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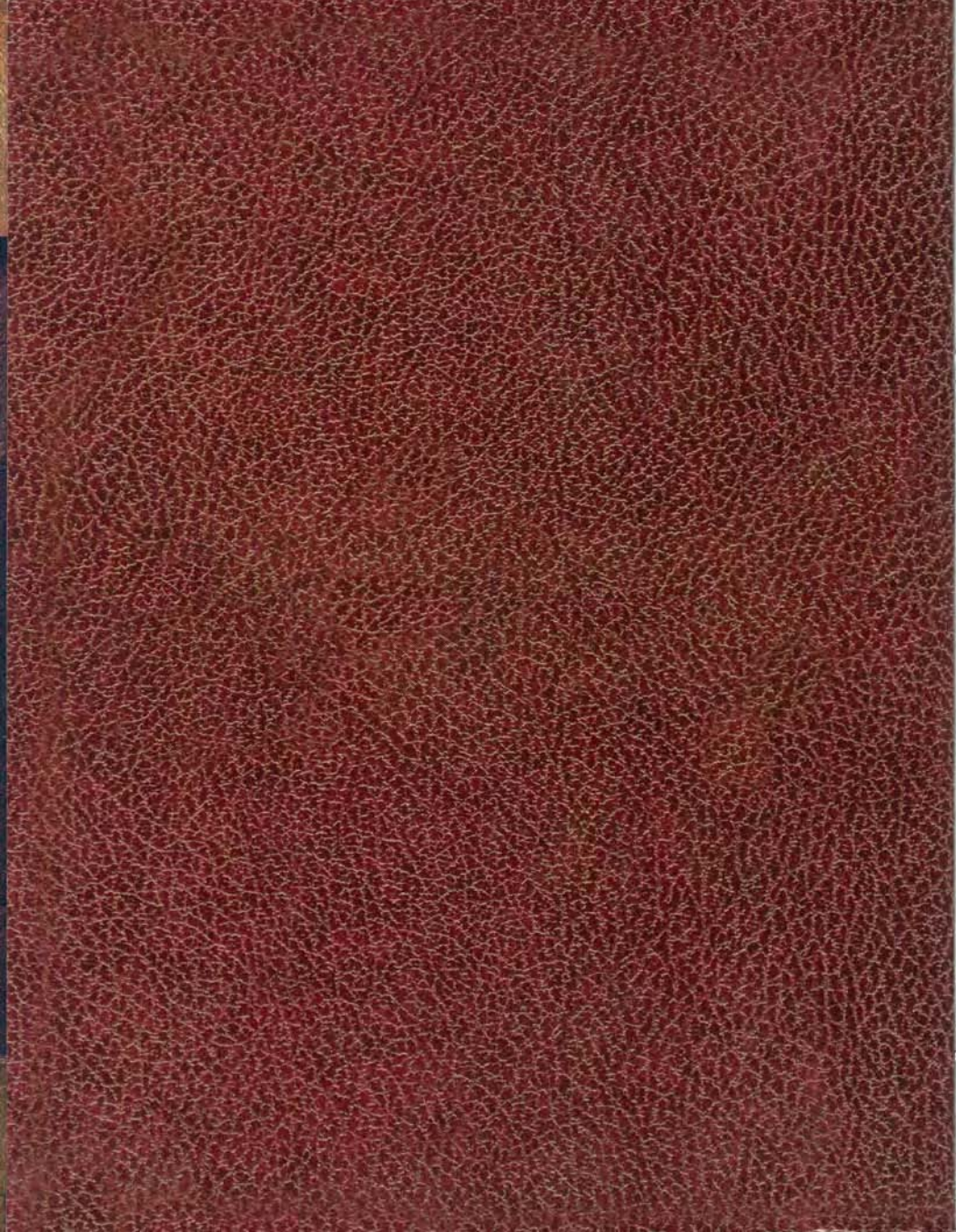


THE QUINTESSENTIAL DRUID

Collector Series
Book Ten

This Product Requires the use
of the Dungeons and Dragons®
Player's Handbook, Third Edition,
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The Quintessential Druid

Robin O. Duke

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INTRODUCTION

The strange woman tending to her herbs in her apothecary, her plants seemingly invested with magical properties that only she can reap. The mysterious old man out in the wilderness, surrounded by the ancient stones built before there was human civilisation. The robed and wizened figure leading the land's champion to kingship. The tribal guardian tending to the newest of civilisations or the face-painted warrior who will stop at nothing to end the encroachment of civilisation into his lands. All of these are examples of the druid, a member of the oldest and most powerful organisation in all the world and a powerful individual in his own right. The druid stands apart from all others in the fantasy setting as the most mysterious and versatile of individuals, dedicated to principles lesser creatures do not understand and reaping power others can only gasp at. *The Quintessential Druid* is a sourcebook that will greatly expand this class, detailing both the individuals drawn to this solitary calling and the order that has stood as guardian to all living creatures since the dawn of history.

Of all the character classes depicted in the d20 system, the Druid is most misunderstood, mysterious, powerful and enigmatic. The class embraces all the elements that make for an interesting and fun adventurer, combat prowess, powerful spells and a strange but potent wisdom. The druid can be at home as much in the city or town as in the wilderness. From the local woodland glen to the thick, rolling forests rich with mystical and celestial energies in the outer planes, the druid can be found protecting his world from those that would destroy living creatures for personal gain. By memorising the right spells, adapting to any terrain better than any other character, the Druid has at hand the tools he needs to survive no matter where the adventure takes him, and the power to deal with any that threatens his plans or the ideals of his order.

THE COLLECTOR'S SERIES

The Collector's Series is a range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options for his character within the d20 games system. Slotting seamlessly into any fantasy-based campaign, each will provide a comprehensive toolkit of one class or race within the game, allowing both players and Games Masters the chance to present old character types in a completely new way without overpowering or unbalancing the game as a whole. *The Collector's Series* will not

necessarily allow a player to create a better character but he will be able to do a lot more than ever thought possible before.

THE QUINTESSENTIAL DRUID

With the aid of this sourcebook, any character adopting the druid class will find his options and capabilities greatly expanded into new realms of which he once only dreamed. Using character concepts, druids may now be given a complete background and history of how they came to be druids in the first place and the role they play in the druid order. Prestige classes are presented for druid to aspire to – few have the strength of personalities or the empathy required for the path of the beast whisperer, calling to all the living creatures of the wilderness and fewer still are invited to join the ranks of the archdruid, to rule quietly from behind the scenes. New feats greatly expand druid's abilities, his mastery of his shape and magic, allowing him powers no other mortal would dare to claim mastery of. There are new weapons, magic items and uses for every tree and twig in the forest. Every druid will grow the ingredients for his potions himself and take advantage of the great *wand trees* left behind centuries before by powerful druids.

As the druid becomes more experienced, he can learn to transform himself into vermin, magical beasts or even dragons. He will etch out his own domain in the wilderness and perhaps search out a sacred grove to awaken and tend as seneschal. The druid will learn to peer into the mysterious otherworld, the place of living energies that acts as a conduit for all druid magic and inspires all their endeavours in the mortal world, a mysterious realm from which the grand druid and his court of archdruids and fey rule over the entire druid order. The experienced druid will learn of and progress through the hierarchy of his own circle, taking a direct hand in the protection of all living creatures.

The mystery and majesty of the druid, his rich and versatile career, are all detailed within this book. There are few places a druid cannot venture and a million new creatures to meet and befriend as he reaps the rewards of his own special relationship with the power of nature. *The Quintessential Druid* will take such a character all the way from 1st level to the 20th and far beyond.

Nathalie watched the shopkeeper's cheery smile melt away into a look of terror. The old woman stared straight past Nathalie. Still clutching the apple she had bitten into, Nathalie slowly turned around. It took a moment for her eyes to register what she was looking at. Before her, the mud road that served the old township as a market square was all but deserted. At the far end was the old wizard's tower. The tower leant over as though about to topple. Its old cobbled stones had darkened over the years. What once had been held together with mortar seemed instead supported by endless tangled vines.

It was only when she saw past the tower that Nathalie could see it. In the darkened sky, clouds had formed into a thick vaporous mass. It did not take Nathalie's trained senses to tell her this was no normal cloud formation. Thick rippling waves flowed through the cloud, twisting the vapours into strange dark coils, like snakes crawling out the sky towards the township.

'Is that normal?' The shopkeeper's voice shook slightly as she spoke.

'No.' Nathalie stepped toward the wizard's tower as she spoke. 'That is not normal.' She turned back toward the elderly shopkeeper. 'Get inside.'

Taking a few tentative steps toward the tower, Nathalie reached into the small spell bag she had hanging around her shoulder. With a quick flick of her wrist and a small summoning of mystic energy, the herbs and other spell components vanished. A few more steps and Nathalie began to mumble under her breath, calling forth the power to see the magic she was sure was being summoned about the tower. As she finished the mumbled words, her vision filled with the hazy blue aura of arcane magic. The tower, the clouds, the very air seemed to crackle with hidden energies.

'Foolish old man.' With hardly any effort at all, Nathalie surrendered her physical form to the spirit that hid deep within her body. The eagle rose out of her like a hot wind. Her eyes glowed a deep gold, hair and clothes evaporated into a flurry of feathers. Nathalie felt the weight of her body give way to the graceful ease of the wing and she took to the air. With a flutter of her wings, her body caught the thermals and rose toward the tip of the tower.

With one look at the dark clouds forming beyond the tower, the eagle's fragile mind reeled in terror. Had Nathalie not urged it onward, the bird would have turned and fled. Instead, its small body soured up toward the highest window and landed gently on the sill. Its wide golden eyes peered into the dark shadows. Waves of brilliant incandescent light streamed through the darkness, visible only to Nathalie's arcane sight.

The sinister shape of the pentagram glowed, sparkling in gold and silver, against the aged dark stone floors. The wizard, an old man with long silver hair dressed in dark violet robes, lay sprawled out over the floor just outside the pentagram, his claw-like hand still clutching his staff. Inside the pentagram, the darkness took on an unnatural depth, a strange solidity that to the eagle's eyes seemed... animate!

Concentrating, Nathalie forced the eagle back down beneath the surface. Feathers and lightness retreated into her body and she was her human self again, leaning against the window frame, one foot propped up on the sill. Nathalie watched the shadow move slowly toward the edge of the pentagram. She watched an arm of inky blackness reach outward toward the wizard, a dark clawed hand tentatively testing the mystical barrier designed to contain it.

With a terrible cry, the clawed hand forced its way through the barrier and the dark shape seemed to melt into its true humanoid form, hooved feet, terrible sinuous limbs cloaked in layers of chains, completely covered with hair. Face dominated by eyes that glowed a dark gold in the faint light that peered in from the open window. The fiend took another step toward the wizard before Nathalie intervened.

'I wouldn't do that if I was you.' Nathalie jumped down from the windowsill as she spoke.

CHARACTER CONCEPTS

Druids live much of their lives away from others. They spend their time meditating alone in the forests or out on the open tundra with only animals and plants for companionship. This allows the druid to develop his strong personal relationship with nature but, on the face of it, it can seem a very strange way for a character to live his life. While it is often easy to imagine how a member of a particular race came to be a rogue, fighter or even a cleric, the path to becoming a druid is not immediately obvious.

A human destined to become a member of the druid order must leave his comfortable home in the city and travel out into the wilderness. Sometimes this is in response to a deep spiritual calling. Sometimes the human has no choice in the matter, being exiled from home as punishment for his crimes. Many are even born into the order and have no choice but to live by its rules. They simply know no other way. This chapter is designed to help flesh out the early history

of the druid character and expand the options available to starting characters.

Character concepts are a core idea of *The Collector's Series* of sourcebooks from Mongoose Publishing. In this chapter, you will discover a selection of templates that might be applied to any druid character. These templates provide a rich source of background ideas for a character. As well as providing a small bonus and penalty to a druid character's capabilities, each character concept gives role-playing tips and a complete description of the template in action.

Any one character concept may be applied to a character as it is being created. The listed bonuses and penalties are applied, all role-playing descriptions modified and adjusted to take into account the template and then the character is ready to play. The character concept should be taken into account for the rest of the character's existence since many may have an effect on how the character can develop, influencing class-based features for many levels to come, if only in small ways. Always remember, the character concepts outlined in this chapter are meant as a roleplaying tool, allowing players and Games Masters to fill out a character's personality and history – they are not meant solely as a means of acquiring new abilities.

CHILD OF THE WILD

In worlds where the cities are far apart and the wilderness rages untamed beyond their walls, travel between civilised areas can be dangerous. Except for a handful of druids, bards, barbarians and rangers, few dare to travel and, when they do, the journeys are long and arduous. Often these journeys are once-in-a-lifetime affairs that take whole families away from everything they knew and, when things go wrong, leave them alone in the wilderness. For one reason or another, the child of the wild was left alone, without any to help him, while still a child. He wandered for days in search of his mother or father and found no trace of them or what trace he found he refused to see for what it was. Often, such children simply die but there are many myths of children being taken in by animals and raised as feral. Wolves, apes and even herds of horses have all been known to take children in down the centuries. Often, a mother who recently lost her own fragile offspring to the horrors of the wild takes in the child.

By the time the child of the wild is discovered by the druid order, he is already proficient at living in the wilderness. From his 'parents', he has learnt to hunt or



scavenge. He knows the ways of the wilderness, how to be silent and how to show respect to those higher in the pack. With their natural affinity for the wild, these children can make the best druids. Once found, the druid order sets out to teach the child to live among humans again. They often take to the druid understanding of the world with ease but find even other druids difficult to deal with on a personal level.

Adventuring: Though the druid order has offered the child of the wild a place among its members, he is often uncomfortable living among others. He longs to be out in the wild, alongside those that parented him. He ventures out into the wilderness and comes to town only for those luxuries that cannot be found in his home. Being set aside from civilisation, unable to handle the chaos of human towns and cities, the child of the wild finds the outcast adventurer to be a far more suitable comrade. These individuals are themselves often socially maladjusted and do not question the child of the wild's strange habits. They only recognise his incredible affinity for the wild which, with training from his druid allies, has grown into a potent magical power.

Roleplaying: The child of the wild was feral for much of his life. He has problems with language and communication of all forms, preferring to remain silent and watch quietly. The child of the wild often prefers physical contact as a means of communication. Even the child's fellow adventurers find he intrudes on their personal space and only his closest friends understand he means no offence by his actions.

Benefits: The child of the wild receives a +2 inherent bonus to his Animal Empathy, Handle Animal and Wilderness Lore checks due to his extensive familiarity with the wilderness and its inhabitants.

Penalties: The child of the wild suffers a -4 circumstantial penalty to interpersonal Charisma checks and skill rolls when dealing with humanoids or other more civilised races.

CITY DWELLER

Standing far from their walls, the druids watch the cities spawn across the land, devouring all in their paths. Forests and great tundra fall to farmland and grazing. Farms and grazing herds falls to hamlets, then villages, than townships and finally the vast sprawling metropolis and, somewhere beneath the stone and hustling crowds, the power of nature calls out to be released from its tomb. For many druids, they can only weep at the passage of *progress* but, for some, that



small spark calls to them, drawing them in from the fields and valleys, begging them to nurture it again. A small potted plant, the tree planted in memory of a great man, the old maid's kitchen garden – even in the darkest metropolis nature's bounties can be found, ever resilient in the face of adversity.

The city dweller heeded the calls of these lone remnants of the once great wilderness and has chosen to remain in the walls of the city to guard it. Though he knows it will never be as it once was, the city dweller is persistent. They are found in the back streets, peddling herbal remedies and simple plants. Often they know a city as well as any rogue, having haunted its corners and hidden places, where few tread, searching for those fading embers of nature's power. On rooftops, in sewers, they grow plants and small shrubs. They hang bird feeders by the well and leave morsels for foxes, rats and other animals. They can even be found active in the city's politics and underground, petitioning the burgo-master to plant small gardens and open parks. A city in which the city dweller works is greener and more alive because of his contribution, more prosperous as the ancient ties to nature bolster the spirit of even the city's human inhabitants.

Adventuring: A city dweller often has crusades to follow. Though generally considered to be fighting a losing battle, city dwellers have found human weakness can be exploited to promote nature. Herbs and drugs can be sold to criminal organisations. Once the addictions have set in, they are very willing to learn how these plants might be grown without further aid from the city dweller. For city dwellers who become disillusioned with working within the restraints of city politics, crime can quickly lure him into various kinds of adventuring, usually alongside rogues that are only too willing to pay (or even plant a few herbs to make the druid happy) in exchange for a little healing.

Roleplaying: City dwellers are often strongly optimistic or deeply sombre individuals, with very little in-between. The optimistic variety see opportunity in the smallest thing, is rarely set back by defeat or obstacles and plans well in advance of current events. For him, the slightest success is worth all the effort. His objectives are often small but he will set out against the greatest odds to achieve them. These individuals have small herbal remedies shops or, in some other small fashion, bring the wilderness back into the lives of those living in the city. They tend toward chaotic or good alignments.

The more sombre variety of city dweller is more pessimistic. He sets his mind to preserving what he still has against further damage. He is often very hateful of non-druids and will usually take any opportunity that presents itself to cause the city long-term harm. These individuals brood on the destruction they see about them, unable or unwilling to see the beauty in anything that man has created. Generally, these city dwellers tend toward more evil attitudes or, doing their duty to preserve what they can within the city for the druidic order, a lawful one.

Benefits: A city dweller has learnt many of the city's ways in an attempt to survive. He may add Gather Information (Cha) to his druid skill list.

Penalties: A city dweller must start the game with an animal companion suitable to a city environment, a rat or fox etc. In addition, the character suffers a -2 penalty to all Animal Empathy checks made with creatures that do not make their home in a city, as they can smell the humanity on him.

OAK BROTHER

The druid order is ancient. Over the centuries, though it has retained its overall leadership and basic commitments, different druids have developed differing long-term objectives. Within the greater druid order, small societies have sprung up, dedicated to mastery of certain aspects of druid power or philosophy. Many of these societies look for different qualities in aspiring druids and take those they feel will be suitable aside before the normal druid training begins. The oak brothers is one such group of druids. More so than other druids, oak brothers often venture into the cities looking for those they feel could aspire to their martial style. Only those with the strongest constitution are approached and drawn into the mysteries of the oak brothers.

Oak brothers are dedicated to the mastery of the quarterstaff. They form one of the most martial groups within the druid order and are widely believed to have originated the oakheart fighting style. They aim to be close to nature and to transcend the limitations of their mortal form like most druids, but have martial tendencies and aspire toward physical and martial perfection, becoming one with their quarterstaff.

The oak brothers take only the uninitiated into their ranks. They form their own circles, though they are dedicated to supporting the druid order as a whole. They are secretive with their martial knowledge, even when dealing with other druids. Some druids have, as a result, look upon oak brothers as aloof and overly introspective.

Adventuring: Oak brothers approach adventuring as though a personal test, a means by which the world allows them to refine their mastery of the 'true' weapon. They are not prone to showing off but they are more than willing to test themselves. As they adventure, they learn to implement their philosophy in their combat, merging magic and martial styles to form a potent unison with their quarterstaves. This makes the oak brother eager to discover new and exciting ways to develop his craft and to carry this information back to the oak brother circle that trained them.

Roleplaying: Druids usually take in oak Brothers at a very young age. They have strong beliefs and can often be very detached from normal people. Though they share a strong bond with the living world, they have no such connection to normal people. They are tactless, arrogant and, in some respects, very unpleasant people to be around. They are contemptuous of the use of other weapons than the

quarterstaff though often come to respect other forms of magic; they will never completely respect any warrior that uses any other weapon no matter how completely he proves himself to the oak brother.

Benefits: The oak brother receives extensive training in the use of the quarterstaff. When wearing light armour not prohibited by his druidic oaths and using a quarterstaff, the oak brother receives all the benefits of the Ambidexterity and Two Weapon Fighting feats.

Penalties: The oak brothers believe that the only weapon is the quarterstaff. Not only do oak brothers not receive proficiency in any other weapon but they also take oaths that prohibit them from using any other weapon. In addition, they are forbidden to use armour heavier than light and only receive the Light Armour Proficiency feat at 1st level.

The Oakheart Style

The rules for fighting styles are detailed in full in the *Quintessential Fighter*. The following only provides a basic outline so that players without that book might play oak brother characters.

To learn the oakheart fighting style, a druid must achieve all the list prerequisites and train for one week. The druid must purchase his training from other members of the oak brothers, usually in the form of services. A character using this style is restricted to using a Quarterstaff and wearing light armour. Only medium size characters may learn the style, they must have a Constitution of 14+, a Wisdom of 12+, have a base attack bonus of +1 or higher and have access to the following feats: Ambidexterity, Expertise, Weapon Proficiency (quarterstaff), Two Weapon Fighting, Weapon Focus (quarterstaff).

Initiate: Defensive Whirl

The oakheart style teaches its initiates that just staying alive in battle is more important than winning and its basic lessons centre around blocking attacks, not striking. They learn to maximise their efforts when concentrating on defence, allowing them time to retreat or wear out their enemies.

Benefit: When using the total defence action, the initiate gains an additional +2 bonus to his Armour Class.

Adept: Stunning Jab

Most strikes with a quarterstaff are done with the haft of the weapon but occasionally adepts of the oakheart style will use the ends of their quarterstaffs in jab



attacks, often catching their opponents completely off guard. The adepts are also trained to aim these jabs with great control, striking at specific locations to stun their opponents.

Prerequisites: Power Attack, base attack bonus +2, Wis 14+.

Training Time: 2 weeks.

Benefit: As a standard action, the adept may make a Stunning Jab attack. This functions as the Stunning Fist attack described in *Core Rulebook I* with a -4 circumstance penalty to the roll.

Journeyman: Foot Sweep

The oakheart style dictates any advantage must be taken, even if it is considered a dirty trick. This stems from the fact that peasants are often completely outclassed in terms of equipment when they give battle. Journeymen of the oakheart style learn that an enemy on his back is an easy target and the quarterstaff is an excellent tool to send a foe to the ground.



CHARACTER CONCEPTS

Prerequisites: Combat Reflexes, Improved Trip, Weapon Specialisation (quarterstaff), +4 base attack bonus, Wis 16+.

Training Time: 2 weeks.

Benefits: When making a trip attack, the journeyman gains a +4 bonus to the opposed Strength or Dexterity check to determine his success.

Champion: Vital Strike

A strike to the eyes or crotch is often an easy way to win a fight and champions of the oakheart style specialise in such dirty tactics.

Prerequisites: Improved Critical (quarterstaff), base attack bonus +6 or higher, Wis 18+.

Training Time: 1 month.

Benefits: A champion may use this ability as a standard action. He makes an attack roll with a -4 penalty against his opponent. If this attack is successful, the victim suffers damage as normal and must also make a Fortitude check (DC 25) or suffer a -4 circumstantial penalty to all attack rolls and saving throws for a number of rounds equal to 10 minus his

Constitution modifier. Vital Strike does not affect creatures immune to critical hits.

Master of the Staff: Blur of Oak

Those who master the oakheart style become whirling blurs of wood, striking at their enemies with amazing speed.

Prerequisites: Improved Two Weapon Fighting, base attack bonus +8, Wis 20+

Training Time: 2 months.

Benefit: The master of the staff gains a free attack whenever making a full attack action.

OLLAVE

Druids often scoff at clerics for spending far too much time catering to the whims of people and the divine powers. Druids, like wizards, prefer to draw their power from an immediate source and they claim to both understand their magic and to have complete control over it. No supreme power can ever take a druid's spells from her (unless you count the druid order). The ollave, though, has found people who need his spiritual guidance and, where no cleric has come to their aid, he has taken up the burden of administering to these faithful.

Ollaves are both respected and disregarded by other members of the druid order. They are respected because the communities tended to by ollave are far more likely to give rise to a druid than any others. They are disregarded because they meddle with the hearts and minds of people and spend less time dealing with their own spiritual bonds with nature.

Adventuring: The ollave is often seen as a cleric of some natural deity or the natural principle. He has responsibilities to a community that now looks to him for spiritual guidance and protection. He is the person to whom the villagers come for healing. He is the one expected to make the fields blossom and tend to the spiritual health of the community. Though he is a member of the druidic order and not a church, he is expected to provide in the same manner that a cleric would, a demanding calling that many druids find they simply cannot live up to. The druid must often adventure to protect his congregation and to provide what they demand from him.



Roleplaying: The ollave is not as divorced from civilised communities as other druids. He often has a small home within the community's borders and may even have a small structure that serves as a chapel for him and his congregation. Though he has no church, the ollave has strong opinions on all matters and he preaches what he feels to be the correct path at all times. The ollave can be loud and arrogant but often carries with him some real wisdom. At other times, the ollave is a person of supreme hubris, leading his faithful blindly toward destruction. When it comes down to it, the ollave is only human and his own powers are limited.

Benefits: The ollave has a congregation to look after and the respect of others for doing so. The ollave receives Knowledge (religion) as a class skill.

Penalties: The ollave's congregation is a responsibility. He must look to his congregation as a cleric would and has to shoulder the congregation's spiritual burdens. He cannot spend as much time as he would like in the wild and can never truly dedicate himself to the principles of neutrality. This combined with the ollave's strong principles means he may not have a true neutral alignment. The details of the congregation, and the druid's requirements to them should be developed by the Games Master.

RESCUED SOUL

For centuries, exile into the wilderness has been a punishment in some towns and cities. Forced to survive without the luxuries and support of the local community, with all forbidden to aid him in any way, the convicted would often die of starvation or exposure. For some, though, salvation could be attained. Druids, knowledgeable above all others and often respected for their wisdom, have been known to take these men and women in, should they so choose. Often, the druids watch dispassionately as the forces of nature punish these wayward individuals but sometimes, when their powers reveal a spark of regret in the hearts of the wretched souls, they offer a helping hand.

The aid of the druids is never an easy thing. They offer only to instruct in the ways of the

wilderness. To survive, the criminal must not only repent but must become a druid.

Adventuring: Having been rescued from certain death, rescued souls often feel a need to prove themselves to others, the druids that took them in or the city that exiled them into the wilderness for example. Often, rescued souls feel a need to redeem themselves or to atone for their past actions, whatever they were. Though he is now a druid, a rescued soul's past life can haunt him horribly and he never completely escapes its influence.

Roleplaying: The rescued soul has been saved. He can and will never forget this. He was a bad person, a terrible person but now the order has given him a second chance. For most, this gives way to optimism but some begin to resent the expectations of the order and fall back on bad habits.

Benefits: Due to his colourful history, the rescued soul has some knowledge of criminal activity. The character may choose any one skill from the following



CHARACTER CONCEPTS

list and treat it as a class skill: Appraise, Bluff, Disguise, Escape Artist, Forgery, Innuendo, Move Silently, Open Lock, Pick Pocket, Search or Spot.

Penalties: The rescued soul is a known criminal and has been intentionally exiled from a specific nation or city in the world. His reputation may even have drifted further than that one place. The Games Master and player should discuss where it is the rescued soul was exiled from. Should he return to his place of exile, he will surely be arrested and perhaps executed. In other towns and cities, the character has a -2 penalty to Charisma checks for determining the initial reaction of Non-Player characters as they may or may not recognise the rescued soul from his past life.

NATURE'S PHILOSOPHER

Druids pride themselves on having a very strong connection to worldly affairs. Unlike clerics, with which they are often confused, they do not spend their time contemplating the heavens but rather the very real effects of nature and their own personal

We of the philosopher circles dedicate ourselves to the preservation of all knowledge, both natural and unnatural, against the ravages of time. In an order that has persisted for millennia, these ancient stones stand as a testament to the wisdom of druids long since past and as a record of their knowledge and prophecies. So that this wisdom might be used to safeguard the order and to further its goals, these stones remember what no one man or woman can.

From the Ancient Stones, a collected work of Ogham Text preserved and copied by the philosopher circles.

interaction with it. Still, within the order, there are those that would be distracted by more lofty affairs. The nature's philosopher is not satisfied with the facts that the cheetah is faster than all other animals or that the lark sounds this way when it sings but would know why these things are as they are. The philosopher will spend hours staring into the heavens or mapping the passage of rivers or ley lines in the otherworld.

The natural world, to the philosopher, is something magnificent and vast that he must understand completely. In an order the size of the druids, it is inevitable such people should join to form a small order all their own. Though not as organised as some other shadow orders within the druids, the nature's philosophers have done exactly this. In many of the most ancient groves scattered around the world, sprawled across stone and tree, these curious souls have recorded great histories and all manner of arcane and exotic knowledge. These libraries are one of the many mysteries the druids keep from the outside world and hold knowledge no one outside the druids has known for centuries.

Adventuring: Philosophers often take to adventuring out of pure curiosity, a chance to expand their knowledge of the world. They quest for knowledge concerned with nature, new animals, beasts, dragons or portals into or out of the otherworld. They might undertake dangerous quests into strange new territories to uncover ancient lore forgotten to all except its location, known only to the most ancient of the druid order. From the inner planes, the mysterious otherworld, or even the great outer planes, all these places and anywhere else the



philosopher could venture will fuel his lust for knowledge above all else.

Roleplaying: Philosophers are often introspective and a little shy but they are also possessed of an infectious curiosity that drives them on when reason and fear should stop them. They carry small tomes with them everywhere they go and are often mistaken for wizards or experts. Though they have a particular interest in all aspects of nature, they will take a passing interest in almost any fact or mystery that comes their way, no matter how divorced from their normal fields of study. Philosophers often take on strong but quiet leadership roles during adventures.

Benefits: The nature's philosopher adds all knowledge skills to his skill list.

Penalties: The nature's philosopher has no added prohibition against using weapons but he rarely has the time for even the limited martial pursuits of the druids. The character may choose one weapon from the druid weapon selection to retain. The character is not prohibited from using the other weapons but he is not proficient in using them either. The character must attain proficiency with these weapons elsewhere.

UNREBUKED

Not all druids recognise the druid order or their place within it. The detached methods of initiation used by the order lend themselves to making newcomers feel unwelcome. Though most druids simply do not care whether they are official members of the druid order or not, simply going about their private meditations alone, some druids actively reject the concept of the druid order, refusing to learn its methods and traditions and instead developing their own very unique connection with nature.

The individuals do not face prosecution by the druid order. Many will take aspirants under their wings as they grow in power and the archdruids know from history that these druids will almost certainly return to them in time, bringing with them new powers, ideals and philosophies to add to the rich tapestry of the order. Often, after many years of rejecting them as an institution stifling to the development of each druid, the unrebuked will learn the error of his ways and realise the druid order is very

open and accepting, willing and able to accommodate him and those he has opened to the power of nature but this only comes once the unrebuked can see past his own pride, something some simply do not have the mind to do.

Adventuring: The unrebuked actively rejects the hierarchy of circles and archdruids. He will not take on missions for other members of the order and does not abide by the traditions. Instead, the unrebuked may spend much of his time preaching to other druids about the restrictions that the order forces them to live under or adventuring to amass power to use against the tyrannical order.

Roleplaying: Something happened to the unrebuked to make him reject one of the most important parts of a druid's life. Many master druids abandon newcomers when they first become an initiate. This can do it. Of course, there are as many reasons to turn against the druid order, as there are to turn against any large organisation. Many unrebuked develop an almost religious dedication to their crusade against the order



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as a whole and, though the order does not reject them, it may find it needs to defend itself from them.

Eventually, an unrebuked will learn much of his power is still fashioned by the order and the archanix. At this point, the druid will probably begin to assemble his own collection of spell formula and to start *weaving* his own spells.

Benefits: The unrebuked actively rejects the power of the order but they do not reject him. The unrebuked can use any simple weapon but must still abide by the druids' limitations on metal armour.

Penalty: The unrebuked must use one of his starting bonus languages to learn Ogham. If he does not do this at first level, he never learns the language and will find it difficult to *weave* spells. The unrebuked does not have access to any druid feats.

WANDERING DRUID

During their early careers, many druids are expected to undertake long journeys, relaying messages between distant druid circles and soaking up the environment, learning all they can about the wilderness. For some, this is a terrible chore, although it ends quickly enough but for others, these journeys are why they

became druids in the first place. The wandering druid has taken to travelling the roads with such abandon and dedication that no circle has ever felt the inclination to take him away from his ventures. He is far more useful to them as he is, collecting and learning of the world and relaying this information back to them.

Adventuring: The wandering druid is perhaps the most like to adventure out of all the order. He spends much of his time away from other druids and travelling the road, carrying messages and stories between the groves. The druid sees every adventure as an opportunity for a new story or a new piece of information, another way for him to earn a good meal and welcome respect at his destination. Though more dedicated to the journey than a bard, the wandering druid will not hesitate to investigate some plague, ancient ruins or anything else that might be important to the druid order as a whole.

Roleplaying: The wandering druid lives to travel the roads. If he has soul mates, they are likely bards. He is often mistaken for one of these mischievous storytellers. He does not mind – he can tell a story as well as any other wanderer. Without any particular roots, the wandering druid can be very lonely, thirsting for the companionship of others. He is often very charismatic, open and friendly with all he meets and will travel with anyone he comes across on the road, simply for the opportunity to talk to others.

Benefits: The wandering druid has no specific advantages. The character will often have a reputation as a wandering druid among the druidic order. This comes with a certain degree of respect and his stories will be welcome in any grove but he will not be a member of the circle and, though he will be welcome to stay a few days, he will not be expected to stay any longer. If there is any benefit to being a wandering druid, it is that he will likely know the location of several druid groves across the country.

Penalties: The wandering druid has no home to call his own. He has no circle and no sacred grove where he is always welcome. Other than this, there is no penalty to being known as a wandering druid.



'Fragile mortal. Do not interfere in this...' The dark gold eyes flickered down toward the wizard before the fiend stared back at Nathalie. 'Who are you to interfere?'

'I'm the one that clears up after fools like him.' Nathalie smiled wickedly at the old man on the floor. 'You do not belong here, demon. I will allow you to leave.'

The laughter was chilling. Were she not so angry at the creature's presumption, Nathalie could honestly say she would have been terrified at the sound. She hated to think what perversions this creature's sense of humour might include. For one moment, the creature seemed completely consumed by its laughter but as the laughter passed, Nathalie found herself staring into its eyes, two piercing beads of brilliant red. Threateningly, the demon extended one of its massive hands toward Nathalie. Purposefully, it slowly uncoiled its hand, revealing the gleaming sharpness of half-hidden barbs.

'You are no sorcerer.' The creature's voice was a controlled growl as it spoke. 'I could crush you without effort. What presumption possesses thee that you would threaten a lord of the abyss?' The creature's massive body stumbled forward toward Nathalie as it spoke, its chain trailing noisily along the floor behind it.

Unwilling to let the creature get too close, Nathalie reached deep into herself. Her own personal energies, interwoven with the living energies all about her, uncoiled into a myriad array of possibilities. The creature's eyes narrowed suspiciously as she moved her hands and spat out the words she had wrapped around her spirit. She felt the warm brilliant energies of her spell fill her and flow toward the tips of her fingers. In an instant, great trunks of wood burst forth from the floors and walls, filling the space around the fiend. Thorns sparkled in the moonlight, cutting deep into the demon's flesh. Nathalie was only slightly disturbed by the skin's tendency to heal as quickly as the thorns damaged it.

The demon gave off a terrific cry of pain and then its chain lashed out through the thorns toward Nathalie. Ducking, Nathalie reached again for the magic deep within her. This time, she felt her spirit stir the air around her, drawing deep upon the power of winds and storms she had so often found herself exposed to in the wilderness. For a moment, Nathalie was alone on the highest precipice of the Dangrene Mountains again, listening to the air. The memory lasted only an instant and when it faded, the elemental force had taken form before her. A roaring cloud of mists and vapours, it almost threw itself at Nathalie's adversary but she had other plans for this manifestation of air.

'Take him. To the market square... outside.' Nathalie pointed at the wizard stretched out on the floor. She did not wait to watch the elemental carry its charge outside. Even as she watched, the demon was ripping its way through her thorns.

'HE IS MINE.' The Demon roared as it tore its way through the thorn. 'Your soul is mine for this, little woman.'

'You are a persistent demon.' Nathalie called the flames to her hand and could only smile at the creature's reaction. 'Don't like fire, do we?' She jumped to her feet and threw the writhing flames toward her opponent. They hit without difficulty. She jumped clear as the demon's chain swung out toward her again and, with a small twisting of her fingers, she surrounded it in a burning inferno of flame and jumped out of the window. Before she hit the floor the eagle was back and she glided gracefully back to the ground.



THE PRESTIGE DRUID

The druidic order is ancient and pervasive. Druids, in one form or another, can be found anywhere that nature thrives. In an organisation as old and large as the druid order, it is inevitable that divisions occur. The druid class already has a vast assortment of abilities. Druids have reasonable combat abilities, sound magic – including both offensive and healing spells – and a broad range of special abilities, including a limited form of shape-shifting. Over the centuries, some druids have chosen to specialise their abilities or have manifested completely new ways of drawing on the power of nature. The prestige classes found in this chapter

represent ways in which a druid might advance later in her career.

The following prestige classes can be found throughout the druid order. The archdruid has left her old circle behind and been initiated into one of the inner circles that controls the order from the shadows. Beast whisperers have learnt to befriend almost any animal they meet and can be found in almost all circles of sufficient size and power. Every grove needs its defenders and, so long as man progresses across the wilderness, destroying all in his path, there will be those to avenge the spirit of nature.

While any character could make use of these prestige classes, provided they met the prerequisites, only druids can take full advantage of their special abilities. Rangers are most likely to take to these classes after the druid. Other classes will find qualifying difficult and less rewarding.

ARCHDRUID

Very few ever venture near a sacred grove. For those that do, through the kindness of druids or stealth, they may find themselves initiated into the workings of a single circle of druids. Circles vary in size from less than ten to as many as a hundred. They appear to act as a form of church and many believe that the circles encompass all druids. This is far from the truth; beyond the regional circles with which these few enlightened are familiar are the inner circles. Only the leaders of the regional circles and their actual members are aware that the inner circles exist at all. These circles, composed of powerful druids and archdruids, are the interlocking chains that bind all the druids of the world together.

An archdruid has left his original circle and been initiated into one of the inner circles. These individuals retreat into the shadows from where they can rule in silence. Though sometimes recognised as druids, they are not members of any recognised druid Circle and can be mistaken for a solitary druid. Archdruids spend much of their time travelling the world, collecting information about the workings of lesser circles and advising circle Leaders. Able to travel quickly to the true grove through the otherworld, most archdruids do not feel the need to physically meet with the other members of their circle. Usually, this is only done during a solstice or equinox.

Among druids, these wise and mysterious figures are awarded unequalled respect. Their word is law among all druids.



Hit Dice: d8

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Archdruid

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+0	+2	True Grove, Archdruid's Staff	+1 druid level
2 nd	+1	+0	+0	+3	Master's Freedom	+1 druid level
3 rd	+2	+1	+1	+3	Nature's Presence	+1 druid level
4 th	+3	+1	+1	+4	Wisdom of the Wild	+1 druid level
5 th	+3	+1	+1	+4	One with Nature	+1 druid level

+5 insight bonus to his Wilderness Lore and Knowledge (nature) checks.

One with Nature: The archdruid who attains the 5th level of this class is essentially one with nature at all times. As a standard action, a number of times each day equal to his Wisdom modifier, the archdruid may cast *commune with nature*. Except for the casting time, this spell-like ability operates as per the spell.

BEAST WHISPERER

In many ways, the druids' ability to speak to animals, plants and beasts is the cornerstone of their power. From the sacred groves to lone druids deep in the wilderness, animal companions aid and protect the druids. When the druid order needs to call on a lot of animal assistance, they use the services of a beast whisperer. Any animal that sets eyes on the beast whisperer is immediately subject to his incredible animal charms. The beast whisperer has refined his ability to befriend other creatures until animals, small and large, surround him. Many are merely enthralled by his presence; given the opportunity, they will break his spell and make their way back into the wilderness. Others are his true and tested friends, his companions for life.

Beast whisperers can be difficult to be around. More often than not, they prefer the companionship of their animals than other people, even other druids. Though they are often attached to a druid circle, maybe even given the responsibility of using their animals to protect the grove or to guard a particular stretch of wilderness, they prefer solitude. Fellow druids give the beast whisperers the respect they deserve, leaving their chosen places, their caves and clearings well alone until they need their assistance.

Hit Dice: d8

Requirements

To become a beast whisperer, a character must fulfil the following criteria:

Animal Empathy: 10 ranks.

Handle Animal: 10 ranks.

Feats: Companion Focus.

Spells: The ability to cast *animal friendship*.

Class Skills

The beast whisperer's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Jump (Str), Listen (Wis), Spellcraft (Int), Spot (Wis), Swim (Str) and wilderness lore (Wis). See chapter 4 in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are all the class features of the beast whisperer prestige class:

Weapon and Armour Proficiency: The beast whisperer gains no proficiency in any weapon or armour. The character must abide by the normal druid strictures against the use of certain weapons and armour once he takes levels in this prestige class.

Companion Capacity: A normal druid multiplies his caster level by 2 to determine the total number of Hit Dice of befriended animals he can have at any one time. The beast whisperer instead multiplies his caster level by the indicated number to calculate the total Hit Dice of befriended animals he can have. This increase in capacity does not apply to the maximum Hit Dice for any one creature under the influence of the beast whisperer; this is still limited to twice the beast whisperer's caster level. A beast whisperer generally has more companions than a normal druid but his companions are no more powerful.

