only for the initiated, the wisdom of the druids has guided communities and tribes since time immemorial. Most of the gods are concerned with matters of great and weighty import, with universal principles of good and evil, law and chaos. Their priests speak of great, far-off matters, of tithes and crusades and doctrines and catechisms. Such teachings are of little use to a peasant who worries not about the cosmic struggle between good and evil, but about the success of the harvest and wolves stealing his children.

Mists began to gather at the edges of the glade. Beyond the standing stones, Elaine could see figures moving in the fog. Some walked like animals, others like men, but telling one from the other was strangely difficult.

‘This is the Otherworld,’ intoned the druid, ‘the shadow in the greenwood. The land of the spirits. Faeryland.’

‘These are the woods outside my castle,’ countered Elaine, ‘bewitched by your magic.’

‘Perspective,’ muttered the druid, ‘now look.’

A figure strode out of the mists towards them. He was tall, of noble bearing, and old. He was crowned with golden leaves. His craggy face was marked with deep wisdom. She recognised him – those features had stared at her from statues and coins from the founding of the kingdom.

‘The king of old,’ breathed one of the hunters as he fell to his knees.

Then the spirit of the old king raised his hand in blessing and benediction. A golden glow played around Elaine’s head.

The simpler, more worldly tenets of druidism are much more understandable to such folk. The druidic beliefs about the transcendence of the green world may be a bit beyond the peasants but respecting the wilderness and life and death are familiar concepts on the borderland, and the druid does keep the wolf from the door.

Druids who serve as priests draw no distinctions between the animals and the people under their care – the village is just a lair like an anthill or a foxes' den. True, the people are more important than the ants but that is because nature tends to value the rarer creatures and diversity. Should the people threaten something greater than them, should they injure the trees, then the druid can show no mercy in chastising them and removing the problem. It is the druid's task to guide the people and keep such conflicts to a minimum.

The druid's duties to his followers include guiding them, serving as judge and magistrate, leading them in religious ceremonies at important dates and festivals, and augmenting them and their work with spells such as *plant growth* or *cure wounds*. In return, the followers obey the druid's teachings, respect nature, bring him offerings and sacrifice, and permit him to choose an apprentice from among their number.

Internal Politics

As described in the *Quintessential Druid*, the druidic order is loosely organised into circles. A circle is a band of druids who dwell in a particular geographical region and meet at a particular ceremonial site. Each circle has an acknowledged master druid (or loose group of masters) who is the leader of the druids and is usually the keeper of the site or sacred grove. These master druids meet in council on rare occasions and choose from their number a grand druid. That grand druid then selects a number of archdruids from among the masters to oversee druidic affairs and deal with problems assailing the order.

This apparently simple hierarchical system bears as much resemblance to the actual druidic order as a scribbled child's drawing of a tree does to a mighty oak in the full regalia of summer.

The problem begins at the roots, with the local circles. A druid might never visit the circle he is supposedly part of, preferring to spend his time alone in the wild. Personal and political disagreements mean a druid might quarrel or even attack other members of the circle. To be honest, anyone willing to abandon civilisation and one's fellow men (or elves, or dwarves, or orcs) often has odd interpersonal issues and probably dislikes company anyway. Druids also tend to be intensely territorial – they become obsessed with the land they dwell in, knowing every hill and river valley so perfectly that their worldview contracts to a few square miles of forest. While any travelling druid theoretically becomes a member of whatever circle is nearby, in practise settled druids tend to mistrust interlopers and adventurers.

Another common source of conflict on the circle level stems from disagreements over the fate of a particular species or feature of the landscape. While a druid should be clear-eyed and balanced, accepting all aspects and shades of the green

equally, the truth is most druids have their favourites. One might have a special sympathy for the fish in the river, another for the bears that feed upon them. One might spend his time in silent communion with the trees, another might have come from a little village on the edge of the wood and prefer to aid the villagers as they till new fields.

The only responsibilities a circle holds is protecting the land in its charge and celebrating the great festivals of the druidic calendar. These duties, however small they appear to be, can cause great problems. The activities of the circle are overseen by the master of the circle. The master is normally the eldest druid but few druids actually want the bother of dealing with their fellows. Therefore, the masters of the various groves tend to be either compromise candidates who have enough of a sense of duty to do the job, or else young and political ambitious druids who have their own agendas.

On a higher level, the druidic 'order' is divided into five rough factions, each of which has its own ultimate goal and tries to influence the selection of the grand druid. These factions stem from different aspects of the druidic philosophy.

The Green Path (True Neutral)

The green path is by far the largest faction among the druids, but it is also the most passive. The green path consists of those druids who simply wish to commune with the green world, with nature in all its forms. They stand apart from the world of mortals, caring only for the green. The green path is itself divided – some advocate that the druidic order should be a force for balance in the cosmos, and should ally itself alternately with the forces of good and evil or law and chaos to ensure that neither side is ultimately victorious. Others believe that any involvement in anything other than the green is a distraction from the druidic way. The green path druids are sometimes swayed by the arguments of their fellows, and gaining the support of the green path is key to becoming grand druid. The only arguments that matter to the green path, though, are claims that the druids *must* act, or risk injury to the green.

The Shepherds (Neutral Good)

The shepherd faction believe that the divide between wilderness and civilisation is an artificial distinction, caused mainly by the loss of druidic influence due to the decline of the old faith and the turning of the common folk towards other religions. The shepherds argue that druids should work in concert with the 'civilised' races, building gardens and farmlands instead of venerating only the wilder lands. The members of the shepherd faction are seen as either hopeless idealists or spineless apologists, although they have many supports in elven, gnomish and halfling societies, all of whom venerate druidism to a degree. The shepherds also have strong ties to the various gods whose beliefs and portfolios are acceptable to nature.

The Hunters (Neutral Evil)

The hunters have set themselves up in direct opposition to the shepherd faction and are often referred to ironically as the wolves. The ethos of the hunters is that civilisation and industry are dangers to the true natural order of the world. They point to all the fallen nations and broken cities of the world as evidence of a cycle as ancient as life and death, claiming it is right and



proper that civilisations should rise and fall. It is now time, they judge, for the current civilisations to be thrown down. Some Hunters genuinely believe this and use their powers to shatter cities and sow ruin. Others merely use this belief as an excuse to build their own power bases and justify acting in barbaric and depraved ways.