Druidic Membership: All beast whisperers are members of the druidic order, even if they have no

druid levels. They must abide by the restrictions and receive the benefits of joining the order.

Gaze of the Beast: The beast whisperer develops such a strong affinity for natural creatures that he develops a gaze attack that causes any creature he stares at, or that lays eyes on him, to immediately become enthralled as though under the influence of an *animal friendship* spell (DC 11 + the beast whisperer's Charisma modifier). This effect lasts as long as the creature is within line of sight of the beast whisperer and for an addition 1d6 hours thereafter. If the beast whisperer desires to eat the creature, abuse him or in some other way would not want to be friends with it, the effects of the power are negated. The creatures under the influence of this supernatural power do not count towards the maximum Hit Dice the beast whisperer can have as animal companions at any one time.

As a full-round action, the beast whisperer can force a saving throw on any creature he can see in the normal manner for a gaze attack. If the animal fails its saving throw under these circumstances, the beast whisperer can choose to have the animal become one of his permanent animal companions as though he had actually cast *animal friendship* on the creature. The animal, under these circumstances, applies against the beast whisperer's maximum companion capacity.

Speak With Animals: The beast whisperer can comprehend and communicate with any animal. He is able to ask questions of and receives answers from animals, although this does not make animals any more friendly or co-operative than normal.

Beast Affinity: The beast whisperer's powers can extend to beasts as well as animals. When a beast whisperer reaches 3rd level, both the Gaze of the Beast and Speak with Animals powers now apply to beasts in addition to animals.

Inspire Might: The beast whisperer can inspire a rush of energy in any of his companions that can see him.



Only true companions can be affected by this power. Creatures under the temporary influence of Gaze of the Beast do not qualify but those permanently affected do. Any eligible creature within 30 ft. of the beast whisperer that can see him receives a +4 bonus to its Strength. Using this supernatural ability is a standard action and the effects last for ten rounds.

Howl of the Wolf: The beast whisperer who reaches 5th level can influence all the animals of a specific type in an area, temporarily making them all his friends. This power is named after its most common manifestation, that of the howling beast whisperer calling a pack of wolves to aid him. The power can affect all the animals of a specific type within five miles of the whisperer, including dire or similar variants. The beast whisperer must make some sound suitable to the

Beast Whisperer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Companion Capacity	Spells Per Day
1 st	+0	+0	+0	+2	Gaze of the Beast	x 2	+1 druid level
2 nd	+1	+0	+0	+3	Speak with Animals	x 3	+1 druid level
3 rd	+2	+1	+1	+3	Beast Affinity	x 4	+1 druid level
4 th	+3	+1	+1	+4	Inspire Might	x 5	+1 druid level
5 th	+3	+1	+1	+4	Howl of the Wolf	x 6	+1 druid level

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animal he wishes to affect, whistling for birds, howling for a wolf etc.

All the suitable animals within five miles must make a saving throw as though under the effects of Gaze of the Beast. Any creatures successfully affected by this power immediately know the location of the beast whisperer and will make their way to aid him as quickly as they are able. The effects of this power last for 2d4 days.

DREAMER

There is a world beyond the senses of normal men and women, a place fuelled and spun from the energy of life, where fairies fly, trees can talk and rivers of magical energy flow across and through the land. This is the place from whence many sprites, dryads, nymphs, nixies and pixies come, a place where the satyr's pipes still sound through the hills and where the druid can find true peace. In the otherworld, the cities of men are but fragile shadows and the ancient groves are places of unrivalled power. This place is the source of the druid's power, a world where his magic has no rivals, from whence all druidic powers are spun.

Though all druids can immerse themselves in the otherworld, few can enter it and fewer still spend any

real time there. Dreamers dedicate themselves to the otherworld. They map the otherworld, tracing the great ley lines, acting as guides for druids and fey that choose to make their journey to the other side of the rainbow. Wandering druids and nature's philosophers most often become dreamers.

Hit Dice: d6

Requirements

To become a dreamer, a character must fulfil the following criteria:

Knowledge (nature): 8 ranks.

Languages: Sylvan, Ogham.

Spellcasting: The character must be able to cast divine spells.

Otherworld: The character must be able to immerse his senses in the otherworld.

Class Skills

The class skills of the dreamer (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Knowledge (otherworld) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Tumble (Dex) and Swim (Str). See chapter 4 in *Core Rulebook I* for skill descriptions.

Skill Points at each Level: 4 + Int modifier

Class Features

The following are all the class features of the dreamer prestige class:

Weapon and Armour Proficiency: The dreamer gains no proficiency with any weapon or armour. The character must abide by the normal druid strictures against the use of certain weapons and armour once he takes this prestige class.

Spells Per Day: When a new dreamer level is gained, the player gains new spells per day as if he had also gained a level in the druid class. He does not, however, gain any other benefits a druid would have gained. This essentially means the player must add his dreamer level and druid level together before calculating spells per day and caster level. If the player was not a member of the druid class before becoming a dreamer, he may now cast spells as a druid of his dreamer class level.

Otherworld Lore: The dreamer has a small chance of having heard of any realm or place in the otherworld.



The dreamer can make a Wisdom check using his levels in this class as a bonus (DC 25). The Games Master can make this check more difficult if he feels the place is particularly secret or elusive. If the dreamer makes the check, he knows where to find the place and can attempt to journey to the place though he suffers a -10 penalty to the Will saving throw.

Otherworld Passage I: Once per day, the dreamer may cast the spell *otherworld passage* as a druid of his character level. This is a spell-like ability and requires one full round to use. This ability follows all the normal restriction for the *otherworld gate* spell.

Spirit Guide: The dreamer attracts the attentions of a permanent spirit guide. This creature is identical to a normal spirit guide but it always comes to the dreamer when he enters the otherworld, though its form may change, and the dreamer always recognises the Guide for what it is. See Chapter 8: The Otherworld for more information on spirit guides.

Swiftly Travelled: The dreamer receives a competence bonus to the Will saving throw when making journeys in the otherworld equal to his level in this class. When travelling in a group, the dreamer applies this competence bonus to the group's saving throw. In a group with more than one dreamer, apply only the largest of the bonuses.

Traceless Passage: Just as druids are all but impossible to track in the real world, a dreamer that reaches 3rd level in the class leaves no spiritual or physical trail in the otherworld. Dreamers of 3rd level or higher may be able to trace a dreamer with this ability.

Resist Nature's Lure: At 4th level, the dreamer gains a +4 bonus to saving throws against the spell-like abilities of fey. If the dreamer already has this ability, the bonus increases to +6.

Otherworld Passage II: The dreamer may now use his Otherworld Passage spell-like ability at will as often as he desires.

Dreamer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+0	+2	+2	Otherworld Passage I, Otherworld Lore	+1 druid level
2 nd	+1	+0	+3	+3	Spirit Guide, Swiftly Travelled	+1 druid level
3 rd	+2	+1	+3	+3	Traceless Passage	+1 druid level
4 th	+3	+1	+4	+4	Resist Nature's Lure	+1 druid level
5 th	+3	+1	+4	+4	Otherworld Passage II	+1 druid level

GROVE DEFENDER

The ancient groves of the druids are rare and powerful. For every grove, there must be one to step forth and take on the mantle of grove defender. Not all of these men and women progress into this class but most aspire to do so, bonding themselves body and soul to the grove they defend. Though it is the duty of all druids, from all classes, to protect a sacred grove, the grove defender binds himself to a particular grove. He draws power directly from the grove, essentially becoming a manifestation of its own desire to continue.

Very few druids have the will to become a grove defender. A grove defender must spend much of his time in his chosen grove and, in many ways, he becomes dependent on its power. Many grove defenders have died simply through the destruction of their grove. This close spiritual bond is a responsibility only the bravest druids can face.

Hit Dice: d10

Requirements

To become a grove defender, a character must fulfil the following criteria:

Will Saving Throw: 5+.

Animal Empathy: 4 ranks.

Knowledge (nature): 8 ranks.

Feats: Iron Will, Toughness.

Spells: The character must be able to cast druid spells.

Special: The grove defender must receive the blessing of the grove's seneschal before he can bond with the grove. If the defender fails to gain this blessing, the seneschal can sever his bond at any time, causing the character to lose the features of this class.

Class skills

The class skills of the grove defender (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction

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(Wis), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex) and Wilderness Lore (Wis). See chapter 4 in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int Modifier.

Class Features

The following are all the class features of the grove defender prestige class:

Weapon and Armour Proficiency: A grove defender receives martial or exotic weapon proficiency in any one weapon he chooses when he first takes to the calling. In addition to the proficiency, the character

may take one weapon of the same type to his circle to be sanctified. The character may use the sanctified weapon without breaking his spiritual oaths as a druid. Should the character use an unsanctified weapon, he suffers all the normal penalties for doing so. A weapon is sanctified for him and him alone and he cannot use another grove defender's weapon. The character will only ever have one sanctified weapon, as provided by his circle, and will need to get them to provide another should he lose his. The circle may require a service or atonement if they feel the weapon was lost while the defender was engaged in activities not befitting one of their own.

Spells Per Day: When a new grove defender level is gained, the character gains new spells per day as if he had also gained a level in the druid class. He does not, however, gain any other benefits a druid would have gained. This essentially means the character must add his grove defender level and druid level together before calculating spells per day and caster level. If the character was not a member of the druid class before becoming a grove defender, he may now cast spells as a druid of his grove defender level.

Chosen Grove: A grove defender binds a particular grove when he joins the class. This requires a five day ritual in which he fasts and meditates within the boundary of the grove. Many of the grove defender special abilities only work within or near the grove defender's chosen grove, as specified in the power's description. There are two major downsides to this spiritual bond with a sacred grove.

Firstly, the defender will weaken and die if he remains away from his chosen grove for too long. The grove defender who spends more than one month from his chosen grove must make a Fortitude saving throw (DC 15) or suffer 1d4 points of damage. This damage can only be healed while within the boundaries of the chosen grove, whether naturally, or by magical means. Every month, the DC of this saving throw increases by +2. A grove defender who spends too long away from his grove will weaken and eventually die.

Grove Defender

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+2	+0	+2	Chosen Grove, Grove Specialisation +1	+1 druid level
2 nd	+1	+3	+0	+3	Restful Slumber	+1 druid level
3 rd	+2	+3	+1	+3	Grove Spell	+1 druid level
4 th	+3	+4	+1	+4	Grove Specialisation +2	+1 druid level
5 th	+3	+4	+1	+4	Entombed Warrior	+1 druid level

Secondly, if the chosen grove is destroyed, the character loses all benefits of this class and may never again advance as a grove defender.

A character, with permission from his circle, may move his link to another grove. This requires the same five day ritual to be performed in the new grove. All the benefits of this class move to the new grove. The character only weakens if away from the new chosen grove.

The defender still has a connection to old groves, though. Should any grove the defender was once attached to be destroyed, he must make a Fortitude saving throw (DC 20). On a failed saving throw, he loses 200 experience points per character level. On a successful saving throw, he loses only 100 experience points per character level. A grove defender's experience total can never drop below naught due to the destruction of a grove. Should he lose sufficient experience to lose access to this class completely, his current bond is destroyed and the character loses the ability to ever advance as a grove defender again.

Grove Specialisation: A grove defender receives exceptional benefits when fighting within half a mile, per class level, of the grove. The character adds the indicated bonus to armour class, attack bonus and saving throws while within range of his chosen grove.

Grove Spell: When casting a spell in his grove, the grove defender can add a +2 sacred bonus to the saving throw difficulty for the spell.

Restful Slumber: While within the grove, the defender receives the benefits of one full hour of sleep for every 30 minutes he rests. After four hours, the character is completely rested as though he had received eight hours of sleep. This ability only functions within the defender's chosen grove.

Healing Slumber: A truly dedicated grove defender needs never fear death if he is within reach of his grove. For every four hours a defender rests within his chosen grove, he heals as though a full day had passed, as the energies of the grove nourish and heal him.

MASTER OF THE HUNT

The principle of the hunt is very important to druids. The master of the hunt is dedicated to this principle in its purest manifestation. He lives to chase and kill animals of all kinds. The larger and more dangerous the prey, the more satisfying the hunt. The master of

the hunt does not hunt for pleasure, though. He only permits himself to hunt to provide what he needs to survive, be that food, hide or clothes. The master of the hunt adorns himself with the trophies of his hunts and will never be seen wearing garb produced by civilisation. He needs nothing to survive but his own hunting and tracking skills.

Within the druidic order, the master of the hunt carries the title of huntsman or huntswoman. Though the huntsman would do nothing but hunt for food and the exhilaration of the chase, his masters in the order often have uses for him that are far more pragmatic. A huntsman has the skills to track anyone anywhere and, when he finds them, the terrifying Hunting Fever is as effective against people as it is against animals. For this reason, the image of the huntsman sitting atop his powerful stag mount has been ingrained in the minds of many villagers and small townfolk as the terrifying image of vengeance from the wilds.

When the huntsman turns his attentions to providing for a village or town, as he is likely to do under the instruction of a druid lord or a circle answering a call for aid, he can easily provide food for an entire village through his highly-honed hunting skills.

Hit Dice: d8.

Requirements

To become a master of the hunt, a character must fulfil the following criteria:

Animal Empathy: 8 ranks.

Handle Animal: 8 ranks.

Perform: 2 ranks (must include horn).

Ride (any): 8 ranks.

Feats: Mounted Combat, Mounted Archery, Trample.

Class Skills

The master of the hunt's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Handle Animal (Cha), Profession (Wis), Swim (Str) and Wilderness Lore (Wis). See chapter 4 in *Core Rulebook 1* for skill descriptions.

Skill Points at each Level: 2 + Int modifier.

Class Features

The following are all the class features of the master of the hunt prestige class:



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Weapon and Armour Proficiency: The master of the hunt is proficient with all simple weapons. In addition, his sacred oaths to the druids allow him to use any weapon manufactured from animal bone or wood in addition to clubs, dagger, darts, longspears, quarterstaves, scimitars, sickles, sportspears and slings.

Druidic Membership: All masters of the hunt are members of the druid order even if they have no druid levels. They form a special group within the order

Master of the Hunt

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+2	+0	+0	Druidic Membership, Mount, Hunting Fever 1 / day	
2 nd	+1	+3	+0	+0	Track, Inspire Hunt	+1 druid level
3 rd	+2	+3	+1	+1	Hunting Fever 2 / day	
4 th	+3	+4	+1	+1	Bonus Feat, Track Quarry	+1 druid level
5 th	+3	+4	+1	+1	Hunting Fever 3 / day	

generally left to their own devices but answerable to the inner circles none-the-less.

Spells Per Day: The master of the hunt continues his study of druidic magic, though at a slower pace than his fellows. Starting at 2nd level and every other level thereafter, the master of the hunt gains new spells per day as though he had also gained a level in the druid class. He does not, however, gain any other benefits a druid would have gained. The character, in effects adds half his master of the hunt levels (rounding down) to his druid levels before calculating spells per day. If the character was not a member of the druid class before becoming a master of the hunt, he acquires the casting abilities of a druid of ½ his master of the hunt class level.

Mount: Similar to a paladin, the master of the hunt has a special steed to which he is bound. The master of the hunt must first befriend this creature using *animal friendship*. Unlike paladins, masters of the hunt prefer stags to horses as their beasts of choice but may use any creature for which they have the Ride skill at 8 ranks or higher. Once the animal is befriended, the master of the hunt simply declares the creature to be his mount.

The huntsman's mount becomes a magical beast but still counts against his maximum Hit Dice for animal companions. In addition, the creature gains the benefits outlined in the table below.

Huntsman's Level: If the mount suffers a level drain, treat it as a mount of a lower level master of the hunt.

Bonus Hit Dice: These are extra eight sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the mount's base attack and base save bonuses.

Natural Armour: The number listed here is an improvement to the mount's Armour Class. It represents the preternatural toughness of a huntsman's mount.

Huntsman's Mount

Character Level	Bonus HD	Natural Armour	Str Adj.	Int	Special
5 - 7	+2	4	+1	6	Improved Evasion
8 - 10	+4	6	+2	7	
11 - 14	+6	8	+3	8	Walk on Air
15 - 20	+8	10	+4	9	Spell Resistance

Str Adj.: Add this figure to the mount's Strength score.

Int: The mount's Intelligence score.

Improved Evasion: If the mount is subject to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved Evasion is an extraordinary ability.

Walk on Air: The master of the hunt's mount can function as though he had cast *air walk* on it for up to 20 minutes per caster level. This supernatural ability can function multiple times each day (up to the total daily limit) with each use counting as at least one minute of use. It is a free action for the mount to activate it and it stops operating once the mount touches ground. The huntsman does not need to train his mount to use this ability. The mount develops the skill required intuitively when it acquires the ability.

Spell Resistance: The mount's spell resistance is equal to the huntsman's character level + 5. To affect the mount with a spell, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the mount's spell resistance.

Hunting Fever: The Hunting Fever is unique to the huntsman, allowing him to focus completely on his quarry while fuelling both himself and his steed with the ferocity needed to bring the creature down. To call on the Hunting Fever, the huntsman must be able to see his prey. Calling on the Fever takes one full round, during which time he must be able to see the prey. The Hunting Fever requires some concentration to muster and, during this round, the huntsman may need to make concentration checks as though using a spell-like ability.

At the end of this initial round, the huntsman must sound his horn. This alerts the creature to the hunt, causing it to be affected as though by a *fear* spell cast at the huntsman's character level. This effect lasts for as long as the Fever plus an addition 1d10 rounds after

that. The fever lasts until the prey is killed or until a number of minutes equal to the huntsman's Constitution modifier have passed (minimum: one minute). So long as the Fever lasts, the huntsman receives a +4

circumstantial bonus to Strength and Dexterity, +10 modifier to his movement rate and a +2 morale bonus to his Will saving throw. In addition, the huntsman's mount and any other animal companions within line of sight receive a +4 circumstantial bonus to Strength and Dexterity, +20 modifier to their movement rate and +2d8 to their Hit Dice. These extra Hit Dice are temporary and do not cause the creatures to abandon the huntsman. Finally, the huntsman's mount (only) may use the master of the hunt's base saving throws, or its own, whichever are higher.

During the Hunting Fever, the huntsman must chase and kill his prey. The huntsman finds it difficult to use his abilities effectively against anyone other than his prey while in the Fever. He suffers a -4 circumstance penalty to his armour class against any creature that attacks him other than his chosen prey. The Dodge and Expertise feats, and any other similar feats, are



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only effective against the prey while the huntsman is in the Fever. In addition, the huntsman can only attack another creature if it attacked him first within the last round. His desire and need to kill the prey is too great for the huntsman to waste time on others. At the end of the Fever, the huntsman must make a Fortitude saving throw (DC 10 + the Challenge Rating of the prey). If the saving throw fails, the huntsman is fatigued. On a successful saving throw, he is fatigued for the rest of the encounter only.

Track: At 2nd level the huntsman receives the Track feat free.

Track Quarry: When tracking a quarry, against which the Hunting Fever has been used but that successfully escaped, the huntsman receives a +2 circumstantial bonus to his Wilderness Lore check.

Inspire Hunt: By sounding his horn, the huntsman may lend some of his magical resilience to those accompanying him in a hunt. All that are with the huntsman on a hunt receive a +4 morale bonus to their Fortitude saving throws against fatigue and exhaustion if the hunt continues for many hours.



Bonus Feat: At 4th level, the huntsman may choose a bonus feat from the following list; *Weapon Focus (shortspear)*, *Weapon Focus (longspear)*, *Mounted Archery*, *Trample*, *Ride-By Attack*, *Spirited Charge*, *Point Blank Shot*, *Far Shot*, *Precise Shot*, *Toughness*, *Run*.

NATURE'S AVENGER

The forests burn, the waters are fouled, powerful necromancers raise legions of undead and, across the world, the druids do nothing but watch. To the nature's avenger, the druids have already failed to save the wilderness. It is only a matter of time before they allow the mother to be consumed by mankind's relentless hunger. To save the wilderness will take more than a few *ward* spells and walking plants, it will take war. The nature's avenger takes the fight to mankind, relentlessly destroying any who despoil nature in even the slightest way.

The druid order supports a few moderate nature's avengers but most are renegade druids that saw one too many sacred groves fall to hands of civilisation. They have severed their ties to the druid order and set out to change the world in whatever way they can. Many of these outcasts travel alone but some cities are unfortunate enough to harbour terrorist bands of avengers. In such a city, the avengers' presence is only too keenly felt. Any development, building or construction is mercilessly attacked.

The dark heart of the nature's avenger can be a truly chilling thing. This environmental terrorist will lie in the midst of normal people for months or even years, waiting for his opportunity to strike. Until that time, he will appear completely normal. He hides his hatred of humanity. While the avenger will aim to use nothing artificial in his daily life, he will not go so far as to seem odd or different. When he strikes, many who considered him an acquaintance or even a friend will truthfully claim that they had no idea he was capable of such atrocities.

Hit Dice: d8

Requirements

To become a nature's avenger, a character must fulfil the following criteria:

Alignment: Neutral Evil.

Concentration: 8 ranks

Spells: The ability to cast 4th level druid spells.

Wild Shape: The character must have a *wild shape* ability.

Nature's Avenger

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	+0	+0	+2	+0	Grow Claws	+1 druid level
2 nd	+1	+0	+3	+0	Spirit of Rage 1 / day	+1 druid level
3 rd	+2	+1	+3	+1	Martyr's devotion	+1 druid level
4 th	+3	+1	+4	+1	Spirit of Rage 2 / day	+1 druid level
5 th	+3	+1	+4	+1	Condemnation	+1 druid level

Class Skills

The nature's avenger's class skills (and the key abilities for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (Wis), and Ride (Dex). See chapter 4 in *Core Rulebook I* for skill descriptions.

Skill Points at each level: 2 + Int modifier

Class Features

The following are all the class features of the nature's avenger prestige class:

Armour and Weapon Proficiency: The nature's avenger has the same spiritual oaths to abide by as a druid. He will go out of his way not to use any weapon, armour or the like created through artificial means or industry of any description. For many avengers, this includes magical armour and weapons unless they can prove conclusively that the magic was invested by druidic magic and used only natural components.

Spells Per Day: The nature's avenger continues his study of druidic magic. Whenever a new nature's avenger level is gained, the character gains new spells per day as if he had also gained a level in the druid class. He does not, however, gain any other benefits a character of the druid class would have gained. This essentially means the character adds his nature's avenger and druid levels before calculating spells per day and caster level. If the character was not a member of the druid class before taking this prestige class, he now advances as a druid with a caster level equal to his nature's avenger class level.

Grow Claws: The nature's avenger can grow claws. These claws do 1d6 point of damage, plus the avenger's Strength modifier. He may retain the claws for as long as he wants them and may retract the claws as a full round action at any time. Growing the claws is a move-equivalent action that inflicts 1d4 points of

damage on the avenger as they tear their way out through the ends of his fingers.

Spirit of Rage: The nature's avenger can muster a terrible fury similar to that of a bear. At 2nd level, the nature's avenger can use *bear's fury* as a spell-like ability once each day. At 4th level, the avenger may use the spell-like ability twice each day. This ability functions as the spell cast at the avenger's character level.

Martyr's Devotion: The nature's avenger believes so strongly in his cause that almost nothing can stop his vengeance. While benefiting from the effects of Spirit of Rage, the nature's avenger may continue to function normally until he reaches -10 hit points, at which point he dies. In addition, the character can ignore the effects of subdual damage completely until the Spirit of Rage has passed.

Condemnation: Once each week, the nature's avenger may lay down a terrible curse upon one he believes has injured nature in some way. This ability requires a standard action to use and is considered a spell-like ability. Unlike a normal spell-like ability, it has a verbal component, so a *silence* spell or similar can prevent the curse from being delivered. The nature's avenger needs to honestly believe the creature is guilty of some crime against nature. He does not need to be right.

Condemnation functions as though two *bestow curse* spells had been simultaneously cast on the same target. The avenger must choose two different effects from the table included in the spell's description. The target receives a Fortitude saving throw (DC 16 + the avenger's Charisma modifier) against each effect. If he passes the saving throw, he ignores that effect. He must pass both saving throws to ignore the effects of Condemnation completely. The effects of Condemnation manifest in a natural manner. For example, a character may sprout painful thorns, inflicting him with a -6 to Strength and Dexterity.

A single *break enchantment*, *limited wish*, *miracle*, *remove curse* or *wish* spell will remove all the effects of a single use of *Condemnation*.

NOBLE DRUID

Druids are often simply uninterested in civilisation, being more interested in solitary meditation in the wild. Yet, from time to time, druids do become involved in the affairs of normal civilisation and, sometimes, their ideas begin to filter into the general attitude of the public. Rarely, in the past, druids have risen in importance to become not only the spiritual leaders of a community but its aristocracy as well. These are the noble druids. The noble druid can be born to the position in a form of a royalty or elected from the local priesthood but, in all cases, the noble druid has cultivated his skills as a leader and diplomat.

Noble druids often find themselves inundated with obligations. Though they remain a part of the druid order, they are also the leaders of people. The druidic order often presents itself as advisor to the noble druid but, in truth, its members are his peers and superiors. The noble druid has commitments to maintain the wilderness of his land while simultaneously allowing his people to prosper. When done right, the noble druid can rise above these obligations to become a

powerful leader with a nation that not only prospers but shines as a beacon to all others as to how mankind can live with nature without harming her. Often, though, the druid lord is reduced to being a puppet of others, finding it impossible to fulfil all his commitments.

Hit Dice: d8.

Requirements

To become a noble druid, a character must fulfil the following criteria:

Diplomacy: 13 ranks

Knowledge (nature): 10 ranks

Feats: Leadership

Spells: The character must be able to cast 5th level spells as a druid.

Special: The character must have recognised authority within a city, state or nation. A character with levels in the aristocrat or noble class (see *Power Classes IV: Noble* by Mongoose Publishing) does not have to fulfil this requirement.

Class Skills

The noble druid class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Knowledge (nature) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Read Lips (Int, exclusive skill), Ride (Dex), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language, Spellcraft (Int) and Wilderness Lore (Wis). See chapter 4 in *Core Rulebook 1* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are all the class features of the noble druid prestige class:

Weapon and Armour Proficiency: The noble druid receives no additional proficiency with any armour, weapon or shield. The character must abide by the normal druid restrictions with regard to what types of weapon and armour he can use.

Spells Per Day: The noble druid continues his study of druidic magic. When a new noble druid level is gained, the character gains new spells per day as though he had also gained a level in his druid class. He does not, however, gain any other benefits a character of the druid class would have gained. This



Noble Druid

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	+0	+2	+0	+2	Dual Life	+1 druid level
2 nd	+1	+3	+0	+3	Land Bond	+1 druid level
3 rd	+1	+3	+1	+3	Foundations of Spirit	+1 druid level
4 th	+2	+4	+1	+4	Invoke the Spirit	+1 druid level
5 th	+2	+4	+1	+4	Speaker for the Land	+1 druid level

essentially means the character adds his noble druid levels and druid levels before calculating spells per day and caster level.

Dual Life: A noble druid leads a double existence; one in his court and one out in the wild. From the moment the character attains entrance into this class, he has two leadership ratings. One leadership rating is used to acquire cohorts and followers in his court and in the cities and the other is used for animal cohorts and special allies in the wilderness. Possessing an animal companion does not affect the noble druid's leadership score in the cities but it does in the wild.

Land Bond: The noble druid can establish a powerful mystical bond with any land in which he has recognised authority. This bond allows the druid to sense the feel and flow of the kingdom. The noble druid may use his Wisdom modifier in place of the normal ability modifier for the following skills while within the borders of his own nation: Appraise, Bluff, Diplomacy, Disguise, Gather Information, Intimidate and Scry (target area or person must be within the borders of the druid's domain).

Foundations of Spirit: All construction endorsed by the noble druid prior to the work beginning can benefit from his spiritual connection to the land. This ability only operates in a nation or state where the noble druid has recognised authority. These constructions, once completed, have double the hit points and hardness normal for their design. This ability only works with large, non-magical, foundations and building. A bridge or tower could benefit but a sword or magical statue would not.

Invoke the Power: Once each day, a noble druid may invoke the power of his land. He may only use this ability to protect his own life or to defend his land. The druid may only use this power while within an area where his authority is recognised. For one round per druid caster level, the noble druid receives a +2 bonus to his Strength and Constitution and a +1 competence bonus to his base attack bonus per 4

caster levels. This may increase the number of attacks the noble druid can make using a full attack action.

Speaker for the Land: Once each year, the noble druid may invoke the spirit of the land to back his proclamation. The druid's declaration must be a prohibition against a certain action or group of related actions. It cannot be dangerous to the land itself and it cannot be intended to harm the people or the sovereignty of the nation. For example, the druid could declare that one should not steal or that one should not be in the city streets after dark. He could not declare that a group of people must come to his court. He could not declare that people should not breathe or that people allow a rival army to occupy the nation without resistance.

This ability can only be used within a realm, city or state in which the druid is a recognised figure of authority. The area of effect for this spell-like ability is centred on the druid at the time he makes his declaration. There must be at least 50 people to hear his declaration and carry news of it to the rest of the druid's land. The power of the declaration travels outward from this point in all direction at a rate of one mile each day until it reaches its maximum range of one mile per druid caster level of the noble druid or until it reaches the borders of the area where the druid's authority is recognised. The power of the declaration is a mind-affecting influence. Spells that block or offer resistance against mind-affecting influences protect against this power.

Anyone within the area of the effect must make a Will saving throw (DC 10 + ½ the noble druid's class level + his Charisma modifier) to resist the prohibition. He may attempt this check once each day. Should he pass the check, a character is free of the prohibition for 24 hours or until he has finished his one current act of transgression, whichever is longer. After that, the character must make a second Will saving throw. The character may only make a saving throw once each day.

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The effects of Speaker of the Land last for one year and one day.

TREE DANCER

Tree dancing is one of the most respected traditions in the druidic order, the art of cajoling a tree into giving up part of itself to the druid. By dancing and singing about a tree, the tree dancer can cause the tree to grow in any shape he desires. The tree dancer can create in a moment items of incredible beauty. As he advances, the tree dancer can produce intricate items with ease, he can convince trees previously invested with magical energies to give those powers up to him and he can even produce items of incredible physical resilience.

If possible, most druid circles like to have at least one tree dancer in their ranks. Though all druids are able to reshape wood to a limited degree, only the tree dancer can do it with such ease, though he must sacrifice some of his spellcasting ability to do so.

Hit Dice: d8.

Requirements

To become a tree dancer, a character must fulfil the following criteria:

Knowledge (nature): 9 ranks.

Spellcraft: 9 ranks.

Diplomacy: 10 ranks.

Feats: Invest Magic, any other item creation feat.

Spells: The character must be able to cast *wood shape*.

Class Skills

The tree dancer's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Knowledge (nature) (Int), Profession (Int), Use Rope (Dex) and Wilderness Lore (Wis). See chapter 4 in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are all the class features of the tree dancer prestige class:

Weapon and Armour Proficiency: The tree dancer has no additional proficiency with any form of weapon, armour or shield. The character must abide by the normal druid strictures against the uses of certain weapons and armour once he takes this prestige class.

Spells Per Day: The tree dancer continues his study of druidic magic. When a new tree dancer level is gained the character gains new spells per day as though he had also gained a level in his druid class. He does not, however, gain any other benefits a character of the druid class would have gained. This essentially means that the character adds his tree dancer levels and druid levels before calculating spells per day and caster level. If the tree dancer previously had no levels in the druid class, he can now cast spells as a druid with a caster level equal to his levels in this class.

Tree Craft (sp): By touching a tree, the tree dancer may use a special form of the *wood shape* spell on the tree. The tree will be unharmed by the Tree Craft but some portion of the tree will exude the form the tree dancer desires. Though a living tree must be used, this ability works in all ways as a *wood shape* spell except that the wood form has no size limitation bar that of the tree from which it is crafted. This spell-like ability requires a standard action to use and functions as if cast by a druid of the tree dancer's character level.



Treedancer

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	+0	+2	+0	+2	Tree Craft	+1 druid level
2 nd	+1	+3	+0	+3	Heal Craft	+1 druid level
3 rd	+2	+3	+1	+3	Perfect Tree Craft	+1 druid level
4 th	+3	+4	+1	+4	Draw Forth the Power	+1 druid level
5 th	+3	+4	+1	+4	Tree's Resilience	+1 druid level

Creating particularly intricate items may require a Craft check at the Games Master's discretion.

Heal Craft (sp): By planting a wooden object that has been damaged in the ground and watching over it for at least one hour, the tree dancer may heal the object of all damage, returning it to perfect operation.

Perfect Tree Craft: When the tree dancer uses his Tree Craft ability, there is no chance that something he creates will fail to operate.

Draw Forth the Power (sp): The tree dancer can use this power on any *wand tree* or *staff tree* (see Living Magic for details on *wand trees* and *staff trees*). As a full round action, the tree dancer causes the tree to create a fully-formed wand or staff with all the powers of the tree. The tree will retain its magical power but the tree dancer must distribute the tree's charges between the item he creates and the tree. The tree must always be left at least one charge.

Tree's Resilience: Once a tree dancer has perfected his craft, any item he produces using Tree Crafting benefits as though made from ironwood. This is a permanent magical enhancement of the wood. It cannot be dispelled but it is suppressed in an antimagic field.

VITIATE MAIDEN

The vitiating maidens form a small but growing order within the druids. Commonly, they are referred to as the poison ivy. Most maidens are women, though a few men have joined this branch of the druids. This feminist attitude may have something to do with poison having been the weapon of choice for many famous woman murderers down the centuries. They have a strong connection to nature, like all druids, but they are intimately connected with what other druids might consider the darker aspects of the wilderness. Their companions tend to be snakes, spiders or other venomous creatures. They cultivate gardens filled with deadly blossoms most people would never have heard of. The real reason why some druids feel a need

to separate themselves from the maidens is the means by which they often find employment – as assassins.

Vitiate maidens are very often recruited from city dweller druids. Rangers with close affiliations with the druid order are sometimes accepted into the vitiate maidens but this is very rare.

Hit Points: d6

Requirements

To become a vitiate maiden, the character must fulfil the following criteria:

Profession (Herbalist): 9 ranks.

Feats: Brew Poison.

Druidic Magic: The character must be able to cast the *poison* spell.

Special: The character must have the *Venom Immunity* adaptation when she enters the class.

Class Skills

The vitiate maiden's class skills are Alchemy (Int), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Knowledge (nature) (Int), Scry (Int), Spellcraft (Int) and Wilderness Lore (Wis). See chapter 4 in *Core Rulebook 1* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

The following are all the class features of the vitiate maiden prestige class:

Weapon and Armour Proficiency: The vitiate maiden has much more restrictive vows than a normal druid. She may not use any weapon except a dagger, with which she can deliver poisons. The vitiate maiden has one sanctified dagger that she may use. This dagger is provided by the vitiate maidens. Should the maiden desire a new dagger she must take the dagger to the maidens to be sanctified. All sanctified daggers are at least masterwork quality and the Maiden is forbidden



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Vitiate Maiden

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	+0	+2	+2	+0	Poison Use, Poison Sense	+1 druid level
2 nd	+1	+3	+3	+0	Maiden's Secret	+1 druid level
3 rd	+1	+3	+3	+1	Maiden's Secret, Improved Venom Immunity	+1 druid level
4 th	+2	+4	+4	+1	Maiden's Secret	+1 druid level
5 th	+2	+4	+4	+1	Vitiate Ichor	+1 druid level

to have more than one such dagger at one time. Use of any other dagger breaks the Maiden's druidic vows.

Spells Per Day: The vitiate maidens study druidic magic. When a new vitiate maiden level is gained, the character gains new spells per day as though she had also gained a level in her druid class.

She does not, however, gain any other benefits a character of the druid class would have gained.

This essentially means the character adds her vitiate maiden levels and druid levels before calculating spells per day and caster level.

For vitiate maidens without

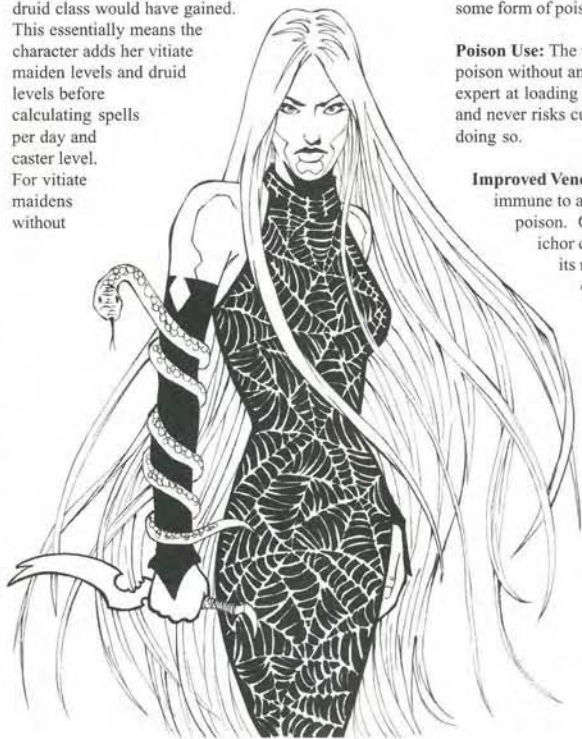
druid levels, the character may now cast druid spells as a druid with a level equal to that which she has in this class.

Poison Sense: A vitiate maiden may identify any poison with perfect accuracy. For some poisons, she may need to taste the poison to make a correct identification. She has an encyclopaedic knowledge of animals, beasts, plants or vermin that produce or use some form of poison.

Poison Use: The vitiate maiden may make use of poison without any risk of poisoning herself. She is an expert at loading poison onto her sanctified dagger and never risks cutting and poisoning herself when doing so.

Improved Venom Immunity: The vitiate maiden is immune to all forms of mundane and magical poison. Only one poison, the dreaded vitiate ichor can affect a maiden. This poison and its means of manufacture are known only to the maidens' inner circle.

Vitiate Ichor: At 5th level, the maiden learns the secrets of this final poison. The vitiate ichor requires 100,000 gold pieces of materials to produce. The character uses her alchemy skill to produce the poison, following the normal rules outlined under the Craft skill. The difficulty is 30. The DC for the Fortitude save is 25. The initial damage is death and the secondary damage is death. Vitiate ichor will affect any creature, even those normally immune to poison. Creatures with any form of immunity against poison, including



bonuses to the saving throw, have the saving throw DC reduced to 20. They receive no additional benefit.

Maiden's Secret: At 2nd level, 3rd and 4th levels, the vitiate maiden receives access to one of the secrets of the order, a poison or means of poison delivery known only to the vitiate maidens. The character may pick any one of the following options but can only ever choose one of the Maiden's Secrets once.

† *Crimson Lips:* The favoured means of assassination by the vitiate maiden, her lips become the source of a terrible toxin. The toxin is a contact poison. The kiss of the vitiate maiden is all it takes to be infected. If the maiden is kissing the subject on the lips, they suffer a -4 penalty to their Fortitude saving throw to resist the poison. The poison's initial damage is 1d4 Wisdom points and its secondary damage is 2d4 Wisdom points. The saving throw difficulty to resist the crimson lips is 10 + maiden's class level + her Constitution modifier.

† *Death Blossom:* The vitiate maiden can transmute any poison into a fine mist that sits harmlessly in her palm. As she passes her intended victim, she simply blows the poison into the victim's face. This requires a ranged attack roll to deliver the poison. The Maiden must be within 5ft. of her victim to blow the mist. The poison may affect those near the maiden's victim if they are in the same square. The poison is resisted normally but the DC to resist the poison is increased by +2. Converting the poison into a death blossom requires one hour and an Alchemy check (DC 15).

† *Spell Toxin:* The vitiate maiden may choose any one spell that she knows to become a poison only she can create. Only one spell may be chosen each time this ability is picked but the ability may be picked multiple times – each time applying to a new spell. The spell must be targeted and be of 4th level or less. The spell must include a saving throw of some description. The initial effect of the poison is as the spell, assuming the victim successfully saves. The second-

ary damage is as the spell, assuming the victim does not save. These poisons require an alchemy check (DC 15 + the level of the spell) to produce. They follow the normal rules as outlined under the Craft skill and have a base cost of the spell level x the caster level x 15 gp. The DC to resist this poison is 10 + the maiden's class level + her Wisdom modifier. These poison are always injury type

For example: The vitiate maiden Evyleen wishes to convert charm person and animal into a poison. She chooses this ability and the charm person and animal spell. She has a caster level of 12 but decides she only need a few hours from her poison. She chooses to have a 4th level poison. The base cost is therefore 120 gp. The alchemy difficulty to prepare the poison is 17. This is 1,200 silver pieces. With her +10 alchemy score, she will average 20 each week. She should be able to make one dose of this poison in four weeks. The initial damage will have no effect but, on the secondary damage, the victim will be affected by the full influence of a charm person and animal cast by Evyleen, even if she is not present at all.

† *Transmute to Ichor:* The vitiate maiden can transmute any poison into an ingested variety with which to poison her subjects from afar. This requires one hour and an alchemy check (DC 15) for every dose of poison so converted.

† *Poison Blood:* The vitiate maiden's blood becomes a toxin of her choice. She may choose any one toxin from the list below. The character may extract one dose of the poison from her veins by taking 1d6 points of damage. She must use her sanctified knife to do this. This requires a move-equivalent action. The knife used is laced in the poison and ready to use as soon as the action is complete.