The Lorekeepers (Lawful Neutral)

The lorekeepers are the second or third largest faction within the druidic order (depending on how much of a distinction can be drawn between the green path and the wilder). The lorekeepers are the tutors and scribes of druidism; they developed ogham and use it to record the teachings of the great druids of yore. The basic structure of the druidic order, from local circle to grand druid, is a product of the lorekeepers.

At its heart, though, druidism is a path towards personal enlightenment. While the loremasters might prefer that druids in general were more accepting of tradition and established teachings like wizards, the truth is that instinct is a more important guide to the green. The druids respect those masters who have gone before them but each must find his own way through the green. Still, the lorekeepers are very influential and are obviously the most organised of the factions.

Wilder Druids (Chaotic Neutral)

The last faction of druids is the loosest faction of all. While the green path consists of the great mass of unaligned and uncaring druids within the order, the wilder druids can barely

be considered part of the order at all. Most wilder druids are either wandering adventurers or spend all their time in animal form. Either way, they are both unconcerned and unaware of the political divides within druidism and are even unconvinced of the need for an order at all.

These order is further divided – druids can come from anywhere in the world. By definition, a druid powerful enough to become a master of a grove can travel long distances in the form of an eagle or porpoise, or can step through the Otherworld or move through the interlinked root system using *transport through plants*. The order is a world-spanning entity. While the elder druids have some common ground in their shared deep understanding of the green, the middle sections of the hierarchy tend to be sharply divided on cultural lines.

External Politics

For a group which is usually outside civilisation, druids are surprisingly involved in human politics. Unlike the clerics of civilised churches, they exact no tithes and have no holdings of their own but druidic magic gives them huge influence over the decisions of lord and kings. Power and wealth come from the land, and the land is in the hands of the druids. Should a druid wish it, he can quite easily bring famine and ruin to the civilised lands.

Some druids do take the role of court wizards, advising a ruler. This is especially common in barbarian tribes, where the old faith is still strong and the druid takes the place of the religious



Singing Trees

To ensure oral druidic traditions are not lost, each druid capable of casting *awaken* is obliged to prepare a Singing Tree. This is a sturdy tree near the druid's home, to whom the druid will whisper his secrets in case he dies before passing them on. As druids tend to be solitary folk, the Singing Tree of an elder druid may be the only living being that knows all his lore.

Bards speak of a time when the Singing Tree of the druid Olo was cut down and a flute made of its wood – whenever the flute was played, it would reveal the secrets of the druids to all who listened to its tunes. The druidic order hunts for Olo's Flute, but it yet eludes them.

leader in the tribe. In rare cases, the druids even sponsor their own king. In other places, a druid might subvert local authority by re-establishing the old faith in opposition to the existing religions. In all these cases, the druid must learn to balance the needs of civilisation with the way of the green. A lone druid in the forest, brother to wolves and bears, need care nothing about the people living on the borderland, but a druid who is involved in civilised politics must listen to voices other than the wind.

Life in a Druidic Circle

Many druids spend all their long lives in a single circle. Each circle holds a particular region of wilderness especially sacred, but this region can be vast indeed. There are druidic circles that serve a single endless forest or even a whole ocean. (Note that they *serve* the region, they do not rule or claim it.) The druid tends to the groves and the animals, meditates on the green, grows closer to enlightenment – and dies happily. His body returns to the earth, his spirit to the Otherworld, and he shall return once more as the cycle comes round again.

Apprenticeship

Not all druids go through an apprenticeship – the druidic philosophy is an instinct and one can grow into the path naturally. Such natural druids behave much like sorcerers, although their lives are perhaps less blighted by the gift of the green, as they are instinctively drawn to the wilderness. Most druids, however, are trained by those further along the path.

A druid's apprenticeship lasts for between three and seven years, depending on how quickly the student can unlearn the thought processes and beliefs of civilisations. The early studies are painfully dull, consisting of long, laborious memorisation of lists of famous druids, names of plants and animals, rhymes of lore and so on. Some of this lore is written in ogham, but most of the druidic teachings are held only in the memories and voices of the druids. The memory of some old master sitting against a tree and droning out an interminable chant of long-dead trees still evinces wincing in the eldest druid. The later stages of apprenticeship concentrate on meditative practises and dealing with nature spirits, as well as the rudiments of druidic spellcasting.

The end of apprenticeship comes with the trial – the apprentice is carried off into an unfamiliar section of the wild and abandoned there. To complete the trial, he must find his way back to the sacred grove. Most apprentices accomplish this task in a few weeks. Some masters are more exacting and take their apprentices far, far away to make the journey back more difficult. One celebrated druid was dropped so far from home

that it took him a score of years to make it back to the grove, and he had gained so deep an understanding of nature on his travels that he was initiated as a full druid and made an archdruid that same day.

Around the time of the trial, the druid finds and bonds with his first animal companion. It is considered an exceedingly good omen to find a companion during the trial, but other druids prefer to select a companion for their apprentices. There are bloodlines of wolves, bears and owls that have been companions for generations – the master druid gives a favoured apprentice the offspring of a much-loved companion.

Duties

The tasks set to a druid are minimal – the natural world will pass through the stages of the cycles of life naturally, so the druid need only step in and use his powers when the cycle is threatened. Such threats include large-scale interference from civilisation, threats from outsiders or the undead, unusual unnatural phenomena and so forth. It is a misconception that a druid would always stop a hunter from poaching in the woods, or stop a woodcutter from felling a tree. Death and change are part of nature and have their place in the cycle. It is only when the progress of the cycle itself is threatened that the druid must act.

Settled druids spend most of their time doing surprisingly ordinary things – gathering food, mending pots and fences, building shelters and fires, and wandering the woodlands. They must keep themselves grounded to remain in harmony with the ways of nature. It can be humbling to see some master druid, who could call the trees to life and the ground to rise up and obey him, traipsing through the wilderness to gather firewood. The greatest path to druidic power is not to exercise it.

Each circle centres on a sacred grove. The grove has an assigned defender, called a seneschal, but each druid in the circle must take his turn helping to tend and guard the grove. Each druid may also be assigned further tasks by the master druid of the circle – such tasks are normally simple things such as gathering herbs or maintaining other ritual sites. Occasionally, greater tasks are laid on the druids, such as hunting down a rampaging monster or intervening in some local matter.

A druid who has served for at least twenty-one years must take an apprentice if his duties permit it. A druid may accept an apprentice earlier, if he finds a suitable candidate or feels drawn towards guiding the young. Increasingly, though, many druids fail to find the time to teach others the ways of the green and so the numbers of trained druids dwindle.