Name	Type (DC)	Initial Damage	Secondary Damage
Purple Worm Poison	Injury (24)	1d6 Str	1d6 Str
Scorpion Sleep	Injury (18)	1d2 Con	Unconscious
Deathblade	Injury (20)	1d6 Con	2d6 Con
Dragon Bile	Contact (27)	2d12 hp	1d6 Con
Black Lotus Extract	Contact (20)	3d6 Con	3d6 Con
Arsenic	Ingested (15)	1 Con	2d8 Con
Dark Reaver Powder	Ingested (18)	2d6 Con	2d6 Con + 1d6 Str



TRICKS OF THE TRADE

Druids are a near-perfect example of how opposites can work together to produce a more powerful whole. Though many druids are loners, with only limited ties to a druid circle, they are all members of perhaps the oldest organisation anywhere in the material plane, possible anywhere in any material plane. Through the centuries, the druid order has assumed all manner of tricks and abilities that it passes on to even its newest members. Before he sets out on his own, the druid has been taught everything he needs to grow and change with the world around him. This chapter presents a variety of tricks that druid character might regularly use to forward his personal goals and those of the druid order.

DRUID LIFESTYLES

Core Rulebook II offers a system for monitoring the lifestyles of characters, describing the various standards of living a character might choose to

maintain depending on how much the character is willing to spend each month. Out in the wilderness, where druids prefer to spend their time, money has no relevance at all. A druid can instead use his own wits to feed himself when not in the city. A character with the Wilderness Lore skill should be able to survive without having to pay anything.

Any character who can spend at least one week out of every four out in the wilderness hunting, and is willing to live in a home he constructed using his own hands, can greatly reduce the cost of living. Such characters can only maintain a self-sufficient, meagre, poor or common lifestyle. The character reduces the monthly cost of these lifestyles by 1 gp for every two ranks he has in the Wilderness Lore skill. A character with four ranks in Wilderness Lore can sustain a self-sufficient living at no cost at all. This only reduces the cost of living; it takes more than this to actually make a living from the wilderness.

A character can also use the Wilderness Lore skill to make a living. Doing so requires one week of dedicated work. The character makes Wilderness Lore check and divides the result by 2 to determine how many silver pieces he makes that week. This involves hunting for game and selling it at a local market to traders. A character who reduces his living expenses based on his Wilderness Lore skill suffers a -5 penalty to any profit making checks using Wilderness Lore.

TRACKING DRUIDS

Any druid who has reached 3rd level and acquired the Woodland Stride class ability is almost impossible to track in natural surroundings. Even an experienced ranger would find no visible trail to follow but other druids are far more difficult to hide from. By peering into the boundary between the real world and the otherworld, a druid can make out the slight mystical trail even an experienced druid leaves behind him.

To use this ability, the character must partially immerse himself in the otherworld (following all the normal rules outlined in the Otherworld chapter later in this book). The character must also have the Track feat and must use his Wilderness Lore skill to trail the druid normally. Because the information the druid is using is of a mystical nature, experienced druids leave less of a trail than others, so a character should apply an increase to the Wilderness Lore difficulty equal to the caster level of the druid the character is trailing.



THE BOUNTY OF NATURE

Druids spend a lot of time creating strange and mysterious potions, elixirs and other magical infusions. In a city, they purchase the ingredients for their creations from local herbalists and apothecaries. Often, though, a druid finds himself in need of strange and exotic ingredients suitable for potions while far from civilisation. When this happens, the druid has to rely on his own foraging skills to find plants and other natural materials suitable for creations. Foraging can greatly reduce the cost of producing potions and other magic items.

Most magic items require two different types of ingredients. The principal ingredients are very specific and cannot be provided by foraging. In addition to the principal ingredients, magic items and herbal recipes include secondary ingredients. Secondary ingredients must have certain base mystical qualities but they play a supporting roll in the creation. Often, they need only have properties that are neutral to, or do not directly oppose, the magical nature of the item being created. These secondary ingredients constitute $(30+2d20)$ % of any particular magical item formula. A druid using foraging can easily provide secondary ingredients.

Before a character can begin foraging, he should calculate the creation cost for the magic item or herbal formula. For each magic item, the Games Master will roll $2d20$ to calculate what percentage of this cost can be supplied by foraging. The character then calculate the cost of the foraged materials in silver pieces.

For example; The 5th level druid Liam Falcon wants to create a potion of water breathing. The base cost for a 3rd level potion with a minimal caster level is 750gp. That means the potion requires ingredients with a total net worth of 375gp. The Games Master rolls $2d20$ and gets 7. For this potion, 37% of these ingredients are secondary and can be provided by foraging. The cost for these components is 1,387 sp.

Once the character has this value in silver pieces, he can begin to forage for appropriate ingredients. The druid may make a Wilderness Lore check. Each check represents a single week of foraging and has a DC of 15. If the character fails the check, he fails to find anything of any worth that week. If the character succeeds, he multiplies the check result by 15 to determine the silver piece worth of what he found that week. The character makes these checks once a week until he has found sufficient ingredients for his creation or until he decides to buy the rest normally.

Either way, ingredients found while foraging for one creation cannot be used in the creation of any other item.

For example; Liam has 8 ranks in Wilderness Lore and Wisdom 14. He makes a $d20$ check, adding +10. In the first week, he rolls 22. Liam's player multiplies 22 by 15 and gets 330 sp. He continues foraging for another four weeks, collecting 1,380 sp worth of materials in total. He pays the 7 silver pieces for the remaining secondary ingredients and the 237 gp for the primary ingredients and spends a day brewing the potion.

CRAFT AND FORAGING

Druids make extensive use of tools, clothes and equipment they manufacture themselves. Between their knowledge of the wilderness and their skills with the crafts, many druids produce their clothes, weapons and the like at a mere fraction of the usual cost. By foraging in the forest and using only natural materials in their constructions, druids can use their Craft skills at no cost to themselves at all.

It is only possible to use these rules when the required raw materials could be found in the druid's local





environment. Wood weapons, wicker baskets, paper, bows, leather, paints (usually limited to black, dark blue, green, dark red-browns, brown, slate, tan, and yellow), simple pottery, simple mud bricks, some poisons, wool and other natural clothes can all be produced using this system.

To manufacture something at no cost, the character must use both an appropriate Craft skill and his

Wilderness Lore skill. The character calculates the difficulty for the Craft check as normal. This is the difficulty for both the Craft check and the Wilderness Lore check. The character makes one Craft check and one Wilderness Lore check each week. If both these checks are successful, multiply the lowest roll by the base Difficulty Class and divide the result by 2 to determine the artisan's progress.

If the result of the above check equals or exceeds the price of the item in silver pieces, the character has completed the item. There is no reduction in time for a very good roll when using this system. If the result does not exceed the price of the item, then it represents progress to date. The character should record the result and make two more checks for the following week. The character keeps adding the results of each week's checks until the total exceeds the cost of the item in silver pieces. If either the checks fails, the character makes no progress that week.

It is impossible to produce masterwork items using this method without access to dark wood or other magical natural ingredients.

SPOILS OF THE HUNT

The horn of a unicorn, the eyes of a red dragon, the dying breath of a salamander; all manner of exotic creatures can have organs and body parts that can be used in the creation of magic items. Unlike the neutral magical ingredients a druid can find when he forages in the local forest, many of these exotic ingredients have potent magical qualities that can be used as the principal ingredient for the creation of a magic item.

Creature Harvesting Guide

Type / Special Ability	Feasible Magic Items
Ability Score higher than 20	Items that enhance the appropriate ability score
Any Spell-like ability	Any items that contains the equivalent spell (scrolls, staves, wands, potions etc.)
Blindsight	Items that grants Blindsight
Elementals	Ring of Elemental Command
Natural Armour	Items that grants the wearer natural armour bonuses
Perfect Flight	Items that grant flight or that provide the <i>freedom of movement</i> spell
Poison	Items that incorporate any <i>poison</i> or similar spell
Regeneration	Ring of Vampiric Regeneration
Shapechanger	Items that allowing Shapeshifting; items that include <i>polymorph self</i> , <i>polymorph other</i> , <i>polymorph any object</i> , <i>shapechange</i> etc.
Undead	Items with necromancy affiliations, that contain necromancy spells or necromantic feats

With their extensive knowledge of living creatures and their intuitive feel for magic, many druids know what to take from a fallen foe and how to remove it with the magic intact so that they might incorporate the ingredient in their magical creations. Animals, beasts, giants, humanoids, oozes, plants and vermin cannot be used as the principal ingredients for magic items because they lack any strong magical components. Constructs have magical qualities but they are magically animated and that magic fails when the construct is destroyed so it is impossible to harvest a construct for magical components. Aberrations, dragons, elementals, fey, magical beasts, monstrous humanoids, outsiders, shapechangers and undead can be harvested for powerful magical components.

Harvesting of magical components can only occur once a creature has been destroyed. Some creatures are essentially disintegrated at death or fade to nothing. These can never have components harvested from them. The process of harvesting a dead monster takes one hour and can be a little unsavoury. A druid must have a particular magic item in mind for the harvested components. Though one creature might have materials suitable for any number of magical creations, extracting the components for one item means the creature is useless for the creation of any other.

The druid must first analyse the creature to gain some feel for what magical items might be produced from its body. This requires the character cast a *detect magic* spell and make a Knowledge (nature) check (DC 20). The Games Master decides what magic items can be created though the player can obviously suggest what he feels might be possible. Once the Games Master has decided what is possible, the druid must declare one specific item for which he is hoping to acquire materials. The druid then makes a Heal check (DC 10 + the challenge rating of the creature). If the check fails, the character was unable to get material of sufficient quality from the corpse and has gained nothing. If he check succeeds, the druid multiplies his result by the DC to determine the gold piece quality of the materials he has extracted.

The materials must be extracted within five hours of the creature's death. In addition, the Heal check suffers a -2 penalty for every full hour since the monster's demise. A character with at least 5 ranks in Knowledge (anatomy) receives a +2 synergy bonus to the Heal check but a character with 5 ranks in Profession (herbalist) does not receive his normal +2 synergy bonus to this check.

Unless preserved, the harvested materials lose their potency in 1d6 months. If the process of magic item construction does not begin in that time, the process automatically fails. Each selection of harvested materials should be recorded separately along with the item for which it can be used to create. When the character wishes to use the harvested materials, he must use all the materials from that single harvesting. If he harvested from several creatures with the same item in mind, he may use more than one harvesting for a single item but any beyond the first have their value reduced by 75%. There is going to be a lot of overlap in the materials' magical properties. These materials can be used in place of principal and secondary components and can reduce the total value of required materials to nothing.

A character can sell the materials for 20% of their calculated value. These materials are mixed freely by apothecaries to create mystical ingredients any spell caster can use in the creation of magic items.

For Example: Liam (from above) wishes to create a freedom of movement ring. During a rather dangerous adventure, the druid encounters a ravid and is forced to destroy the extra planar creature. Noting the ease with which the creature moved, Liam decides to study the beast somewhat before moving on. He makes a Knowledge (nature) check. His game master tells him that a ravid heart and extraneous body materials can be used to create a ring of freedom of movement. Liam makes a Heal check against a difficulty of 15. He rolls 16 and multiplies this by 15 for a gold piece value of 240gp. When Liam later defeats a janni in combat, he acquires another 406 gp worth of materials for his ring. Using both of these together, Liam can reduce the item creation cost for his ring from 20,000 gp (half of the base cost) by 466 gp (406 gp + 1/4 x 240 gp).

OTHER SPELLCASTERS

The rules presented in this chapter are obviously available to all classes, including other spellcasters but they are intended primarily for druid characters. A wizard character with Knowledge (nature) can go about gathering the materials for his item directly but he is likely to have neither the patience nor the stomach for ripping his way into his foes to remove the heart or liver he needs. Druid characters can make money by collecting the raw materials for item creation and selling them in the cities or small towns to passing wizards and clerics and a surprising quantity of the materials wizards and sorcerers purchase for item creation were originally collected by druids as they combine the knowledge of nature and



spellcasting required to identify what parts of a creature need to be taken.

WILD CLOTHING

The *wild shape* class ability is a direct manifestation of a druid's close affinity with nature. Nothing says more about a character's ties to a creature than what he is wearing. It is for this reason that all druids take wearing metal armour as a prohibition – it is not possible to extract metal without producing some damage to nature. By wearing clothes made from a single animal with only the smallest quantity of cloth and dyes from other neutral sources, a druid can enhance his personal connection to that beast.

To create and wear wild clothing, a druid must make everything he is wearing from the same beast. Almost every piece of clothing, and all forms of armour, require some ingredients that cannot be taken from a single animal. For an experienced druid, it is possible to include a small quantity of materials that are inoffensive to his animal of choice.

To begin the process of creating wild clothing, the character must find and kill his animal of choice. This is no simple hunt, though. The character must prove himself worthy of the creature's spirit during a ritual. The requirements of the ritual are closely related to the type of animal.

Against predators, the ritual will require a long and extended hunt, as the druid proves his physical worth against the beast's prowess. Against cunning creatures, a challenge of wits that last days may ensue as the druid chases down his prey without aid of divinations or artificial tools, relying solely on his wits and senses just as the animal does.

With prey creatures, a hunt will do nothing to prove the druid's worth. Instead, the druid will need to search out the prey, one ready to die, and take up the burden of its spirit. For social creatures, this will require the druid to be accepted by its family and close companions. Taking on the burden of a matron elephant near death entails far more than simply collecting her skin and moving on. In essence, the druid would take on all the responsibilities of the matron as leader of her herd.

The Games Master can design the rituals involved in whatever way he feels is appropriate for the animal. The rituals may even differ between animals of the same species, depending on their age, personality and home terrain. The only thing that is certain is that the ritual will take many days, that the druid is forbidden to use magic or artificial tools to aid him, and that the animal cannot be one befriended by the druid. To even understand the rules of the ritual requires a Knowledge (nature) check (DC 20). The druid may make this check once every day until he succeeds.

Once the ritual is completed, the druid kills and consumes whatever portions of the beast he cannot use in the construction of his clothes. This must include both the heart and brain of the animal. For some natural creatures, this may entail Fortitude checks to avoid the effects of poisons. The druid must attempt to consume the spirit of the animal into himself. This requires a Charisma check (DC 5 + the challenge rating of the beast). If the roll succeeds, the druid immediately feels the spirit of the creature enter him. Among other animals of the same type, they also feel the transfer and will know that their companion is now part of the druid.



Constructing normal clothes from the beast follows the rules outlined in crafts and foraging above. The difficult for both the Wilderness Lore check and Craft (Leatherworking) check is 10. The normal cost for travelling garb for a druid is 10 sp, so a single week's success will create the clothes. A failure results in no progress that week while a roll of 1 results in the destruction of the required components from the animal body. If this happens, the spirit consumed by the druid fades in 1d4 weeks.

If the character wants to make armour from the animal, he is limited to leather. The druid is assumed to hunt and kill other members of the same species to provide the material for both his normal clothing and any armour. This does not require the animal's spirit but it does mean only reasonably common animals can be used to construct wild clothing of any sort.

Once the clothing is finished and donned by the druid the spirit the druid consumed bonds with the clothes. If the druid dons any clothes made from any other type of animal or disrupts the spiritual balance he has created in any way, he loses the benefits of the clothing. While wearing the clothing, the druid receives a +4 circumstantial bonus to his Animal Empathy and Handle Animal checks made in relation to animals of the chosen type. In addition, if the druid has acquired a suitable *wild shape* ability, he may assume the form of the animal once each day without it counting against his normal daily allotment. No other creature can benefit from this clothing.

OGHAM — THE LANGUAGE OF THE DRUIDS

All druids can speak and write the secret language of the order, the mysterious tongue usually called Ogham. It is the duty of every druid to not only learn the language but to make sure no one from outside the order ever learns it. The secrets of the druids are recorded in Ogham and it would be devastating for the order should the language become commonly known among its enemies. Should any druid teach the language to an outsider or should any outsider speak more than a single word from the language at a time, powerful divinations created by the druids at the dawn of time will immediately inform the grand druid of the transgression. Though generally forbidden to interfere in the actions of lesser druids, the archdruids, with all their magical might, will not hesitate to kill either a druid who teaches the language to an outsider or anyone who learns the language from them.

At first appearance, Ogham writing looks nothing like a written language. Though the language is found on paper, it is more often carved into stone or wood surfaces. The druid preparing to write something in Ogham begins by drawing a long line; horizontal, vertical or even circular. Each letter of Ogham is a series of short lines that transect this central line. By following the central line, the druids can read the tongue.

Though the language of Ogham can be used to speak about or write down anything that any normal language can be used for, it does also have a magical property. The language of Ogham can be used to record spells, to scribe scrolls and to write trigger words or guidelines on magic items. For this reason, any druid who desires to do so can incorporate a restriction into any magic item he or she creates with the spell-completion or spell-trigger activation that only characters with knowledge of Ogham will be able to use the item. Though it is impossible to incorporate this restriction in a command activated item, the command word can be written on the item, allowing druids be immediately able to use it while others will need to use magic to discover the word — which itself will be Ogham.



DRUID FEATS

The following chapter outlines a small selection of feats particularly suitable for the druid class.

Demonstrating the druid's diversity and adaptability, the chapter includes five different types of feat. The General feats are available to any character who meets the prerequisites. They follow all the normal rules in *Core Rulebook I*. Characters can only purchase druid feats if they have levels in the druid class. Wild feats are available to any character with the *wild shape* ability. For this purpose, any special ability with the words '*wild shape*' in the name (such as *lesser wild shape* or *greater wild shape*) counts as *wild shape* for meeting prerequisites of a Wild Feat. The Metamagic feats and Item Creation feats in this chapter can be purchased by any spellcaster that meets the prerequisites.



Anchor Sacred Grove (Druid, Item Creation)

You have the power to call a sacred grove to the material plane and anchor it in one place. Using this feat makes you the seneschal for the sacred grove. You can only be seneschal of one sacred grove at a time.

Prerequisites: Knowledge (nature) 12 ranks, 9th level druid.

Benefit: You can build a powerful spiritual bond with a sacred grove. You may become and use the special abilities of a seneschal outlined in the Otherworld chapter.

Augment Wild Shape (Wild)

You have a more advanced control of your *wild shape* power than others.

Benefits: You may take any one advanced *wild shape* ability for which you fulfil the prerequisites. Note that a character could take the *extra wild shape* advanced ability using this feat but the *Extra Wild Shape* feat offers a better way to gain extra access to the ability.

Elemental Summoning (Metamagic)

You know how to summon creatures from the elemental planes to aid you.

Prerequisites: Knowledge (nature) 5 ranks or Knowledge (the planes) 5 ranks, one other metamagic feat and the ability to cast at least three summoning spells

Benefit: Choose one of the four elements (air, earth, fire or water). You may use this feat along with any *summon monster* or *summon nature's ally* spell. You apply the appropriate elemental creature template to any creature using the modified spell. A spell prepared using the Elemental Summoning feat is one level higher than normal.

Elemental Creatures

Elemental creature is actually four templates; air creature, earth creature, fire creature and water creature. These templates can only be applied to any corporeal creature with one of the following base types: aberration, animal, beast, magical beast, plant or vermin. The creature's type changes to elemental with the appropriate elemental subtype – air, earth, fire or water. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d8.

Speed: An air elemental creature has a fly speed of 100 feet, unless the base creature has a higher fly speed, with perfect manoeuvrability. Earth elemental creatures gain burrow at the base creature's normal speed or 20 feet, whichever is less, in addition to the normal speed for the base creature. Water elemental creatures gain a swim 90 feet in addition to the normal speed for the base creature.

AC: Earth creatures improve their natural armour by +3.

Special Attack: An elemental creature retains all the special attack of the base creature and also gains the following:

Air Mastery (ex): Air elemental creatures suffer a -1 penalty on attack and damage rolls against an air element creature.

Burn (ex): Those hit by the natural weapons of a fire elemental creature must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds (see *Core Rulebook II* for more details on catching on fire). The save DC is equal to 7 + the fire elemental creature's HD total.

Creatures hitting a fire elemental creature with natural weapons or unarmed attacks take fire damage as though hit by the fire element creature's attacks, and also catch fire unless they succeed at the Reflex save.

Burrow (ex): An earth elemental creature can glide through stone, dirt, or almost any sort of earth except metal as easily as a fish moves through water; in a manner similar to a Xorn.

Drench (ex): The water elemental creature's touch puts out torches, campfires, exposed lanterns and other open flames of non-magical origin, if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* cast by a sorcerer whose level equals the water elemental creature's HD total. It gains no benefit or disadvantage against creatures from the elemental plane of fire.

Earth Mastery (ex): An earth elemental creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If an opponent is airborne or water-borne, the earth elemental creature suffers a -4 penalty on attack and damage rolls.



Heat (ex): In addition to the damage from their attacks, fire elemental creatures deal additional fire damage with their natural weapons (including claw, bite, slam, or tail attacks). The amount of damage depends on the HD total of the creatures (see table below)*.

Water Mastery (ex): A water element creature gain a +1 bonus on attack and damage rolls if both it and its opponent touch water. If the opponent or water elemental creature is land bound, the water creature suffers a -4 penalty on attack and damage rolls.

Special Qualities: An elemental creature retains all special qualities of the base creature and also gains the following ones:

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Darkvision: Darkvision with range of 60 feet.



DRUID FEATS

Damage Reduction: All elemental creatures receive damage reduction based on their HD (see the table below).

Hit Dice	Damage Reduction	Additional Fire Damage*
1 - 3	-	-
4 - 7	-	1d4
8 - 11	5 / +1	1d6
12+	10 / +1	2d6

Tremorsense (ex): Earth elemental creatures can automatically sense the location of anything within 60 feet that is in contact with the ground.

If the base creature already has one or more of these special qualities, use the better value.

Saves: Same as the base creature.

Abilities: Air elemental Creatures modify their abilities as follows: Dex +6; earth elemental creatures modify their abilities as follows: Str +2, Dex -2. All other elemental creatures receive no modifications to their abilities.

Skills: Same as the base creature. If the elemental creature has an intelligence of 4 or greater; it speaks



the language of its plane; Ignan for fire elemental creatures, Aquan for water elemental creatures, Auran for air elemental creatures and Terran for earth elemental creatures.

Feats: Same as base creature.

Climate / Terrain: Any land or underground.

Organisation: Same as the base creature.

Challenge Rating: Up to 3 HD, same as the base creature. For 3 HD to 7 HD, same as the base creature +1 and for 8D or more, same as base creature +2.

Treasure: Same as the base creature.

Alignment: Usually neutral.

Advancement: Same as the base creature.

Equipment Master (Wild)

You have control over which items transform when you do.

Benefit: When the druid initiates a transformation, he may declare which items are and which items are not absorbed into his body and rendered inactive. Items may be transformed into some form of clothing suitable for the new body or dropped at the druid's feet – whichever the druid chooses.

Normal: The type of creature the druid is transforming into determines if the druid's items are absorbed into the new body and rendered inactive.

Extra Companions (General)

You have more animal and beast companions than normal for your caster level.

Prerequisites: The ability to cast *animal friendship*.

Benefit: The total hit dice of creatures you can have befriended using a *friendship* spell is increased by 4 hit dice. This does not increase the maximum hit dice for any one creature you have befriended. This is still limited to twice your caster level but added together, the total hit dice of all creatures, can now exceed this level by 4 hit dice.

Normal: The total hit dice of creatures you can befriend is equal to twice your caster level for the *friendship* spell.

Special: If you take this feat at 1st level, you can start the game with an extra 4 hit dice of animal

companions. This feat can be taken multiple times. Each purchase increases the total number of hit dice of creatures you can have befriended by 4 hit dice.

Extra Wild Shape (Wild)

You can use the wild shape powers more frequently than normal for a druid of your level.

Prerequisites: The ability to use *wild shape*.

Benefit: Choose one *wild shape* ability that you have access to. You may use this ability more often. If you choose the animal, beast, plant or vermin *wild shape* ability, you can use the ability twice more each day. For the other *wild shape* powers, you can use the power once more each day.

Special: You may choose this ability multiple times. If you wish, you can apply the feat multiple times to the same *wild shape* ability and stack the effects. If you purchase this feat for a specialised power, you double the effective increase in daily uses when assuming your specialist creature but must use three uses of the power to assume the form of any other creature of that type.

Fast Wild Shape (Wild)

You can use your *wild shape* ability faster than other druids.

Prerequisites: Ability to use *wild shape*, at least two advanced *wild shape* abilities, Dex 13+.

Benefit: You gain the ability to use the *wild shape* power as a move-equivalent action. The character can use combination or partial transformations as a standard action instead of a full-round action.

Normal: A druid requires a standard action to use *wild shape* or a full round action to use a combination or partial transformation.

Fluid Shape (Wild)

You have mastered the art of shifting seamlessly into forms that fuse aspects of various living and undead creatures.

Benefit: You receive a +5 bonus to the Concentration check for partial or combination transformations.



Generation Casting (Metamagic)

You create spell effects that travel down the generations, inflicting generation after generation with the same maladies and benefits.

Prerequisites: Knowledge (nature) 10 ranks, two other metamagic feats.

Benefits: The spell prepared or cast using this feat is so potent that its effects are passed on down the generations. If the duration of the spell is still in effect when one of its targets parents a child, the child is automatically affected by the spell as though he or she were originally in the area of effect or targeted by the originally casting. The child receives no saving throw. This happens every time one of the original targets has a child, no matter how often any one of them has offspring. Depending on how powerful you make the spell, these offspring may also pass the spell onto their children.

A spell prepared or cast using Generation Casting requires a spell slot one or more levels higher than normal. The level increase required by the spell is the number of generations down which the spell will pass. Only spells with long or permanent durations can truly benefit from Generation Casting. Instantaneous effects cannot be passed on down the generations using this feat.

Invest Magic (Item Creation)

You know how to pass magical energies safely into living creatures.



DRUID FEATS

Prerequisites: Knowledge (nature) 9 ranks, Spellcraft 9 ranks, one other item creation feat.

Benefit: The Invest Magic feat is a prerequisite for many of the special magic items outlined in the Living Magic chapter.

Resistant Shapeshifter (Wild)

You draw on your inner magic and can resist forces that would normally end your *wild shape* form prematurely.

Prerequisites: Ability to *wild shape*, Con 15+

Benefits: When confronted with a *dispel* effect or *antimagic* effect that would end your *wild shape*, you can attempt to retain your form with a Concentration check (DC 20). In an *antimagic field*, the character must make this check every round until he leaves the area of effect.

Sustain Wild Shape (Wild)

You can flick back and forth between various forms with ease.

Prerequisites: Ability to *wild shape*, must be able to cast 5th level druid spells.



Benefit: When you transform back to your normal form or into another *wild shape*, you can sustain your previous form using a full-round action. So long as you sustain your previous form, you may return to that shape without it counting as an addition use of the *wild shape* ability. You cannot sustain more than one wild shape form at one time.

Terrain Focus (Druid)

You have such an intimate connection to a particular terrain that your bond is never completely severed, no matter where you travel or choose to live.

Prerequisites: The character must have spent at least 6 months living in the appropriate terrain.

Benefit: Choose one terrain in which you have spent at least 6 months living. This feat offers two benefits. Firstly, the difficulty for the Wilderness Lore check to successfully adapt to your favoured terrain is only 10. In addition, you may make two Wilderness Lore checks to adapt to your favoured terrain each time you memorize spells. Secondly, by making a Wilderness Lore check (DC 15), you can develop any power from your favoured terrain no matter where you are. This is only useful with certain powers, as outlined in the power's description.

Normal: A druid can only make one adaptation check each time he prepares his spells and may only develop powers while in the appropriate terrain.

Special: This feat may be taken more than once, its effects do not stack. Each time the druid takes the feat it applies to a new terrain type.

Totem Animal (Druid)

You have opened your mind and soul to the attributes of a chosen animal. At times, you are possessed with almost super human qualities derived from the essence of these chosen animals.

Prerequisites: Knowledge (nature) 5 ranks, Wis 15+.

Benefits: You may choose one skill possessed by one animal from *Core Rulebook III*. This skill is considered a class skill for your druid class. Additionally, once per day, you may draw on the power of the animal to gain a +4 racial bonus to one skill check made for the chosen skill.

Special: This feat may be taken multiple times. Each time the feat is applied to a new skill.

TOOLS OF THE TRADE

Druids make extensive use of some rather unusual tools and equipment. More so than any other class, druids prefer to make their own tools, relying on nature to provide the basic materials and their own craftsmanship to shape those materials into useful tools. Since most druids spend a lot of time in the wilderness, they often have a lot of survival equipment. The following chapter outlines a collection of clothing, weapons, armour, tools, kits and methods of transportation that a druid might choose to use. In addition, many of the entries include information on how a druid might collect the raw materials required to create it, the Crafts skill required to shape it and the difficulty for the Craft check.

CLOTHING

In the wilderness, a druid's clothes can make the difference between life and death. A druid surviving the harsh heats of the desert has to abide by very different rules than one making his life in the northern tundra. The following clothes are generally easily available in the environment where they are most useful.

Aba: These desert robes are made of a light fabric. They cover the whole body and are typically brown or white. A humanoid will usually wear several layers of these fabrics, with light colours worn under dark colours. In hot or dry climates, an aba helps prevent perspiration, allowing to wearer to retain water. In temperatures up to 110°F, the aba provides a +4 circumstantial bonus to Fortitude saving throws against heat exhaustion and subdual damage due to heat.

Characters suffering from thirst or in environments

with high humidity do not benefit from wearing aba. A character must be shown how to wear an aba properly. If the character does not have a guide, he must succeed in a Wilderness Lore check (DC 10) when he first tries to wear an aba.

Ice Boots: These thick, white, fur boots offer the character protection from frost bite and give the character a +5 bonus to his balance check to avoid slipping and falling on ice.

Thick Furs: These thick furs are usually made from the hides of arctic mammals. A character wearing these furs can survive in temperatures as low as a 0°F without the need to roll for damage. Once a character reaches temperatures below 0°F, he must make a Fortitude saving throw (DC 15, +1 per previous check) or sustain 1d6 point of subdual damage. The character receives a +4 circumstantial bonus to this saving throw when wearing these furs.

Clothing Table

Item	Cost	Weight
Aba	30 gp	-
Ice Boots	15 gp	1 lb
Thick Furs	35 gp	5 lbs



ARMOUR AND SHIELDS

All of the following armour and shields are useable by druids, even considering their special oaths against the use of metal armour. A druid is not proficient with heavy armour but, if the character purchases Heavy Armour Proficiency, he can gain all the benefits of Wood Splint.

Animal Hide: This hide is animal skin that has been cleaned but not cured. It is more delicate than leather armour and still contains much of the fur the creature had in life. It is quite light but provides only a fraction of the protection proper leather provides.

Ankheg Hide: This hide armour is built up from select pieces of an ankheg's thick chitinous shell. The armour provides a +5 armour bonus and provides the wearer with acid resistance 5.

Bone Studded Leather: When metal is not an option, bone can make a hardy if less durable alternative for reinforcing leather armour.

Cord: Cord is woven from tree bark and other durable plant fibres, tightly knotted and plaited into a thick, durable fabric. Like chainmail, cord is often worn under heavier armour and is usually accompanied by a silk under-dress that protects the wearer from the course nature of the material. Cord is popular among halflings and elves in addition to druids.

Dire Leather: This leather is prepared exclusively from dire animals. As such, it is thicker and more durable than other forms of leather armour and provides superior protection. This armour is generally found exclusively among the druids for only they know where to find extensive numbers of dire animals.

Dire Hide: Dire animals are not only bigger and more ferocious, they are quite literally thicker-skinned. Dire hide is prepared from multiple layers of dire leather and dire animal hides. It is stiff and hard to move in but provides druids, who already favour hide above other armour, with a superior bonus to their armour class.

Wood Splint: Wood splint appears at first to be splint mail. The armour is made of narrow strips of wood (usually painted black) backed onto leather with thick cord that is worn over cloth padding. Cord armour protects the wearer's joints. Unlike normal armour, Wood splint is worn with heavy leather gloves, not gauntlets. Though the armour appears to be of poor design and offers little protection for its weight and cumbersome nature, druids often use wood splint because a single casting of *ironwood* immediately gives wood splint all the properties of real splint mail.

Leather Shields: Leather shields are light and flexible but they provide only limited protection against attack. The leather is supported across a wooden framework and stiffened using processes similar to

DRUID ARMOUR

Armour	Cost	Armour Bonus	Maximum Dex Bonus	Armour Penalty	Arcane Spell Failure	Speed (30ft)	Speed (20ft)	Weight
Light Armour								
Animal Hide	-	+1	+7	0	5%	30 ft.	20 ft.	5 - 10 lbs
Bone Studded Leather	20gp	+3	+5	-1	15%	30 ft.	20 ft.	20 lbs
Dire Leather	500gp	+3	+5	-1	15%	30 ft.	20 ft.	15 lbs
Cord	10gp	+2	+6	-2	15%	30 ft.	20 ft.	10 lbs
Medium Armour								
Ankheg Hide	6,750gp	+5	+3	-4	20%	20 ft.	15 ft.	30 lbs
Dire Hide	1,500gp	+5	+3	-5	20%	20 ft.	15 ft.	25 lbs
Heavy Armour								
Wood Splint	100 gp	+4	+0	-7	40%	20 ft.	15 ft.	30 lbs
Shields								
Shield, small, leather	1gp	+1*	-	-1	-	-	-	2 lbs
Shield, large, leather	3gp	+2*	-	-2	5%	-	-	3 lbs

* This bonus only applies against bludgeoning weapons.

those used in the creation of hide armour. The leather shield's armour bonus only applies against bludgeoning weapons, as piercing and slashing weapons go straight through the leather.

TOOLS AND KITS

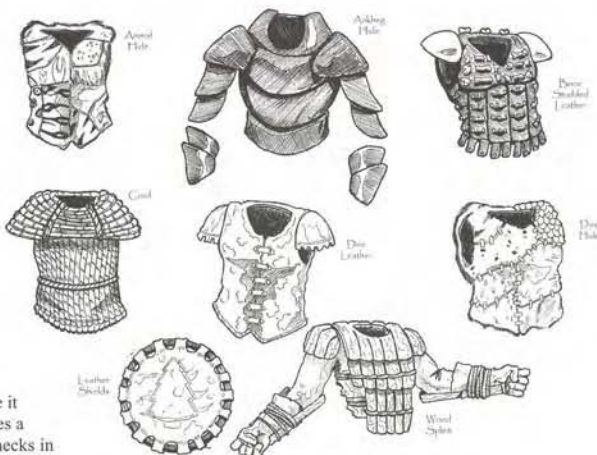
Camouflage Kit: The camouflage kit provides a mixture of small pouches filled with dark paints and special cloth patches with which to cover clothing. The kit can be used ten times before it needs to be replaced. It provides a +4 equipment bonus to Hide checks in forest, jungle or woodland environment.

Fishing Net: Though it is possible to fish without one, it is very difficult to catch a sizeable quantity of fish without a net. Each net can cover a 10 ft. by 10 ft. area of the river and provides a +5 equipment bonus to Profession (fisher) checks. A fishing net requires a Use Rope check (DC 15) to set up. In addition, a character using a fishing net with at least 5 ranks in the Use Rope skill receives an additional +2 synergy bonus to his Profession (fisher) checks.

Sacred Anatomy Kit: This kit of knives and sharpened flints incorporates only natural materials and very little metal. The mystical qualities of the items have been cleansed through intensive rituals and allow a druid to safely extract materials from a living creature without contaminating them. The druid using this kit receives a +2 equipment bonus to his Heal check to extract magical materials from a dead monster.

TOOLS AND KITS TABLE

Item	Cost	Weight
Camouflage Kit	95gp	2½ lbs
Fishing Net	25gp	25 lbs
Sacred Anatomy Kit	50gp	1½ lbs



ATTUNED FOCI

Druids believe there is magic in all living creatures. By foraging for specific plants and animals and preparing them with the utmost care and precision, a druid can trap these magical energies, allowing them to augment his own magical abilities. An attuned focus is always made of natural ingredients, be that fruit, leaves, flowers, bone or skin. Suitable items have a dim magic aura detectable using the appropriate spells but they do not require an item creation feat to make. A druid must make his own attuned focus using the Craft and Foraging rules outlined in the Tricks of the Trade chapter.

Using Attuned Foci: To take advantage of the focus' inherent magical properties, the character must wear the focus. Wearing an attuned focus takes up one of the limited spaces available for magic items (cloak, amulet etc.) For this purpose, a torc takes up the place of a medallion or necklace and a garland can take the place of a necklace, a pair of boots, a pair of gloves or a headband. While worn, the attuned focus offers the character some small bonus when using a specific selection of spells. Only druid spells, cast as a druid, can benefit from the effects of an attuned focus.

Learning to make Foci: A character must learn how to create a specific focus from someone who already knows. This takes one full week of tuition. A character is limited in the number of foci he can learn how to make. The character can know how to make

TOOLS OF THE TRADE

one focus for every point of intelligence bonus he possesses. A character advancing in his spellcasting ability as a druid may attempt a Knowledge (nature) roll (DC as Craft DC) to learn how to make a focus. This can only be attempted once each time the character increases his druid caster level.

Alder Torc: One of the most important properties of the Alder tree is its incredible resistance to rot under water. Using the *alder torc*, a torc carved from a branch of an alder tree, a druid gains some benefits when trying to survive under water. He receives a +1 natural bonus to his caster level for *water breathing*. An *alder torc* must be soaked in water for at least one hour each day to retain its power. The torc loses all its magical properties after 2d6 months.

Ash Vial: This small glass vial is supported on a vine chain and hung round the neck. The vial includes the burnt ashes of an ash tree and various herbs. When the druid creates his *vial*, he chooses one spell with the fire descriptor of 3rd level or less. When casting that spell, the druid receives a +1 natural bonus to his caster level. The ash loses all potency after 2d6 months.

Bone Garland: This nasty focus uses the bones of rodents, preserved with oils and tied together with muscle, tendrils and gristle from a rat or small fox quite literally boiled alive. No one outside the vitiate maidens would be seen wearing a *bone garland* without risk of being attacked by any good-aligned druid. While wearing the garland, the character may convert any *summon nature's ally* spell of 5th level or

Attuned Foci

Focus	Cost to Manufacture*	Creation Difficulty
Alder Torc	30 sp	13
Ash Vial	30 sp	13
Bone Garland	50 sp	15
Garland of Healing	80 sp	18
Hawthorn Garland	60 sp	16

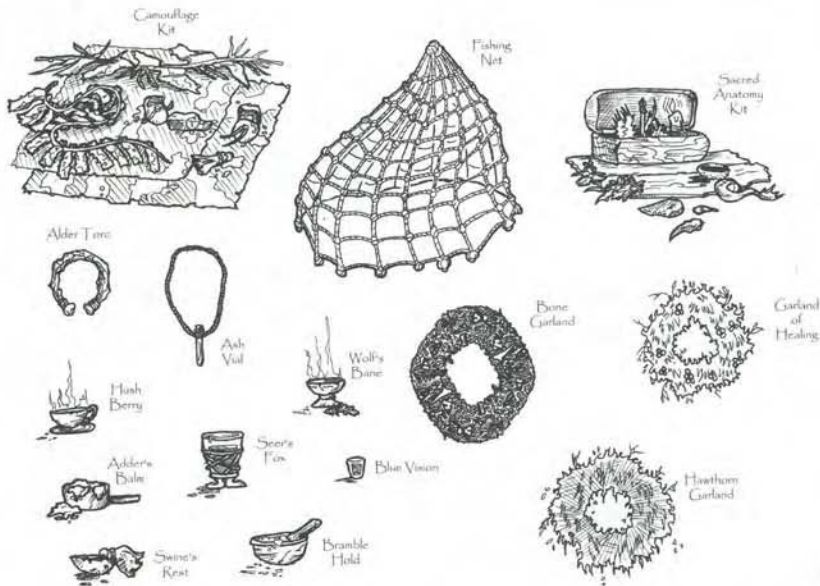
* This number is used only as a guide to how long it takes to create the Focus. A druid will rarely, if ever, sell a focus and he cannot use a focus created by another druid.

less into the equivalent *summon undead* spell as he casts it. A character wearing a *bone garland* is an immediate enticement to undead of all sorts, who will attack the character before any other. The garland retains its power for 1d6 + 1 months.

Garland of Healing: Elderberry trees have long been associated with healing magics by druids. This *garland* is made of the leaves and stems of an elderberry bush and carries with it the rich fragrance of the herbs and oils used to preserve the elderberry's magical properties. The elderberry bush can be found in almost any forest, so the *garland* is quite common in the order. When worn, the *garland* offers its maker a +1 natural bonus to his caster level for *delay poison*, *neutralise poison* and *remove disease* spells. The *garland* withers and dies given time. After 2d6 months, the *garland* loses all its power.

Hawthorn Garland: Hawthorn is considered a purely malevolent plant dedicated to cursing and hexes. Other druids will treat a character who openly wears a *hawthorn garland* with suspicion. The *garland* offers the wearer a +2 natural bonus to the difficulty to resist any *contagion* or *poison* spell he casts. The *garland* retains its potency for 1d6 months. Should a character take a *hawthorn garland* indoors, everyone under that roof (including himself) will suffer a -1 luck penalty on all checks for 24 hours. The wearer will suffer this penalty until the *garland* is burnt or until it loses its potency (even if he no longer wears it). Because of the dangers involved in using hawthorn, these *garlands* are usually made with a particular casting in mind and then destroyed. These *garlands* can be made in any temperate region.