Some circles are known as dedicated circles; they have a special duty, such as maintaining a major ritual site or keeping up a magical seal on a demon's tomb. Dedicated circles are especially insular, as the burden of their special duty tends to make them turn inward and focus solely on their own affairs. Therefore, they are poor at gathering new apprentices and recruits, so druids are often transferred from another circle to a dedicated circle by order of the archdruids.

Travelling Druids

A few druids wander the world, peregrines of the order. These travelling druids are often trained in some of the bardic arts, so they can pass news and lore on from one circle to another. Other travelling druids are adventurers in the traditional mould, beholden to no circle. Such druids are welcomed (or their presence grudgingly tolerated) at whatever local circle they happen upon.

In rare cases, an archdruid can form his own circle for a specific purpose. These circles have no sacred grove or other centre point and are not tied to a geographical region. Such circles are instead dedicated to some great task, from finding new paths through the Otherworld to cleaning and repairing a major ritual landscape. The archdruids have great latitude in forming these special circles, often demanding that particularly promising young druids leave their local circles and aid the archdruid. Politics in the druidic order is deeply territorial.

Festivals

Several times during the year, the druidic order is united in celebration of various festivals. These festivals are normally associated with the solstice and equinox ceremonies (see below), taking place in the few days leading up to the ceremony. Unlike clerics of more civilised regions, druids can be quite wild and raucous. Their knowledge of herbalism and brewing is put to good use, making beers and herbal brews to loosen inhibitions or enter ritual trances. They indulge the animal side of their nature – sometimes literally. Some druid celebrations are held in wild form, so no one knows who they are speaking to. Travellers have walked through some of the greatest gatherings of the druids and seen nothing, for all the revellers were in the forms of cats, bears, birds and other creatures – a rabbit warren could hold a few harmless bunnies, or a conclave of elder druids. Older, more staid druids often prefer to wait out festivals in the more dignified form of a tree.

There is a darker side to druidic festivals – they are celebrations of life, but the cycle demands that there also be death. Some festivals end with a sacrifice or ritual suicide (the sacrifice of the year-king by the green knight, for example). Other festivals incorporate a solemn and doleful ceremony, which can be a jarring contrast for those not used to druidic ways.

Ceremonies

The four major druidic ceremonies are held during each of the four seasons. The greatest of these are the autumn equinox – the harvest time, the time of year when the day and the night are exactly the same length – and the winter solstice, the 'long night' when the cycle is in greatest danger of 'stalling' and the world becoming locked in endless night. The other two

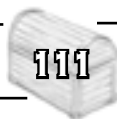


seasonal ceremonies, in spring and summer are also important, but are less solemn. At each ceremony, the druids gather to give thanks and honour the green world with ancient rites. Sacrifices are brought to stone circles and groves while the younger druids chant and sing for days on end. The solstices and the equinoxes mark the mid-point of each season and are also the time of year when the boundaries of reality are at their thinnest. The druids' age-old rituals serve to bolster the defences of the world against dangers that other faiths have all but forgotten.

The spring equinox is marked by mass castings of the *enrichment* variant of *plant growth* on the areas most blighted by winter. It is also a time of new beginnings, and hence most new druids who have passed their trials are ordained at the spring equinox. Major new works are also begun in springtime, such as the construction of magic items.

The summer solstice is the time of the major druidic council. As travel is easier during the summer months, circles of druids gather in for the summer solstice at one grove or another, to share insight into the green and discuss issues concerning the order. The election of master druids and the grand druid, or the selection of archdruids takes place in the summer.

The autumn equinox is the ceremony of the harvest. Although druidism's roots are older than agriculture, older than the tilling of fields and the keeping of animals, the harvest ceremony is



Characters at Ceremonies

All druids are expected to perform the ceremonies at the solstices and equinoxes. Visiting a grove or sacred circle is not required; the rites can be performed almost anywhere but they do take three days each. The druid must spend at least eight hours a day in prayer, meditation and preparation. He may not travel, adventure or perform any heavy or complex work. If the druid is sick, injured or otherwise incapacitated, he may still participate in the ceremonies if someone else with at least one rank of Knowledge (religion) is also involved.

If the druid fails to participate in the rites, he suffers penalties to his druidic abilities until he *atones*. The penalties are as follows:

Spring: The druid may not gain druid levels. He may continue to gain experience or gain levels in other classes but is blocked from improving his druidic powers.

Summer: The druid's standing in the order is damaged – he suffers a –4 penalty to all Charisma-based checks made against other druids or animals.

Autumn: If the druid fails to stockpile magic for the winter, his caster level is reduced by one.

Winter: The druid's magic does not renew with the new year – he may not cast spells until he *atones*.

one of their most important. It is the gasp breath of warmth and life before the winter – after the equinox the hours of darkness begin to outnumber the hours of light. The energies of the green ebb in the cold winter, so the druids stockpile magic by channelling it into earthen banks and standing stones.

The winter solstice is the final and most important ceremony of the year. In the depths of the cold, the druids act to restore life to the world and bring back the sun. This is largely a symbolic act, but the oldest trees speak of times when the druids failed to observe the yuletide properly and the skies darkened for days on end. The winter solstice is therefore marked by the most potent and painful sacrifices.

Gatherings

While druids tend to be solitary by nature, it is common for a druid to visit the other members of his circle for a week or more. By tradition, an *animal messenger* is dispatched to request accommodation first. Tradition further declares the druids spend the week in solemn communion and discussion of nature, but few actually do – these little calls are much more about socialising and political debate, as well as talking about animals, which is a topic that druids ever get tired of.

The various festivals and ceremonies have their social side, which are little different to the celebrations of more mundane societies. More notable are the so-called Parliaments of Birds and Parliaments of Trees, where druids meet in animal or plant form. There are some crotchety elders who claim that certain concepts can only be conveyed in birdsong or the slow groaning of wood. The druids also perform ritual mummeries, where masked players recreate various symbolic dramas.

Contests of skill and magic are also held. One of the most common is the hunt, where one druid is pursued by others in wild form. The hunted druid is permitted to use whatever spells he has available, while the hunters are limited to only the simpler druidic incantations.

Sometimes, druidic councils are called 'out of season' to address a major threat to the order or to pronounce judgement on a renegade druid. There are few crimes against druidism, as most druids who turn against the order and nature are stripped

of their powers by the green. Still, some manage to hold onto their perverted magic and become dangers to the order as a whole. A council of at least three archdruids and nine master druids *communes* and considers the evidence, then calls upon the sickle of the green to enforce their judgement.