HERBAL RECIPES

Most druids have some intuitive feel for the profession of herbalist. The druid power of Nature Sense allows them to identify the ingredients for herbal remedies. Unlike alchemists, herbalists do not require expensive materials or workshops. Everything an herbalist needs for his recipes can be found using foraging and everything needed to prepare the recipes can be found out in the wilds. Many druids have ranks in the Profession (herbalist) skill and make extensive use of the following recipes.

Though the following herbal recipes can be found for sale in small towns and villages, druids often make up these recipes themselves. Like food, herbal recipes spoil and lose all potency given time. Creating an herbal recipe requires the Profession (herbalist) skill. The druid receives a +2 expertise bonus to his Profession (herbalist) check due to his Nature Sense ability. If the character has not adjusted to the terrain yet, he does not receive this bonus. This follows all the normal rules for a Craft skill, using the creation difficulties in the table. The character can use the

Craft and Foraging rules outlined in the Tricks of the Trade chapter when producing herbal recipes, using his Profession (herbalist) skill in place of the Craft skill.

The herbal recipe names that follow are simply for game purposes. Often, the concoctions have no real names and, even when they do, they are regional. Many families have their own herbal recipes handed down from mother to daughter over the generations. Obviously, they have their own names for these concoctions.

Adder's Balm: These oil and herb soaked balms are particularly useful during long term care when an herbalist is trying to prevent infection. The balm draws out poisons and infections from the wounds on which it is placed. The character using adder's balm receives a +2 circumstantial bonus to his Heal roll for the purposes of long-term care and allows the patient to recover 25% more hit points than normal. This offers no additional benefit to heal ability damage.



TOOLS OF THE TRADE

In addition, if a character with Adder's Balm can get to an infected wound within 1 minute, he can attempt to remove the disease before it spreads into the patient's system. The character must attempt a Heal check (DC as determined by disease +10). If the Heal check is successful, the patient makes a new Fortitude save. If this saving throw is successful, the subject was not in fact infected. Each balm can only be used once.

Blue Vision: This potent elixir is an hallucinogen ingested by druids and other seers to enhance the clarity of their visions. The elixir is drunk and takes 1d4 + 1 rounds to begin to have its effect. At this point, the drinker must make a Will saving throw (DC 14) or lose his senses completely. Even if the character makes his saving throw, he suffers a -4 penalty to his dexterity and charisma for the duration of the effect. The concoction lasts for 1d6 x 10 minutes. During this time, assuming the character passes his Will save, he may cast any divination spell at +1 caster level.

Bramble Hold: This red-purple stew is brewed from a mixture of berries native to most temperate forests. It has a strong sweet taste and is often used as a late evening drink. Though not inherently intoxicating, the bramble hold has strong magical influences and is highly sensitive to the magic of druids and fey. If an enchantment spell of 3rd level or lower is cast upon bramble hold, it will absorb the magical qualities. Bramble hold can only hold the properties of one enchantment spell at a time. A new casting destroys the effects of any other enchantments already held by the recipe. The brew can hold the magic for up to 24 hours. Any creature drinking the brew is affected as though they had been targeted by the enchantment. They receive all the normal saving throws.

Hush Berry: This herbal tea allows the subject a restful and deep sleep. The character who imbibes the tea must make a Will saving throw (DC 12) within the hour or become fatigued. The character will want to sleep. If the character does sleep, he receives a +2 circumstantial bonus to saving throws against the *nightmare* spell or similar effects that interfere with sleep. A character under the influence of hush berry requires a Will saving throw (DC 12) to wake from his deep sleep. After

the character receives 8 full hours of sleep or the 24 hours, whichever comes first, the effect of *hush berry* wear off completely.

Seer's Fox: This herbal recipe offers any character who drinks it the ability to perceive the otherworld. The character who drinks this tea may make an immersion check with a +4 bonus to see into the otherworld. The character may make this check even if he would normally be unable to see into the otherworld.

Swine's Rest: A single brew of this herbal remedy can be lathered onto the skin to provide protection from sunburn. The brew has a sweet but not unpleasant aroma. Most druids in hotter climes make extensive use of swine's rest if they are prone to sunburn.

Wolf's Bane: An herbal tea produced from belladonna, this recipe offers a character afflicted with lycanthropy a greater chance of avoiding his curse. If drunk within 1 hour of the lycanthrope attack that inflicted the character with the curse, the tea automatically removes the curse. If drunk within one day, the tea allows a Fortitude save (DC 20) to shake off the disease. A healer administering the elixir can use his Heal check instead of the character's Fortitude save. This tea must be used in place of unprepared belladonna – not in addition to.

When drunk, the imbiber must make a Fortitude saving throw (DC 8) or take 1d6 point of temporary Strength damage. After one minute, another saving throw needs to be made to avoid 2d6 points of temporary Strength damage.

Herbal Recipes

Recipe	Cost	Creation Difficulty	Spoil Life* (Months)
Adder's Balm	50 gp	18	1d2 - 1
Blue Vision	150 gp	22	1d2 + 1
Bramble Hold	300 gp	21	1d3 + 1
Hush Berry	500 gp	19	1d4 + 2
Seer's Fox	10 gp	14	1d4 + 1
Swine's Rest	10 gp	14	1d4 + 2
Wolf's Bane	25 gp	20	1d2 + 1

* Spoil Life: This is the time until the recipe loses all special properties. Assume a freshly-made recipe has the maximum spoil life when created. Otherwise, this is the time before a purchased recipe spoils. The Games Master may wish to adjust the rolled spoil life depending on the exact circumstances of the purchase.

LIVING MAGIC

Nature and its seasons inspire all that the druid does. With the rising sun, he watches the petals of flowers uncoil in the warmth of a new-born day. With every spring, the trees bloom into life and insects swarm through the gardens and groves, bringing their pollen and feeding from the sweet nectar streams that are their only reward. With autumn, the trees drop their leaves, the insects become still and dormant in their hives and the world grows old and dies, waiting to be reborn with the return of spring.

Druids watch Mother Nature's cycles, daily, yearly, across the aeons and they learn from her example. There is a rhythm to life and the druids aim to replicate that rhythm in their magic. While wizard and clerics toil away in their laboratories, aiming to increase their power with all manner of magical inventions, few druids would dream of separating themselves from nature for such extended periods for so little reward. Instead, druids have invented their own approach to many of the acts of magical creation used by lesser spellcasters, approaches that work with and blossom under the rhythms and patterns of nature.

This chapter outlines alternative methods of item creation used by druids. There are also rules for several new types of magic item almost exclusively used by druids.

POTION GARDENS

Requires: Brew Potion, Knowledge (nature) 9+ ranks.

Druids wishing to produce potions rarely have the time or inclination to use alchemy or a laboratory. Instead, druids cultivate potion gardens. These small kitchen garden affairs are usually found within or near to a sacred grove, where they benefit from the protection of the grove's defences, whatever they may be. Animals living near the garden sometimes eat from it and they begin to demonstrate the effects of the potion being brewed within the leaves and roots. If the potion is toxic or dangerous, they quickly learn to avoid the garden but, in places where druids cultivate potions of Charisma, Intelligence, Strength or some other beneficial elixir, the local wildlife can quickly be invested with such qualities.

Though they are often found deep in the forest or secreted away where few civilised individuals would

ever go, they may appear at first glance as nothing particularly special. Were a stranger to recognise the garden as distinct from the surrounding flora at all, he would probably take it for nothing more magical than an old kitchen garden gone wild.

Establishing a *Potion Garden*: Only druids with at least 9 ranks in the Knowledge (nature) skill can create a potion garden. Establishing a potion garden requires one week for every square yard the garden will encompass. If multiple individuals tend the same garden, divide the total time by the number of druids working together. A garden composed of 10 square yards, tended by 3 druids, would require 3 weeks to establish. At the end of this period, the lead druid must make a Knowledge (nature) check with a difficulty equal to 10 + the number of yards square included in the garden to establish that the magical energies are correct and the plants healthy.

Tending a *Potion Garden*: A garden must be looked after if it is to flourish. At least one individual must look to the garden's needs for a least one full hour each week or the garden will become less productive. If a garden is not tended for one full month, it loses one enchantment. It continues to lose enchantments at a rate of one each week until all of them are gone. Once all the enchantments are gone, the garden reverts to a completely normal state after one more week, at which point the druids would need to start the whole creation process again.



Circumstances	Modifier
Garden has not been recently tended	+ the number of days since last tended
Garden was harvested (or initially enchanted for specified potion):	
Today	+50
Yesterday	+45
Less than 5 days ago	+40
Less than 10 days ago	+30
Less than 20 days ago	+20
Less than 30 days ago	+10
Less than 60 days ago	+5
Autumn (or similar poor condition)	+5
Winter	Cannot be harvested
Multiple Enchantments on Garden	+2 per additional enchantment

Enchanting a Garden: Only a character with 9 ranks of Knowledge (nature) and the Brew Potion feat can enchant a garden. To enchant a garden, the character must choose a normal potion and calculate its base cost following the rules outlined in *Core Rulebook II*. Enchanting a garden takes one full day and requires 1/10th of the base cost of the potion in experience and ingredients costing 1/4 the base cost of the potion from the character. All of the materials for a potion garden can be provided through foraging (see the Bounty of Nature in the Tricks of the Trade chapter). A garden

can only support enchantments with a caster level equal to or less than its size in yards squared.

Harvesting a Garden: When the druid wants, he may attempt to harvest the garden for a particular potion for which the garden has been enchanted. This requires only one hour but the character must

make a Knowledge (nature) check to successfully harvest the garden. The base difficulty for the check is 20 but it is modified using the above table:

If the check is successful, the garden yields up a series of potion ingredients. A character eating these ingredients has a 25% chance of being affected as though by a single potion of the appropriate type. Alternatively, these ingredients can be boiled in water for one hour to produce 1d3 - 1 potions of the appropriate type. On a roll of a 1, the harvest fails to produce a useful potion.

Cleansing a Garden: When the druid has as much of a potion as he desires, he may choose to cleanse a garden of the enchantment that is producing it. This requires one hour to tend the garden and a knowledge (nature) check (DC 5 + the garden's size in yards squared + the number of enchantments in the garden). Success removes the enchantment. A druid may remove any enchantment from a garden.

SCROLL FLOWERS

Requires: Scribe Scroll, 8+ ranks of Knowledge (nature).

Scroll flowers are the druid's answer to the expensive material components of scrolls. Each flower is tended separately after being invested with the essence of a particular spell. Once fully mature, the flower gives up a thick black sap with which the druid can write a scroll of that spell on normal paper or any other suitable material at no cost to himself.

It takes one full season to grow a scroll flower. Each flower requires the attention of the druid or an aid with at least 8 ranks in the Knowledge (nature) skill for at least one full hour each week. At the beginning of the process, the flower needs to be enchanted. This



requires an amount of experience equal to the caster level of the scroll multiplied by the spell's level. A 4th level druid trying to create a scroll of a 2nd level spell would need to pay 8 experience points. The flower will require 4d4 months to completely mature. At this time, the druid makes a Knowledge (nature) check (DC 10 + the caster level of the scroll). If the check is successful, he extracts the required ink and can begin to write the scroll. If he fails the check, the plant is ruined.

The process of writing the scroll requires both that the druid has the spell prepared and that he has the Scribe Scroll feat. There are no checks required and it takes only one hour. This must be done within 1d6 hours of the ink being extracted from the scroll flower or the ink is ruined and the druid loses his chance to create the scroll.

SPELL-LIKE INVESTITURES

Requirements: Brew Potion, Scribe Scroll, Invest Magic, Knowledge (nature) 15 ranks.

A spell-like investiture is the ability to grant a creature with a spell-like ability that replicates one of the druid's spells. Druids created spell-like investitures so that they would not need to carry scrolls and potion bottles with them at all times – items that could easily be destroyed in the wilderness. Constructs cannot be imbued with spell-like abilities.

Brewing an Investiture: To successfully brew an investiture requires Brew Potion, Scribe Scroll, Invest Magic and Knowledge (nature) 15 ranks. Each investiture is brewed separately with a specific recipient in mind. Creating the potion requires hair, skin or some other bodily material from the creature to

be invested. Druids follow the basic procedure for creating a potion when they brew an investiture. They can either brew the potion using the conventional method outlined in *Core Rulebook II* or they can use a potion garden. With a potion garden, it should be noted that, though a garden might continue to produce an investiture, only the original creature for which it was created can benefit from the investiture potions created.

To calculate the base cost for brewing an investiture, multiply the level of the spell x the caster level x 800 gp. The druid may set the caster level anywhere between his current caster level and the minimum caster level for the spell.

Administering the Cocktail: Once the investiture has been brewed, it must be administered to the chosen creature. Administering the brew usually requires one full hour and is usually done over several attempts. A brew must be administered to the subject within 24 hours of its creation or it is ruined and loses all its magical properties. The druid makes a check using the appropriate skill (see below) against a difficulty of 15 + the number of investitures the creature already possesses. If the check fails, the character destroys the potion and the whole process must begin again. If the check succeeds by more than double the base difficulty, the process of administering the brew takes only thirty minutes.

Surviving the Process: The creature to receive the investiture must immediately make a Fortitude saving throw (DC 15 + the level of the investiture + the number of investitures it already possesses). This check must be made even if the administering of the investiture failed. Failing the check causes the creature to receive 1d4 points of Constitution damage. This damage heals at a rate of one point each day. On the last day of healing, the character must make a

second Fortitude saving throw (same difficulty). Failing this check causes the final point of Constitution damage to become permanent.

Using a Spell-Like Investiture:

Each investiture allows the creature to use the associated spell once each day as a spell-like ability. The creature must have either a Wisdom or Charisma score of 10 + the level of the spell to be able to use the investiture. In addition, creatures with an Intelligence of

Required Skill

Type of Creature	Skill Required
Aberration, Animal, Beast, Dragon, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Plant, Shapechanger, Vermin	Knowledge (nature)
Elementals, Outsiders	Knowledge (the planes)
Undead	Knowledge (necrology)
Constructs*	-

* Constructs cannot receive investitures.



less than 5 must be trained how to use the investiture. Animal companions can be taught to use their investiture as a normal trick. If the creature is subjected to a targeted *dispel magic*, his ability to use any investiture is suppressed for 1d4 rounds. A *morden's disjunction* or similar magic will affect a character's investitures as though they were all a single magic item in his possession. The caster level of the original potion fixes the caster level for an investiture.

Removing a Spell-Like Investiture: A character may attempt to remove a spell-like investiture from his system at any time. Once each day, the character may attempt to remove one of his spell-like investitures by making a Fortitude saving throw (DC 15 + the caster level of the investiture). Success removes the investiture. Undead and other creatures without Fortitude saving throws must make a Will saving throw to remove an investiture.

INVESTED TREES

Requires: Invest Magic and one of the following: Craft Staff or Craft Wand.

Trees form an important part of any forest or woodland. Ancient, strong, with roots that reach deep into the earth, the tree symbolises longevity and resilience. These properties make trees perfect for druids to invest with magic. By soaking the roots of a

tree with magical fluids and singing ritually to the tree, a druid or group of druids can awaken its magical spirit and spin those magical energies into something that in almost every way mimics the properties of a magical staff or wand.

A *wand tree* has many of the same properties as a wand. Investing a tree with the properties of a wand costs twice the amount for a normal wand of the same type. The rituals require the character to have all the materials, components and foci the druid would need to make a wand using the conventional rules outlined in *Core Rulebook II*. Once a wand tree has been awakened, the tree has 50 charges. Druids often inscribe on the tree the name of the spell invested within it in Ogham, allowing any druid that discovers the tree to activate the investment. Wand trees use the spell trigger method of activation and require the druid be touching them to activate the spell. The principle advantage of a wand tree is that the tree's own energies regenerate over time. Every ten years, the tree regenerates 1d10 charges. A tree lost deep in the forest for a hundred years will almost certainly have rekindled all of its charges by the time it is rediscovered.

A staff tree follows all the normal rules for a staff. Each tree is covered in Ogham writing, detailing the tree's investments and turning the trees inner spirit to the particular nature the druids have chosen for it. Each tree, like a staff, contains several related spells and the Ogham and other decorations will often make it immediately obvious to what forces the tree has been attuned. Like a wand tree, it costs twice as much to create a staff tree as it does to create the equivalent staff and a staff tree also regenerates its charges at a rate of 1d10 charges every decade, making these ancient and powerful trees one of the druid order's most useful resources.

LIVING ITEMS

Requires: Invest Magic.

Using the Invest Magic feat, the druid can incorporate living creatures into their magic item creation process. This process is highly contentious among druids. While some items have been part of the druid arsenal for centuries and are now widely accepted, new creations incorporating living creatures are often greeted with ill feeling.

The process of incorporating a living creature into an item greatly extends the time it takes to create that item. Only aberrations, animals, beasts, dragons,

elementals, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, outsiders, plants, shapechangers and vermin can be incorporated into a magic item. The druid must infuse the magic into the creature while it is still in the earliest stage of its life cycle. Only corporeal creatures with a proper life cycle can therefore be invested. The magical properties only manifest once the creature is fully matured. For example, a plant must be invested while it is still a seed, an animal while it is still in egg form or in the womb. The exception to this rule is an Ooze, which can be modified at any time during its life but will still take 1d10 months to complete its metamorphosis into a magic item. Though the magic will warp the creature throughout its life, there is always a delay before the creature fully develops its magical properties.

The process of creating a magic item using a living creature stunts the creature's development. The item creation time is added to the gestation period of the seed, egg or foetus. Oozes become inactive during the whole creation process. Essentially, the living creature is a material component required to produce the item. The living creature is a part of the principle components of the item. The item's description will include the gold piece worth of the living creature in the item. The druid does not need to pay this normal item production cost but, of course, cannot begin the process until he has acquired a suitable specimen on which to work his magic.

Living magic items have two special properties. The most obvious is that the living creature will pass its magical properties on to its offspring. It is possible to create sterile living items but this does not reduce the creation cost. The other special property all living magic items share is their ability to resist the effects of *dispel magic*. As living creatures, many of the properties these creatures develop become supernatural traits as opposed to normal magic item qualities. If the item is targeted by a *dispel magic* or similar magic, the item may make a Will save (DC set by the caster) to avoid the effects.

Living magic items come with two specific flaws. Firstly, they age. All living magic items age and can die. A magic item that dies cannot be repaired but must be *resurrected*, a spell most druids do not have access to. Secondly, producing a living magic item is a difficult process. The druid must make a Knowledge (nature) check (DC 10 + the caster level of the item). Failing this check causes the item to mutate. This usually results in a living creature with a twisted sense of detachment from nature, an abomination usually

intent on harming its creator and other natural creatures.

Living magic items are very rare. They are as intelligent and aware as the creature on which they are based. They have their own alignment, agendas and desires. Player characters will not usually be able to make living magic items because of the time it takes for a creature to mature into its full magical potential.

NEW MAGIC ITEMS

The following are a selection of new magic items created with druids in mind.

Assassin Gauntlet

The secret of making the *assassin gauntlet* was until very recently reserved to the vitiate maidens. These gauntlets appear to be made up of leaves and vines. They will actively crawl up onto the body of anyone not currently wearing a gauntlet and always attach to the character's dominant hand (right if the character is ambidextrous). The *assassin gauntlet*, however, is far larger than a normal gauntlet and though it covers the lower arm and hand completely, tendrils will flow out over the body of the wearer, wrapping themselves about the opposing shoulder and neck.

Medium Plant (Magic Item); CR -; HD: 4d8 + 12 (30 hp); Init: -; Speed -; AC -; Face / Reach: 5 ft. by 5 ft. / 5 ft.; SA: Entangle, SQ: Electricity Immunity, Cold and Fire Resistance 20, Blindsight; SV: Fort +5, Ref +5, Will +5; Str 12, Dex 12, Con 12, Int -, Wis 13, Cha 9

The *assassin gauntlet* is a modified form of assassin vine. Though completely immune to electrical damage itself, it offers its wearer only 5 points of resistance against electricity. Only the gauntlet benefits from its resistance to fire and cold. Using the gauntlet, a wearer can make unarmed attacks as though he were armed and inflict 1d6 points of slashing damage. While using the gauntlet, it will guide his actions using its sense, so the character can fight as though he possessed the Blind Fight feat. As a free action, the wearer of the gauntlet may cause plants within 30 ft. to animate as a free action. This does not affect the wearer but everyone within 30 ft. is affected as though within the area of an *entangle* spell cast by a 4th level druid (DC 12). This ability lasts for as long as the *assassin gauntlet* lives or until the wearer or gauntlet dismisses it as a free action.

The *assassin gauntlet* takes two years to grow. During that time, it must be tended but does not require



anything but sun and a continuous supply of small animals and vermin to consume. Once the *assassin gauntlet* has matured, it feeds off its owner. It must be worn for at least 8 hours each week and adds 2 gp to the monthly living cost of the owner. The owner must make a Will save (DC 18) to remove the gauntlet at all.

When initially created, the *assassin gauntlet* can also be granted a magical enchantment. This increases the cost as normal for a magic weapon and follows the normal rules for a slashing melee weapon. If the caster level of the magic weapon enchantments is higher than 7, the difficulty for the Knowledge (nature) check and the *assassin gauntlet's* saves should be increased accordingly.

Caster level: 7th; *Prerequisites:* Infuse Magic, Craft Magic Arms and Armour, *magic fang*, the seeds from an assassin vine; *Market Price:* 47,000 gp (living component - 4,900 gp)

Black Skin

Black skin is a variant of a black pudding. Unlike a normal black pudding, this ooze will flow onto a naked form and protect it from harm in exchange for a continuous supply of life energy to sustain its existence. When unattached to a host, the *black skin* looks like a smaller variant of its natural cousin. The *black skin* cannot split into two *black skins* as a black pudding splits into two offspring. It replicates only once every 40 years, at which point it becomes two skins instead of one. It takes this long for the magical energies required to continue its existence to build sufficiently to sustain two lives instead of one.

The *black skin* described here is of sufficient size to cover a medium size creature. If donned by a smaller creature, the *black skin* shrinks to contain it and slowly loses excess mass. If donned by a larger creature, it takes 1d10 days per size category to gain the sufficient size. A black skin could be of any size when initially found.

Medium Size Ooze (Magic Item); CR -; HD 3d10 + 10 (26 hp); Init. -; Speed 10 ft.; Atk +3 melee (successful allows its to engulf opponent, at which point it consumes all clothes and drops magic items at subject's feet); Face / Reach 5 ft. by 5 ft. / 5 ft.; SA Acid; SQ Blindsight, Ooze; SV Fort +5, Ref +5, Will +5; Str 12, Dex 1, Con 11, Int -; Wis 1, Cha 1

The black skin will consume anything worn by the wearer in addition to the skin unless the item is alive itself or resistant to acid damage. It will not attack the

host. The host is covered completely from head to toe. The *black skin* grants the wearer a +6 enhancement bonus to Strength and a bonus 10 hit points. This hit points are temporary and only heal once the character has recovered all of his natural hit points. The wearer receives the ooze blindsight ability and can sense creatures within 60 foot by sight and vibration alone. In addition, the ooze grants its wearer the ability to attack unarmed as though he possessed the Improved Unarmed Attack feat and delivers a +2d6 points of acid damage to his opponents. Finally, the wearer gains a climb movement of 20 ft. and is completely immune to acid.

As an ooze, a black pudding can be converting to a *black skin* in 1d10 months. It requires a Will saving throw (DC 15) to remove the skin and its need for life energy adds 4 gp to the monthly living costs of the owner. While not being worn, the creature feeds as a normal black pudding but with the attack bonus above and searches for a creature with which to bond. The acid excreted by the *black skin* is in all ways identical to that secreted by a black pudding (see *Core Rulebook III*).

Caster level: 7th; *Prerequisites:* Craft Wondrous Item, Infuse Magic, a black pudding and *might of the oak* or *bull's strength*; *Market Price:* 90,000 gp (living component - 28,900)

Cobra Whip

Druids can use this intimidating weapon because it is a living thing but most would find the prospect distasteful to put it mildly. Only the vitiate maidens and other druids with a strong association with venomous or reptilian creatures like to use this weapon. At first appearance, the weapon appears to be a whip but when wielded it is quickly revealed as a venomous snake.

Small Animal (Magic Item); CR -; HD 1d8 (4 hp); Init -; Speed -; AC -; Face / Reach 5 ft. by 5 ft. / 5 ft.; SA Poison, SQ Scent; AL N; SV Fort +5, Ref +5, Will +5; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2

This *cobra whip* is created from an asp or similar venomous snake. It is wielded at the tail and its body has a sleek appearance that makes it appear like a whip. It has three heads instead of one and each is capable of inflicting a terrible bite. It bites anyone it hits, dealing 1d4 + 2 points of damage plus its poison. The damage can be considered piercing, slashing and bludgeoning. The poison the whip injects has an initial and secondary damage of 1d6 temporary

constitution damage (DC 10 + ½ the whip's caster level + the whip's Constitution modifier).

The snake attacks as a +2 weapon, granting a +2 enhancement bonus to attack and damage. A character not proficient in the use of a whip suffers the normal penalty when wielding the weapon.

Caster level: 6th, *Prerequisites:* Craft Magic Arms and Armour, Infuse Armour, a live snake and *poison, viper strike*; *Market Price:* 15,000 gp, *Cost to Create:* 7,450gp + 600 XP + a live snake.

Dark Cloak

Dark cloaks are usually only found among druids living underground. These druids have transformed cloakers into actual garb they can wear. The mind of this creature has been rendered inert by the druid's magic and has neither the ability to attack or defend itself. The creature has no ability to move on its own. It feeds off the living energies of the person that dons it and grants its wearer complete access to its ability to manipulate shadows.

Medium Aberration (Magic Item); CR -: HD 6d8 + 18 (45 hp); Init -: Speed -: AC -: Face / Reach 5 ft. by 5 ft. / 5 ft.; SQ Shadow Shift; AL CN; SV Fort +7; Ref +7; Will +7; Str 21, Dex 16, Con 17, Int 2, Wis 15, Cha 15.

The wearer of a *dark cloak* receives a +5 natural armour bonus and can use the following supernatural abilities; *obscure vision* (gives the wearer one-quarter concealment for 1d4 rounds), *dancing images* (as *mirror image* cast by a 6th level sorcerer) or *silent image* (as *silent image* cast by a 6th level sorcerer). Each of these abilities requires a standard action to use.

It takes five years for a *dark cloak* to mature to the point where it can be used. The *dark cloak* requires feeding when young and increases the amount of food its wearer requires once mature. The owner of the cloak adds 2gp to his monthly living costs. In addition, the cloak must be worn for at least eight hours every week or it will take 1d6 points of damage per week until a living wearer again dons it or it receives conventional feeding.

Caster level: 11th, *Prerequisites:* Infuse Magic, Craft Wondrous Item, access to a cloaker's egg; *Market Price:* 140,000 gp (living component - 12,100gp)

Grand Signet

These *signets* are found only in the hands of archdruids. Each is a small piece of jewellery, usually a clasp, made from wood and precious stones. The *signet* has the name of the grand druid, his trio of advisors and the archdruid inscribed in Ogham on the back. Should the position of grand druid or one of his advisors change, the name on the back of every *grand signet* immediately changes – informing every archdruid in the world of the change in office. In addition, should the archdruid travel to another plane where the grand druid is different, the name similarly changes, revealing to the archdruid the name of the master of all druids on this new plane.

The most important magical quality of the *grand signet* is its ability to be recognised. Should a druid be shown the *grand signet*, he will immediately recognise the holder for what he is. The archdruid must actively show the *grand signet* to the druid. If the druid just happens to see the signet, it will appear as nothing more than a mildly magical jewellery piece.

The *grand signet* can never be taken from an archdruid by force. If the archdruid dies, it immediately disintegrates. The archdruid can give his *signet* to another druid, making him an archdruid. At this point, the name on the back will change in recognition of the change in ownership.

Caster level: 15th, *Prerequisites:* Craft Wondrous Item, creator must be a member of the archdruid class, *Market Price:* 8,000 gp

Ironwood (New Weapon, Armour and Shield Special Quality)

Any weapon, armour or shield constructed from wood can receive this enchantment. In addition to its other magical qualities, the weapon will now be considered made from iron instead of wood. The weapon's physical appearance remains unchanged but its qualities; hardness and hit points are changed accordingly.

Caster level: 11th, *Prerequisites:* Craft Magic Arms and Armour, *Ironwood*; *Market Price:* +2

Ring of Second Chances

This simple silver ring is decorated with the elongated form of a feline, its paws gracefully outstretched around the ring's length. When donned, the ring grants the wearer the rhetorical nine lives of a cat. When found, this item has 2d4 + 1 charges remaining



though Games Masters should note that this item can never be taken from a dead body (for reason which will become evident). Should the wearer of this ring die, the ring immediately vanishes. Within 1d4 hours, the wearer will reappear, in a new body, as though a *reincarnate* spell had been cast upon him. This use of the ring expends one charge from the ring. The wearer can expend two charges from the ring when he dies and choose which form he returns in. Immaterial of the new form, the character will be wearing the ring in a form suitable to the new creature's body type when he reappears.

Caster level: 9th, *Prerequisites:* Forge Ring, *reincarnate*; *Market Price:* 16,200 gp

The Tree of the Dead

The image of the *tree of the dead* has been engrained firmly in the minds of the general population. It plays a part in the folklore of many nations and is widely believed to be a unique and potent mystical site. In truth, many darker druids have created *trees of the dead* all across the land. Each tree, a yew whenever possible, is twisted and warped by the powerful magics invested within it but strangely tends to live longer than normal for a tree of its type. Their bark is scarred with Ogham symbols outlining the vast paths of death and rebirth that druids believe their spirits follow, travelling in and out of the otherworld in an endless cycle. Human skeletons hang from the branches of the

trees and four human skulls are placed at the base of the trunk, each staring out toward one of the four corners of the world.

By touching a *tree of the dead*, a druid can use the following spells:

- † *Scarecrow* (1 charge)
- † *Naturewatch* (1 charge)
- † *Contagion* (1 charge)
- † *Decomposition* (1 charge)
- † *Last breath* (1 charge)
- † *Unhallow* (2 charges)
- † *Finger of death* (2 charges)

Caster level: 15th, *Prerequisites:* Infuse Magic, Craft Staff, *scarecrow*, *naturewatch*, *contagion*, *decomposition*, *last breath*, *unhallow*, *finger of death*; *Market Price:* 128,000gp

Unicorn Sword

A *unicorn sword* is a beauty to behold, a weapon of both majesty and power but one born in great sorrow. Many believe a *unicorn sword* is a creation of evil, born of a power-hungry soul, thirsting to trap the essence of a unicorn but this is never the case because the power of the horn can only be refined by one whose heart is itself as pure as a unicorn's. Every sword is born of the sacrifice of a unicorn, either as a dying wish or as a noble sacrifice. They are one of the most uncommon and blessed of items. Some truly

pessimistic souls in the druid order speak of the black horn, an item forged from the horn and soul of an evil black unicorn. Thankfully, no sighting of this weapon has ever been proven.

Each *unicorn sword* appears to be a unicorn horn severed just above the forehead, about 2 feet long but much lighter than an equivalent sized weapon. Through careful extraction and enchantment, the unicorn's natural powers have been preserved and invested in the wielder. The wielder of a *unicorn sword* benefits from the effects of a *magic circle against evil* (centred on the horn), is immune to all poisons and to



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charm and hold spells and abilities. The character receives a +6 natural armour bonus to his armour class.

The character may use *detect evil* as a free action as often as he or she desires. Once per day, the wielder may use a *dimension door* spell. The wielder can use *cure light wounds* three times each day and *cure moderate wounds* once per day, each as though cast by a druid of 5th level. The wielder can use *neutralise poison* once each day as an 8th level druid. Each of these healing abilities requires the wielder to touch the subject with the tip of the horn.

The *unicorn sword* is treated as a dagger or short sword for purposes of proficiency, focus and similar feats. The horn is a +3 magic weapon and does 1d12 damage on a successful hit. The critical threat range is

20 and the critical multiplier is x2. The unicorn horn is an inherently chaotic good item. If wielded by an evil or lawful character, the character receives a negative energy level. Lawful evil characters receive two negative energy levels. These negative energy levels do not result in permanent level loss but cannot be removed by any means so long as that character wields the horn. The energy levels dissipate as soon as the character relinquishes the weapon.

Caster level: 9th, *Prerequisites:* Craft Magic Arms and Armour, Craft Wondrous Item, *cure light wounds*, *cure moderate wounds*, *neutralise poison*, *barkskin*, a unicorn horn relinquished voluntarily to the character at the creature's death, creator must be good. *Market Price:* 148,000gp; *Cost to Create:* 74,000gp + 5,920 XP + the unicorn horn

As the sun neared the horizon, the temperature dropped dramatically. The thin air was getting harder to breathe with every passing hour and exhaustion was getting the better of Falcon. Loaded down with his every material possession, what had seemed a simple track through a mountain pass was turning into a living nightmare. Knees bruised from constant falls, his clothes soaked through with sweat and dust, the cool breeze that should have brought relief from the day's sun instead brought a sudden chill. Before the sun had even faded from view, Falcon found himself sneezing.

The sound of a small brook made the young man stop. His shoulders and back ached almost as much as his legs. He lowered the rucksack onto the floor and sat down for a moment on a rock outcropping. Around him, the thick trunks of the forest had become dark columns in some ancient and dark cathedral. The sound of owls hooting further down the mountain echoed through the forest, adding to the atmosphere of doom.

He had laughed at the man. Three days to cross the pass, three day to meet him again in the small hamlet of Ovedale. He had made the journey with his father, escorted by the priests and royal guard, almost every day for year when he was younger. The pass was hardly a memory at all. He had spent maybe an hour following the dirt roads. He had known it would be more difficult alone but he had had no idea just how far it was.

The sound of a wolf howling in the distance made Falcon jump. He had to keep moving. He turned and dug deep into his rucksack and pulled out his best silk shirt. Clean and dry, it was all he had to keep the cold at bay. He left the shirt hanging from a branch and climbed down into the brook. It only took a few moments to wash his hands and feet and climb back up onto the outcropping.

Drying his face and hands on his shirt, he stared at the rucksack he had lugged halfway across the pass. 'You can keep only what you bring with you. Everything else is part of your old life.' Liam had packed all his clothes, many of his favourite books, even one of his childhood toys – a small stuffed frog his mother had given him. The rucksack was half as tall as he was and perhaps weighed as much.

Liam sighed and threw the shirt into the brook. Kneeling down next to the rucksack, he began to discard the relics of his old life. He threw away everything but some shirts, a blanket and his trusted dagger. Everything else he left there in the forest. As he lifted the lightened load onto his shoulders and turned to continue his hike, he noticed the wolf. It must have been standing there all along. It was just standing at the edge of the clearing. After a brief pause, Liam decided it was not going to attack. He was the larger of them after all. Slowly, trying not to disturb the creature, he backed out of the clearing.

The wolf watched the young nobleman as he left the clearing and then turned its dark orange-grey eyes back to the clothes and books he had discarded. It seemed almost to be smiling.

THE LIFE OF A DRUID

The vast majority of druids claim membership in the druid order. As an organisation, the druid order is at best nebulous and distant. Few druids have any real contact with other members at all. Even fewer have any contact with the higher echelons of power. The order's influence reaches to the furthest corners of the world and far into the distant past but the grand druid and the archdruids who serve him rarely feel any need to influence events directly, preferring to give lesser druids a free hand in their own destiny while watching from a distance.

This chapter is designed to offer some insight into the workings of a druid's circle and the druid order as a large, world-spanning, even plane-spanning, organisation. For players, the chapter can offer some interesting ideas for character types and give some feel for the sort of politics a druid might become involved in should he involve himself regularly with other druids. For Games Masters, the chapter can offer some guidelines for portraying the order in a campaign.



INITIATION INTO THE ORDER

The druids welcome people from all walks of life into their order. Political affiliation, race, gender, intelligence and experience with the natural world have no bearing on the decision. The only requirement is that the aspirant finds a member of the order to initiate him or her into the druids' ranks. Since the vast majority of druids live out in the wilderness, civilised individuals can find this difficult but, just like the plants and animals druids feel such affinity for, a druid can be found literally anywhere – you just have to keep your eyes open.

Once a character has found a druid with the time and inclination to teach him their ways, he becomes an aspirant. A character might remain an aspirant for months or even years before entering the druid character class. Others find that they pass into the ranks of the druids in only a few short hours. Under the guidance of the druid he has found, a character attempts to establish a bond with living creatures. In the city, a character finds this more difficult than in a place swarming with nature but it can be done almost anywhere. Once the character has taken his first level in the druid class, he has established the druidic bond.

Several things can hold a character back from establishing a strong bond with nature. A character might have issues concerning the role nature plays in his life. He must shrug off the concepts civilised nations impose on their citizens. He must come to understand that the meat he purchased at his local butchers was once a living creature. He must come to terms with both the danger and majesty inherent in the form of the wild cat or the rolling scenery of a mountaintop. One issue in particular, though, can completely block a character's entrance into the druid order – alignment.

A character can only establish a strong connection to nature if he has a balanced sense of self and action. This indifference to the concepts of life, order or death, while retaining the ability to see the beauty inherent in all these concepts, is what sets a druid apart and what allows him to share himself so completely with the forces of nature. Under the guidance of a druid, an aspirant can attempt to change his outlook to an appropriate alignment. The character must attempt to uphold the principles of this new alignment until his Games Master is convinced the change is real. During this transition period, only the character's willpower can keep him from falling back on his old habits.

Should an aspirant be fortunate enough to find a druid to initiate him into the order who is powerful enough to cast the *atonement* spell, the change can be made using this spell. This is far easier than working through the transition with only the guidance of a druid master. Most druids, though, prefer an aspirant to fight his way to enlightenment rather than thrusting it upon him through magic.

Once a character has established his connection with nature, his master will undergo a radical change in demeanour and attitude. The aspirant has become an initiate and it is now his master's responsibility to test his worthiness. A character starting the game as a druid may have completed his trials or he may still be in the process of being tested.

These trials can take any form. The master will leave the initiate to survive for a time in the wilds alone. He may instruct the druid to take to the life of a wanderer, travelling aimlessly between circles known to him, relaying information and other messages. He may simply abandon him in the night. Many initiates never see their master again. The trials may be tests orchestrated by the master or the master may simply leave the Initiate at nature's mercy. In many ways, the initiate creates his own trial and must overcome it through strength of personality and through his own growing affinity with nature.

THE CIRCLES

A druid's most immediate contact with the druid order as a whole is his local circle. Any druid who spends more than a few months in one place is automatically considered a member of the local circle. It is perfectly possible for a druid to never meet another member of his circle or to have any interest in contacting them. A druid circle can be almost any size and even its leaders will rarely know exactly how many druids lie within the circle's domain.

A domain's boundaries are usually determined by natural features and by the availability of a suitable sacred site where the circle can hold its gatherings. They rarely adhere to political boundaries and many druids find that they are essentially making their home in a place claimed as part of the territory of two or more circles. This rarely leads to conflict and a druid is welcome to use the resources of both circles, acting as an intermediary between the two, although he will rarely be allowed to hold a position of authority in more than one circle at a time.



The organisation of any particular circle is left entirely in the hands of its members or whichever members take an interest in establishing a hierarchy. One druid in the domain will usually step forward as a seneschal of the local sacred grove. This position initially involves awakening the grove but later in arranging for the grove's protection. This is a spiritual calling and sometimes has absolutely nothing to do with organising a circle to use the grove. The seneschal, even if his responsibilities are taken over by a master druid or council, will always share a very special relationship with the grove and only he can pass that power onto others. For more information on the position of seneschal, see the Sacred Groves chapter.

In addition to a seneschal, responsible for the spiritual health of the circle's grove, there are several other positions a circle might support. Many circles have a place for a grove defender, an individual with the martial skills to defend the grove from physical attacks. At the head of a circle is the master druid or a council of four or five master druids. Since the vast majority of druids have no interest in controlling a circle, the master druids are usually those druids who can see some small personal gain in controlling the circle or are individuals forced into positions of leadership by circumstances over which they have no control. The druid order has never felt the need to formalise the organisation of any druid circle and even the names that druids call their leaders can change from one domain to another.



THE ELDERS

The least appreciated power a druid may develop in this career is most important when it comes to trying to understand the hierarchies that form within circles. As a druid advances, his personal bond with nature allows him to develop at least a partial immunity to the ravages of time. The druid's appearance is no longer subject to aging. Though the druid is still subject to a normal life span for a member of his race, the youthful vigour does increase his life expectancy a little and it certainly increases the productiveness of his later decades. The druid is not subject to the terrors of senility and frailty as he ages, he is not subject to the illnesses that plague older creatures and most druids double their productive life span using this power.

In addition to their unnatural youthfulness, some druids have the power to hibernate for an extended period while others *reincarnate* themselves through many life times before finally deciding to allow themselves to die. All this, combined with the spells a druid can use to cure minor ailments and chronic illnesses, means that some druids have been around for hundreds, possible thousands, of years. The grand druid on many of the younger worlds is the very being that brought the druid order to that plane in the first place.