There are other, minor offences and quarrels between druids in a circle that are usually given to the master druid of the circle to arbitrate, such as one druid intruding on another or the accidental death of an animal companion. The druidic oral tradition records many, many cases that are used as precedent, and so the decision of the master druid has the weight of history and wisdom. Should a druid contest the judgement of the master, he may

- ✦ Engage first the master, then the other druid in a ritual trial by combat using druidic magic.
- ✦ Seek out the council of archdruids who sit in judgement of master druids, and appeal the decision to them.
- ✦ Raise the matter at a future council.

Generating a Druidic Circle

Either roll or select an option on each of the following tables. The magnitude of the circle is how important the circle is, which also helps determines the level of the druid's present.

Nature of the Area

Roll	Terrain Type	Beginning Magnitude
1	Forest	10
2	Swamp	7
3	Plain	7
4	Mountain	5
5	Underground	5
6	Sea	5
7	Desert	3
8	Urban	2



Size of the Area

Roll	Size	Effect on Magnitude
1	Diminutive (a garden, farm or cavern)	One-twentieth normal
2	Tiny (a few square miles of land, no more than 5 miles in diameter)	One-tenth normal
3	Small (between 6 and 15 miles in diameter)	Half normal
4-5	Medium (15 to 50 miles in diameter)	Normal
6	Large (50 to 100 miles)	One and a half times normal
7	Huge (100 to 300 miles)	Three normal
8	Gargantuan (300 miles or more)	Five times normal

Special Qualities

Roll	Quality	Effect on Magnitude
1	Especially ancient or influential circle	One and half times normal
2	Magical spring or other supernatural holding	+2d6 Magnitude
3	Special duty	+2d6 Magnitude, half normal number of druids
4	Major earthwork	One and half times normal
5	Major sacred grove	One and half times normal
6	Leaderless circle	No master druid
7	Wilting circle	Half normal number of druids
8	Decaying circle	-2d6 Magnitude
9	Roll again twice	
10	Roll again three times	

The level of the highest ranking druid present is determined by rolling 1d20 on the following table and adding the circle's Magnitude.

Highest Level Druid

Result	Quality
1-5	1 st level
6-10	3 rd level
11-15	5 th level
16-20	7 th level
21-25	9 th level
26-30	11 th level
31-35	13 th level
36-40	15 th level
41+	Games Master's choice

As druids tend to stay in the same circle as their apprentices, the rest of the circle is generated as follows – start with the highest level druid and roll 1d6+1. Subtract the result from the druid's level to get the level of the next most powerful druid. Now, take the new druid *and* any remaining levels from the first druid and repeat the process over and over again to generate the levels of any other druids in the circle. Treat any result of less than zero as either no druid, or a commoner apprentice who has not yet gained any druid levels.

For example, assume the highest level druid in a circle is 15th level. The Games Master rolls 1d6+1, gets a result of six and finds the next druid in the circle is 9th level. He now rolls twice, once for the new 9th level druid and once for the master druid. The results are a seven and a five, so there is also a second and a 4th level druid. The second level druid cannot have had any apprentices (as the minimum result of 1d6+1 is two, and two minus two is zero) but the 4th level druid might, so the Games Master rolls one final time and gets a total of four – four minus four is zero, so there are no other druids. The circle consists of the following druids – one 15th level, one 9th, one 4th and one 2nd. The 15th level druid taught the 9th and 4th level druids, while the 9th level druid later taught the 2nd level druid.

Finally, roll on the Random Druid Quirks Table to fill in the personalities of the druids

THE ELDER DRUIDS

Unlike mundane organisations, kingdoms and other religions, power goes hand-in-hand with wisdom and age in the druidic order. The truest measure of a druid is his insight into the green, so those druids who rise to prominence within the order are usually possessed of considerable magic might (i.e. are relatively high-level). There are a few exceptions, as a particularly popular, clever or conniving druid can be selected as a master druid or archdruid without having the usual amount of power.

The Grand Druid

The head of the druidic order is the grand druid. He is the spiritual father and master of the entire druidic order, although the role is largely ceremonial. A grand druid might actually intervene only once in a generation, and some of the most honoured and respected grand druids of yore never did anything

Random Druid Quirks Table

Result	Alignment	Companion	Multiclass? ¹	Quirks
1	Neutral	Badger	No	Spends all time in animal form
2	Neutral	Dire rat	No	Talks to the trees more than people
3	Neutral	Dog	No	Fanatical defender of nature
4	Neutral	Riding dog	No	Curious and inquisitive
5	Neutral	Eagle	No	Very territorial
6	Neutral	Hawk	No	Drunken
7	Neutral	Horse	No	Lonely
8	Neutral	Owl	No	Very protective of animal companion
9	Lawful Neutral	Pony	No	Expert in unusual skill (max. ranks in some obscure or cross-class skill)
10	Lawful Neutral	Snake	No	Grove seneschal
11	Lawful Neutral	Wolf	Bard	Uninterested in circle politics
12	Chaotic Neutral	Bear	Bard	Ambitious
13	Chaotic Neutral	Boar	Ranger	Active in one of the druidic factions
14	Chaotic Neutral	Wolverine	Ranger	Adventuring druid
15	Neutral Good	Roll again, dire	NPC Class	Skilled craftsman
16	Neutral Good	Roll again, dire	NPC Class	Popular among local animals
17	Neutral Good	Roll again, dire	Fighter	Strong ties to local human community
18	Neutral Evil	Roll again, dire	Rogue	Unusual race (orc, bugbear, fey etc)
19	Neutral Evil	Unusual companion	Cleric	Owens a powerful magic item
20	Neutral Evil	No companion	Sorcerer or Wizard	Has a special duty in the circle

¹ The druid has some levels in another class, in addition to the character's druid levels.

except sit and commune with the trees. The grand druid is master of the circle of archdruids, and may choose to take up residence in certain very secret and very potent groves. These hidden strongholds of the druidic order are on the threshold between the Material Plane and the Otherworld; they are wrapped in spells and dweomers laid by the most powerful druids as well as wards and baffling mazes that were gifts of the fey.

Archanix

The archanix is either a group of former grand druids, a college of powerful druids like the archdruids, a group of spider-spirits or something else entirely – rumours and legends cluster about it like ivy on an oak tree. The archanix is responsible for weaving druid spells into the Otherworld, allowing other druids to prepare these spells. Some have theorised that the archanix is a natural balancing mechanism for the green world, to prevent any one druid from seizing control of all the threads of life and death and green energy and using them to change everything. Others suggest the archanix are another aspect of the Fates that attend and advise the grand druid.

Archdruids

The archdruids are the secret masters of the druidic order. The grand druid selects a number of archdruids to aid him; these archdruids are divided into the 'inner circles', which meet only in the Otherworld. When travelling in the Material World, the

archdruids hide their identities, pretending to be nothing more than normal druids. Each circle of archdruids has a different duty – some watch over a particular region, others are appointed as judges of the master druids; still others are warriors dedicated to fighting a particular threat.

Although all the circles of archdruids are nominally appointed directly by the grand druid, a circle of archdruids can invest new members without the permission or knowledge of the grand druid. The druidic order is so loose and so passively organised that whole generations of archdruids can go by without the grand druid knowing what is being done in his name.

Further details on all the grand druid, the archanix and the archdruids can be found in the *Quintessential Druid I*.

Sickle of the Green

The sickle of the green is as close as the druidic order has to an army. The sickle is a sect of druids within the order who have sworn to use their spells and abilities to defend the order when needed. They hunt down renegades, battle against the encroachment of civilisation, deal with invasions and war and so on. Any druid may ask to join the sickle – they are tested and put through difficult trials, including a magical duel against an established member of the sickle.



Appeals

So, if there is a kindly paternal or maternal grand druid watching over the whole druidic order, not to mention a whole hierarchy of circles, masters, archdruids and all-powerful archanixes, can an individual druid who really needs someone to cast *storm of vengeance* just send an *animal messenger* off and have some senior druid do it for him?

The simple answer is, probably not.

A druid can ask a senior druid for aid directly, just like a wizard character could beg the master of a guild of wizards for aid. This is a personal request and should be resolved through roleplaying and Diplomacy checks as normal. Alternatively, the druid may appeal for aid from the druidic order. The druid must make an appeal check, which is made by rolling 1d20 and adding the druid's level, his Charisma

bonus, and the Magnitude score of any circles that support him. The DC for the check varies, as follows:

Appeal DCs

Request	DC
Spellcasting (one spell)	Caster level x spell level
Aid in making a magic item	Caster level x number of days
Long-term aid	Caster level x number of days x 3
Requires the sickle of the green	+5
Requires a master druid	+10
Requires an archdruid	+25
Requires the grand druid	+50

Members of the sickle are exempt from many of the duties and ceremonial positions required of other druids, so many adventuring druids join the sickle as part of their service to the order – being 'on call' to deal with a renegade druid once a decade is easier for an adventurer than spending several months each year tending to a sacred oak.

SPLINTERS & CUTTINGS

Old Track Druids

The so-called old track druids are a sect of renegades who have left the druidic order; they are beholden to no circle or master. Despite having no direct link to the Archanix, they can still cast spells normally – indeed, as most old track druids are self-taught, they tend to have a deep understanding of the green world and great master over its magic. They are even more solitary than 'normal' druids – many of the tales about vengeful druids driving trespassers out of the wood with green fire and magic have an old track druid at their heart. Without the moderating influence of the rest of a circle, the old track druids often become twisted and sour.

An old track druid does not have Diplomacy as a class skill, nor does he learn Druidic or ogham. However, he gains a +2 insight bonus to Hide and Move Silently checks when in the forest.

Courts of the Fey

Other druids have left the druidic order to become adoptive fey. Faery has strong ties to the forests and the Otherworld, so it is easy for a druid to lose sight of the green world and become enchanted by the fey. The druids who have joined the courts of the fey retain their spellcasting abilities and gain the fey creature type. They are immortal as long as they remain in faery. They lack the normal druid resistance to fey magic. Druidic courtiers of the fey have no real allegiance to the druidic order, but often retain a fondness or friendship for other druids, and can be much more approachable than other fey creatures.

EARTHWORKS

Druid spells are woven from the green threads of life that connect all living things by the Archanix, who place the woven patterns in the Otherworld. Individual druids then prepare these patterns and draw the life force of the world through them to cast their spells. This is how magic works.

However, the weaving of magic can be accomplished in other ways. Instead of shadowy patterns in the misty Otherworld, the druids can make their spells from stone and dirt, from tree and plant. This method of magic is slow, but powerful. The *Quintessential Druid I* contains details on the sacred groves of the druids, which can be imbued with all sorts of magical abilities. However, druids can also mark the land with vast magical patterns known as earthworks or ritual landscapes. These are essentially magical constructs that are several miles across.

An earthwork must be physically constructed; either through labour or through multiple applications of *move earth*. A full casting of *move earth* can pay for 500 gp worth of labour. The stone items cannot be constructed using *move earth* spells, although *stone shape* can help.

At minimum, an earthwork consists of a power source and a ritual circle of standing stones. However, most earthworks are much more complex – they are huge patterns of ley lines, old straight roads and ceremonial standing stones, a magical landscape of dozens of linked sites.

An earthwork is not used to enhance a druid's magic – a druid can draw spells from an earthwork and cast them entirely separately from his own magic. Even a 1st level druid can try to cast the most prodigious spells from a sufficiently powerful earthwork. See Casting From Earthworks on page 116.

The various components of an earthwork must be carefully aligned and arranged if they are to function correctly. This requires a Knowledge (architecture and engineering) or Knowledge (geography) check. The DCs for each component are listed in the component price list at the end of this section.



If the Knowledge check is failed, then the component is misaligned and must be demolished and replaced.

Power Sources

The magic of the green must be drawn from a power source of some kind. There are two forms of power source – natural and unnatural. Natural power sources are the forests and mountains of the landscape, the same features used by the Tap Natural Feature feat. Unnatural power sources include sites such as tombs, glades where the fey have danced, magic pools, haunted areas and other places of power.

A power source provides magic from one or more schools. It also has a rating, which shows how much magic it can provide.

Unnatural features tend to be more powerful (or, to be accurate, their power is more accessible) than natural features. Those that can be tapped in this fashion include:

- + **Tombs:** A tomb provides necromantic magic. The power level of a tomb is equal to the level of the highest level creature buried within, minus five.
- + **Fey Glades:** Anywhere the fey touch is blessed with Enchantment and Illusion magic. The power level of such a place varies depending on the number and strength of the fey who visit there – a few pixies might have a power modifier of +0 or +1, while a court visited by the queen of the fey might have a bonus of +10 or more.
- + **Druid Groves:** The sacred groves of the druids can be tapped for Conjunction and Transmutation magic. The power level of a grove varies from +5 to +20.
- + **Magic Pools** and other freestanding supernatural phenomena such as portals to the elemental planes can be tapped. The form of magic available in such places varies; their power level tends to be quite high (+3 to +15).