With this great age comes incredible power. The druid order is a storehouse of esoteric knowledge that reaches back over centuries. Age also brings

stagnation and a desire for quiet contemplation – human civilisation no longer offering much to interest these druids any more. If a normal druid is detached from the concerns of other members of his own race, the true elder druid is completely alien. The elder will spend his time immersed in his own thoughts, living miles from any other intelligent creature. Even other druids approach these ancient creatures with trepidation.

Most druid circles can claim to have at least one or two truly ancient members. They rarely have any interest in running affairs and they have the power to make sure they are not caught up in the circle's politics against their will. Some make themselves known to other members, sharing their wisdom with the younger members of the order. Others are known from stories to be hibernating or meditating deep with the domain of the circle but never show themselves and are only rarely glimpsed by those druids foolish enough to wonder into the terrain these ancients are known to claim as their own.

In many of the older circles, the most visible elder is the *seneschal*. The *seneschal* is the most likely to be both an elder and to still play some significant role in the politics of a circle. His spiritual bond with the sacred grove that forms the heart of the circle means he is always be kept abreast of events.

Like the archdruids, the elders take on an almost mythical quality. Where the archdruids stand for the political affairs of the druid order, the elders represent the mystical qualities. In almost all lands, there exists an elder renowned for his mastery of one particular field of druidic knowledge. Some druids spend years seeking these mythical figures, in search of the answer to some question they believe only the elder will have.

THE TRADITIONS

Though every circle is a unique political arena into which a druid must tread with initial trepidation, there are a few traditions to which all circles adhere to some degree or another. These traditions are taught to all aspirants. Even a druid who has never stepped foot on the lush green grass of a sacred grove knows the traditions.

The Tradition of Hospitality. A circle is obliged to offer hospitality to any druid that asks for it. A circle, no matter its past relations with the druid, will feed a druid and give him a place to rest for the night. Hospitality includes a prohibition against requesting information from the druid unless he first offers it. A



'Wait.' The initiate's voice stopped Dyani in her tracks. She stood perfectly still. She did not turn to face the young man running into the clearing behind her. 'How dare you?'

Smiling, Dyani turned to face the young man. Though he was a good two inches taller than her, Dyani still managed to look down on the initiate. Her eyes had a positively evil look to them.

'He was doing just fine under my care.' The man had lost his composure completely. His hands and clothes were encrusted with dirt and blood from caring for the wounded. His breathing was heavy with exertion. He literally radiated palpable anger. Dyani's smile widened as she looked at him. The man had so little confidence in his own abilities.

Slowly, with the meticulous care of ages, Dyani spoke. 'I will need to speak to master Dai with regard to your training.'

'My training is just fine. You intervened when you were not needed. I could have saved his life had you not interfered.' The initiate's fist shook as he spoke.

'That man was beyond saving by the time I got to him. Your training was inadequate.'

'I am the best healer this circle has.' The man shouted, his face red with anger. 'Your interference killed that man.'

Again, choosing her words with care, Dyani spoke. 'Is that a request?'

The man looked confused for a moment. 'A request?'

'To prove yourself? Do you wish to prove that you are the best healer in the circle?' Even after years of manipulation, Dyani could barely keep her smile under control.

The man gave it only a moment's thought. 'I could prove myself better than you. Do you think you could prove yourself better than me?'

'I am better than you. I am a recognised healer. I asked if you wanted to be recognised as a healer.' The man shook with anger in the rain.

'Of course I do.' The man was shouting again. He began to turn slightly as he waved his arms in the direction of the grove. Dyani ignored him.

'Very Well!' With a wave of her hand, Dyani summoned the strands of darkness out the air before her. The man took a moment to notice what she was doing and by the time he began to step away, the strands of black energy had coiled themselves about her arm like writhing snake. 'Heal thyself.' The voice was barely audible below the crackling hiss of her spell. Throwing her arms out in the young Initiate's direction, the writhing energies leapt toward and into his body. With a jerk, his body was thrown straight out of the clearing with the force of the collision. She heard him scream in agony as the energies manifested the disease in his system. Dyani did not follow the cry into the undergrowth. She had no desire to see the initiate's youthful features dissolving under the strain of her *curse*. Instead, she turned and began to walk off. As she left, she shouted behind her:

'If you survive, neither I nor any other vitiate maiden will ever interfere with your healing again.'



THE LIFE OF A DRUID

man or woman who successfully enters a sacred grove will be assumed a druid if they then request hospitality. Anyone else may need to prove themselves members of the order by inscribing their name in Ogham on a nearby surface. Should a leader refuse hospitality, for any reason, he would almost certainly be challenged and removed from leadership.

The Tradition of Honesty. Between members of the circle, there is no deception. Only honesty can propagate the smooth working of a circle. More so than any other tradition, this is the one most open to interpretation. In some circles, even the smallest lie is reason enough for the other members to drive the druid out of the circle's domain. In others, the rule only stands while within the sacred grove and, even then, only the letter of a statement needs to be true.

The Tradition of Guardianship. All members of the circle are expected to both protect and avenge other members and all living creatures within the circle's domain. Many druids see this as the principle responsibility of the order – becoming consumed by a never-ending crusade to protect a particular stretch of wilderness.

The Tradition of Trials. Druids consider it important to know the capabilities of their peers. Druids in

positions of power are expected to test those under them and to give newcomers the opportunity to prove themselves to others. These trials are an ever-going commitment on the part of the archdruids, elders and master druids, testing those under them so that they might expand their skills and reputations.

ARCHDRUIDS AND THE INNER CIRCLES

An organisation as extensive and powerful as the druid order could not function merely as a collection of autonomous circles, each operating in its own unique and peculiar manner. For the most part, individual circles are able to deal with the dangers that threaten living creatures. Responsible for its own small portion of the world, it relies on those druids who travel aimlessly between the circles, never taking up home in any one place, to coordinate the efforts of the druids. Some of these druids, mysterious wanderers, lesser ranking members of the circles from which the leaders from time to time seek advice, are far more than they at first appear – they are archdruids.

The archdruids stand apart from the rest of the druid order. They are invested with authority over all druids except the fates and the grand druid himself, and through this authority, they are the effective masters of the living world. In exchange for this power, the archdruids are generally forbidden from taking an active role in the affairs of the mortal realm. They gather only in the otherworld and in the real world, they take on the roles of lesser druids, never seeking to reveal their true nature unless it becomes an absolute necessity.

This complete authority is invested solely in the *grand signet*. Each archdruid carries with him one of these small magic items. The item is rarely recognised for what it is. Even under the auspices of a *detect magic* spell, it appears only as a mildly enchanted item. If held forth and shown to other druids by the wearer, it will clearly identify him as one of the archdruids, a figure of almost mythical status. Though some druids will be loath to respect this ephemeral symbol, they all recognise it.

The archdruids know that the druids over whom they are rulers are all strongly independent creatures. It is only because the archdruids exercise their authority in only the most urgent of matters that their authority is recognised at all. Most of the time, the archdruids content



themselves with observing the living world, living a life that is little different from that of a normal druid – though perhaps spending far more of their time in the otherworld than other druids do.

Initiation into the Archdruids

The archdruids divide themselves into inner circles. Each inner circle has its own requirements for membership. Some expect druids to search them out in the otherworld and request membership while others search out worthy members and offer them a position. Though the requirements for membership may differ from one inner circle to another, the ability to freely enter and leave the otherworld (see *otherworld passage spell*) is essential.

Initiation requires one of the current members of the inner circle create a *grand signet* and hand it to the new member. This may be a formal ceremony. There might be some form of test involved, so that a new member might have a chance to prove himself worthy of the title of archdruid but, more often than not, the archdruids forgo any pomp or ritual, simply choosing those most obviously suited and giving them the signet as soon as they accept the responsibilities of their new rank.

THE ARCHANIX

Beyond the inner circles, two major institutions exist within the druid order. The archdruids are answerable to the grand druid and his three advisors – the fates but they also serve the archanix, an inner circle that has responsibility for the magic of the druids. So little is known about the archanix that many druids doubt it truly exists. Only the grand druid, the fates and those archdruids in their immediate employ *know* that the archanix *do* exist.

Theoretically, the archanix are answerable to the grand druids but, for the most part, they operate under their own prerogative. Truth be told, any grand druid that came into conflict with the archanix would likely lose.

The archanix *weave* the druids' spells. The otherworldly energies might fuel the druids' magic but without the archanix, there would be no spells. Though any druid can theoretically *weave* a spell into the otherworld's mysterious energies, only the archdruids of the archanix dedicate themselves to the task and only they, through the vast stone circles scattered throughout the otherworld, have access to the Ogham scripts that describe every single druid spell currently in regular use.

THE GRAND DRUID

Every plane has its own grand druid. He rules over the entire otherworldly realm that lies parallel to the plane and all the inner circles within that plane are answerable to this one druid. Sometimes, the grand druid will journey to other realms within the otherworld where he can gather with other grand druids to discuss matters of concern to the whole multiverse. Generally, though, the grand druid is a rule unto himself and answerable to no one. Between the extended life span of all high-level druids and the *reincarnation* power at his disposal, the grand druid can rule for centuries, even millennia, before stepping down in favour of another.

The grand druid chooses his own successor. There are no traditions regarding whom the grand druid chooses. In truth, there have been so few grand druids – considering the incredible age of the druid order – that no traditions have had a chance to form. The grand druid has the wisdom and power to choose a successor capable of performing the tasks involved and access to



divinations spells that can screen his domain for whatever criteria he feels are important.

At his side in all things are the fates. These advisors, of which there are three for each grand druid, are the final mystery of the druid order. Some claim that the fates are the same three individuals for each grand druid and they exist in more than one place at once. Some believe the grand druid chooses the fates from the ranks of the ancients and that each is a master of some particular field of knowledge. Other archdruids believe that the fates are fey, born from the very stuff of the otherworld.

Only the grand druid can speak with the fates. They answer to no other, except for a brief time when they may speak to both the grand druid and the one he has chosen to succeed him. Though the grand druid is the final arbiter in all matters, he rarely makes a decision without first speaking with these mysterious three.

Of the archdruids that have had audience with the grand druid while the fates were present, only a few facts remain consistent. At no time has a fate ever been present alone. They are either all with the grand druid or they are not present at all. The fates are never seen without the grand druid. No two fates look identical; though their dress often reflects that of the grand druid they accompany. The fates have been known to cast spells but they do so together, combining their magic as though possessed of one will. The fates are either all male or all female. No druid has ever reported seeing a group of mixed gender.

DRUID CEREMONIES

Different druid circles adhere to different ceremonies but all druids enjoy the opportunity to celebrate their personal connection to nature. On almost all planes and all material worlds, druids use the autumn and spring equinoxes and the winter and summer solstice as opportunities to gather in their places of power. In addition, all druids revere the samhain, the time where the gateways to the otherworld open and pour forth the natural energies of that place onto the material plane. The time of samhain is different from one world to another and from one plane to another, even from one place to another in the same world but, on material planes, it usually lies about half way between the autumn equinox and winter solstice.

Equinox and Solstice

The autumn and spring equinox are times of balance and harmony. Around them, the druids can see the natural world renewing itself as it passes from winter to

summer or vice versa. Only on the equinoxes are the days equal exactly to the night in length. Druids involve themselves in diplomacy, discussion and the resolution of arguments during the equinoxes.

The solstices are the antithesis of the equinoxes. On the Solstices, the sun is farthest from the equator and the day is either the longest or shortest of the year. This is a time of great power for the druids as they can take advantage of the inherent power in this divergence from balance. As the equinox is a time for resolution, the solstice is a time for confrontation and exploration. The solstice represents an opportunity for the druids to strengthen their bond with nature.

The rituals the druids perform on these nights differ from circle to circle. Some meditate and some give themselves over to the spirit of the hunt, become terrible beasts and hunt the land. Usually, the rituals begin at least one full day before the solstice and only end one full day after. During the rituals, at the moment of the Solstice, the druids are more open to nature than at any other time. They receive visions and guidance from nature. These rituals can be used to invoke the spirit for a true form (see the Paths of the Shapeshifter chapter) that the druid is attempting to cultivate and allow the Games Master to provide a druid character with insight into future events.

In any case, at the end of the ritual, all the druids who participated are invigorated. They are completely healed, shrug off any negative energy levels or ability damage they might have been suffering from and are returned to their lives in the prime of health, cured of all natural diseases.

The Samhain

Samhain is a time of wonder and mystery for druids, when the otherworld pours forth into the plane where they make their home. On the night of Samhain, all druids are treated as though they were actually in the otherworld for purposes of preparing and casting spells. This means that they can prepare their spells in half the time and that all their spells are considered maximum, enlarged and empowered. Samhain is the night a druid circle will choose for an offensive if possible. Samhain lasts for the hours between sunset and sunrise only.

THE OTHERWORLD

Glittering and invisible, the otherworld is everywhere and nowhere. Through a gossamer-thin veil, the power of the otherworld is reflected in the brilliance of the natural world. This mythical and colourful realm, filled with all the horror and beauty inherent in nature, is the true home of the fey, the place where all manner of spirits, fairies, sprites and giants make their homes, hidden and protected from the mortal realm.

All living things pass their energies to the otherworld and these energies fuel the existence of this strange and mysterious plane. The otherworld transcends and reaches to all places where life prospers, from the deep ferocious power of the inner planes to the war-torn infernal realms. Its very essence is rich with excess living energies. These energies coalesce into living pools and flow through rivers of raw excess life called ley-lines. These ley-lines redistribute the power of the otherworld and carry its power to all the corners of creation. These energies power druid spells. This is one of the principal reasons druids protect the living world, to keep these energies flowing, to keep the otherworld prosperous and alive and so that their spells might never fail them.

The otherworld is infinite. Through every pool of water, every flowing stream, especially within the mystic glens, the material world and the otherworld touch. The most ancient trees, the greatest and oldest cities, the ruins of forgotten civilisation, all of these are reflected in the otherworlds producing realms that reflect our own, into which a creature might fall without ever realising he had left his home, but the otherworld stretches far beyond this. Through wells and ancient rivers, a traveller can pass far from the near-shore and into places of horror and beauty that bear no resemblance to any place in the mortal world.

THE OTHERWORLD PLANE TRAITS

The druid order has very little to say about the real nature of the otherworld. No two druids entirely agree about what the otherworld is. Many consider the otherworld to be a direct manifestation of the energies created by living things. Others consider the otherworld to be a plane in its own right, one into

which the energies of life are poured and where they can take shape.

In game terms, the otherworld is treated as a normal plane. The otherworld is co-existent with the material plane and, like the plane of shadow, a coterminous plane said to touch every other plane, with many of which it is also co-existent. The plane can be reached without passing through the astral plane but only druidic magic appears able to open the doorway into the otherworld. The otherworld is considered to have the following game traits:

- † **Variable Gravity.** Different realms have different gravities. The gravity in most fey realms is light while where the realm mirrors a real plane, that plane determines its gravity trait.
- † **Normal Time:** Though time in the otherworld is normal, it sometimes acts erratically. When a character leaves or enters the otherworld, he may experience a sudden shift in time. These shifts come without warning and, though at first they may appear random, there is usually some unseen motive behind the shift in time. These shifts in time are left entirely in the hands of the Games Master to adjudicate but they should occur very rarely.
- † **Infinite Size.** The otherworld mirrors all known planes and the deep otherworld reaches far beyond these near shore realms.
- † **Magically Morphic:** The otherworld responds to powerful fey and druid magic. Only specific spells and spell-like abilities can affect the otherworld and they are a close-kept secret known only to the fey lords that rule the otherworld and the archanic inner circle.
- † **Minor Positive Dominant:** All creatures in the otherworld gain fast healing 2 as an extraordinary ability as long as they are within the otherworld.
- † **Mildly Neutral Aligned.**
- † **Enhanced Magic:** All druid and fey spells and spell-like abilities are maximised, empowered and enlarged. A druid may prepare all his spells in half the usual time if he is in the otherworld.
- † **Impeded Magic:** All non-druid magic and all non-fey spell-like abilities are impeded in the otherworld. To cast an impeded spell or use an impeded spell-like ability, a character must make a Spellcraft check (DC 15 + the level of the spell). If the check fails, the spell does not



THE OTHERWORLD

function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell operates normally.

- † **Limited Magic:** Only druid spells and fey spell-like abilities can allow travel between the otherworld and any other plane. This works both for characters travelling to the otherworld and those attempting to leave the plane.

SAMHAIN

Other than druids and fey, who learn to cross the boundary between the mortal world and the otherworld with ease, few people have the power to feel the otherworld at all. Only on samhain do the gateways to the otherworld open in the mortal realm, allowing the wondrous spirits and dark fairies to spew forth into the world. Samhain exists on all the mortal worlds.



On some mortal planes, where the natural world is scarred and the boundaries between that world and the otherworld are strong and there are few gateways, samhain goes passed almost unnoticed. In others, where the natural world is still strong and the gateways common, the exact time and date of samhain is one of which to be wary, a time of celebration and power or a time of fear and terror as the otherworld makes its power felt. Samhain always lies approximately half way between autumn equinox and winter solstice, when the living world is fading and the otherworld feels the call to pour forth into the mortal realm and replenish its reserves.

THE MINGLING OF WORLDS

The otherworlds are a permeable plane. Energies freely flow to and back from the otherworlds. This close contact allows the physical properties of the otherworld to manifest in other planes.

Where ley lines run close to another plane, the energies pour through into the space between the worlds. This creates lines of magical force that druids call backroads.

From time to time, usually under the direction of a spell cast by druids, a fey guardian will appear to anchor these backroads. Like spirit guides, these creatures are sometimes spun from the very substances of the otherworld. Other times, the fey kings and queens direct a servant to search out and anchor a backroad intentionally. When a fey anchors a backroad, he creates a crossroad. Each crossroad acts as a portal into one of these backroads. On passing through a crossroad, a creature's whole being fuses with the energies of the backroad, carrying it across vast distances in only a few moments. Where the ley line again drifts away from the plane, the backroad fades and any materials or living creatures caught up in its flow are deposited back in the real world.

Creatures that travel through a backroad never enter the otherworld. They are carried along by the powerful forces that lie somewhere between the mortal world and otherworld. It is not possible for a creature to travel between different planes using a backroad. On different planes, the otherworld, and the crossroads and backroads it creates, can appear very different. On the material plane, backroads and crossroads are invisible but, on some other planes, these strange manifestations of the otherworld can become visible.

PASSING THROUGH

The otherworld is not easy to reach, being immune as it is to the effects of arcane and non-druid divine magic. The borders of the otherworld can only be pierced by fey spell-like powers or the magic of druids and these magics usually only work in places already attuned to the otherworld. Ancient glens, places inhabited by the fey or the sacred places of the druids are so attuned. Otherwise, no magic can pierce the boundary between the normal world and the otherworld.

Druids and fey creatures can see into the otherworld by immersing themselves in the natural flows of living energy that reach out from the mortal world into the otherworld. The character wishing to immerse himself in the otherworld must make an Intelligence check (DC 20). This is called an Immersion check and requires a standard action to use. The following table outlines the bonuses and penalties a character applies to any immersion check.

Immersion Check Modifiers

Circumstances	Modifiers
City	-5
Druid Training	+ Druid caster level
Fey Heritage	+ 1 per fey Hit Dice
Sacred Grove	+ the caster level of the Grove
Meditation	A character may meditate for up to 10 minutes before making his attempt. He must maintain his concentration for this period. If he is attacked or disturbed, he makes concentration checks as though using a spell-like ability. At the end of the meditation, the character receives a +1 bonus per full minute spent in meditation.

Once a druid has immersed himself in the otherworld, he can see both the mortal world and the otherworld simultaneously. As a result, he suffers a -4 circumstantial penalty to all concentration checks. He may break this joint state of mind at any time. It is only while immersed that a druid can prepare his spells. A druid or fey immersed in the otherworld appears to those in the otherworld as a semi-solid shadow. They cannot attack the druid or cast spells that affect him but nor may the druid cast spells or physically affect anything in the otherworld. The druid may converse with creatures in both worlds, though, normally.

Creatures in the otherworld may not immerse themselves in the normal world.

SPIRIT GUIDES

Any druid who immerses himself in the otherworld that enters the otherworld attracts a spirit guide. A spirit guide will appear within minutes of the druid perceiving the otherworld but it will not usually be immediately obvious. They can appear as a whirling cloud, a small and innocuous animal, or sometimes they are obvious, a singing and dancing sprite flying down out of the sky.

These guides are a manifestation of the otherworld and a reflection of the druid's inner heart. It might be a passing fey that is taken by the character's unexpected arrival, complete with its own feeling, personality and concerns or it might be spun into existence at the moment of the druid's arrival, literally created from nothing. When the druid leaves, the spirit guide will not necessarily return to its previous state. Its existence might continue or it might not. If it was alive before the druid arrived, it might continue to remember him or it might forget him. These things are never certain.

No matter its nature, a spirit guide will not attack the druid unless attacked first but they are not always so polite to those the druid might have brought with him into the otherworld. Only druids attract a spirit guide. Other creatures do not attract them and fey never attract them, even if they have druid levels.

When a druid immerses himself in the otherworld, the spirit guide he attracts can see into the normal world, effectively seeing through the druid's eyes. If the druid enters the otherworld physically, the spirit guide might receive a brief glimpse of the otherworld but nothing more.

When the druid first enters the otherworld, roll 1d20 and add his druid caster level to determine which animal comes to his aid. Immaterial of the normal creature's alignment, the alignment of the guide is always within one step of the druid it has come to guide. In some of the following entries, the Games Master may wish to re-roll if he feels such an alignment would be grossly inappropriate.



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D20 Roll Spirit Guide

Less than 5 Touched owl

6 - 7 Touched lizard (tTiny)

8 - 9 If the druid appeared near or through a large source of water – nixie, otherwise a grig – mischievously speaking to the druid using its power of *ventriloquism* (50% chance that the grig has his fiddle with him)

10 - 11 Small touched air elemental – initially appearing as little more than a small breeze

12 - 13 Smiling cat – this cat is both touched and either celestial or fiendish (as appropriate to the druid). In addition to all its other powers, the smiling cat can use *suggestion* as a spell-like ability once each day.

14 - 15 Touched elven maid – 3rd level druid with average ability scores and a wisdom 18.

16 - 17 Centaur – comes storming out of the wilderness to aid the druid

18 - 19 Touched dire wolf

20 - 21 Pixie (1 in 10 chance that the pixie can employ *otto's irresistible dance*)

22 - 23 Touched very young dragon – any colour suitable to the druid's alignment.

24 - 25 Unicorn (Games Master should re-roll for evil or lawful druids)

26 - 27 Touched blink dog or displacer beast (as appropriate)

28 - 29 Touched medium air or water elemental (as appropriate to druid's entrance into the otherworld)

30 - 31 Nymph – clouds the druid to her beauty. Games Master should re-roll for evil or lawful druids

32 - 33 Touched dire bear

34 - 35 Lillend (Games Master should re-roll for evil or lawful druids)

36 - 37 Touched dire tiger

38 - 39 Treant – initially the treant makes itself known as a bush or tree.

40 + Anything the Games Master's imagination can conceive.



INHABITANTS OF THE OTHERWORLD

The otherworld's inhabitants are varied and colourful. In the otherworld, the living energies from all living planes, all material, celestial and hellish dimensions mingle and are reborn. This is the original home of the fey, a place where elemental and living energies give birth to the brilliance of nature that seeps back into the normal world to power the forces of living creation. giants, elementals, outsiders and fey can all be found in this world. The otherworld is to druids what the outer planes are to clerics. In this realm, the druid can find the source of all his power but he must be wary of the face this power might wear.

Encounters in the otherworld could include creatures from any other plane. The only creatures never (or very rarely) found in the otherworld are undead and those creatures native to the plane of shadow, astral or ethereal planes.

Otherworldly Realms

The otherworld is a diverse plane fractured into many thousands of realms. Many of these realms mirror a particular plane. As time passes, these 'near shore' realms change to reflect recent changes in the plane from which they draw living energies. Each of these realms is not a perfect reflection of the plane but

instead warp the image, amplifying the existence of nature and places symbolic with nature. Sacred groves and ancient lush woodland is reflected more completely than newly-built cities. Cities that have existed for centuries will be reflected but some towns that come into being and then fall again before a century has passed are not reflected at all.

In addition to these near shore realms, the deep otherworld is filled with other, more diverse, realms. These places bear no semblance to any real place. They are sometimes the result of a druid or fey spirit that has become mingled with the very essence of the plane. Sometimes, they are ancient realms that have existed for many thousands of years – such as the great woodland paradises that served as the home of the fey and sylvan (touched elves).

Among these realms, there are many dangers for a druid to confront but there are also some places that feel like home to a druid, places that have served the druid order for millennia. Floating serenely within the deep otherworld are the ancient woodland glens and stone cathedrals of the archanix. Only a few dreamer druids and the archanix themselves know how to find these places. A druid who finds himself in one of these great cathedrals could even petition for an audience with the archanix though he should only do so with good reason.

The Otherworld and Reverie

If you own and use *Fey Magic: Dreaming the Reverie*, the otherworld and its relationship with the plane of faerie needs some clarification. The plane of faerie as described in *Fey Magic* is simply the home of the faerie races but the otherworld is much more.

Everything said about the plane of Faerie can be applied to the otherworld. The otherworld is inspired by old Celtic mythology and is home to fairies, giants, unicorns and other magical manifestations of nature.

The faerie homelands are realms deep in the otherworld. These mysterious forests and glens are adrift in the deep otherworld. These realms drift close to the material plane from time to time, often at the time of the full moon, or at samhain, creating doorways straight from the real world into these faerie infested realms. In these realms, time is as fickle as the fey spirit. For every day spent in one of the realms of the faerie, a week passes on the material plane and in the rest of the otherworld. Unfortunately for the visitors to these planes, this magic has a tendency to catch up with them. A character returning from a fey realm must make a Will saving throw (DC 25) or immediately catch up, experience in an instant all the time they missed while they were in the realm. Only fey and druids are completely immune to this effect.

Result of Will Saving Throw	Same Plane*	Different Plane**
5	Twenty times the normal time	4d12 days
10	Ten times the normal time	2d8 days
15	Five times the normal time	1d4 days
20	The normal journey time	2d6 hours
25	1 half the normal time	1d6 hours
30	1 fifth the normal time	10d10 minutes
35	1 tenth the normal time	5d8 minutes
40	1 hundredth the normal time.	1d6 minutes
50	Journey is almost instantaneous.	

* Use this column when travelling between two points that are themselves co-existent with same plane. For example: a druid could travel between one town and another on the same continent using this power. In this case, the Games Master should calculate how long it would take the druid to make the journey normally on foot (as the cross flies) and multiply the result by the number given.

** This is the time it takes to travel between any two points that are co-existent with different planes. A druid wishing to travel to a different plane would use this time to calculate the journey time. This randomly chosen time determines both the time it takes to venture into the deep otherworld and the time it takes to find the correct location once the druid reaches the otherworld realm co-existent with the plane he wishes to visit. This time is also used to calculate the time taken to journey between any two points in the deep otherworld.

Time and Travel in the Otherworld

Mind and body are lesser concerns when a creature is in the otherworld. The otherworld has a timeless quality that lulls the spirit and forces many creatures to lose track of time, to spend hours staring aimless into space or to make journeys of great importance in only minutes instead of hours. A character who enters the otherworld could make a journey in minutes that would take day in the real world or he might instead take days to travel a journey that should take only a few minutes.

In the otherworld, a character uses his Wisdom modifier to determine initiative and applies twice his Wisdom modifier to his speeds, rounding to the nearest 5 feet increment, minimum: 5 ft. For example, a human with Wisdom 18 in the otherworld would have a speed of 50 feet; such is his strong sense of purpose but a halfling with Wisdom 5, would find the otherworld so distracting and colourful that his effective speed would be reduced to 15 ft. In armour, this same halfling would move at only 10 feet.

A character attempting a journey in the otherworld, with a specific destination in mind, must make a Will

saving throw. The character can determine how quickly the journey has taken by using the following table. If the character is travelling in a group, make a check, using the lowest Will saving throw in the group with a +2 bonus for each additional member in the group. Groups of people drive themselves on when making long journeys in the otherworld.

A character can only journey directly if he has either been to the place before or is led there by someone who has been there before. The only alternative is to wander the otherworld aimlessly. A character who does this can find all manner of wonderful places and terrible hells. Normally, he can attempt at any time to journey back to a place he has been before by declaring he wishes to but, if a character has wandered aimlessly for long enough, he will fall prey to the bedazzlement of the otherworld and may be lost forever.

For every day the character wanders the otherworld, he must make a Will saving throw (DC 5). The difficulty increases by 1 for each full day spent in the otherworld without leaving. If the character fails the saving throw, he is lost. A lost character will need to search out the assistance of otherworldly denizens to guide him back to the safe road and some of these inhabitants will happily lead the character to his doom, just for the fun of doing so.

TOUCHED TEMPLATE

Touched are creatures that inhabit the otherworld. Many inhabitants of the otherworld are unique and wonderful creatures but many others look at first sight to be mundane creatures from the normal world, but they are not. They are touched. These creatures live in the otherworld permanently. They are a reflection of the creature they resemble. They may have been born in the otherworld or they might have been spun from the very essence of the otherworld, a direct manifestation of a creature's contact with the otherworld.

Touched is a template that can be added to any animal, beast, dragon, elemental, giant, humanoid, magical beast, monstrous humanoid, plant or vermin (referred to hereafter as the 'base creature'). Animals or beasts with this template become magical beasts, but otherwise the creature's type is unchanged. A touched creature uses all the base creature's abilities except as noted here.



Special Attacks: A touched creature retains all the special attacks of the base creature. Creatures with a Wisdom or Charisma score greater than 10 receive one of the following spell-like abilities for every 4 Hit Dice it possess (minimum: 1). These abilities can be used once a day unless otherwise specified.

- † *Confusion*
- † *Dancing Lights*
- † *Detect good / law / evil / chaos* – choose one appropriate to creature's alignment
- † *dimension door* – 1 / day
- † *Entangle* – 3 / day
- † *Invisibility* (self only) – 3 / day
- † *Ventriloquism* – 3 / day

The saving throw difficulties for these spell-like abilities is 10 + the level of the spell + the touched creature's charisma modifier.

Special Qualities: A touched creature retains all the special qualities of the base creature and also gains the following.

- † Low-light vision
- † Fire Resistance 5
- † Damage Reduction 5 / +1
- † Spell Resistance equal to double the creature's HD (maximum 25)

Saves: Same as the base creature.

Abilities: Same as base creature, but intelligence is at least 8.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground (the otherworld)

Organisation: Same as the base creature.

Challenge Rating: Up to 3 HD, same as the base creature +1. 4 to 7 HD, same as the base creature +2. 8 HD +, same as the base creature +3

Treasure: Same as the base creature

Alignment: Same as base creature

Advancement: Same as base creature

DEATH AND THE OTHERWORLD

Druid characters and fey creatures have a very special relationship with the otherworld and it is never more obvious than when one of them dies. At death, a living creature's soul passes out of its body and is called into the afterlife; usually one or more of the outer planes. Druids and fey know that there is more to the process than that.

The moment of death is a transition in states for all the living energies of the departed creature. Over the course of a few minutes, the living creature radiates off its energies. Like all living energies, these energies come into contact with the otherworld but, while the energies of living creatures are steady currents of power that fuel the otherworld, the outpouring at death literally collides with the otherworld. Only a small portion of the energies can make it through the barrier. In essence, these energies fragment in a fashion not unlike light hitting a prism.

Only the raw primal essence of life makes it across the barrier into the otherworld. The negative energies of death are reflected back, where they settle into the dead body, a place from which necromancers can use the energy for their foul magics. In the midst of this distillation of life energies, the soul, the essence of oneself, is shattered and the spark of individuality falls through the cracks between worlds – where it passes to the afterlife most fitting for it.

It is in this bizarre otherworldly phenomenon that the reason for one of the principle differences between clerical and druidic magic can be found. The fragment of the soul that travels onward into the outer planes is insufficient to animate a living creature. Though druid magic can certainly reach into the outer planes and call back that spark of self, it would now reside in a body that was fuelled not by living energies but solely by the remaining negative energies released at death. The result would be undead, an abomination most druids would never consider making.

With their unlimited living power, deities can provide access to a source of raw life energies, positive energy, to balance the negative energies still residing in the body. The otherworld, on the other hand, where the power actually went, will never relinquish it to the druid; such is its need for this energy. Druid spells that bring the dead back must either operate within moments of death, when the energies have yet to mingle with the otherworld, or must call forth the act





THE OTHERWORLD

of natural creation, giving birth to a whole new entity that just happens to share some small spark of individuality with the original being – *reincarnation*.

Within a druid or fey, these essential energies have been cultivated and strengthened. Though a druid who worships a deity can choose to follow the same path as other living creatures, hoping to be taken to the afterlife of his chosen deity, the collision between the outpouring of energy at death with the otherworld is not always sufficient to sever a druid's sense of self from his positive energies. When they die, druids or fey can choose to simply pass into the otherworld instead of the outer planes. If the character dies in the otherworld, this is automatic as the character's energies mingle with the world around him.

When a druid passes on into the otherworld, the druid merges mind and soul with the otherworld. A small portion of the otherworld will actually be fuelled by the druid's previous existence. Truly powerful druids may create a new domain within the otherworld – one that represents the essence of the druid's individuality. Given time, the druid's spark of individuality will seep back into the mortal realm and be given a new form, the natural process of *reincarnation*. Until the druid is reincarnated, anyone casting *commune with nature* in the correct region of the otherworld will find himself or herself communing with the soul of the departed druid.

Falcon smiled at the knight standing before him. The man had no sense of mystery about him. He was one of those people who revealed everything about himself in his stance and words. He never said a thing he did not mean and he never did a thing he would later regret. In all his dealings with the mistress, she was the source of all their need for discretion, not him.

'You have no faith in my magic, Aeric.' Falcon turned back toward the standing stone that formed the heart of the grove. 'Here, in this place, the energies of the land flow free. I have all I need to bring back the woman you love.'

Aeric folded his large arms across his chest and smiled.

'Prove it, druid. I put more faith in the magics of the old fool who calls himself court wizard than I do in your tricks. The most powerful magic I have ever seen you perform is to turn yourself into your namesake, a weak and graceless bird of prey.' Aeric almost growled his words.

'I understand your anger,' Aeric said, sitting down on a large log that had fallen across the boundary of the grove. 'But you should not take your anger out on me.' Aeric closed his eyes and concentrated. Aeric knew better than to disturb him but he could hear the man grumbling under his breath. Aeric had no taste for feeling *helpless*.

Within the grove, it was an easy thing to touch the otherworld. Though dusk was coming in the real world, the grove was still lit in midday brilliance on the other side of the veil. Coiled around the stone in the middle of the grove, a great crimson serpent-dragon was resting. Fine mist had settled around its body.

'Sadinar.' Liam was well aware that Aeric could still see him as he spoke. 'Wake up you old fool.' The dragon stirred slightly as Eric spoke. 'I need your help.' The dragon opened one lazy eye and turned its head toward Liam. Uncoiling itself, it raised its head onto the top of the standing stone. Its breath was thick and warm. The old seneschal blinked at Falcon as though it had never seen him before.

'Liam!' The creature's voice bellowed as the druid dragon spoke. It had been many months since the seneschal began his hibernation. 'Is that you?'

'It's me old friend.'

DRUID MAGIC

The true nature of druidic magic is the most closely guarded secret of the druid order. Even within the order, only the most powerful circle leaders and the archdruids understand the true breadth of power the druid order has at its disposal. Every living creature, from unseen diseases, through insects, humans, elves and dragons up to the vast and ancient groves, generates living energies that pour over the boundaries between worlds and are woven into the fabric of the otherworld. These energies freely permeate all of creation.

These otherworldly energies are the force that powers a druid's spells but there is more to it than that. When a deity grants a cleric spells, he shapes his own divine energies into a suitable form and places this preparation at the cleric's disposal. Though the otherworldly energies are divine, there is no divine being to shape them into spells. This has always been the duty of the druids themselves.

Over centuries, the druid order has woven the energies of the otherworld into all the spells they currently use. Since time immemorial it has been the duty of the archanix and the inner circles to shape the divine energies of the otherworld into spells that other druids can use. This is the druids' greatest power and their greatest weakness. Though individual druids are constrained by the workings of other druids, the order – as a whole – has always been able to reshape their available spells to suit their current needs. Of course, were others to discover there was a mortal mind behind the creation of druid spells, they could attack the heart of druidic magic itself, threatening the power of all druids, everywhere.

PREPARING DRUID SPELLS

Druids prepare spells in much the same manner as clerics and other divine spellcasters but there are some differences.

Time of Day: Druids do not require a period of rest to prepare spells. They prepare spells either when the sun sets or when it rises. Druids can use either sunrise or sunset to prepare their spells but can only prepare spells once each day. If a druid prepares his spells at sunrise, he can only prepare spells again the following sunrise though he can choose to wait until the following sunset.



Spell Preparation: Druids prepare spells in the same manner as a cleric but, to do so, they immerse themselves in the otherworld. This does not normally require an immersion check as the character has sufficient time to prepare and attune his mind to the rhythm of the otherworld. A druid may prepare any spell from the druid spell list or any spell he has personally learnt to weave.

WEAVING SPELLS

Somewhere deep within the otherworld, the archanix shape raw otherworldly energies into spells for themselves and other druids to use. This process of weaving is not exclusive to the archanix. Any druid can attempt to weave a spell into the matrix of energies that make up the otherworld, they can even attempt to memorise it. It is easier for the druid to weave a spell from the druid spell list because, over the centuries, the otherworld has been attuned to these spells by the continuous work of the archanix. Spells from other sources are more difficult for the druid to weave.

The process of weaving begins with a spell formula. The archanix libraries, great circles of stone riddled with Ogham writing, contain the formulae for all of the druids' spells. The process of creating a new spell

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formula is extensive and difficult but the rewards can be great, not the least of which is the prestige gained from other members of the druid order.

Formula research requires time in isolation; meditation while immersed within the otherworld. The druid must spend time communing with the spirits and powers of the otherworld. Access to an arcane or divine scroll for the spell is a great help in the creation of the formula. The process requires complete dedication from the druid, so hunting and foraging is impossible and a druid is likely to end up fasting during the process. The spell formula research requires a minimum period of one week per level of the spell and requires materials worth 1,000 gp per spell level (these materials can be provided using foraging rules but must all be collected before the research begins).

At the end of this minimum research time, the character makes a Spellcraft check. The type of spell the druid is attempting to create determines the difficulty for the check.

Spell	Difficulty
Druid Spell (from the druid spell list)	10 + spell level
Spell found in one of the following clerical domains: Air, Animal, Death, Earth, Fire, Healing, Magic, Plant, Sun or Water	15 + spell level
Spell found on bard spell list	20 + spell level
Spell found on cleric spell list	25 + spell level
Spell found on sorcerer / wizard spell list	30 + spell level
Spell from any other spell list	35 + spell level
Completely new spell	
Spell suitable for druid spell list	15 + spell level
Any other spell	35 + spell level

The druid cannot take 10 or take 20 on this Spellcraft check. The character receives a +2 bonus to the check if he has access to the spell in the form of arcane writing (a wizard's spell book or arcane scroll), a +5 bonus to the check if he has access to the spell in the form of a divine scroll or a +10 bonus to the check if he has access to the spell in the form of Ogham text. These bonuses do not stack; the character receives only the best bonus.

The druid is assumed to work for eight hours each day and cannot rush the process by working longer. A druid can only work on one spell formula at a time. The druid can do nothing else while working. During rest periods, he can engage in only light activities such as talking or walking. He cannot perform any action that could be considered mentally or physically taxing (such as spellcasting). The druid cannot take a day off and, if forced to stop due to hunger, the druid fails the research.

Once the druid has created his spell formula, he must record the formula in a book or carve it into a stone somewhere. This follows all the normal rules for recording a spell in a wizard's spell book.

A druid can use a spell formula, one he created himself or one he has found, to weave the spell into the otherworld. Weaving requires a quiet and calm environment suitable for spell preparation. The process requires a full ten minutes per level of the spell and immersion into the otherworld. The character must make a Spellcraft check (DC as above) to weave the spell.

The druid has two choices when weaving a spell; he can weave the spell with the intention of releasing it into the otherworld or he can weave with the intention of incorporating it into his own spell selection. If the character releases a spell into the otherworld that is not on the druid spell list, it will be immediately lost. The otherworld is saturated with the work of the archaean and they do not release spells not on the druid spell list. In this mass of druidic magic, one or two unique spells are completely drowned out. For this reason, a druid with a spell formula for any other spell will generally prepare the spell as part of his own selection.

Preparing the spell so that it can be grabbed before dispersing into the otherworld requires the weaving process be incorporated into the spell preparation process. The time for the weaving is added to the preparation time. If the character wishes to prepare more than one version of the spell, he must weave multiple versions of the spell, greatly increasing his

preparation time. The druid must also put aside a spell slot for the spell before making the Spellcraft check. If the Spellcraft check fails, the druid cannot use that spell slot that day but can attempt to weave another version of the spell and incorporate it into another spell slot not yet filled with a spell.

Fey characters with spell-like abilities and access to the druid class can attempt to weave any spell that they have as a spell-like ability. This requires the normal Spellcraft check but the fey does not need to prepare a spell formula; his own spirit provides all he needs to shape the otherworldly energies.

DRUID MAGICAL WRITINGS

Though druids understand and sometimes even use the divine languages of clerics and others to write down their spells, more often than not, they record spells using their own secret language. Spell formula, the great tomes of the archanax and many scrolls created by druids use this language instead of the normal arcane language. Only characters who know the secret druid language may decipher scrolls and magical writings in this language. This still requires the spellcraft skill.



Faerie Magic and Druid Magic

Fey spell-like abilities call on the same source of energy as the druids' spells but they are not shaped by the archanax. They are innate abilities relying instead on natural weaving the fey creature or character performs without conscious thought.

The essence of fey magic described in *Fey Magic: Dreaming the Reverie* is also a portion of the living energies from the otherworld. This energy is completely unformed and uncontrolled. Though some druids do enjoy the rush of power that comes from directly tapping into the energies of the otherworld, most prefer to use either the directed energies produced by the archanax or to shield themselves from the direct manifestation of the otherworld using their druid training and the ability to weave.

NEW DRUID SPELLS

Though he has other powers at his disposal, a druid would be serious amiss to neglect his spell selection. This section introduces a small selection of spells druids can call on in their meditations.

Bear's Fury

Transmutation

Level: Drd 5

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round / 2 levels (D)

Calling upon the ancient warrior passions of the bear, the druid imbues himself with an incredible ferocity and combat skill. The druid gains the base attack bonus of a barbarian, with a level equal to his druid caster level (this replaces the character's normal base attack bonus if its higher), a +4 enhancement bonus to his Strength and Constitution and a +2 bonus to all Will saving throws. In exchange, the character suffers a -2 penalty to armour class.

The increase in Constitution increases the druid's hit points by 2 per level, but these hit points fade when the spell ends, at which the point, the character automatically heals 1d8 hit points + 1 per caster level (maximum: +10). The healing and the loss of hit

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points occur simultaneously but, should the character still have less than - 10 hit points after the healing, he dies. While this spell operates, the druid cannot use skills or abilities that require patience or concentration, such as moving silently or casting spells. He can use any feat except Expertise, item creation feats, metamagic feats and skill focus (if it is tied to a skill that requires patience or concentration).

When the spell's duration ends or when the druid ends the duration, the druid is automatically fatigued (- 2 to Strength, - 2 to Dexterity, cannot charge or run) for the duration of the encounter.

Beast Friendship

Enchantment (Charm) (Mind-Affecting)

Level: Drd 3

Target: One beast

This spell functions in an identical manner to an *animal friendship* spell except that it affects beasts instead of animals.

A druid is limited in the number of creatures he can have befriended at one time (using any of the *friendship* spells outlined in this book and the *animal friendship* spell outlined in *Core Rulebook 1*) to a total number of HD equal to but no greater than twice his

caster level. Certain feats and membership of the beast whisperer prestige class can increase the total number of HD of befriended creatures a druid can have. A druid may dismiss beasts to befriend new ones at any time.

Brother's Staff

Transmutation

Level: Drd 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One touched nonmagical oak quarterstaff

Duration: 10 minutes / level

Saving Throw: None

Saving Throw: No

This spell was invented by the oak brothers to enhance their combat abilities. The spell is cast onto a quarterstaff. As a result, the weapon gains an enhancement bonus to attacks and damage equal to +1 per 3 caster levels (max +5) and deals 1d12 points of damage on a successful attack (plus the enhancement bonus and any Strength bonus). These enhancements only work when the druid who cast the spell is wielding the weapon.

Change Form

Transmutation

Level: Drd 4

Components: V

Casting Time: Special

Range: Personal

Target: You

Duration: Instantaneous

Casting this spell is a free action and it counts against the normal limit of one quickened spell each round. The druid who casts the spell may use one of his *wild shape* abilities once more that day, so long as he initiates the transformation within 1 round of casting *change form*. The character must choose which *wild shape* ability will benefit when he casts the spell and, if he transforms into a creature that requires more than one daily use, he must still sacrifice some of his daily allotted uses of *wild shape* in addition to the free use granted by this spell.

Discern True Form

Divination

Level: Drd 4, Rgr 3

Components: V, S

Casting Time: 1 action

Range: Personal



Target: You
Duration: 1 hour / level

The druid casting this spell gains the ability to see through *wild shape*, *polymorph self* and similar shapeshifting abilities. The druid does not see the creature's original form but he does immediately know what type of creature he is looking at, even if the creature currently resembles another type entirely. For example, a human wizard currently polymorphed into a bird would reveal himself to the caster of this spell as a humanoid (human) instead of an animal (avian). This spell functions so long as the druid can see the creature. Spells or spell-like abilities that actually change a subject's type, such as a *wild shape* or a *true form* or *shapechange* spell completely fool this spell.

Elemental Friendship

Enchantment (Charm) (Mind- Affecting)
Level: Drd 5
Target: One elemental

This spell operates in the same manner as *animal friendship* except that it affects an elemental instead of an animal.

A druid is limited in the number of creatures he can have befriended at one time (using any of the *friendship* spells outlined in this book and the *animal friendship* spell outlined in *Core Rulebook I*) to a total number of HD equal to but no greater than twice his caster level. Certain feats and membership of the beast whisperer class can increase the total number of HD of befriended creatures a druid can have. A druid may dismiss elementals to befriend new ones at any time.

Encase in Amber

Conjuration (Creation)
Level: Drd 6
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft. / 2 levels)
Target: One creature of large size or smaller
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

The druid brings a prison of amber into existence around the target, encasing him for all time in the shell. The target cannot move or talk and begins to suffocate. The target creature can hold his breath for a number of rounds equal to twice his Constitution score. After this time, the character must make a Concentration check (DC 10) every round in order to

continue holding his breath. Each round, the difficulty class increases by 1.

When the character finally fails his Concentration check, he begins to suffocate. In the first round, the character falls unconscious and down to 0 hp. In the following round, the character starts to die, dropping to -1 hit points. On the third round, the target's life is extinguished. Once dead, the target's body is perfectly preserved in the amber.

The amber shell has an effective armour class of 15 (-5 Dexterity, +10 natural). The shell has 100 hit points and a hardness of 20. A character can only escape once all the hit points have been destroyed. From inside only, a character may attempt a Strength check (DC 35) to break out of the shell. The character may attempt this check once each round but the difficulty class increased by +1 per failed attempt.

Incorporeal creatures are immune to *encase in amber*.

Material Component: The sap from a conifer tree.

Freedom of Size

Transmutation
Level: Drd 6
Components: V, S, M
Casting Time: See text
Range: Personal
Target: You
Duration: Instantaneous

Using this spell is a free action and counts against the normal maximum of one quickened spell each round. The character that casts the spell may use his *wild shape* ability to assume the form of a creature with a size category outside his normal limitations. The druid can only do this if he transforms within one round of the casting of this spell but he can maintain the new form for as long as he desires. The druid must choose which of his wild shape abilities will benefit from this spell when it is cast.

Material Component: A chrysalis.

Greater Nature's Aids

Conjuration (calling) (see text)
Level: Drd 7
Effect: Up to 24 Hit Dice of summoned animals, beasts, dragons, elementals, fey, giants, magical beasts or vermins, no two of which can be more than 30 ft. apart when they appear.





As *lesser Nature's aid*, except the druid may call forth a single creature of up to 24 Hit Dice or a number of creatures whose Hit Dice total no more than 24. The creatures agree to help you and request your return favour together.

Hibernation

Transmutation

Level: Drd 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: up to 10 years / level

Saving Throw: None

Spell Resistance: No

This spell can only be cast on willing subjects (hence the reason for no saving throws). The recipient of the spell falls into a deep state of suspended animation. For the creature, time flows at an almost imperceptibly slow pace. By the time the spell ends, the target creature has aged only one day. The duration of the hibernation is chosen when the spell is cast but the character can set up to 1 condition per 5 levels that can also cause the creature to awaken. These conditions can be in regard to any object, creature or action that occurs within 100 miles of the hibernating creature and follow the same basic rules as for

the conditions used by the *contingency* spell (see *Core Rulebook I*).

If the creature is attacked physically, it will awaken immediately but *dispel magic* and *antimagic* effects (including *Morden's disjunction*) cannot awaken the creature prematurely.

Material Component: A tuft of hair from a bear.

Imbue with Wild Shape

Evocation

Level: Drd 5

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 1 hour / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The druid can use this spell to transfer some or all of his *wild shape* ability to another living creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. The druid can transfer only one type of *wild shape* to a creature using this spell. The druid must possess the *wild shape* ability to be transferred to the target. The druid cannot transfer more uses of the *wild shape* ability than he has available at that time. The druid loses the uses he transfers and cannot regain them until the duration of this spell expires.

The caster level of the spell determines the number of uses of the *wild shape* ability and the type of *wild shape* ability that the druid can transfer to a target.

A druid specialised in the *wild shape* ability can choose if the target will be limited to transforming into only his specialised form or if he will be able to transform into any creature suitable to the transferred *wild shape* ability. The specialist must sacrifice three daily uses of his ability for every one that the target gains instead of the normal one to one transfer if he wants the target to have complete freedom with his choose of transformation. Even if the specialist transfers three uses of his specialised *wild shape* to the

Imbue with Wild Shape		
Caster level	Wild Shape Ability	Uses Transferred
9 - 11		1 use per day
12 - 14	Beast, undead	2 uses per day
15 - 17	Fey, magical beast	3 uses per day
18 - 19	Dragon, ooze	4 uses per day
20+	Elemental, monstrous humanoid	5 uses per day

target, the target cannot combine these to assume the form of another creature.

In all other ways, the transferred *wild shape* ability works as it would for the casting druid.

Lesser Nature's Aid

Conjuration (calling) (see text)

Level: Drd 4

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft. / 2 level) (see text)

Effect: One summoned animal, beast, dragon, elemental, fey, giant, magical beast or vermin of up to 8 HD

Duration: Instantaneous

Saving Throw: None

Spell Resistance No

By casting this spell, the druid sends out a call through nature for a companion to aid him. The druid can call forth any creature, specifying its hit dice and type (from the above list) or if he knows the name of a suitable creature, he can call forth that specific individual. The druid must speak the creature's name during the casting of the spell. There are no certainties with the spell, almost any creature of the appropriate type might answer – even if the druid requests a specific individual.

The creature appears before the druid and grants the druid the ability to speak to the creature. The druid may ask the creature to perform one task for him and the creature may request some service in return. The more demanding the druid's request, the greater return favour the creature asks for. Even unintelligent creatures will recognise the danger (by reading the druid's body language) and will request a suitable reward. This bargaining always takes at least one round. If the druid and creature agree to a service and payment, the creature will then perform the service. Once the service is complete, the creature reports back to the druid (if possible), and then returns to its home.

The druid is indebted to the creature and must perform the return favour to which he agreed. A creature may accept any form of payment, from magic items; monetary payment (most appropriate for dragons or fey) or it may request something more exotic.

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.



XP: In addition to the return service, this spell requires the druid sacrifice an amount of experience equal to the Challenge Rating of the creature squared and multiplied by 10. For example, a CR 4 creature requires 160 XP when this spell is cast.

Lighten Burden

Transmutation

Level: Drd 2, Brd 3

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Up to 6 creatures, all of which must be physically touching when the spell is cast.

Duration: 1 hour / level

Saving Throw: Fort Neg. (Harmless)

Spell Resistance: Yes (Harmless)

For the duration of the spell, a recipient of *lighten burden* can carry 50% more than normal for its Strength. This has no effect on the character's Strength modifier or on the maximum weight that he can lift or drag over short periods. Instead, the spell simply allows the character to endure the weight of more equipment and clothing without suffering from the effects of a medium or heavy Load.

For example: Raisiline has a Strength of 8. Normally, she can carry up to 26 lbs as a light load, up to 53 lbs as a medium load and up to 80 lbs maximum. After casting this spell, she can now carry up to 39 lbs as a

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light load, up to 79 lbs as a medium load and has a maximum carrying capacity of 120 lbs.

Material component: The material component for this spell is a bird's feather.

Magical Beast Friendship

Enchantment (Charm) (Mind-Affecting)

Level: Drd 6

Target: One Magical Beast

This spell functions in an identical manner as an *animal friendship* spell except that it operates on magical beasts instead of animals.

A druid is limited in the number of creatures he can have befriended at one time (using any of the *friendship* spells outlined in this book and the *animal friendship* spell outlined in *Core Rulebook 1*) to a total number of HD equal to but no greater than twice his caster level. Certain feats and membership of the beast whisperer class can increase the total number of HD of befriended creatures a druid can have. A druid may dismiss magical beasts to befriend new ones at any time.

Mystic Bag

Transmutation

Level: Drd 1

Components: S, M

Casting Time: 1 action

Range: Touch

Target: 5 kilograms of material components

Duration: 1 minute / level

Saving Throw: None

Spell Resistance: No

When the druid casts this spell, he transports a small selection of material components into a specially constructed dimensional space. Once sent into this dimensional pocket, the items can never be retrieved and will be destroyed once the spell ends or is *dispelled*. No item sent into the pocket can be worth more than 1gp. Magic items cannot be sent into the pocket. The pocket is invisible and magically connected to the druid. When the druid casts a spell with a material component or focus found in the *mystic bag*, the spell operates even if the druid does not have a suitable material component or focus in hand. Material components are consumed from the bag when a spell requires them but foci remain available until the spell ends when they are destroyed by the collapsing dimensional space.

Material Components: The items to be included in the mystic bag.

Otherworld Passage

Transmutation (Teleportation)

Level: Drd 5

Components: V, S

Casting Time: 1 action

Range: Personal and Touch

Target: You and up to 50 lbs / level

Duration: Instantaneous

Saving Throw: Will Negates (Harmless)

Spell Resistance: Yes (Harmless)

This spell can be used to enter the otherworld.

A druid must cast the spell either at a site of some natural beauty, within a sacred grove or on the banks of a river or lake in which he can currently see the reflection of himself and everyone and everything he would take within into the otherworld. To successfully make the passage into the otherworld, the druid must attempt a Will saving throw against a difficulty determined by the place where he casts the spell.

Successfully making the save causes the character and everything he is holding, up to 50 lbs of living or inanimate matter per caster level, to appear in the co-existent point in the otherworld. Failing the saving throw causes



the druid to lose the spell from his prepared repertoire to no effect.

Place of Casting	Will Saving Throw
Sacred grove (natural)	20
Sacred grove (caster level 10 th or lower)	15
Sacred grove (caster level 11 th or higher)	10
While in a place of extreme natural beauty	15 - 25
While seeing reflection in natural water	25

This spell can be cast in the otherworld. Casting it in the otherworld requires a save based on the place where the druid will appear if he successfully journeys out of the plane. Since the plane is co-existent with most others, the druid can only really travel to places of natural beauty or to sacred groves.

Plunder Grove

Evocation

Level: Drd 4, Sor / Wiz 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft. / level)

Target: One sacred grove

Duration: 1 round / 3 levels

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Using this spell, a druid can draw on a sacred grove to increase his power. The grove must be within medium range of the druid. The seneschal of the site is entitled to a saving throw to resist this spell.

A casting of this spell destroys natural sacred groves. Each day, the sacred grove's radius will shrink 1d6 feet until it fades to nothing. If a second *plunder grove* is cast upon the grove before the grove fades, it automatically fails. For anchored groves, this spell permanently reduces the caster level of the site by 1. As a result, the caster may channel the site's energy into extra spells.

For the duration of the spell, the caster may cast one spell each round so long as its level is equal to or less than ½ the new caster level of the site. These spells do not count against the normal allotment of spells the caster is entitled to. A druid may cast any spell on the druid spell list. Sorcerer characters are limited to those spells they know. Wizard characters are limited to those spells they currently have prepared. The character cannot cast spells with a level higher than the character would normally have access to. The character cannot cast spells using

another spellcasting class he possesses. The character can augment the spells using any metamagic feats he knows. This extends the casting time as it does for a sorcerer.

This spell is freely available to druid characters but not only will the seneschal automatically detect the effect but so too do the archanax who granted it. The seneschal will likely seek revenge for the druid's actions unless he had a very good reason for the casting and the archanax will want to know why a natural grove was destroyed. The archanax do not detect the casting of this spell by sorcerers or wizards but the seneschal will detect it. Any casting of this spell by a sorcerer or wizard uncovered by the druids is likely to result in the character being hunted down by the order. They will search out and destroy any



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information pertaining to this spell they find in the wizard's spell books or libraries.

Protection from Air Creatures

Abjuration (Earth)

Level: Drd 2, Sor / Wiz 3

As *protection from fire creatures*, except that the deflection and resistance bonus applies to creatures with the air subtype and that only summoned and conjured air creatures cannot touch the subject.

Material Component: A small stick of graphite, a pinch of diamond dust (10gp worth) and a crushed firefly.

Protection from Earth Creatures

Abjuration (Air)

Level: Drd 2, Sor / Wiz 3

As *protection from fire creatures*, except that the deflection and resistance bonus applies to creatures

with the earth subtype and that only summoned or conjured earth creatures cannot touch the subject.

Material Component: A ruby (at least 10gp worth) and a three feathers plucked from a flightless bird.

Protection from Fire Creatures

Abjuration (Water)

Level: Drd 2, Sor / Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature Touched

Duration: 1 minute / level (D)

Saving Throw: Will Negates (harmless)

Spell Resistance: No (see text)

This spell wards a creature from attack by creatures with the fire subtype. It protects against the special abilities of fire creatures and from summoned or conjured fire creatures. It creates a magical barrier around the subject at a distance of one foot. The barrier moves with the subject and has two principle effects:

First, the subject of this spell receives a +2 deflection bonus to armour class and a +2 resistance bonus to saves against the spell-like and supernatural abilities of fire creatures.

Second, the barrier blocks bodily contact by summoned or conjured fire creatures. This causes the natural weapons of fire creatures to fail and the creature to recoil if such attacks require touching the warded creature. This protection against summoned and conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and to touch the warded creature.

Material Component: A aquamarine (at least 10gp worth) and a splash of seawater.

Protection from Water Creatures

Abjuration (Fire)

Level: Drd 2, Sor / Wiz 3

As *protection from fire creatures*, except that the deflection and resistance bonus applies to creatures with the water subtype and that only summoned and conjured water creatures cannot touch the subject.



Material Component: A small sapphire (10gp worth) and the ashes from a bonfire.

Restless

Abjuration

Level: Drd 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 day / level

For the duration of the *restless* spell, the druid does not need to sleep. The druid can still be fatigued and exhausted by physical or mental labour but the simple passing of time has no effect on the character. To prepare spells, the character must still rest as normal.

Sand Sprout

Evocation

Level: Drd 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. / 2 levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

A stream of sand sprays forth from the druid's hand, blasting everyone in its path and potentially burying the druid's opponents. All the creatures in the area of effect take 1d4 points of damage per 2 caster levels (maximum: 15d4) from the impact. In addition, each affected creature of medium size or smaller must make a reflex save or be buried under the resulting sand. These creatures must be dug out. They cannot breathe and will begin to suffocate. They may attempt to dig themselves out but this requires a Strength checks (DC 25). These creatures can only make one attempt each round and each failed attempt increases the DC by +1.

Spirit of Transformation

Transmutation

Level: Drd 7

Components: V, S, M

Casting Time: see text

Range: Personal

Target: You

Duration: Instantaneous

Casting this spell is a free action and it counts against the normal limit of one quickened spell each round.

The druid who casts the spell must choose a single creature into which he can transform using the *wild shape* ability. If the character transforms into this creature within the same round that he casts this spell, the druid gains the creature's type and sub-type for as long as he maintains that form. Immaterial of the druid's level, he acquires access to the creature's extraordinary, but not its spell-like or supernatural abilities..

Material Component: A small body part from the creature into which you wish to transform.

Summon Nature's Horde I

Conjuration (Summoning) (see text)

Level: Drd 5

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft. / 2 levels)

Effect: 2d4 + 2 creatures

Duration: 1 round / level

Saving Throw: None



Spell Resistance: No

This spell summons a horde of creatures to do the druid's bidding. These creatures can appear anywhere within range of the druid. They act immediately, on the druid's turn. These creatures attack the druid's enemies to the best of their ability. If the druid can communicate with the creatures, he can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The druid can select 2d4 + 2 creatures from the 1st level creatures outlined in the Summon Nature's Ally table in *Core Rulebook I*. The druid can choose any mix of creatures he desires – he does not have to

summon all the same type of creatures. All of these creatures are neutral unless otherwise noted.

When the druid uses a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. Spells that summon different types of creatures have all of the appropriate designators.

Summon Nature's Horde II

Conjuration (Summoning) (see text)

Level: Drd 6

Effect: Several creatures that appear within range

As *summon nature's horde I*, except that the druid can summon 2d4 + 2 creatures from the 2nd level list in the Summon Nature's Ally table in *Core Rulebook I* or 3d4 + 3 creatures from the 1st level list.



Summon Nature's Horde III

Conjuration (Summoning) (see text)

Level: Drd 7

Effect: Several creatures that appear within range

As *summon nature's horde I*, except that the druid can summon 2d4 + 2 creatures from the 3rd level list in the Summon Nature's Ally table in *Core Rulebook I*, 3d4 + 3 creatures from the 2nd level list or 4d4 + 4 creatures from the 1st level list.

Summon Nature's Horde IV

Conjuration (Summoning) (see text)

Level: Drd 8

Effect: Several creatures that appear within range

As *summon nature's horde I*, except that the druid can summon 2d4 + 2 creatures from the 4th level list in the Summon Nature's Ally table in *Core Rulebook I*, 3d4 + 3 creatures from the 3rd level list, 4d4 + 4 creatures from the 2nd level list or 5d4 + 5 creatures from the 1st level list.

Summon Nature's Horde V

Conjuration (Summoning) (see text)

Level: Drd 9

Effect: Several creature that appear within range

As *summon nature's horde I*, except that the druid can summon 2d4 + 2 creatures from the 5th level list in the Summon Nature's Ally table in *Core Rulebook I*, 3d4 + 3 creatures from the 4th level list, 4d4 + 4 creatures from the 3rd level list, 5d4 + 5 creatures from the 2nd level list or 6d4 + 6 creatures from the 1st level list.

True Nature's Aids

Conjuration (calling) (see text)

Level: Drd 9

Effect: Up to 36 Hit Dice of summoned animals, beasts, dragons, elementals, fey, giants, magical beasts or vermin, no two of which can be more than 30 ft. apart when they appear.

As *lesser companion*, except the druid may call forth a single creature of up to 36 Hit Dice or a number of creatures whose Hit Dice total no more than 36. The creatures agree to help you and request your return favour together.

Watery Master

Transmutation

Level: Drd 8

Components: V, S, M

Casting Time: 1 action

Range: Personal and touch

Target: You and touched objects or other willing creatures weighing up to 100 lbs. / level

Duration: 10 minutes / level (D)

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell can only be cast while the druid is at least partially submerged in water. With the completion of the spell, the druid transforms into fluid and flows into the water. The druid can take up to 100 lbs of living and inanimate objects per druid class level with him but only the druid retains any awareness after the transformation. The druid's mind and soul spreads out toward the boundaries of the water. In the first round, the character's volume is unchanged. Each round thereafter, the druid's effective volume is increased by a factor of 10 until his mind and soul have reached the boundaries of the body of water in which the druid is standing.

As the druid spreads through the water, he moves up flowing streams and spreads across even the narrowest connections between two or more large bodies of water. Where is no continuous connection between two bodies, the druid cannot spread across the link. Standing in an ocean, for example, a druid's mind and soul would spread deep into the depth, up rivers and deep into the ground through wells, springs and minor tributaries.

As a fluid, the druid is immune to damage but can be killed if at least one half of the body of water into which he dissolves is completely evaporated. The druid cannot cast spells or perform any action except to change the point of awareness. The druid is aware of the extent of his presence, he can direct his attentions to any point within the body of water as though he were standing there as a full round action but cannot see more than five feet beyond the boundaries of the water.

When the spell ends, the character reforms at the point where his attention is currently directed. Any and all creatures and

objects travelling with the druid reform at the same location.

Material Component: A small vial of sunflower oil, rice wine vinegar and egg white. Six leaves from an alder tree and a single pearl worth at least 500gp.

Weave Vessel

Transmutation

Level: Drd 6

Components: V, S, F

Casting Time: 10 minutes + the casting time of the spell

Range: Touch

Effect: Spell is imbued into focus

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

Using this spell, one druid can place one of his own prepared spells into a vessel from which he or some other druid could later prepare that same spell. The vessel for this spell can be any one object that the



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druid created with his own skill. It must not include any metal but can be made from almost anything else. The druid casts this spell and then the spell to be stored in the vessel. This can include any spell the druid currently has memorised.

This vessel glows with a dim white-blue light. A *detect magic* and a successful Spellcraft check (DC 15 + the spell's level) reveals which spell is stored in the vessel. Any druid preparing his spells with the vessel in hand can prepare the spell in the vessel. Using the vessel in which the spell was prepared causes the spell to end immediately.

Using this spell allows another druid to prepare spells that he cannot weave or that are augmented using metamagic feats he does not possess.

Focus: The vessel can be any one object created by the druid casting the spell. The object must have a market worth of no less than 10 sp per level of the spell to be stored within it.

Venomous Vial

Transmutation

Level: Drd 5

Components: V, S, F

Casting Time: 1 action

Range: Touch

Effect: The desired poison

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Using this spell, the druid converts a small vial of water and asp's venom into any poison he desires. The character can only produce mundane poisons using this spell. The druid must have studied the poison he wishes to create or at some time in the past have been directly exposed to its effects.

This spell can only be cast on natural water into which the asp's venom is introduced

Material Focus: The venom of an asp or some other venomous snake.

Vermyn Friendship

Transmutation

Level: Drd 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. / 2 levels)

Target: One vermin

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Using this power, the druid transforms a vermin creature into a loyal companion. The spell functions only if the druid actually wishes to be the vermin's friend. If the druid is not willing to treat the vermin as a friend, the spell fails. Once the transformation is complete, the vermin becomes a beast. The vermin acquires an intelligence of 3 but does not gain any low-light vision. It retains its poisons and all special attacks and qualities but loses its immunity to mind-influencing effects and acts as though under the influence of a *beast friendship* spell.

A druid is limited in the number of creatures he can have befriended at any one time (using any of the *friendship* spells outlined in this book and the *animal friendship* spell outlined in *Core Rulebook I*) to a total number of HD equal to but no greater than





twice his caster level. Certain feats and membership of the beast whisperer class can increase the total number of HD of befriended creatures a druid can have.

A druid may dismiss a befriended vermin at any time to enable him to befriend more creatures. The creature should make a Will saving throw (DC 15) or lose its intelligence, immediately returning to its original vermin state and losing the ability to perform any tricks the druid taught it. If it succeeds the Will save, it retains its status as a beast but now operates as a free entity.

Material Component: A piece of food the vermin likes and a drop of royal jelly from a bee hive. Royal jelly is the substance worker bees feed a new queen to aid her maturation. The hive will protect this substance viciously if the druid attempts to attain it directly.

Viper Strike

Transmutation

Level: Drd 5

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round / level

Saving Throw: None

Spell Resistance: No

The druid transforms his arm into a hissing, poisonous, viper that strikes out at his opponents. The viperous arm has low-light vision and the scent ability, both of which can aid the druid when making an attack. The snake is completely under the control of the druid and uses the druid's melee attack bonus.

The viper attacks as though armed using its natural bite attack. The viper inflicts 1d4 + Strength modifier for medium sized creatures, 1d3 + Strength modifier for small sized creatures. In addition to the bite damage, the viper injects the druid's opponents with a potent poison. The poison's initial and secondary damage are 1d6 temporary Constitution. The Fortitude saving throw has a difficulty of 10 + ½ the caster level of this spell + the druid's Constitution modifier.

Material Components: The fangs of a viper and an herb bundle including leaves from mandrake, poppy and nettles.



PATHS OF THE SHAPESHIFTER

More so than any other power, *wild shape* is the signature ability of the druid. Even wizards and sorcerers cannot match the versatility of *wild shape*. The typical druid outlined in *Core Rulebook I* masters the ability to transform into animals of all sizes and shapes and later learns to assume the form of an elemental, including all their extraordinary, spell-like and supernatural abilities. This chapter outlines extended rules for the *wild shape* ability. Using the rules in this chapter, a character can assume the form of beasts, dragons, fey, oozes and even undead.

Using *wild shape*, the druid may adopt only one form per use. The druid can freely designate the new form's minor physical qualities (e.g. eye colour, hair colour, feathers, fur etc.) within the normal range for a creature of that race. Significant qualities; gender, height, weight, can also be controlled and must remain within the normal range for a member of the chosen species. This grants the druid a +10 circumstantial bonus to Disguise checks while in the chosen form.



When the druid acquires a new form using his *wild shape* power, he regains hit points as though he had rested for a full day, though this healing does not restore temporary ability damage or provide any other benefits of a full day of rest. When the druid dies, he returns to his humanoid form. If the new form is one that does not use equipment (aberration, animal, beast, magical beast, dragon, elemental, ooze, plant, some undead or vermin), the equipment melts into the new form and becomes non-functional. When the druid returns to his original form or assumes a new form that does normally use equipment, these objects reappear. New items the druid wore when in the wild form fall off. If the new form uses equipment (fey and some undead), the druid's equipment changes to suit the new form.

The druid retains his Intelligence, Wisdom and Charisma, level, class, hit points, alignment, base attack bonus and base saving throws. The druid retains his original type (usually humanoid), extraordinary abilities, spells, and spell-like abilities. The subject loses his supernatural abilities. The druid acquires the Strength, Dexterity and Constitution of the creatures whose form he assumes. In addition, the druid may acquire the creature's special abilities and qualities, including all its supernatural, spell-like and extraordinary abilities. Which of these abilities the character acquires depends on his level in the druid class.

The druid does not acquire any general shapeshifting power the creature might possess but he does gain the power to transform into a unique form only available to that creature. For example, the druid would not gain the shapeshifting powers of a dragon because this allows the dragon to become a humanoid (a general ability) but he does gain the ability of an elemental to become a whirlwind as this represents a unique shape only available to an elemental of that type.

PERSONALISING THE POWER

A druid using these rules ignores the normal *wild shape* progression outlined in *Core Rulebook I*. Instead, starting at 5th level, the druid acquires one of the following *wild shape* special abilities every level (except for 9th and 13th). Many of these abilities have special prerequisites that the character must fulfil before he can choose the ability.

The first power the character purchases must be one of the following basic powers. Each of these powers

allows the druid to assume the form of a certain type of creature once each day. These powers may limit the shape changing. For example, the Animal Wild Shape power limits the druid to normal animals, not dire animal.

When the druid initially gains the *wild shape* power, he is limited in the size of creature whose form he can acquire. A medium size druid (or larger) can assume the form of a creature with the same size category as himself or one category smaller than his normal size. A small druid (or smaller) can assume the form of a creature with the same category as himself or one category larger than his normal size. At 5th level, the druid only gains access to a creature's extraordinary abilities. At 9th level, the character also gains the creature's supernatural abilities and at 13th level, the druid can use the creature's spell-like abilities.

Once the druid has purchased one of these initial powers, he may gain another, accessing the ability to assume the form of another type of creature once each day. Alternatively, he may purchase an advanced power that augments his existing ability for a specific creature type. This may include extra *wild shapes* for a specific creature type each day or may increase the variety of size categories available to him for all his *wild shape* powers.

When transforming into a creature more than two size categories removed from his normal form, a druid must double the number of daily uses for a *wild shape* power he needs to become the creature. For example: a medium size character can become a tiny, small, medium, large or huge creature using one daily use of a *wild shape* power but to become anything smaller

than tiny or anything larger than huge, he must sacrifice two daily uses of the power.

Animal Wild Shape (Basic)

The druid can assume the form of any normal animal once each day. He cannot assume the form of dire or legendary animals using this power. This ability can be used once each day.

Prerequisites: 5th level druid.

Specialisation: The druid may choose to specialise in a specific animal type when he acquires this power. He may use the ability twice as often as normal if he does this but, should he wish to assume the form of a creature outside his specialisation, he must sacrifice 3 uses of the power. Unless the character purchases the extra wild shape (animal) power, he will never be able to transform into an animal outside his specialisation.

Beast Wild Shape (Basic)

The druid can assume the form of any beast once each day. To use this ability, the beast must have a challenge rating equal to or less than one half the druid's level.

Prerequisites: 8th level druid, Animal Wild Shape.

Specialisation: The druid may choose to specialise in a particular beast when he first takes this power. Using this option, the druid can assume the form of that beast twice as often as normal but, should the druid wish to attain the shape of a beast other than the one in which he specialised, he will need to sacrifice three uses of the power instead of just one.

Animal Specialisations

Specialisation	Available Animals*	Extra Animals**
Aquatic mammal	Porpoise	Baleen whale, cachalot whale, orca whale
Bear	Black bear	Brown bear, polar bear, dire bear
Bird	Eagle	Owl, raven, hawk
Canine	Riding dog, wolf	Small dog, dire wolf
Cat	Cheetah, leopard	Cat, lion, tiger, dire lion, dire tiger
Equine	Pony, war pony	Heavy horse, heavy war horse, light horse, light war horse, mule
Fish	Shark	Large shark, huge shark, dire shark
Lizard	Giant lizard	Lizard
Primate	Baboon	Ape, monkey, dire ape
Snake	Constrictor snake, small viper snake, medium size viper snake	Giant constrictor snake, tiny viper snake, large viper snake

* These animals are available to any small or medium size druid that takes Animal Wild Shape.

** A small or medium size druid needs to take one or more advanced powers to transform himself into these forms.

Dragon Wild Shape (Basic)

The druid can assume the form of a dragon once each day. To use this ability, the dragon must have a challenge rating equal to or less than one half the druid's level.

Prerequisites: 14th level druid, Animal Wild Shape, Beast Wild Shape, Magical Beast Wild Shape.

Specialisation: The druid may choose a specific type of dragon in which to specialise when he first acquires this power. A specialised druid can use the power twice as often but, should he wish to use the power to assume another type of dragon, he will need to use three daily uses of the power at once.

Available specialisations include Black, Blue, Green, Red, White, Brass, Bronze, Copper, Gold, or Silver. The druid's alignment restricts his choice of specialisation. Neutral good druids are limited to specialising in good dragons, chaotic neutral druids in chaotic dragons, and so on.

Elemental Wild Shape (Basic)

The druid can assume the form of an elemental once each day. The elemental's challenge rating must be equal to or less than half the druid's class level to use this ability.

Prerequisites: 16th level druid.

Specialisation: The druid may choose to specialise in a particular type of elemental when he first acquires

this power. The druid may specialise in air, earth, fire or water. Specialisation allows the druid to use this power twice as often as normal. Should he wish to assume the form of an elemental of any other type, he will need to use three daily uses of the power at once. The druid may never assume the form with an opposed elemental type. For this purpose, fire and water are opposed, as are air and earth.

Fey Wild Shape (Basic)

The druid can assume the form of a fey once each day. To use this ability, the fey must have a challenge rating equal to or less than one half the druid's level.

Prerequisites: 10th level druid, Knowledge (otherworld) 5 ranks, the ability to speak sylvan.

Specialisation: The druid may choose to specialise in a particular fey creature when he first acquires this power. The druid may choose any one fey creature available in the game. The druid may use the specialised power twice as often as normal but, should he wish to assume the form of any creature outside his specialisation, he must sacrifice three daily uses instead of one.

Magical Beast Wild Shape (Basic)

The druid can assume the form of any magical beast once each day. To use this ability, the magical beast must have a challenge rating equal to or less than one half the druid's level.

Prerequisites: 10th level druid, Animal Wild Shape, Beast Wild Shape.

Specialisation: The druid may specialise in one magical beast when he first acquires this power. Any magical beast available in the game is suitable for specialisation. The druid may use the specialised version of the power twice as often as normal but, should he wish to attain a form outside his specialisation, he must sacrifice three daily uses instead of just one.

Monstrous Humanoid Wild Shape (Basic)

The druid can now assume the form of any monstrous humanoid once each day. To use this ability, the monstrous humanoid must have a challenge rating equal to or less than one half the druid's level.

Prerequisites: 16th level druid, Animal Wild Shape, Beast Wild Shape.



Specialisation: The druid may specialise in one monstrous humanoid when he first acquires this power. Any monstrous humanoid available in the game is suitable for specialisation. The druid may use the specialised version of the power twice as often as normal but, should he wish to attain a form outside his specialisation, he must sacrifice three daily uses instead of just one.

Ooze Wild Shape (Basic)

The druid using this power dissolves into ooze. When the character uses this ability, he receives a number of temporary hit points as determined by the size of the ooze (see ooze temporary hit points table below).

Prerequisites: 12th level druid.

Specialisation: The druid taking this power for the first time may choose to specialise in a particular form of ooze available in his game. When using this option, the druid doubles the number of times he can use the power each day but should he wish to assume the form of an ooze outside his specialisation, he will need to sacrifice three daily uses instead of just one.

Ooze Temporary Hit Points

Ooze Size	Temporary Hit Points
Fine	-
Diminutive	-
Tiny	-
Small	5
Medium	10
Large	15
Huge	20
Gargantuan	30
Colossal	40

Plant Wild Shape (Basic)

The druid may assume the form of any plant. In addition to the forms of other creatures, druids with this power can use their *wild shape* ability as a special form of the *tree shape* spell. This ability allows the druid to assume the form of a small, living tree or shrub or a large, dead tree trunk with a small number of limbs. There is no limit to how long the druid can maintain this form but, in all other ways, this ability replicates the *tree shape* spell.

This ability can be used once each day.

Prerequisites: 5th level druid.

Specialisation: A druid may choose to specialise his *wild shape* power when he first acquires this ability. Using this option, the druid doubles the number of times he can use the power each day but, should he ever wish to transform into a plant outside his specialisation, he must sacrifice three daily uses instead of one. The druid may specialise in the *tree shape* special option described above or in any one plant creature outlined in *Core Rulebook III* or any other collection of plant monsters the Games Master allows in his game.

Undead Wild Shape (Basic)

The druid may assume the form of any one corporeal undead once each day. To use this ability, the undead must have a challenge rating equal to or less than one half the druid's level.

Prerequisites: 8th level druid, knowledge (necrology) 5 ranks.

Specialisation: A druid may choose to specialise his *undead wild shape* power when he first acquires the power. Using this option, the druid doubles the number of times he can use the power each day but, should he ever wish to transform into a plant outside his specialisation, he must sacrifice three daily uses instead of one. The druid may specialise in any one corporeal undead form available in his game.

Vermin Wild Shape (Basic)

The druid may assume the form of any vermin once each day. A druid who transforms himself into a vermin retains his normal Intelligence. He does not gain the vermin's immunity to mind-influencing effects.

Prerequisites: 5th level undead

Specialisation: The druid may choose to specialise in a specific vermin type when he acquires this power. He may use the ability twice as often as normal if he does this but, should he wish to assume the form of a creature outside his specialisation, he must sacrifice 3 uses of the power. Unless the character purchases the Extra Wild Shape (vermin) power, he will never be able to transform into a vermin outside his specialisation.

Vermin Specialisations

Specialisation	Available Vermin*	Extra Vermin**
Ant	Giant worker ant, giant soldier ant	Giant queen ant,
Bee	Giant bee	
Beetle	Giant bombardier beetle, Giant fire beetle	Giant stag beetle
Mantis	Giant praying mantis	
Wasp	Giant wasp	
Centipede	Small monstrous centipede, monstrous Centipede	Tiny monstrous centipede, large monstrous centipede, huge monstrous centipede, gargantuan monstrous centipede, colossal monstrous centipede
Scorpion	Small monstrous scorpion, medium monstrous scorpion	Tiny monstrous scorpion, large monstrous scorpion, huge monstrous scorpion, gargantuan monstrous scorpion, colossal monstrous scorpion
Spider	Small monstrous spider, medium monstrous spider	Tiny monstrous spider, large monstrous spider, huge monstrous spider, gargantuan monstrous spider, colossal monstrous spider

* These vermin are available to any small or medium size druid that takes Vermin Wild Shape.

** A small or medium size druid needs to take one or more advanced powers to transform himself into these forms.

ADVANCED WILD SHAPE POWERS

The following powers expand on the basic abilities outlined above. Some of the abilities are classed as general expansions and are applied to all of the druid's *wild shape* powers. The other abilities are specific to a certain type of *wild shape* ability. The appropriate *wild shape* type is listed in brackets next to the name. Where more than one *wild shape* type is listed, the druid will need to choose to which the power applies when he first takes it.

Colossal Wild Shape (General)

The druid may assume a colossal form using his *wild shape* abilities.

Prerequisites: The ability to assume gargantuan size, 15th level druid.

Benefit: The druid may now assume the form of creatures with a colossal size using his *wild shape* abilities.

Diminutive Wild Shape (General)

The druid may assume a diminutive form using his *wild shape* abilities.

Prerequisites: The ability to assume either fine or tiny size using *wild shape*, 8th level druid.

Benefit: The druid may now assume the form of creatures of a diminutive size using his *wild shape* abilities.

Dire Form (Animal)

The druid may now assume the form of a dire animal in addition to normal types of animal.

Prerequisites: Animal *wild shape*, 12th level druid.

Benefit: The druid may now assume the form of a dire animal using his *animal wild shape*.

Empower Form (Beast, Dragon, Elemental, Fey, Magical Beast, Monstrous Humanoid, Undead)

The druid may break through the power cap on the types of creatures whose forms he can assume using one of the *wild shape* powers.