Stone Circles & Standing Stones

Once a power source has been located, the next step is building a stone circle or a standing stone. A stone circle is the ritual site where the power of the earthwork is used. Every earthwork must have a stone circle to be useful.

Instead of building a stone circle directly on the power source, a single standing stone can be erected on the site. The magic can then be drawn up using the standing stone and transmitted along a track or ley line to another circle. As the stone circle is the major expense of building an earthwork, most earthworks have a single circle connected to several different power sources.

A standing stone costs 1,000 gp.

Adding more standing stones can increase the effective strength of a power source. Each extra stone increases the power of the power source by +1, to a maximum increase of +5.

A stone circle costs 25,000 gp, while a masterwork stone circle costs 100,000 gp. A circle is composed of a ring of standing stones surrounding a ritual site. If the stone circle is masterwork, then the druid may add or subtract three from the casting check (see below).

Ley Lines & Tracks

Energy gathered by a standing stone may be transmitted along a ley line or track to another site. A ley line is a natural line of energy between two significant points, such as mountain peaks. Transmitting energy along a ley line is 'free', but it does restrict what power sources can be used and where the stone circle can be built. Attaching components to a ley line is also rather difficult – if the Knowledge check to align the component fails, the component must be rebuilt.

When there are no suitable ley lines, a track must be used. A track is either a ritually built and blessed roadway or an earthen mound – either way, it costs 750 gp per mile.

Natural Features

Feature	Schools	Feature	Schools
Mountain	Evocation or Divination	Sea	Transmutation or Enchantment
Plain	Abjuration or Conjunction	Volcano	Evocation or Transmutation
Forest	Conjunction or Enchantment	Desert (hot)	Evocation or Illusion
Swamp	Transmutation or Necromancy	Desert (cold)	Evocation or Conjunction
River	Divination or Transmutation	Glacier	Abjuration or Conjunction

Size of Natural Feature	Modifier
Average example of the type	+0
Notably large or healthy feature	+3
Legendarily large and famous	+6
Magical or supernaturally potent	+12



Multiple power sources can be 'chained' along a single track or ley line.

Casting From Earthworks

The magic drawn from the power source is channelled into the stone circle. A druid standing in the stone circle may make a Spellcraft roll to cast a druid spell of a school powered by the earthwork. The DC of the check is calculated as follows:

DC = 5 + desired caster level + level of the spell + strength of the power source

The strength of the power source must be at least equal to the level of the spell (but see Tapping Multiple Power Sources on page 118).

The best result for a casting check is to roll the DC exactly – if this is done, then the spell is as natural as breathing, an exhalation of the living earth and perfectly aligned with the cycle of life. If the result is below the DC, then the druid could not successfully draw enough power from the earthwork and the power is simply wasted.

If the result is too high, however, the character has drawn too much power and the excess energy is grounded through the druid. Massive arcs of green fire and lightning erupt from the stones of the circle and blast the druid. This damage is applied directly to the druid's cells and spirit, so magical defences cannot stop it.

Other druids (characters with at least one druid level and at least one rank in Spellcraft) may participate in the casting. If this is done, each druid uses an Aid Another action to give a +2 bonus to the main caster's Spellcraft check. If the result of the casting is an overspill, half the damage goes to the main caster and the other half is divided evenly among all the other druids.

If a power source is drained, it can slowly regenerate itself. Every week, roll 1d20 + the remaining strength against a DC of 20. If the check succeeds, the strength of the power source increases by 1, until it reaches its original level again.

Casting Check

Result of Check	Earthwork Casting...	Details
Failed by 11 or more	Total power drain	The power source is drained of all its magic.
Failed by 5-10	Major power drain	The power source is drained of one point per level of the spell cast +1d6.
Failed by 4 or less	Power drain	The power source is drained of one point per two levels of the spell cast (round up).
Succeeded	Spell cast	The spell is cast successfully.
Succeeded by 4 or less	Spell cast, power drain	The spell is cast successfully but the power source is drained of one point per two levels of the spell cast (round up).
Succeeded by 5-10	Spell cast, power overspill	The spell is cast successfully but the character suffers 1d20 points of damage per point of difference between the strength of the power source and the level of the spell.
Succeeded by 11+	Spell cast, major overspill	The spell is cast successfully but the character suffers 1d20 points of damage per point of strength of the power source.

Obviously, using an earthwork is rather dangerous – there is a great danger of either draining the power source dry for weeks, or else blasting the druid with a major backlash. Therefore, most earthworks are more complicated than just a power source and a few standing stones connected to a circle.

Earth Mounds

Mounds of loose earth serve to absorb and buffer green magic. By putting a mound at the end of a ley line or track, the amount of energy drawn from a power source can be reduced. Each mound reduces the strength of the power source by -1. An earth mound costs 500 gp. The track carrying the energy can be split in two, with one branch going straight to the circle while another branch goes through one or more mounds. Each extra branch costs 250 gp.

When the druid activates an earthwork, he may choose which branch the power will take at each step in turn from the power source to the circle. For example, if a track had an arrowhead glyph (+1d4 strength) followed by a branch line leading to a mound, the druid could wait until he had rolled 1d4 for the extra strength before choosing whether or not to channel the power through the mound.

Glyphs

Earth mounds in the shape of more complex glyphs can further help channel and control energy. There are four major glyphs available.

- ✦ **Circle:** The circle glyph protects the stone circle at the heart of earthwork. It cuts the damage from overspills in half. Building a circle glyph around the circle costs 2,500 gp. A stone circle can have only one circle glyph.
- ✦ **Double Spiral:** The potent glyph of the double spiral has the same properties as the circle glyph but also stores power and becomes a power source in its own right. For every die of damage absorbed by the spiral, its effective strength increases by +1, to a maximum of +5. The double spiral's power bleeds away at the rate of one point each week. Extra standing stones can be used to increase the strength of the

stored power source but when the ‘real’ strength of the spiral drops to zero, the standing stones stop working. The double spiral is made by placing small stones atop a circle glyph, so it is made of both stone and earth. It costs 2,500 gp to build, and requires a circle glyph to be built first.

- ✦ **Arrowhead:** Placing the arrowhead glyph on a track quickens the rate at which the magic is drawn from the source. Each arrowhead glyph costs 2,500 gp and increases the effective strength of that source by +1d4. Reroll each time the druid attempts to draw on that power source. Only one arrowhead glyph can be attached to a track.
- ✦ **Tree:** The tree glyph has connections to life; putting the tree glyph around a power source improves the speed at which the source regenerates. Attaching the tree glyph decreases the DC for a power source to regenerate to DC 15. The tree glyph costs 2,500 gp.