Prerequisites: 15th level druid.

Benefits: The druid must choose one of the following *wild shape* powers; beast, elemental, fey, magical beast, monstrous humanoid or undead. The druid may assume the form of a creature using the chosen *wild shape* that exceeds the druid's maximum challenge rating, transforming into a creature of a challenge rating up to or equal to his level. To use this form, the character must sacrifice double the normal quantity of daily uses of the *wild shape* power. The character may purchase this power multiples times but

its effects do not stack, it must be bought for a different power each time.

Extra Wild Shape (Special)

The druid may use one of his *wild shape* abilities more often than normal.

Benefit: The druid may choose any one of the basic *wild shape* abilities he has access to. He may now use that ability once more each day. If the druid is specialised in the ability, he may use it twice more each day to assume the specialised form but will need to use three daily uses to assume a form outside his specialisation.

Special: The druid may purchase this power multiple times. Each time the character purchases the power for the same *wild shape* ability, its effects stack.

Fine Wild Shape (General)

The druid may assume a fine form using his *wild shape* abilities.

Prerequisites: The ability to assume diminutive size, 8th level druid.

Benefit: The druid may now assume the form of creatures of a fine size using his *wild shape* abilities.

Gargantuan Wild Shape (General)

The druid may assume a gargantuan form using his *wild shape* abilities.

Prerequisites: the ability to assume either huge or colossal size, 15th level druid.

Benefit: The druid may now assume the form of creatures of a gargantuan size using his *wild shape* abilities.

Huge Wild Shape (General)

The druid may assume a huge form using his *wild shape* abilities.

Prerequisites: the ability to assume either large or gargantuan size, 15th level druid.

Benefit: The druid may now assume the form of creatures of a huge size using his *wild shape* abilities.

Incorporeal Wild Shape (Undead)

The druid may now assume the form of incorporeal undead.



Prerequisites: Undead *wild shape*, 14th level druid.

Benefit: The druid can now assume the form of any incorporeal undead for which he otherwise qualifies under the *undead wild shape* power. The character receives a deflection bonus to his armour class equal to his Charisma modifier and receives all the other benefits and penalties of his incorporeal nature.

Large Wild Shape (General)

The druid may assume a large form using his *wild shape* abilities.

Prerequisites: The ability to assume either medium or huge size, 8th level druid.

Benefit: The druid may now assume the form of creatures of a large size using his *wild shape* abilities.

Medium Wild Shape (General)

The druid may assume a medium form using his *wild shape* abilities.

Prerequisites: The ability to assume either small or large size.

Benefit: The druid may now assume the form of creatures of a medium size using his *wild shape* abilities.

Small Wild Shape (General)

The druid may assume a small form using his *wild shape* abilities.

Prerequisites: The ability to assume either medium or tiny size.

Benefit: The druid may now assume the form of creatures of a small size using this *wild shape* ability

Swarm Form (Animal, Beast, Vermin)

The druid becomes a swarming mass of creatures instead of just one.

Prerequisites: 8th level druid, the ability to assume the form of an animal, beast or vermin two-size categories smaller than the druid's natural size.

Benefit: The druid may choose to apply this ability to his animal, beast or vermin *wild shape* power. He may take the power multiple times, applying it to a different *wild shape* type each time. The druid can now choose one creature at least two size categories smaller than him but no more than five size categories smaller and turn into a small swarm of these creatures. Normally, the druid's clothes and equipment are absorbed and inactivated as the transformation occurs. Druids with the Equipment Mastery feat can swarm out of their clothes if they so desire but they cannot carry equipment over into the swarm form without absorbing it.

When the druid transforms into a swarm, he compares his natural size to the size of the creatures into which he is transforming on the following table. The character rolls the indicated number of dice to determine the number of creatures in the swarm and divides his hit points equally among the members of the swarm (minimum: one hit point per creature). All members of the swarm must remain within 150 ft. of all other members or the creature withers up and dies and its hit points are lost. Each member of the swarm is a separate creature for purposes of targeting a spell or similar effect and resists the effect separately. Mind-affecting spells work against all members of the swarm equally if even one member is targeted.

The druid requires a full round action to reform. As the druid reforms, he adds together all the hit points from all the creatures that are still alive to determine his total. He may choose not to absorb a member of the swarm back into himself but loses its hit points if he does so. He is immediately affected by any spell or effect currently influencing a member of his swarm when he reabsorbs it. The druid may not reabsorb a member of his swarm that has been turned into stone or similarly made non-living. After reforming, a druid may not have more hit points than his maximum and a druid assuming a swarm form does not regenerate hit points as normal when using *wild shape*.

Tiny Wild Shape (General)

The druid may assume a tiny form using his *wild shape* abilities.

Prerequisites: the ability to assume either diminutive or small size, 8th level druid.

Benefit: The druid may now assume the form of creatures of a tiny size using his *wild shape* abilities.

True Form (General)

The druid with this ability has acquired a true form. This is described later in this chapter. A character may

Druid Size	Size of Swarming Creature						
	Fine	Diminutive	Tiny	Small	Medium	Large	Huge
Tiny	5d8	-	-	-	-	-	-
Small	2d%	5d8	-	-	-	-	-
Medium	2d%	5d8	1d8 + 1	-	-	-	-
Large	4d%	1d%	2d8 + 1	1d4 + 1	-	-	-
Huge	-	4d%	6d10	2d8 + 1	2d8 + 1	-	-
Gargantuan	-	-	6d10	6d10	6d10	4d8	-
Colossal	-	-	-	2d%	2d%	6d20	4d8

only purchase this ability a number of times equal to his Charisma modifier.

Prerequisites: Cha 13+, the ability to assume the form of a creature from the true form's race.

Benefit: The druid may create a true form version of creature into which he can transform.

TRUE FORMS

Most people have a particular fondness for certain animals and it is the same with druids. Through exposure to their environment, druids have an extensive appreciation of the endless diversity of nature. Commonly, a druid will develop a particular appreciation for a certain animal or creature and will use his *wild shape* ability to mimic his favoured creature. Many druids have a particular fondness for dragons while others favour a particular element of nature and respect above all others spells that use that element and the elementals that embody its power. Druids who are more traditional have deep respect for all manner of animals and plants, seeing a hidden beauty and prowess that other more civilised folk cannot appreciate.

The flexibility of the wild shape powers allows each druid to define his own peculiar relationship with the forces that can transform his body into the likeness of another creature. A lot of druids specialise in a particular creature, greatly increasing the number of times each day they can assume that form but other druids go much further, learning not only to specialise in one particular type of creature but to draw on some deep and instinctual spiritual bond and to literally create a specific member of that race whose persona and form they can take.

A true form is almost a new creature, given life at the expense of the druid's own. Many druids believe that a true form is the personification of a living being which existed before, a creature whose spirit was either reincarnated as the druid or which has, through some process, become a part of the druid. Among some circles, special rituals exist that allow a druid to seek out and absorb the spirit of a creature they kill, binding it as a sorcerer might bind a familiar. However, the spirit of this creature became a part of the druid, it can now only exist through an act of the druid's magic as he transforms, mind, body and spirit into the creature.

To acquire a true form, a druid must purchase the True Form Advanced *Wild Shape* power. Though this may seem simple, the process of finding a true form is a highly spiritual one for a druid. Though the druids do

have rituals to promote the transfer of spirit to their bodies, they are rarely used and they do not guarantee success but instead simply provide a means for the spiritual transformation. Though a druid retains control of his true form, it is a separate entity. It has its own desires and wishes. It will have its own alignment and its own skills and from time to time, it may come into active conflict with the druid in who it resides.

Unlike a normal druidic *wild shape*, a true form is not generic. If the druid assumes the form of his true form, he takes on the same form every time, the same gender, appearance and so on. These forms are dictated by forces other than the druid's own will. On the other hand, a true form advances as a druid does, increasing in power as the vessel that contains it does.

A druid transforming into a true form retains some sense of his own will but is also subject to the form's spirit. The form will have an alignment suitable to its own species. This can differ from the druid that contains it by up to one step along one of the two alignment axes. The druid acquires the type of the true form (animal, beast, dragon etc.) when he takes its form. In all other ways, transforming into a true form follows all the normal rules for a creature of its type and uses up a daily use of the appropriate *wild shape* ability.

Most true forms are more powerful than normal members of the same species. Each druid can acquire one true form each time he purchases the true form power and he may only have one true form for each point of Charisma bonus he has. The character can only take a creature as a true form if its challenge rating is equal to or less than his level (using druid levels + any other suitable class or classes that allow *wild shape* progression).

The druid can apply a +2 bonus to any one of the true form's physical stats for every point by which his level exceeds the challenge rating of the base creature. For creatures with a challenge rating of $\frac{1}{4}$ or less, the druid can apply an additional +4 to one ability score or +2 to two. For creatures with a challenge rating between $\frac{1}{4}$ and 1, the druid can apply a +2 bonus to one physical score. If the druid desires, he can increase the creature's natural armour by 1 point instead of applying a +2 modifier to an ability score but he may only do this 4 times for any one true form. In addition, the druid is limited to spending four points on any one score more than any other. For example, if the druid has already increased the true form's Strength by +4, he cannot increase this to +6 until he has increased the true form's Dexterity and Constitution by at least +2.



transformations do not allow access to the druid's normal abilities he would otherwise not be able to use in *wild shape* but he may fuse any traits from any number of creatures without limitation to size.



As a druid advances and his level increases, he may continue to increase the bonuses for his true form. If the druid has more than one true form, he gains the same bonuses to all of them.

PARTIAL AND COMBINATION TRANSFORMATIONS

Most druids develop some form of *wild shape* ability but they are usually limited to certain specific creatures. Some druids, though, have mastered the ability to partially transform themselves into certain animals or beasts or to assume the form of multiple creatures simultaneously, fusing the best aspects of various creatures, perhaps even creatures from different type categories.

Partial or combination transformations require a full round action. The druid must make a Concentration check to successfully initiate the transformation. Partial transformations allow the druid to retain any of his normal ability scores, natural armour, natural attacks, movement types and speeds, special abilities (extraordinary, spell-like and supernatural) and complete access to his equipment but he is restricted to his natural size category. Combination

Once the druid has decided to attempt a partial or combination transformation, he must decide which creatures to include in the mixture. The druid is limited to choosing creatures whose forms he can assume using *wild shape* normally. If the druid is attempting a partial transformation, he is limited to creatures with the same size category as his natural form. A druid cannot incorporate a true form into a partial or combination transformation. The druid must sacrifice one daily *wild shape* use of the appropriate type for each creature to be incorporated into the transformation. If the druid is incorporating a form that would usually require more than one use of *wild shape* to assume (due to specialisation, for example), he must surrender the appropriate number of uses.

The druid may freely designate which abilities he will take from each creature. He does not need to take all the abilities. He may not stack similar abilities and advantages but must instead choose which to use. Druids have complete control over the significant and minor physical characteristics of the form they assume using *wild shape* but are limited by the physical constraints of the abilities they assume and, in partial transformation, by their own significant qualities such as age and gender. An increase in Strength will be accompanied by an increase in height and build, low-light vision will give the druid the animal's eyes, movement types require the legs, wings, fins etc.

When the details of the transformation have been decided, the druid must make a Concentration check to control the conflicting forces working to change his body. The difficulty for a partial transformation is 15 + the challenge rating of each creature incorporated into the transformation. The difficulty for a combination transformation is 5 + the challenge rating of each creature incorporated into the combination. Challenge ratings of less than one should be treated as one. If the roll is successful, the druid assumes the chosen form and acquires all the desired abilities until he again changes form or reverts to his natural form (as a standard action). A successful use of a partial or

combination transformation does not regenerate hit points as a normal use of *wild shape* would. If the roll fails, the character still loses all the required *wild shape* daily uses and takes 1d6 point of subdual damage per five points by which he failed the check (minimum: 1d6 points of subdual damage). The process is extremely painful.

For example; A druid decides to use his wild shape power to convince a pack of werewolves that he is one of them. He will attempt a partial transformation incorporating many of the aspects of a wolf and some bear in an attempt to replicate the look and brute strength of a werewolf. As a black bear and a wolf are both medium sized creatures, he can incorporate them into his form. He declares that he will take on the black bear's strength, the wolf's Dexterity, Constitution, natural armour, speed, trip extraordinary ability, low-light vision, scent ability and natural bite attack. The form he assumes will resemble the wolf hybrid form of a werewolf. He will retain all his special abilities. The difficulty for the Concentration check is 18. He will need to use two animal wild shape uses, one for the wolf and one for the bear and will not regenerate any hit points.

PROLONGED METAMORPHOSIS

A druid's transformation into a creature usually takes one standard action but some are able to prolong the transformation, shifting their features over the course of rounds and moving seamlessly through different forms without settling on one. The character must declare his intention to use a prolonged metamorphosis before he begins. The druid selects which *wild shape* abilities he wants access to during the procedure and then spends one daily use for each type of creature he wishes to include. The druid selects a number of creatures to include in the transformation. The more creatures the druid attempts to include, the more likely the process will fail completely.

A prolonged metamorphosis requires a full round action and a Concentration check to initiate. The difficulty is equal to 5 + the total of the challenge ratings of all the creatures included. The druid then chooses one creature to assume the form of that round.

Starting the following round, the character may use a move-equivalent action to prolong the metamorphosis. This requires an additional concentration check with a difficulty equal to 5 + the

sum of the challenge ratings of all the selected creatures with an additional +1 for every round the druid has already maintained the transformation. As part of the same move equivalent action, the druid may transform into any of the pre-selected creatures.

If the character fails to prolong his metamorphosis, he must retain whatever form he is currently and takes 1d6 points of subdual damage for every 5 points by which the check fails (minimum: 1d6).

Using prolonged metamorphosis requires concentration and follows all the normal rules for concentrating on a spell. The druid may not cast a spell while using a prolonged metamorphosis and must make Concentration checks against the effects of injury, spells, crippling or pinned, vigorous motion, violent motion or violent weather. The druid uses the sum of the challenge ratings for all the creatures included in the prolonged metamorphosis in place of the spell level where necessary. If any of these Concentration checks fail, the character may not continue his transformation and retains his last declared form.

The character cannot include true forms or swarms in his creature selections for a prolonged metamorphosis.

For example; The druid Bareris decides he needs several forms available for the fight he is involved in. He takes a full round action and spends a single daily use of his animal wild shape to initiate the prolonged metamorphosis. He chooses ape, badger, bat, black bear and porpoise for his metamorphosis. The difficulty for the concentration check is $5 + 2 + \frac{1}{2} + \frac{1}{10} + 2 + \frac{1}{2} = 11$ (rounded up). In this first round, he transforms into a black bear. In the following round, he makes a second Concentration check (DC 12) to maintain the effect and transforms into a bat. After a further 10 rounds, Bareris is in his ape form and fails his Concentration check (DC 21). He is stranded in ape form and may not continue his transformations.



SACRED GROVES

The otherworld overflows with raw natural energy. Ley lines carry that energy through the otherworld as though it were water. Over time, the energy pools into streams of pure light and then into great reservoirs. These nexuses of energy strain the very fabric of reality. Energy pours through this strain in reality, reinvigorating all the living things with which it comes into contact. As the flow of energy in the otherworld changes, these nexuses of energy drift slowly across the land, empowering all in their path while, at other times, they dissipate or reform unexpectedly miles from their original location.

Sometimes, a powerful nexus rests for a time in one place. Over the course of a few months, the nexus transforms the area. Trees grow tall and strong, plants grow rampant, springs flow with crystal-clear water, animals bath in the sunlight and the seasons are perfect. In these places, the doors into the otherworld open. Sprites, unicorns and all manner of natural wonders can be found wondering the woodland.

Druids call these nexus-invigorated areas sacred groves. Natural sacred groves are difficult to find. They rarely last more than a few years as the nexus slowly moves on. A druid who stumbles on a natural sacred grove is entitled to a Knowledge (nature) check (DC 20). If the check is successful, the druid notices the sudden increase in natural energies and recognises

the subtle signs of invigoration in the local wildlife, the unusual health of the plants and animals. Druid and fey characters receive the following benefits while within the borders of the sacred grove.

Spell Preparation: A druid requires half as much time as usual to prepare his spells while within the borders of the grove.

Enhanced Magic: Druid and fey magic used within the borders of the sacred grove is more powerful than normal. Fey spell-like abilities and druid spells are considered maximised and empowered when cast or used within the borders of the sacred grove. Though the druid must be within the borders of the grove, the spells effects can reach beyond the sacred groves borders. The spells do not require a higher-level spell slot to store them. In addition, a fey's use of one of its spell-like abilities does not count against any daily limitation.

ANCHORING A SACRED GROVE

To anchor a sacred grove is one of the greatest powers available to druids. Only druids with the utmost understanding of nature can attempt such a thing. By using his own life energies as a tether, a druid can bind an otherworld nexus to one place, preventing it from drifting off. In performing these rituals, the druid becomes the seneschal of the sacred grove; its spiritual harbinger.

The rituals for anchoring a sacred grove do not require the druid find a natural sacred grove but it is a faster process if the druid can find a place where a natural nexus touches his plane. The rituals call out to any unanchored nexus on the same plane and draw the closest to the druid's location. The rituals must be performed where the sacred grove is to be located. Once the rituals are complete, the sacred grove is not only anchored in the place of the seneschal's choosing but it is also magically awakened, gaining various special powers in addition to those all otherworldly nexuses produce.

Each sacred grove, once anchored, can be considered an enormous and powerful magic item. Only characters with the Anchor Sacred Grove feat can perform the ritual to anchor a grove.



Once the grove is anchored, it develops a caster level that determines many of its special properties. A character can only ever be the spiritual anchor of one sacred grove at any one time. The seneschal can determine the caster level of the grove when he anchors it but he can set the caster level no higher than his own druidic caster level.

The ritual of anchoring requires a single large stone or tree to form the physical portion of the anchor. A druid must use either a single chunk of non-sedimentary rock weighing at least 1,000 lbs or a single tree of large size (at least 10 ft. tall). If the druid uses a tree to anchor the grove, its life will be magically extended. It will not age a day so long as the grove remains anchored. The ritual requires a number of special primary ingredients to activate the anchor with a gold piece value no less than 100 gp x the caster level of the grove. In addition, the druid must gather or purchase secondary ingredients making up the final value of the incorporated material components to 1,000 gp x the caster level of the grove. Finally, at the end of the ritual, the character must expend 400 experience points x the caster level of the grove.

The ritual requires two days per caster level of the grove to complete. During that time, the druid must spend eight hours each day with the anchor, refining its magical properties, because of the need to allow the grove to develop as naturally as possible, spending more time per day on the grove would be detrimental to its development. The character can only work on the *ritual of anchoring* – he cannot involve himself in the manufacture of any other magic item. He can do nothing else while anchoring the grove. During rest periods, he can engage in light activity such as talking or walking but cannot fight, cast spells, use magic items, or perform any other physically or mentally demanding tasks. For this reason, the druid is often forced to fast for the duration of the ritual, especially if he is deep in the wilderness.

If the ritual of anchoring is performed within the boundaries of a natural sacred grove, the grove immediately bonds with the new seneschal. If the ritual is performed in a suitable place, the magic will take $1d10 + 4$ days to find or create a new nexus and an equivalent amount of time to bring that nexus to the anchor. Only then does the seneschal feel his grove awaken.

THE RAVAGES OF CIVILISATION

Though there are some sacred groves in cities or in the midst of civilisation, most of them are found deep in the wilderness where only druids and a few wandering bards or rangers would ever venture. The natural energies of the otherworld are drawn toward places of natural wonder and beauty and repelled by civilisation and the destruction of living things. This does not mean that places with an excess of life are unlikely to have sacred groves. Places humans consider lifeless can themselves be the epitome of natural power, the vast openness of the desert, even the poisonous depth of salt lakes, all of these represent powerful natural forces that attract power from the otherworld, though perhaps not as strongly as a vast and lush woodland. Cities, however, and the other creations of humankind are repellent to otherworld living forces because their inhabitants actively attempt to extinguish all other life at the expense of their own prosperity and the growth of the metropolis.

Each sacred grove applies a modifier to its effective caster level dependent on the extent of civilisation, deforestation and artificial construction within its domain. If the modifier is -5 or more, no natural sacred grove will be found within the domain. If the modifier reduces the caster level of an anchored sacred grove to zero or less, the grove will be destroyed and its otherworld nexus will vanish immediately. To successfully anchor a sacred grove in an area with such a modifier, the druid must invest it with sufficient experience and materials to give it an effectively caster level of 1 or more after the modifier has been applied.

The following table includes the modifiers for different sizes of settlement. Reduce this penalty by one for every mile between the sacred grove and the settlement. Should a grove be under the influence of more than one settlement, simply use the worse modifier. These penalties do not stack.



SACRED GROVES



Settlement	Population	Modifier
Thorp	20 - 80	-1
Hamlet	81 - 400	-2
Village	401 - 900	-4
Small town	901 - 2,000	-6
Large town	2,001 - 5,000	-8
Small city	5,001 - 12,000	-12
Large city	12,001 - 25,000	-16
Metropolis	25,001 - 50,000	-20
Larger settlements	+ 25,000 people	Subtract an additional -5

For example: A sacred grove some 12 miles from a major metropolis of some 30,000 people would suffer an -8 modifier to its caster level. Constructing a sacred grove in such a place would require an initial investiture of sufficient materials and experience to grant the sacred grove a caster level of 9. If the metropolis later grew, moving just a mile closer to the grove or increasing its population to 50,001 or more, the grove would be destroyed immediately.

The Boundaries of a Sacred Grove

A natural grove is quite small, usually a circular effect centred on the point where the otherworld breaks through into the other plane. The boundaries of the grove will usually oscillate over the course of several days, as the nexus waxes and wanes in strength. When a grove is initially discovered, the Games Master

should roll 3d10 x 10 to determine the radius of the grove in feet. Each day, the Games Master should roll 1d6 x 10 and randomly add or subtract the result from the radius of the grove. In addition, he might have the grove move one foot in a random direction. Should the grove's diameter ever reach zero feet, it immediately fades. The grove can never grow to more than 300 feet in radius.

Once a grove is anchored, its radius becomes fixed at 100 ft. + 10 ft. x the effective caster level of the grove. A sacred grove is never very large and the borders are rarely immediately obvious to travellers unless they have had training as a druid.

DESTROYING A SACRED GROVE

Though no druid would actively try to destroy a sacred grove except under the most terrible of circumstances, all know how it might be done. Physical attacks against the anchor stone or tree will damage and eventually kill the seneschal. Obviously, attacks made against the seneschal directly can kill him. A sacred grove whose seneschal dies is immediately destroyed.

SACRED GROVE SPECIAL POWERS

Once a sacred grove has been anchored, the seneschal or any other druid with the Anchor Sacred Grove feat can invest it with additional magical properties. Each of the following special power can be granted to a sacred grove. This process uses the normal rules for creating a magic item but the rituals must all be performed within the sacred groves boundaries. A sacred grove can receive any number of the following enchantments assuming the druid pays the experience and material cost. An enchantment, though, will only function if the effective caster level of the sacred grove is equal to or greater than its caster level. As a sacred grove is degraded by the encroachment of civilisations, it loses its higher-level enchantments first. These enchantments are only suppressed, they will reactivate as soon as the effective level of the grove increases again. Should the grove be destroyed, the enchantments are destroyed with it.

Earth of Eternity: This enchantment causes any creature buried within the boundaries of the sacred grove to be *reincarnated* within 2d10 + 10 days as per the spell cast by a 7th level druid.

Caster level: 7th, *Prerequisites:* Anchor sacred grove, *reincarnate*, *Market Price:* 30,000gp

Eternal Mist: The seneschal of the sacred grove may invoke mists to protect his grove. This ability is useable at will. These mists function as *fog cloud* spell cast by a 5th level sorcerer except that they fill the whole grove and 1d10 ft. beyond its boundaries. These mists can be dispersed as normal for the spell but the mists rekindle in 1d4 rounds.

Caster level: 5th, *Prerequisites:* Anchor Sacred Grove, *control weather*, *Market Price:* 9,000gp

Grove Gate: A grove gate allows a druid and his companions to travel instantly from one sacred grove to another. The enchantment needs to be invested in both sacred groves and each enchantment allows for the creation of a gate to only one other sacred grove. A single grove could be enchanted multiple times to allow for travel to more than one other sacred grove. Only one gate can be open at one time and only the seneschal can change which gate is operating. A character enters the gate by stepping into the stone or tree anchor at the heart of the grove (limiting travel to large or smaller creatures). The character exists the gate out of the destination grove's anchor.

Each enchantment only forms half of the two-way gate but the same caster is not needed to create both halves. A character could create the first half of the gate and then travel to the other grove to complete the gateway. Alternatively, two druids could agree to create this enchantment and travel separately to each grove to create their half of the gate.

Caster level: 17th, *Prerequisites:* Anchor Sacred Grove, *tree stride*, *transport via plants*, *word of recall*, *master earth*, *Market Price:* 140,000gp (for each grove)

Hall of Seeing: A sacred grove with this enchantment grants all who enter it the power to see the truth at all times. All creatures within the grove receive the benefits of a *true seeing* spell as cast by a 14th level druid. This ability cannot be suppressed for an individual but the seneschal can cause the effect to cease for every living creature within the grove.

Caster level: 14th, *Prerequisites:* Anchor Sacred Grove, *true seeing*, *Market Price:* 83,000gp

Healing Spring: This enchantment can only be placed on a sacred grove with a natural spring or fresh pool of water within its boundaries. Any creature who drinks from one of these natural springs receives the benefits of a *cure light wounds* spell as cast by a 5th level druid (healing 1d8 + 5 hit points). This water loses all its power if it is taken out of the sacred grove.

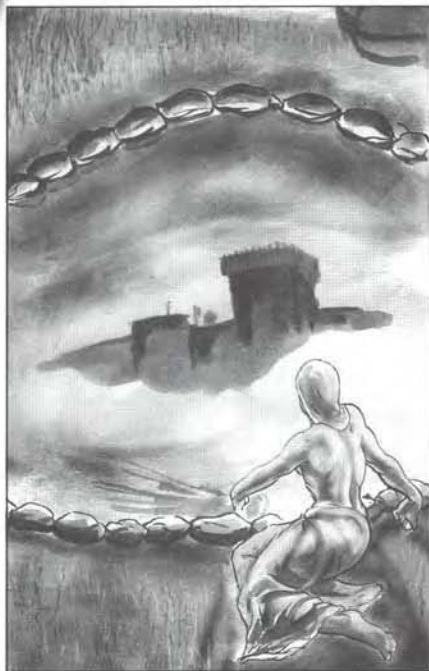
Caster level: 5th, *Prerequisites:* Anchor Sacred Grove, *Brew Potion*, *cure light wounds*; *Market Price:* 5,000gp

Nature's Blessing: On entering the grove, a character may attempt a Knowledge (nature) check (DC 20). If the check succeeds, the character receives a +2 resistance bonus to all saving throws so long as he or she remains in the grove. This blessing can only be shut down for all characters; it cannot be shut down for a particular individual.

Caster level: 6th, *Prerequisites:* Anchor sacred grove, *resistance*, *Market Price:* 1,600gp

Scrying Pool: This enchantment can only be placed on a sacred grove with a natural spring. Any character with the Scry skill who touches the pool with the tip of his finger and makes a successful Scry check may use the pool as though he had cast a *scrying* spell upon the pool. There is no limit to how often this enchantment can be used or how many characters can use the pool simultaneously, though each user requires an area of





water with a radius no less than 5 ft. for his own scrying.

Caster level: 10th. *Prerequisites:* Anchor Sacred Grove, scrying. *Market Price:* 20,000gp

Font of Magic: Any Staff or Wand tree within the boundaries of the sacred grove regenerates its charges at a grossly accelerated rate, rekindling 1d10 charges every year.

Caster level: 14th. *Prerequisites:* Anchor Sacred Grove, Craft Staff, Craft Wand. *Market Price:* 180,000gp

THE POWERS AND PRIVILEGES OF THE SENESCHAL

The seneschal holds a very special position within the druid hierarchy. The position does not come with any real political power but a druid willing and able to

anchor a sacred grove using his own spirit is greatly admired by other druids. That is not to say that the position of seneschal does not come with some real power. A seneschal has an unbreakable spiritual bond with his grove. It is for this reason that he can never anchor more than one grove at a time. Nothing can take that from him, not magic, not distance, nor planar travel or even death itself. The seneschal is the spiritual force that holds the otherworldly nexus in place and that burden can only be shrugged off by the destruction of the grove or by the seneschal's intentional abdication from the position.

The seneschal receives the grove seneschal template on anchoring his spirit to the sacred grove and the seneschal Spirit template should he die while his connection to the grove is still intact.

GROVE SENESCHAL

Grove seneschal is a template that is automatically added to any corporeal creature that has used the *ritual of anchoring* to anchor and bind a sacred grove (referred to hereafter as the druid). The creature's type does not change.

Special Attacks: A grove seneschal retains all the special attacks he had prior to performing the ritual binding but receives the following special attacks:

Control Grove (sp): As a standard action, the seneschal can control any of the grove's special abilities, causing them to either be suppressed or activated. In addition, the seneschal can use any special qualities the grove has that work only for the seneschal. This ability only works while the seneschal is within the boundaries of the grove.

Scry Grove (sp): As a full round action, the seneschal can *scry* anyone within the sacred grove. This ability works as though using the *scrying* spell except that no material, vocal or somatic components are required and the seneschal need only find a pool of water to see through. The *scry grove* ability can be used to scry anyone the grove seneschal detects entering the grove (see *grove alarm*) even if he has never met them before. This ability is blocked by *mind blank* and similar abjuration spells that protect against divinations and function no matter where the seneschal is.

Special Qualities: A grove seneschal retains all the special qualities he had prior to performing the ritual of binding but receives the following special qualities:

Grove Alarm (su): The grove seneschal is mentally informed if any creature with an Intelligence of 6 or greater enters the grove. This works no matter where the seneschal is. If the seneschal has met the creature before, he is informed who the creature is. This ability is blocked by *mind blank* and similar abjuration spells that protect against divinations and functions no matter where the seneschal is.

Spiritual Continuance (ex): The grove seneschal does not pass on into either the otherworld or the outer planes when he dies. Instead, his soul returns immediately to the sacred grove where his soul becomes a seneschal spirit.

Spell Resistance (su): While within his grove, the grove seneschal receives spell resistance 5 + the sacred grove's caster level.

Spiritual Dependence: Once a druid becomes a grove seneschal, he develops a strong spiritual dependence on the grove. His soul must return to the grove if he has been away from the grove for more than one year and one day, even if this means leaving the grove seneschal's body. If the grove seneschal strays from his grove for more a year and day, he dies instantly and his soul becomes a seneschal spirit.

Any damage inflicted on the sacred grove's central stone or tree is immediately transferred to the seneschal (after deductions for toughness). Once the seneschal dies, he becomes a seneschal spirit and the damage continues to be transferred to his newly regenerated hit points. Once the spirit is destroyed, the sacred grove is destroyed and the stone or tree returns to normal.

If the grove is destroyed, by any means, the grove seneschal must make a Fortitude saving throw (DC 5 + the level of the grove). If the check fails, the character simply dies. If the check succeeds, he loses 1d4 levels instantly as though he has failed his check to remove a negative energy level. If this is sufficient to kill the druid, he dies anyway. Either way, the character loses all benefits of this template the moment the grove fails.

Seneschal Spirit

Seneschal spirit is a template that can be applied to any grove seneschal that dies while retaining his

connection to his grove (hereafter referred to as the druid). The druid's type changes to undead (incorporeal). It uses all the character's statistics and special abilities except as noted here.

Hit Dice: Increase to d12

Speed: Fly 10 ft.

AC: A seneschal spirit, like all incorporeal creatures, has a deflection bonus equal to its charisma bonus (minimum: +1).

Attacks: The seneschal spirit cannot make normal physical attacks.

Damage: The seneschal spirit's touch is useless and simply passes through anything except for the sacred grove's anchor stone or tree.

Special Attack: The seneschal spirit retains all the special attacks of the druid it once was, including all the special attacks from the grove seneschal template. The druid gains no additional abilities at death.

Special Qualities: The seneschal spirit retains all the special qualities of the druid it once was, including all the special qualities from the grove seneschal template. In addition, the druid acquires the following special qualities:

Corporeal Manipulation (su): A seneschal spirit can manipulate physical objects as a standard action. Its ability to manipulate objects is limited to what can be accomplished using a *mage hand* spell. This allows the druid to use material components for spells and to





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activate enchantments within his grove that require touch. The druid needs to make contact with the item to use this ability, so it must be touching the components it wishes to use in order to cast spells needing those components. This also allows the druid to use magic items that do not need to be worn to function.

Turn Immunity (su): A seneschal cannot be turned or controlled using either positive or negative energy. The seneschal spirit is a manifestation of nature and outside of these forces.

Otherworld Connection (ex): The seneschal spirit exists in both the otherworld and the plane of his sacred grove simultaneously, though he remains incorporeal in both. He does not attract a spirit guide.

Invisibility: The seneschal spirit can appear completely invisible should he so desire but is always visible in the otherworld.

Grove Dependence: The seneschal spirit cannot leave the physical confines of his sacred grove (or the equivalent space in the otherworld) and should the grove be destroyed, the seneschal spirit is automatically destroyed.

Any damage inflicted on the sacred grove's central stone or tree is immediately transferred to the seneschal (after deductions for toughness). Once the seneschal dies, he becomes a seneschal spirit and the damage continues to be transferred to his newly regenerated hit points. Once the spirit is destroyed, the sacred grove is destroyed and the stone or tree returns to normal.

Reincarnation: Some seneschal spirits have the power to bring themselves back to life. This can be accomplished in one of two ways. If the seneschal spirit's original body is brought back to his grove and buried within its boundaries, the seneschal spirit can cast the *reincarnate* spell, he may cast the spell to *reincarnate* himself within the borders of his grove (the connection to his grove still intact). He loses a level as normal. If the character's body is not returned to the grove, the seneschal spirit can only *reincarnate* himself if he can cast the *true reincarnation* spell. In this case, the seneschal does lose a level, even though he normally would not do so when this spell is used

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Since a

seneschal spirit is undead, other spellcasters can only bring him back to life if they first destroy the spirit or if they are using the *resurrection* or *true resurrection* spells and the seneschal is willing.

Abdication: The seneschal spirit is still able to perform the abdication ritual. If the seneschal spirit successfully performs this ritual, he immediately passes on into the otherworld or outer planes and the new druid takes up his role as seneschal.

ABDICATION (TAKING UP THE BURDEN)

Over the centuries, some seneschals have lived many hundred of lifetimes, dedicated to the same sacred grove. They have lived as foxes, humans, elves or even unicorns, forever watchful over their peaceful glen or small stretch of serene dessert. These ancient souls are well respected by other druids who see their dedication as the pinnacle of self-sacrifice.

Of course, everyone grows weary eventually. The *reincarnate* spell does not offer the cleansing of body and soul that true death does and eventually all seneschals feel the need to hand their power on to another. The choosing of this other is a difficult task. The more powerful the grove to be surrendered, the more powerful the druid to which it must be passed. Over the millennia, some groves have grown so powerful that only the most experienced druids can even be considered. When the time comes for the seneschal to pass on, it has even been known for the grand druid to step down from his post to take up the burden of seneschal for a truly venerable site – for he is the only other druid powerful enough to bind the grove.

A character does not need the Anchor Sacred Grove feat to take up the burden of seneschal from another but those with the knowledge are preferred over others because only they can improve the grove with which they are entrusted. The druid hoping to take up the responsibility of an established grove will need to prove himself worthy. This could require any number of tests or quests, decided by the seneschal, for only he is capable of truly knowing who is worthy to take over from him. He has an eternity of undeath to decide, should the fates demand.

A seneschal can only abdicate if either he or the druid to replaces him has the Anchor Sacred Grove feat. The process requires an eight-hour ritual during which neither the seneschal nor the aspirant can be disturbed.

At the end of the ritual, the aspirant expends an amount of experience equal to 200 x the caster level of the grove (before modification due to nearby towns etc.) Once the grove has been handed over, the old seneschal is released of his burden and becomes a normal druid again. If the seneschal has already become a seneschal spirit by the time he performs this ritual, his soul departs for his next life.

The new seneschal takes on the grove seneschal template and must attempt to salvage the enchantments of his new grove. For each enchantment the grove has, the druid must attempt a Will save (DC 5 + the caster level of the enchantment). If the check is successful, the enchantment passes over to its new owner unharmed. If the check fails, the enchantment is destroyed.

DRUID CIRCLE MAGIC

All alone, a druid has the power of the elements and nature at his command. Even the lowliest druid can heal the sick, call small animals to aid him in times of need or even pour forth fire from his hands but a single druid is limited in the amount of energy he can draw from the otherworld to power his magic. Even the most powerful druid can only siphon so much power safely from the otherworld. A group of druids, working in concert within the magically-rich boundaries of a sacred grove, is not so limited. The druid order has used circle magic to protect their domains from the constant march of civilisation for centuries. Sacred groves all allow the druids to focus incredible mystical energies and cast them forth across the land to bring forth the power of nature to protect and avenge the cause of the druid order.

Learning Circle Magic

A druid wishing to cast a circle magic spell must first study the enchantment. Even finding the details of a circle spell can be difficult. In the most ancient sacred groves, some of these spells have been written down in Ogham for other druids to discover. Among the philosophers, some of these spells have been written down in tomes and on great stone ledgers. Even the archanic do not have access to all the circle magic Spells in existence. These spells are not prepared by the archanic and released for other druids to use. Instead, they must be spun from the very stuff of the otherworld directly.

A character wishing to learn a circle magic spell must search out a written copy, find a master druid who has already learnt the spell or attempt to create the spell himself. Assuming a druid can find a master or a written copy of the spell, the druid must spend one full month



studying the spell. At the end of that time, the druid makes a Spellcraft check (DC 30) to learn it. For every additional month spent studying the spell, the character receives a +1 bonus to this check. This bonus can never exceed +10. While studying the spell, the druid must spend at least eight hours each day meditating on the nature of the power, simultaneously immersed in the otherworld, discussing the matter with his spirit guide. For the duration of the study, the character's spirit guide will remain the same creature. While not studying the spell, the character cannot perform any magical activity at all.

Creating a circle magic spell is even more difficult. The character may spend at least a month trying to piece together the nature of the spell. At the end of this time, the character makes a Spellcraft check (DC 40) to learn the spell. For every additional month spent studying the spell, the character receives a +1 bonus to this check. This bonus can never exceed +10. In all other ways, this is the same as studying under a tutor or learning the spell from a written text.

It must be possible to cast the circle magic spell to be learnt at a level the druid could feasibly cast ($\frac{1}{2}$ his caster level).



Casting circle magic

It is unlikely that a druid will be able to cast a circle magic spell on his own. The druid must cast the spell within the boundaries of a sacred grove where the mystical energies of the otherworld have been channelled. Usually, a character will need aid from other druids to cast his spell. Only the head druid needs to know the spell and he can lead a number of other druids in the casting equal to half his druid caster level plus his Charisma modifier. The character adds together the caster levels of all the druids in the circle and divides the total by ten to determine the strength of the circle.

For example; Falcon wishes to cast his weather mastery circle spell. He is a 5th level druid and has a Charisma of 19, so he can lead six other druids in the casting of the spell. He gathers the head of the circle (a 12th level druid), a 4th level druid and 4 aspiring acolytes (1st level druids) to help him. The circle strength for the casting is $2(5 + 12 + 4 + 1 + 1 + 1 + 1) = 25$. Divide by 10 = 2.5, rounded down).

The strength of a circle cannot exceed $\frac{1}{2}$ the caster level of the druid who heads it. In the above example, the circle is actually as powerful as Falcon could lead.

Unless specifically stated otherwise, casting a circle magic spell is the same as casting a normal a spell.

- † Spell level. All druid circle spells can be cast at more than one level. The range of spell levels available is outlined in the spell's description under the spell level heading. The druid leading the casting can set the level of the spell when the druids begin their casting. The chosen level must lie within the indicated range but it cannot be higher than the casting circle's strength. If the circle's strength is lower than the minimum possible spell level for the spell, the druids cannot cast the spell.
- † Caster level. The level of the sacred grove in which the spell is cast determines the spell's caster level.
- † Casting time. The casting time for all circle magic spells is determined by the spell's level. The spell requires 30 minutes plus 10 minutes x the spell's level. During this time, all the druids involved must remain in the sacred grove. They must dedicate their energies and actions to the casting of the spell. They cannot perform any action they would not be able to perform while concentrating on a spell.
- † Components. All circle magic spells use the sacred grove as the focus for their magical energies. All circle magic spells have verbal components, the endless chant that the druids use to focus the magical energies as they draw them from the otherworld. They do not have material components other than those that can be collected from within the sacred grove and they have no somatic components.
- † Aiming spells. Circle magic spells include many of the same target, effect and area rules that normal spells have. With targeted circle magic spells, it is not usually possible to see the target. Instead, the head druid must define exactly the person, object or place to be affected by the spell. When using an area spell, the character must specify exactly where the area starts.
- † Spell resistance and saving throws. The druids use the caster level of the spell to overcome the effects of a target creature's spell resistance. The difficulty for all saving throws against these effects are 10 + the spell's level + the head druid's Wisdom modifier.

CIRCLE MAGIC SPELLS

The following is a partial list of some of the most common circle magic spells a druid could search out and learn.

Circle Champion

Transmutation

Spell Level: 3 - 8

Range: 1 mile per level

Target: one humanoid or monstrous humanoid

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Gathering the strength of the casting circle, the druids empower a single champion within range of the spell. The champion must remain within range of the spell to retain the power offered by this spell. The recipient of this spell almost glows with the intensity of the power that has been invested in him. The spell offers the recipient a sufficient enhancement bonus to increase his or her Strength to a minimum Strength determined by the spell's level. The spell also grants a number of temporary hit points and a competence bonus to the recipient's base attack bonus. This competence bonus can increase the number of attacks the character is entitled to.

In addition to the above effects, the druids can grant the recipient a number of fighter feats. The druids can grant one feat for every three caster levels. The feat must be on the fighter feat list and at least one druid in the casting circle must have the feat. If the feat has prerequisites, either the recipient must have the prerequisites or the druids must include the prerequisites in the feat selection they grant the character.

Ill Feeling

Enchantment (Compulsion) (Mind-Affecting)

Spell Level: 6 - 10

Range: 1 mile per level

Area: See text

Duration: 1 day per level

Saving Throw: Will partial

Spell Resistance: Yes

This spell causes a portion of the druid's domain to emanate magical vibrations similar to those produced by an *antipathy* spell. This is one of the most common circle magic spells and many druid circles arrange for the spell to be cast on their sacred groves. The druids can use this spell to repel specific types of intelligent creature. The

Spell Level	Hit Points	Competence Bonus to BAB	Minimum Strength
3	2d4	+2	15
4	4d4	+4	16
5	7d4	+6	17
6	10d4	+8	18
7	15d4	+10	19
8	20d4	+12	20

head of the circle designates the type of creature when the spell is cast. Large groups, such as goblinoids or humanoids, are not specific enough. The spell level determines the radius of the affected area.

Any appropriate creature within the area feels an overwhelming sense of dread. This compulsive sensation forces the creature to abandon the area as fast as he can. Each creature is entitled to a saving throw to avoid the effects of this spell for 24 hours but, at the end of that duration, the character must make another saving throw to avoid the effects for an



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additional 24 hours. Even a creature that has made his saving throw suffers a -2 morale penalty to all checks while within the designated area.

Spell Level	Circular Area (Radius)
6	1 mile
7	2 miles
8	3 miles
9	4 miles
10	5 miles

Lightning Strike

Evocation (Electricity)

Spell Level: 3 - 7

Range: ½ mile per level

Effect: See text

Duration: Concentration

Saving Throw: Reflex half (object)

Spell Resistance: Yes (object)

As the circle casts this spell, they call forth a storm with which they can attack buildings and fortifications within their domain. Only objects with a huge size or larger can be attacked using this spell. The circle can make one attack every hour. Magic objects are entitled to a Reflex saving throw for half damage.

Spell Level	Damage	Structural Damage*
3	1d8 + caster level	1d4
4	2d8 + caster level	1d6
5	3d8 + caster level	1d8
6	4d8 + caster level	1d10
7	5d8 + caster level	1d12

* The Games Master can use this damage if he uses the mass combat system outlined in *The Quintessential Fighter* or *Seas of Blood*. In these circumstances, the object is not entitled to a saving throw for half damage.

Nature's Wrath

Conjuration (Summoning)

Spell Level: 1 - 9

Range: 1 mile per level

Effect: Avatar of nature

Duration: Special

Saving Throw: None

Spell Resistance: No

This spell summons the nature's avatar to do the druids' bidding. The nature's avatar usually appears to be roughly humanoid with the torso of a man, the legs of a boar and the head of a stag. Its hair is matted with leaves and twigs and the creature is armed with what appears to be a longspear.

If summoned in a desert environment, in a city grove or some other area, the avatar changes appearance to suit the terrain. The weapon may appear to differ from a longspear but it is always a melee weapon suitable for a druid's use. The statistics of the nature's avatar are always the same, immaterial of the terrain in which it is summoned.

Once summoned, the druids can instruct the nature's avatar to seek out and either kill or capture a specific individual within the range of the spell.

The avatar cannot leave the range of the spell and vanishes once it has either killed the target or returned him to the sacred grove.

So long as the named target remains within the range of this spell, the avatar knows exactly where to find him. The *mind blank* spell can protect a character from the avatar's senses but no spell of less than 8th level



offers any protection. A single grove can only have one nature's avatar active at a time. Should another be summoned, the original fades immediately. The level of the spell determines the power of the avatar.

Nature's Avatar I

Medium Size Monstrous Humanoid

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 30 ft.

AC: 12 (+2 natural)

Attacks: Longspear +3 melee

Damage: Longspear 1d8 + 1

Face / Reach: 5 ft. by 5 ft. / 5 ft.

Special Qualities: Scent, Target Sense

Saves: Fort +2, Ref +3, Will +2

Abilities: Str 12, Dex 10, Con 11, Int 9, Wis 8, Cha 10

Skills: Climb +6, Listen +6, Spot +6, Wilderness Lore +4

Feats: Alertness, Great Fortitude



Feats: Alertness, Great Fortitude, Weapon Focus (Longspear)

Nature's Avatar II

Medium Size Monstrous Humanoid

Hit Dice: 4d8 (18 hp)

Initiative: +0

Speed: 30 ft.

AC: 13 (+3 natural)

Attacks: Longspear +5 melee

Damage: Longspear 1d8 + 1

Face / Reach: 5 ft. by 5 ft. / 5 ft.

Special Qualities: Scent, Target Sense

Saves: Fort +3, Ref +4, Will +3

Abilities: Str 12, Dex 10, Con 11, Int 9, Wis 8, Cha 10

Skills: Climb +8, Listen +8, Spot +6, Wilderness Lore +4

Feats: Alertness, Great Fortitude

Nature's Avatar IV

Large Size Monstrous Humanoid

Hit Dice: 8d8 + 16 (52 hp)

Initiative: -1 (dex)

Speed: 30 ft.

AC: 14 (+6 natural, -1 dex, -1 size)

Attacks: Longspear +13/+8 melee

Damage: Longspear 2d6 + 7

Face / Reach: 5 ft. by 5 ft. / 10 ft.

Special Qualities: Scent, Target Sense

Saves: Fort +6, Ref +5, Will +5

Abilities: Str 20, Dex 8, Con 15, Int 9, Wis 8, Cha 10

Skills: Climb +15, Listen +10, Spot +8, Wilderness Lore +4

Feats: Alertness, Great Fortitude, Weapon Focus (longspear)

Nature's Avatar III

Large Size Monstrous Humanoid

Hit Dice: 6d8 + 12 (39 hp)

Initiative: -1 (dex)

Speed: 30 ft.

AC: 14 (+6 natural, -1 dex, -1 size)

Attacks: Longspear +11/+6 melee

Damage: Longspear 2d6 + 7

Face / Reach: 5 ft. by 5 ft. / 10 ft.

Special Qualities: Scent, Target Sense

Saves: Fort +6, Ref +4, Will +4

Abilities: Str 20, Dex 8, Con 15, Int 9, Wis 8, Cha 10

Skills: Climb +13, Listen +8, Spot +8, Wilderness Lore +4

Nature's Avatar V

Large Size Monstrous Humanoid

Hit Dice: 10d8 + 20 (65 hp)

Initiative: -1 (dex)

Speed: 30 ft.

AC: 16 (+10 natural, -2 dex, -2 size)

Attacks: Longspear +15/+10 melee

Damage: Longspear 2d6 + 13

Face / Reach: 5 ft. by 5 ft. / 10 ft.

Special Qualities: Scent, Target Sense

Saves: Fort +7, Ref +6, Will +6

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Abilities: Str 20, Dex 8, Con 15, Int 9, Wis 8, Cha 10
Skills: Climb +16, Listen +11, Spot +9, Wilderness Lore +8
Feats: Alertness, Great Fortitude, Weapon Focus (Longspear), Skill Focus (Wilderness Lore)

Nature's Avatar VI

Huge Size Monstrous Humanoid

Hit Dice: 12d8 + 48 (102 hp)

Initiative: -2 (dex)

Speed: 20 ft.

AC: 18 (+12 natural, -2 dex, -2 size)

Attacks: Longspear +20 / +15 / +10 melee

Damage: Longspear 2d8 + 13

Face / Reach: 10 ft. by 10 ft. / 15 ft.

Special Qualities: Scent, Target Sense

Saves: Fort +10, Ref +6, Will +7

Abilities: Str 28, Dex 6, Con 19, Int 9, Wis 8, Cha 10
Skills: Climb +21, Listen +12, Spot +10, Wilderness Lore +9

Feats: Alertness, Great Fortitude, Weapon Focus (longspear), Skill Focus (wilderness lore)

Nature's Avatar VII

Huge Size Monstrous Humanoid

Hit Dice: 14d8 + 56 (122 hp)

Initiative: -2 (dex)



Speed: 20 ft.

AC: 19 (+13 natural, -2 dex, -2 size)

Attacks: Longspear +22 / +17 / +12 melee

Damage: Longspear 2d8 + 13

Face / Reach: 10 ft. by 10 ft. / 15 ft.

Special Qualities: Scent, Target Sense

Saves: Fort +10, Ref +7, Will +8

Abilities: Str 28, Dex 6, Con 19, Int 9, Wis 8, Cha 10
Skills: Climb +21, Listen +14, Spot +12, Wilderness Lore +9

Feats: Alertness, Great Fortitude, Weapon Focus (longspear), Skill Focus (wilderness lore) Toughness

Nature's Avatar VIII

Huge Size Monstrous Humanoid

Hit Dice: 16d8 + 67 (139 hp)

Initiative: -2 (dex)

Speed: 20 ft.

AC: 20 (+14 natural, -2 dex, -2 size)

Attacks: Longspear +24 / +19 / +14 / +9 melee

Damage: Longspear 2d8 + 13

Face / Reach: 10 ft. by 10 ft. / 15 ft.

Special Qualities: Scent, Target Sense

Saves: Fort +11, Ref +8, Will +9

Abilities: Str 28, Dex 6, Con 19, Int 9, Wis 8, Cha 10
Skills: Climb +21, Listen +14, Spot +12, Wilderness Lore +13

Feats: Alertness, Great Fortitude, Weapon Focus (longspear), Skill Focus (wilderness lore), Toughness

Nature's Avatar IX

Huge Size Monstrous Humanoid

Hit Dice: 18d18 + 75 (156 hp)

Initiative: -2 (dex)

Speed: 20 ft.

AC: 21 (+15 natural, -2 dex, -2 size)

Attacks: Longspear +26 / +21 / +16 / +11 melee

Damage: Longspear 2d8 + 13

Face / Reach: 10 ft. by 10 ft. / 15 ft.

Special Qualities: Scent, Target Sense

Saves: Fort +12, Ref +9, Will +10

Abilities: Str 28, Dex 6, Con 19, Int 9, Wis 8, Cha 10
Skills: Climb +23, Listen +16, Spot +12, Wilderness Lore +13

Feats: Alertness, Great Fortitude, Improved Critical Weapon Focus (longspear), Skill Focus (wilderness lore), Toughness

Climate / Terrain: Any land or underground

Organisation: Solitary

Challenge Rating: -

Treasure: None

Alignment: Always Neutral

Advancement: -

Pandemic*Necromancy***Spell Level:** 3 +**Range:** 1 mile per level**Target:** One community, the size of which is limited by the spell level**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

This spell reaches out and infects a community with a disease of the druids' choosing. The druids can choose from blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom. Each member of the community has a 25% chance of avoiding the effect. If the character is infected, he must make the normal saving throw once the incubation period ends.

Spell Level Community Size

3	20 - 80
4	81 - 400
5	401 - 900
6	901 - 2,000
7	2,001 - 5,000
8	5,001 - 12,000
9	12,001 - 25,000
+1 level	Double community size

The druids can increase the chance of each individual member of the community being infected by increasing the level of the spell. The overall chance can be increased to 90%. The chance of infection is increased by 5% for every +1 applied to the spell level.

Plant Abundance*Conjuration (Creation)***Spell Level:****Range:** 1 mile per level**Area:** An area of cultivated or natural land with an area of 10 square miles**Duration:** 1d4 days (D)**Saving Throw:** None**Spell Resistance:** No

This powerful spell causes non-intelligent plant life with the effected area to experience years of growth and development in only a few short days. Each day that this spell functions, the area's plant life develops as though a number of years (as determined by the spell level) has passed.

Spell Level	Years Growth / Day
5	10 years
6	15 years
7	20 years
8	25 years

Cultivated land can be brought to harvest and then stopped or it can be driven over the brink, returning it to natural ground in a few short days.

Stability*Abjuration***Spell Level:** 4 +**Range:** 1 mile per level**Area:** See text**Duration:** One month / level**Saving Throw:** None**Spell Resistance:** No

This powerful abjuration protects vast stretches of the land from the possibilities of natural disasters of all kinds. For the duration of the spell, the area is protected from the effects of earthquakes, floods, storms, volcanic eruptions etc. The secondary effects



SACRED GROVES

of these disasters, including the blocking of sunlight, smoke, larva etc are also blocked. The clouds of dust, the rubble, the lava will all simply slide straight past. Should the sacred grove be destroyed, the protection is destroyed.

This spell offers no protection against magically or mechanically induced disasters. The area of the effect is a circle with a radius equal to the level of the spell in miles.

Thorn Shield

Evocation

Spell Level: 1 +

Range: 110 ft. + 10 ft. / level

Effect: A dome of thorny brush that surrounds the grove

Duration: Concentration + 1 hour / level (D)

Saving Throw: None

Spell Resistance: No

A barrier of very tough, pliable, tangled brush bearing needle-sharp thorns forms around the sacred grove, forming a complete dome that protects the grove all around and above. The wall extends beyond the boundary of the grove and is 10 feet thick. Any creature forced into the barrier or attempting to move through it takes an amount of damage equal to 10 plus 5 times the spell's level for each round of movement. A 7th level *thorn shield* would inflict 35 points of damage. The character reduces this damage for each point of armour class he possesses. Dexterity bonuses to Armour Class and dodge bonuses do not count for this purpose.

Creatures inside the dome receive nine-tenths cover (+10 armour class bonus and a +4 bonus to Reflex saves against area effects) made from the other side of the wall. The character suffers half damage on a failed saving throw and no damage if the saving throw is successful. Melee attacks cannot be made through the *thorn shield*.

Creatures can force their way through the wall. To make any progress, a creature must succeed at a strength check (DC 20 + the spell's level). A successful creature moves a number of feet equal to its Strength check result minus 19 + the spell's level. A creature attempting to pierce a 6th level *thorn shield* that rolled 28 would move three feet. Moving in this fashion incurs the damage described above. A creature trapped in the *thorn shield* can choose not to remain motionless in order to avoid taking any more damage.

A *thorn shield* cannot be breached using cutting weapons since it regenerates too quickly. Fire cannot harm the *thorn shield*. The *thorn shield* does not block inter-planar travel.

Ward

Abjuration

Spell Level: special

Range: 1 mile / level

Effect: One circle magic spell is destroyed

Area: An area no larger than 60 square miles

Duration: Instantaneous or 1 day per level

Saving Throw: None

Spell Resistance: No



This spell can be used in one of two ways. Firstly, it can be used to protect an area from the effects of any circle magic castings or, secondly, it can be used to destroy a circle magic spell already in effect. The *ward* can have any spell level but is limited in its effects to spells with a level equal to or lower than its own. Spells with a higher level simply ignore the ward.

When protecting an area, the druids simply designate an area within range. When a circle magic spell attempts to affect the area or anyone within it, roll d20 and add the caster level of the new spell (DC 11 + the caster level of the ward). If the check succeeds, the spell operates normally; otherwise, the spell simply stops working, at least within the boundaries of the Warded area. Spell-summoned creatures such as a nature's avatar simply cannot enter the area of effect.

When dispelling a pre-existing circle magic spell, the druids must identify which spell they wish removed and make a d20 check, adding the caster level of the *ward* spell (DC 11 + the caster level of the spell to be removed). If the check is successful and the level of the target spell is equal to or less than the spell level of the *ward*, it is removed. If the spell level of the *ward* is equal to or greater than twice the spell level of the target spell, no check is required, the *ward* simply banishes the opposing spell.

Weather Mastery

Transmutation

Spell Level: 1 - 9

Range: 1 mile / 2 levels

Area: circle centred on sacred grove and reaching to edge of range

Duration: 5 days / level

Saving Throw: None

Spell Resistance: No

This spell can change the weather across the entire domain. The spell does not control the weather on a moment-by-moment basis. Instead, over the course of the casting, the circle predisposes the weather to a certain type. Each day, there is a percentage chance the chosen weather type will manifest. Otherwise,



normal weather results. The percentage chance is determined by the spell's level, the type of weather chosen by the druids and the season. For each season, there are certain types of weather that are far easier for the druids to manifest. These 'seasonal weathers' are shown in the below table.

Season	Seasonal Weathers
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog or sleet
Winter	Frigid cold, blizzard, or thaw
Late Winter	Hurricane force winds or early spring (in coastal areas only)

Spell Level	Seasonal Weather	Non-Seasonal Weather
1	5%	-
2	10%	5%
3	20%	10%
4	30%	15%
5	40%	20%
6	50%	25%
7	60%	30%
8	70%	35%
9	80%	40%

The Games Master should roll to see if the druid's chosen weather manifests each day. The druids can control the general tendency of the winds. They cannot control specific applications of the weather. The weather will take at least 2d4 days before it first manifests, possibly much longer if a low-level version of the spell is used. Should the spell last over into a new season, the percentage chance the chosen weather manifests changes accordingly. Though this spell can be used to good effect by the druids, they are often loathe to use it for extended periods as it can greatly damage the local environment.

TRUE GROVES

Deep within the otherworld, the archdruids and the mysterious members of the archanix gather in their true groves. These places of power lie at the points where one or more ley lines intersect. Living creatures and fey or druids, in particular, are drawn to these intense regions of the otherworld. Like the vortices that produce the sacred groves in the real world, millions of these points of intersection drift aimlessly through the deep otherworld, hidden and unfound. Like the sacred groves found in other planes, these places of intense living energy can be anchored but a true grove is very different from a normal sacred grove.

A point where two or more ley lines intersect is practically in the otherworld. A creature may feel a deep sense of well being when he passes within a few feet of the intersection. The natural healing that the otherworld bestows upon all its inhabitants is increased to Fast Healing 5 for all creatures within 10 feet of the nexus. In the seamless void of the deep otherworld, the points of intersection drift in and out of the myriad realms that float serenely through the emptiness.

THE RITUAL

The process required to anchor a true grove follows the same basic rules for a sacred grove. The character cannot currently be the seneschal for a sacred grove. As soon as the anchoring rituals begin, though, the druid, the anchoring stone (or tree) and the nexus are all drawn out of the realm they currently inhabit out into the deep otherworld. The energies of the ritual spawn a new realm about the anchoring stone (or tree). The realm is devoid of living creatures initially but is quickly colonised by creatures and plants inhabiting the deep otherworld.

The ritual requires a number of special primary ingredients to activate the anchor with a gold piece value of no less than 500 gp times the caster level of the grove. In addition, the druid must gather or purchase secondary ingredients making up the final value of the material components to 5,000 gp multiplied by the caster level of the grove. Finally, at the end of the ritual, the character must expend 2,000 experience-points multiplied by the caster level of the grove.

The ritual requires a number of days equal to the caster level of the grove multiplied by 10 to complete. During that time, the druid must spend eight hours each day with the anchor, refining its magical



properties. The druid cannot rush this process. The realm created by the anchoring ritual is roughly circular with a radius equal to the caster level in miles.

Though he is not consciously able to shape his realm, the seneschal of the true grove subconsciously determines many of features. Rock faces, valleys, small rivers and lakes will form and in many ways are representative of the character's personality. If the druid seneschal is not true neutral, he realm is mildly aligned to his environment. A neutral evil seneschal would produce a realm that applied a -2 penalty to all Charisma checks made by good characters.

Ley Line Power

True groves can have all the special abilities of a normal grove and can be used to cast circle magic spells. In addition, they can be used to channel magical energies to other sacred groves. Since true groves rest on the ley lines themselves, the magic summoned within a true grove can be sent out across vast distances to any sacred grove on any other plane.

The process requires that a ley line link be established between the true grove and one or more sacred groves.

The process requires the Anchor Grove feat. Either the seneschal of the true grove must be in the sacred grove or he must invite the sacred grove's seneschal into his true grove. The ritual requires one hour and 100 XP per the caster level of the sacred grove to be linked. A true grove can be linked to a number of sacred groves, on any plane, equal to its caster level. The true grove's seneschal can sever a link at any time (as a full-round action) but a sacred grove's seneschal must take a full round action and make a Will saving throw (DC 10 + $\frac{1}{2}$ the caster level of the true grove + the charisma modifier of the true grove's seneschal) to break the link. He may only attempt to do this once each month.

Once a link is established, a druid circle casting a circle magic spell in the true grove may send their spell to the chosen grove. Each casting can only take effect in one sacred grove. The caster level for the spell is equal the level of the sacred grove to which it is sent or equal to the true grove's caster level minus 1, whichever is lower. In this way, druids in the true grove can have magical influence on any plane without ever leaving the safety of the otherworld.



LOCKED TRUE REALMS

True groves are a realm unto themselves. They are bound to the will of their seneschal and, though they are usually open to any druid who can find them, a seneschal has two options available to him should he desire to keep someone or something out of his true grove.

Initially, he can make it impossible for his opponent to find his true grove. By twisting the structure of the otherworld, all paths that could carry the character to the true grove are simply impossible to find. The character to be barred from the true grove must make a Will saving throw (DC 10 + ½ the caster level of the true grove + the Wisdom bonus of the true grove's seneschal). If he fails this check, the character cannot

find his way to the grove without being guided by someone else.

Should the character be guided to the true grove or should he already be there, the seneschal can attempt to *banish* the character from his grove. This physical expulsion requires that the seneschal make a ranged touch attack against the opponent. If successful, the character must make a Will saving throw as above or be physically dragged by an irresistible force to the boundaries of the realm and be prevented physically from entering. The seneschal can maintain this barrier for as long as he desires but must be conscious to do so.

Aeric watched his foolish friend begin his conversation with the air. When a second, seemingly unrelated conversation began with something just above Falcon's shoulder, Aeric began to worry. He had seen Liam converse with dogs, cats, trees and even doors but this was the first time he had seen him conversing with two completely empty patches of air.

'I can only hope you never notice me again, Broch.' Falcon turned away from the air floating above his shoulder and looked back toward the standing stone. 'Can we complete this in the real world?' There was no change in Falcon's demeanour but, as he turned back toward Aeric, it was as though he was back in the grove with Aeric.

'The seneschal will find her, Aeric.' It took Aeric a few moments to realise that something was in the grove with them. A single gold eye was staring at him and Aeric took a step back from the hulking beast. 'He's friendly, Aeric. This is Sadinar, the grove's seneschal.'

'Good Evening, Aeric.' The voice was even deeper than Aeric had expected. The snake-dragon dropped down onto four muscular limbs. The tips of clawed fingers dug into the topsoil as it moved. Under the scaled skin, powerful muscles flexed and rippled.

'That is the seneschal?' Aeric did not even try to hide the disgust in his voice. Liam simply glared at him.

'Currently.' The snake dragon turned its head toward Aeric. The twisted expression on its elongated mouth could almost be mistaken for a smile. 'I am this creature. It is a passing thing. Do you have anything that belonged to this woman?' Liam said nothing. He simply glared at Aeric.

Aeric pulled the pendant from his pocket and lowered it into the creature's outstretched (clawed) hand. Talons wider than Aeric's wrist closed around the gold trinket, careful not to harm the fragile chain. Lumbering across the fresh grasses, the creature lowered its weight down beside the stream that flowed out from the base of the standing stone. With the tip of its finger, it lowered the pendant to touch the surface of the water. Rippling waves sparkled in the sunlight. Though Aeric could see nothing in the water, something about the reflection in the creature's large round eyes told him that the creature saw something he did not.

'She is unharmed, brave Knight.' The creature climbed back to its feet. 'I will take you to her, Sir Aeric.' As the creature spoke, giant wings sprouted from its back. Aeric climbed onto the seneschal's back. In the rush to reach his love, all concern for the beast's appearance was momentarily forgotten. He did not see Liam transform himself into a falcon and take to the wing beside his old mentor.

Together, the seneschal, his apprentice, and the lonely knight flew off to rescue the lady.

DESIGNER'S NOTES

Of all the classes in the d20 game, the two that receive the most contempt are the generalists, the druid and the bard. It is probably only a coincidence that both these classes originally drew their inspiration from the same Celtic myths. Because both classes fail to specialise in any one area, they can appear at first sight to be underpowered when compared with the likes of the wizard or fighter. The druid, in particular, with its leanings toward natural magic, can seem grossly inadequate in standing up to the demands of high-level play. Even more importantly, the druid class has, in my opinion, become dogged down in the player's prejudice that the druids are all just tree-lovers that care more about squirrels than they do about people.

For the better part of a decade, the druid class was completely overshadowed as a mere specialist priest, a part of the cleric class (and a poor specialist priest at that). With the advent of the d20 game, the druid was given its own class with its own spell list and powers. Though its powers remained general, this overhaul at least gave the druid a reasonable power base. Unfortunately, the spirit of the druid is still difficult to pick out of the d20 class description. Now that the class is free to develop on its own, I feel it is time to invoke the great Celtic mythology that gave rise to the druid class in the first place. For every player out there reading the druid class description, keep in mind one simple fact that so many people appear to have forgotten (mostly due to the later adaptations of the myth that have blurred his character) – many historians believe that Merlin was a druid!

The wizards might claim him as one of their own but Merlin was originally a druid and the druid class still carries with it the air of mystery and wonder that Merlin represented. Like Merlin, a druid can bring with him an aura of mystery and power. When the druid enters town, people will flock to him for advice, for cures, for spells to curse their enemies and others to bring them love. He is a figure to be respected and feared. Were your player to encounter Merlin in the street, you would not dismiss him as irrelevant and so it should be with all druids.

In this book, I have attempted to create a guide to the full breadth and majesty that is the world of the druid. This is a world that normal men and women cannot

enter – even the powerful archmage. This world where the trees can speak, where great stone circles are inscribed with the wisdom of ages past and woodland glens can invoke powers that ravage cities and turn back the tide of armies that would harm the land. Of course, no single book could fully encompass the mysteries of the druid – that is kind of the point – but I hope this book will give players some inspiration about what kind of druids there could exist in their world while giving Game Masters the inspiration to create a druid order in their world filled with mystery, magic and wonder; an order composed of Merlins, huntsman, all manner of wondrous beasts and animals.

Druids do not sit about twiddling their fingers in the wilderness. Though they must spend time in the midst of nature to gain their power, they also have a stake in the world of men. Like Merlin, a druid might attempt to unseat a despotic ruler and give the land a king that will use its power for good instead of ravaging it for his own personal gain.

With *The Quintessential Druid*, I have attempted to give the druids back their air of mystery and power. I wanted to create rules a druid could use to practice his own peculiar blend of magic and to reveal how that magic stands apart from all others. Too often, druid magic is considered a poor cousin of either wizard or cleric magic when it should stand apart from both as a force of power equal to if not greater than either. Druids might have a different approach to magic but they are equally capable of vanquishing their opponents.

More than anything else, I felt that the druid class, as outlined in the d20 core rulebooks, could be a little stifling. The druids revere and emulate nature and nature is vast, beautiful, terrifying and above all filled with variety. So I felt players should have the opportunity to personalise their druids. Though some druids might fit the typical image of a man in leather armour surrounded by wolves and dire bears, others will be equipped with a poison blade, her hair and body covered in venomous spiders and terrifying vipers. Still others will wonder great open deserts or cold arctic winters.

Robin O. Duke



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RULES SUMMARY

New Feat	Prerequisites
Druid Feats	
Terrain Focus	
Totem Druid	Knowledge (nature) 5 ranks, Wis 15+

General Feat	
Extra Companions	<i>Animal friendship</i>

Item Creation Feats	
Anchor Sacred Grove	Knowledge (nature) 12 ranks, 9 th level druid
Invest Magic	Knowledge (nature) 9 ranks, Spellcraft 9 ranks, one other item creation feat

Metamagic Feats	
Elemental Summoning	Knowledge (nature) 5 ranks <i>or</i> Knowledge (the planes) 5 ranks, one other metamagic feat and the ability to cast 3 rd level summoning spells
Generation Casting	Knowledge (nature) 10 ranks, two other metamagic feats

Wild Feats	
Augment Wild Shape	
Equipment Master	
Extra Wild Shape	
Fast Wild Shape	<i>Wild shape</i> , at least two advanced wild shape abilities, Dex 13+
Fluid Shape	
Resistant Shapeshifter	<i>Wild shape</i> , Con 15+
Sustain Wild Shape	<i>Wild shape</i> , must be able to cast 5 th level druid spells.

Druid Armour								
Armour	Cost	Armour Bonus	Maximum Dex Bonus	Armour Check	Arcane Spell Failure	Speed	Speed	Weight
Light Armour								
Animal Hide	-	+1	+7	0	5%	30 ft.	20 ft.	5 - 10 lbs
Bone Studded Leather	20gp	+3	+5	-1	15%	30 ft.	20 ft.	20 lbs
Dire Leather	500gp	+3	+5	-1	15%	30 ft.	20 ft.	15 lbs
Cord	10gp	+2	+6	-2	15%	30 ft.	20 ft.	10 lbs
Medium Armour								
Ankheg Hide	6,750gp	+4	+3	-4	20%	20 ft.	15 ft.	30 lbs
Dire Hide	1,500gp	+5	+3	-4	20%	20 ft.	15 ft.	25 lbs
Heavy Armour								
Wood Splint	100 gp	+4	+0	-7	40%	20 ft.	15 ft.	30 lbs
Shields								
Shield small leather	1gp	+1*	-	-1	-	-	-	2 lbs
Shield, large, leather	3gp	+2*	-	-2	5%	-	-	3 lbs

* This bonus only applies against bludgeoning weapons.



RULES SUMMARY

The Druid

Class Level	Base Attack	Fort Save	Fort Save	Fort Save	Special	Spells per Day												
						0	1	2	3	4	5	6	7	8	9			
1	+0	+2	+0	+2	Nature Sense, 1st Terrain Adaptation, Animal Companion	3	1	-	-	-	-	-	-	-	-	-	-	-
2	+1	+3	+0	+3	2nd Terrain Adaptation	4	2	-	-	-	-	-	-	-	-	-	-	-
3	+2	+3	+1	+3	3rd Terrain Adaptation	4	2	1	-	-	-	-	-	-	-	-	-	-
4	+3	+4	+1	+4	Resist Nature's Lure	5	3	2	-	-	-	-	-	-	-	-	-	-
5	+3	+4	+1	+4	<i>Wild Shape</i>	5	3	2	1	-	-	-	-	-	-	-	-	-
6	+4	+5	+2	+5	<i>Wild Shape</i>	5	3	3	2	-	-	-	-	-	-	-	-	-
7	+5	+5	+2	+5	<i>Wild Shape</i>	6	4	3	2	1	-	-	-	-	-	-	-	-
8	+6/+1	+6	+2	+6	<i>Wild Shape</i>	6	4	3	3	2	-	-	-	-	-	-	-	-
9	+6/+1	+6	+3	+6	4th Terrain Adaptation	6	4	4	3	2	1	-	-	-	-	-	-	-
10	+7/+2	+7	+3	+7	<i>Wild Shape</i>	6	4	4	3	3	2	-	-	-	-	-	-	-
11	+8/+3	+7	+3	+7	<i>Wild Shape</i>	6	5	4	4	3	2	1	-	-	-	-	-	-
12	+9/+4	+8	+4	+8	<i>Wild Shape</i>	6	5	4	4	3	3	2	-	-	-	-	-	-
13	+9/+4	+8	+4	+8	A thousand faces	6	5	5	4	4	3	2	1	-	-	-	-	-
14	+10/+5	+9	+4	+9	<i>Wild Shape</i>	6	5	5	4	4	3	3	2	-	-	-	-	-
15	+11/+6/+1	+9	+5	+9	<i>Wild Shape</i> , timeless body	6	5	5	5	4	4	3	2	1	-	-	-	-
16	+12/+7/+2	+10	+5	+10	<i>Wild Shape</i>	6	5	5	5	4	4	3	3	2	-	-	-	-
17	+12/+7/+2	+10	+5	+10	<i>Wild Shape</i>	6	5	5	5	5	4	4	3	2	1	-	-	-
18	+13/+8/+3	+11	+6	+11	<i>Wild Shape</i>	6	5	5	5	5	4	4	3	3	2	-	-	-
19	+14/+9/+4	+11	+6	+11	<i>Wild Shape</i>	6	5	5	5	5	5	4	4	3	3	-	-	-
20	+15/+10/+5	+12	+6	+12	<i>Wild Shape</i>	6	5	5	5	5	5	4	4	4	4	-	-	-

Wild Shape Options

Basic Abilities	Prerequisites
Animal Wild Shape	5 th level druid
Beast Wild Shape	8 th level druid, Animal Wild Shape
Dragon Wild Shape	14 th level druid, Animal Wild Shape, Beast Wild Shape, Magical Wild Shape
Elemental Wild Shape	16 th level druid
Fey Wild Shape	10 th level druid, 5 ranks Knowledge (otherworld), Sylvan
Magical Beast Wild Shape	10 th level druid, Animal Wild Shape, Beast Wild Shape
Monstrous Humanoid	16 th level, Animal Wild Shape, Beast Wild Shape
Ooze Wild Shape	12 th level druid
Plant Wild Shape	5 th level druid
Undead Wild Shape	8 th level druid, 5 ranks Knowledge (necrology)
Vermin Wild Shape	5 th level druid

Advanced Abilities

Colossal Wild Shape	Gargantuan size, 15 th level druid
Diminutive Wild Shape	Either fine or tiny size using <i>wild shape</i> , 8 th level druid
Dire Form	12 th level druid, Animal Wild Shape
Empower Form	15 th level
Extra Wild Shape	-
Fine Wild Shape	Diminutive size, 8 th level druid
Gargantuan Wild Shape	Either huge or colossal size, 15 th level druid
Huge Wild Shape	Either large or gargantuan size, 15 th level druid
Incorporeal Wild Shape	Undead <i>Wild Shape</i> , 14 th level druid
Large Wild Shape	Either medium or huge size, 8 th level druid
Medium Wild Shape	Either small or large size
Small Wild Shape	Either medium or tiny size
Swarm Form	8 th level druid, the form of an animal, beast or vermin two-size categories smaller than the druid's natural size
Tiny Wild Shape	Diminutive or small size, 8 th level druid
True Form	Cha 13+, the ability to assume the form of a creature from the true form's race

Vermin Specialisations

Specialisation	Available Vermin*	Extra Vermin**
Ant	Giant worker ant, giant soldier ant	Giant queen ant,
Bee	Giant bee	
Beetle	Giant bombardier beetle, Giant fire beetle	Giant stag beetle
Mantis	Giant praying mantis	
Wasp	Giant wasp	
Centipede	Small monstrous centipede, monstrous Centipede	Tiny monstrous centipede, large monstrous centipede, huge monstrous centipede, gargantuan monstrous centipede, colossal monstrous centipede
Scorpion	Small monstrous scorpion, medium monstrous scorpion	Tiny monstrous scorpion, large monstrous scorpion, huge monstrous scorpion, gargantuan monstrous scorpion, colossal monstrous scorpion
Spider	Small monstrous spider, medium monstrous spider	Tiny monstrous spider, large monstrous spider, huge monstrous spider, gargantuan monstrous spider, colossal monstrous spider

* These vermin are available to any small or medium size druid that takes Vermin Wild Shape.

** A small or medium size druid needs to take one or more advanced powers to transform himself into these forms.

Animal Specialisations

Specialisation	Available Animals*	Extra Animals**
Aquatic mammal	Porpoise	Baleen whale, cachalot whale, orca whale
Bear	Black bear	Brown bear, polar bear, dire bear
Bird	Eagle	Owl, raven, hawk
Canine	Riding dog, wolf	Small dog, dire wolf
Cat	Cheetah, leopard	Cat, lion, tiger, dire lion, dire tiger
Equine	Pony, war pony	Heavy horse, heavy war horse, light horse, light war horse, mule
Fish	Shark	Large shark, huge shark, dire shark
Lizard	Giant lizard	Lizard
Primate	Baboon	Ape, monkey, dire ape
Snake	Constrictor snake, small viper snake, medium size viper snake	Giant constrictor snake, tiny viper snake, large viper snake, huge viper snake

* These animals are available to any small or medium size druid that takes Animal Wild Shape.

** A small or medium size druid needs to take one or more advanced powers to transform himself into these forms.

Druid Size	Size of Swarming Creature						
	Fine	Diminutive	Tiny	Small	Medium	Large	Huge
Tiny	5d8	-	-	-	-	-	-
Small	2d%	5d8	-	-	-	-	-
Medium	2d%	5d8	1d8 + 1	-	-	-	-
Large	4d%	1d%	2d8 + 1	1d4 + 1	-	-	-
Huge	-	4d%	6d10	2d8 + 1	2d8 + 1	-	-
Gargantuan	-	-	2d%	6d10	6d10	4d8	-
Colossal	-	-	-	2d%	2d%	6d20	4d8

The Quintessential Druid



CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 CHARACTER CONCEPT _____
 RACE _____ ALIGNMENT _____
 PATRON DIETY / RELIGION _____
 PLACE OF ORIGIN _____ FIGHTING STYLE _____

ABILITY SCORES

	SCORE		TEMP SCORE	
	SCORE	MODIFIER	SCORE	MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

[]	
SUB DMG	[]
HIT DIE	[]
DAMAGE REDUCTION	[]

ARMOUR



CLASS

ARMOUR

ARMOUR SHIELD DEX WIS SIZE NATURAL MISC

[]	[]	[]	[]	[]	[]	[]	[]
-----	-----	-----	-----	-----	-----	-----	-----

MAX RANKS = LVL + 3 (2)

CROSS CLASS KEY ABILITY TOTAL MODIFIERS

ALCHEMY Y / N INT

ANIMAL EMPATHY Y / N CHA

APPRAISE ✓ Y / N INT

BALANCE ✓ Y / N DEX *

BLUFF ✓ Y / N CHA

CLIMB ✓ Y / N STR *

CONCENTRATION ✓ Y / N CON

CRAFT () Y / N INT

CRAFT () Y / N INT

CRAFT () Y / N INT

DECIPHER SCRIPT Y / N INT

DIPLOMACY ✓ Y / N CHA

DISABLE DEVICE Y / N INT

DISGUISE ✓ Y / N CHA

ESCAPE ARTIST ✓ Y / N DEX *

FORGERY ✓ Y / N INT

GATHER INFORMATION ✓ Y / N CHA

HANDLE ANIMAL Y / N CHA

HEAL ✓ Y / N WIS

HIDE ✓ Y / N DEX *

INNUENDO Y / N WIS

INTIMIDATE ✓ Y / N CHA

INTUIT DIRECTION Y / N WIS

JUMP ✓ Y / N STR *

KNOWLEDGE () Y / N INT

KNOWLEDGE () Y / N INT

KNOWLEDGE () Y / N INT

KNOWLEDGE () Y / N INT

LISTEN ✓ Y / N WIS

MOVE SILENTLY Y / N DEX *

OPEN LOCK Y / N DEX

PERFORM () Y / N CHA

PICK POCKET Y / N DEX *

PROFESSION () Y / N WIS

READ LIPS Y / N INT

RIDE ✓ Y / N DEX

SCRV ✓ Y / N INT

SEARCH ✓ Y / N INT

SENSE MOTIVE ✓ Y / N WIS

SPELLCRAFT Y / N INT

SPOT ✓ Y / N WIS

SWIM ✓ Y / N STR *

TUMBLE Y / N DEX *

USE MAGIC DEVICE Y / N CHA

USE ROPE ✓ Y / N DEX

WILDERNESS LORE ✓ Y / N WIS

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

Y / N

SAVING
THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

COMBAT
BONUSES

	TOTAL	BASE	MODIFIERS	ABILITY	SIZE	MISC	TEMP
INITIATIVE (DEX)							
MELEE (STR)							
RANGED (DEX)							

AC WHEN PLAY FORGOTTEN
 AC FORTITUDE
 TOUCH ATTACKS
 MISS CHANCE
 MAX DEX BONUS
 ARMOUR CHECK PENALTY
 MAXIMUM SPELL FAILURE
 SPELL RESISTANCE

WEAPON AND ARMOUR PROFICIENCIES

[]	[]	[]	[]	[]	[]	[]	[]
-----	-----	-----	-----	-----	-----	-----	-----

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

HEAL RATE PER DAY

SPELLS

SPELL SAVE DC	SPELLS LEVEL PER DAY	BONUS SPELLS
<input type="text"/>	0	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>
<input type="text"/>	SPELL SAVE DC MOD	

MAGIC ITEMS

HENCHMEN / ANIMAL COMPANIONS / MERCENARIES

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAH	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAH	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAH	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE

AGE

SEX

HEIGHT

SIZE

WEIGHT

HAIR

EYES

HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

ENEMIES, ALLIES, PAST AQUAINTANCES

BACKGROUND & FURTHER NOTES

CIRCLE

WILD SHAPE SPECIALISATIONS

LICENCES

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