Icons

Icons are large figures carved into the soil. They align the earthwork with the Otherworld, encouraging the spirits to aid the druids in drawing magic from the earth. The various icons available correspond to the various spirit patrons listed in the Magical Druid chapter. An icon must be connected to a stone circle by a separate track or ley line; the same track cannot be used to connect an icon and a power source to a stone circle.

Having an icon attached to a stone circle gives the druid the ability to adjust his casting result up or down

Earthwork Components

Component	Cost	Design DC	Made From	Effect
Power Source	—	—	—	Provides magical power
Standing Stone	1,000 gp	15	Stone	Taps Power Source
Extra Standing Stones	1,000 gp	15+1 per extra stone	Stone	Increases effective strength of source by +1, max. +5
Stone Circle	25,000 gp	20	Stone	Provides a ritual centre to use the earthwork
Improved Stone Circle	50,000 gp	30	Stone	+/-5 to casting result
Ley line	—	20	—	Connects power source or icon to circle
Track	750 gp/mile	10	Earth	Connects power source or icon to circle
Split track	250 gp	15	Earth	Allows the use of mounds or arrowhead glyphs on a track
Mound	500 gp	20	Earth	Reduces effective strength by power source -1.
Arrowhead glyph	2,500 gp	25	Earth	Increases effective strength of power source by +1d4
Circle glyph	2,500 gp	25	Earth	Protects circle from overspill
Double Spiral glyph	2,500 gp	30	Stone	Allows overspill to be stored
Tree	2,500 gp	25	Earth	Quickens recovery time for power sources
Icon	5,000 gp	25	Earth	+/-5 to casting result for certain spells



Sample Earthwork

In the woods at Frosthaven, the ground rises in strange shapes to the east of the Bay of Broken Ships. Brush away some of the undergrowth, and you find rune-carved stones and figures of a bear and an eagle cut into the chalky soil. This is the Frosthaven Earthwork.

There are four potential sources of power here – the woods themselves, the cold wastes to the north of the forest, the icy bay, and the watery tombs of those who died with the Broken Ships, as follows:

Source	Magic	Strength
Frosthaven Forest	Conjuration or Enchantment	+6
Cold wastes	Evocation or Conjuration	+0
Icy bay	Transmutation or Enchantment	+3
Tombs	Necromancy	+5

When they built the earthwork, the long-vanished druids of Frosthaven chose the three most accessible sources. A stone circle was built in the wood, connected by a single standing stone to the magic of the forest. A mound runs from the

circle to the bay, where two more standing stones connect the earthwork to the tombs and the bay.

The cost of this earthwork is:

Stone circle:	25,000 gp
Three standing stones:	3,000 gp
Track (between bay and circle):	750 gp
Branch (to connect two stones):	250 gp
Total:	29,000 gp

If a druid stood in the centre of the stone circle and wished to cast *control weather*, the working would be done as follows. Firstly, *control weather* is a Transmutation spell, so it can be cast by drawing on the bay. However, the bay on its own is too weak, so the forest must also be drawn upon. The DC for the Spellcraft check is:

Base	5
Caster level: 1	+1
Level of the spell: 7	+7
Power source (bay): 3	+3
Power source (forest): 6	+6
Extra power source:	+3

Total: DC 25

The druid using the circle has a Spellcraft of +12. He rolls a 15, for a total of 27. The spell is cast successfully but one of the power sources used is drained of four points.

by five, as long as the spell being cast is one of those that can be cast using that spirit patron.

If all twelve spirit patrons are present in iconic form, the pattern form is referred to as an earth zodiac.

An icon costs 5,000 gp to carve from the earth.

Tapping Multiple Power Sources

The strength of a power source must be at least equal to the level of the spell being cast from it. As many power sources are either too weak or too drained to provide all the power to cast a spell, it is common for an earthwork to be connected to two or more power sources. The type of one of the power sources used must match the school of the spell being cast but the other sources involved may be of any type. Each extra source drawn upon increases the DC of the check by +3. If the result of the casting check is a drain, then the druid may choose which power source is drained.

Damaged and Misaligned Earthworks

Destroying an earthwork is rather difficult – most of the structure is simply piled earth and stone, and will endure as long as the hills. Often, earthworks can lie dormant and overgrown for centuries, blending into the landscape and lying unseen by those who lack the vision to see the land of the land all around them. However, small changes to the alignment of a track or

mount can disrupt the careful balance of an earthwork. Such misalignments cause penalties to the Spellcraft check (from –1 to –10), depending on the amount of damage. Using different tracks to channel the power can avoid these penalties.

Toppling the various standing stones at each power source or in the stone circle temporarily deactivates that site until the stones are put back in place. Toppling a stone requires a Strength check (DC 30), while raising a stone is DC 40.

THE GREEN WORLD

The Green

The green is how most druids refer to the infinitely complex network of connections between all living things. It is the force they draw their magic from, that they worship and protect and are part of. Everything is part of the green world. Its patterns replicate at every level. The connections between trees in a forest repeat in the connections between cells in the body, or in the connection between stars in the heavens – as above, so below. Every thread of green life carries with it a little life energy (the energy the undead lack, that they feed on) that can be tapped to fuel a spell.

The green exists everywhere, but is strongest in places of vibrant life. Forests were where the green was first sensed and understood by the earliest druids but it is also in the depths of the ocean and the coldest reaches of the underdark. Some druids refer to it in different ways but it is always the same thing – the interconnected life force that gives rise to everything.

'The principles of sympathetic magic are well known. Like calls to like; I take a hair from your head to scry upon you, I use a tiny flame to bring forth an inferno. Now, consider the grass on the green field. Each blade of grass is like to every other blade of grass. Should I know a spell that works on grass, I can use one blade's sympathy for the next to enspell all of them. This is a simple principle.

Now, a cow eats a blade of grass. The cow is now like unto the grass – the thread of magic connecting one blade to another now connects the cow to the grass. Furthermore, each cow is like another cow. Now, we have not one thread connecting one single thing to another but a network that connects many things with threads of sympathy.

A man eats the cow's meat and makes clothing from its hide. The man dies and is buried in the earth, where worms eat him and his clothing. Grass grows from his carcass and his body feeds the land. Our one blade of grass is now connected to many, many things through bonds of sympathy. Like calls to like, and life calls to life. All living things are interconnected.

The magic of sympathy as we know it cannot extend beyond two or three connections before likeness fails. The druidic magic works on the same laws but at a deeper, more enduring level. More research is needed...'

– From *A Thaumaturgical Analysis of the Woodland Nature-Priests*, by *Asdro of the Sapphire Tower*

When a druid casts *commune with nature*, he sees the green directly. He sees the dark spots left by lifeless buildings, the white shadows left by the undead, and the glistening rainbows of the fey. He sees the world.

The Otherworld

The green is generated by living things and living things have minds. Their dreams, desires and fears are channelled through the threads of life, casting shadows on the green. Over the aeons, these shadows have accreted into the Otherworld, a shadow plane just beyond the material world. The Otherworld is a realm created and defined by life. Here, the essence of the life is found in iconic form. Spirits of the hunt, of predator and prey, of growth and death and of every other aspect of life dwell in the Otherworld. The spirits of humanity are but a recent growth here – this place is older than the speaking races.

As described in *Quintessential Druid I*, druids can enter the Otherworld through certain rituals and disciplines. There are also portals to the Otherworld in the depths of the forest and sometimes it merges or overlaps with the material world.

The Otherworld superficially resembles the terrain of the material world but is shrouded in mist and filled with strange colours. A tree can change from its ordinary appearance to a shape made of green light; an animal can suddenly become a perfect, iconic version of itself as it lopes through the undergrowth. Meaning and ritual are magnified here – everything becomes sacred.

The Otherworld is inhabited by spirits, the reflections of a particular species of animal or act. Each hunt is ruled by the spirit of the hunt, every wolf is a subject of the wolf king. The corn spirit holds authority over the harvest and the frostjack is master of the otherworldly winter. The druids know how to placate and please these spirits but they rarely worship them – they are basically a distraction from understanding the

green. Some druids do adopt patron spirits and specialise in a particular aspect of the Otherworld – a druid might serve the king of bird spirits, gaining spells in exchange for caring for avians and venerating the bird king (see Totemic Magic in the Magical Druid chapter).

The Memory of Trees

Not every spirit in the Otherworld is a potent king of a species. Trees are the primary contributors to the structure of the Otherworld, and they remember events around them. Particularly potent, violent or important events are echoed in the mists of the Otherworld. A battle that scattered blood into the soil, a magical duel between archwizards, or even the presence of a castle in the woods for centuries can create spiritual echoes.

The druids sometimes quest deep to find these echoes, living history embedded in the spiritual amber of the Otherworld. These quests are long treks across the unconscious of the world, where the druids face the dangers of night terrors and predator dreams, every shadow of death on the green world.

Faery

The Plane of Faery nestles in the Otherworld, a principality unto itself in the midst of the wilderness. The presence of Faery has never quite been explained – some believe that the fey are the spirits of the elven race. Indeed, the elves are the oldest of the speaking races and their myths and ritual acts would have created echoes in the Otherworld long before the hunts of men. Perhaps the fey were once no more than shadows in the spiritual greenwood but over the long ages have attained their current level of intelligence and sophistication. Other druids believe the fey are another order of being entirely, who have taken up residence in the Otherworld to feed upon the dreams of living things.



DESIGNER'S NOTES

I wrote most of this book at my mother's house. When I was a kid, there was a small orchard of old apple trees down the lane. I must have named every one of them. Now they're gone, there is a housing estate there now.

This is probably deeply meaningful on some level.

* * *

There is a school of thought that the classes available should be fewer, that they should be reduced back down to the old basics of fighting men, thieves and magic-users, or at least to fighters, clerics, wizards and rogues. 'After all,' the argument goes, 'a druid is just a cleric with a prestige class.'

This is perfectly accurate. The first appearance of the druid was as a variant of the cleric class that could be adopted after 9th level. The druid could indeed be built as a cleric with a few tweaks. However, there's a very strong argument against such minimalism.

Fantasy roleplaying is more than a complex squad-level wargame. Breaking it down to its simplest elements leaves little room for the quirky bits of flavour that make it more interesting. Druids aren't just clerics with an alternate spell list, they have a style and a philosophy all their own. It's the thin end of the wedge – if the druid has a place and a purpose outside the dungeon and the skirmish battlefield, then all the other characters must have too. Even the simplest bits of flavour rapidly imply and extrapolate to a whole fantasy world. (And in the case of the druid, a world filled with interesting and atmospheric Celtic bits).

* * *

Robert Holdstock's *Mythago Wood* is a very good book indeed.

* * *

So too is Robin Duke's *Quintessential Druid I*, which was the source for many of the concepts found in this book. The first druid book was rather comprehensive and wide-ranging, so I deliberately focussed on two fields in this follow-up. Firstly, I wanted to concentrate on material that would be immediately useful in the middle of a game, which would not require any extra work or approval from the Games Master. That led to the long analysis of the different animal types and spells, which threw up a lot of interesting factoids about fantasy animals, like the utter awesomeness of crocodiles. The revised edition reworked wild shape and made it much more flexible, so the discussions of wild shape in this book could concentrate on how to use it.

The other material I wanted to include was more stuff about the landscape. I was heavily influenced by *Mythago Wood*, not to mention the *Slaine* comics (and rpg), and Arthurian and Irish mythology, but also by the landscape outside my door. There are ancient earthworks and tombs scattered across Ireland and I wanted to create a system and an order that could produce such things.

Reverse archaeology, perhaps.

My favourite section of the book is the variant spellcasting methods for the druid. They twist the flavour dial over another notch and I've always been a big fan of seasonal effects and dealing with spirits. It makes the druid feel a little more... organic, which can only be a fitting thing.

Gar



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SPELLS PREPARED

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	st SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1 st	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2 nd	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3 rd	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9 th	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SAVE DC MOD

MAGIC ITEMS AND RELICS

**CHARACTER CONCEPT
BONUSES & PENALTIES**

**CAREER PATH
BONUSES & PENALTIES**

TOTEM SPIRIT

QUIRKS

HENCHMEN / COHORTS / FAMILIAR

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

DRUIDIC ORDER

NAME

DETAILS:

ENEMIES, CONTACTS AND PAST ACQUAINTANCES

ANIMAL COMPANION

NAME:

CREATURE TYPE:

HP:

ABILITIES:

BACKGROUND & FURTHER NOTES

GUILD

TYPE:

ALIGNMENT:

REACH:

LOYALTY:

ACTIVITY:

VISIBILITY:

INCOME:

ALLIES

RESOURCES

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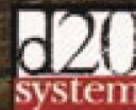
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