



Advancing with Glass

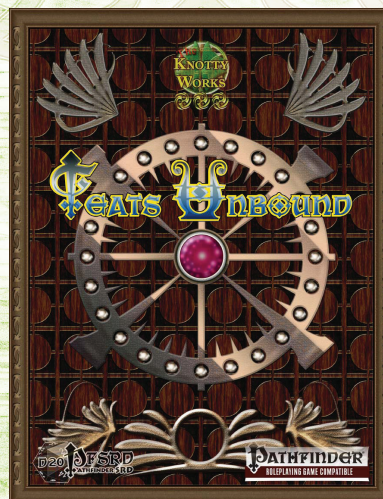
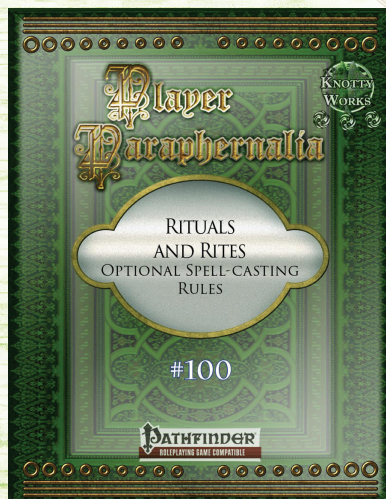
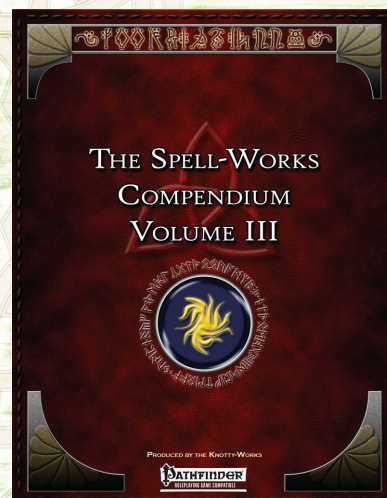
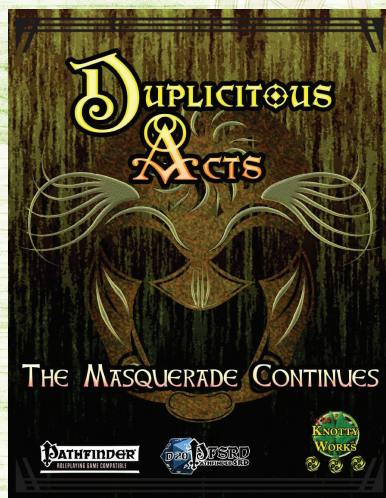
The Druid

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ADVANCING WITH CLASS

THE DRUID



Designed, Developed, and Edited by John Buckley
with Contributions by Aaron Hollingsworth
The Knotty-Works

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ADVANCING WITH CLASS

THE DRUID

The Druid class is perhaps one of the most misunderstood base classes found within the Pathfinder Roleplaying Game™. From its inception of the original game the class is seen as little more than a nature based priest that can transform into various types of animals. However, the Druid from history and Celtic tradition were much more than that, include lore keepers, teachers and fonts of ancient knowledge, and emissaries between the known and unknown worlds.

This supplement presents a new hybrid class that focuses on the idea that the druid is both an emissary of nature, a keeper of secrets enshrouded within an ancient alphabet, and an arbiter of nature and mankind. Twenty new domains are also presented based on the Irish Ogham alphabet, several new druid archetypes by Aaron Hollingsworth, and a few other options as well for the druid and his trusted animal companion.

THE DRAIONÁDÚR

Nature and magic are synonymous, you cannot have one without the other. Ancient peoples drew from this connection even as tribes of primitive peoples took their first steps towards civilization. The draionádúr draw their lineage from the earliest practitioners of magic drawn from the spirits of nature, swearing to the ancient oaths of secrecy and protections to those spirits that grant their energies for the benevolence of mankind.

ROLE

The draionádúr are the true sages of time and nature, studying and sharing the magics of nature in attempt to keep the balance between man's desire to expand and exploit while ensuring that the spirits of nature are respected and appeased.

HIT DIE

d6

ALIGNMENT

The draionádúr strive for balance between man and nature. As a result they must be neutral in some respect and cannot be evil.

PARENT CLASSES

Druid and wizard.

STARTING WEALTH

The draionádúr begins with 2d6 X 10 gp (average of 70 gp) and an outfit worth 10 gp or less.

CLASS SKILLS

The draionádúr's class skills are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (arcana, geography, nature, planes) (Int), Profession (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Intelligence modifier

CLASS FEATURES

WEAPON AND ARMOR PROFICIENCY

Draionádúrs are proficient with the club, dagger, dart, quarterstaff, shortspear, sling, and spear.

As draionádúrs cast arcane spells, they are not proficient with any type of armor or shield. Draionádúrs that wear armor suffer a chance of arcane spell failure when casting any spell with somatic gestures.

OGHAM CRAOBH

The draionádúr's power stems from nature, represented by the ogham alphabet. The draionádúr's spells are written either on parchment or scribed on pieces of wood or stone using ogham. Given its direction connection with nature, each character of the ogham alphabet is associated with a particular tree, and each draionádúr must choose a particular character (tree) to represent his spirit mentor.



The draionádúr chooses a single letter from the Ogham alphabet at 1st level to represent his beliefs and spirit mentor and it cannot be changed at later levels. He gains access to the ogham domain of the chosen letter, granting the draionádúr a bonus feat at 1st level, a bonus spell per spell level, and the powers associated with the domain. The draionádúr may use his Intelligence in place of his Wisdom for any domain related powers. Bonus spells are not added to the draionádúr's spellbook, but may be prepared at the beginning of the day with the draionádúr's other spells.

At 10th level, the draionádúr chooses another letter from the ogham and gains access to the bonus spells from the spirit associated with that character as well, though he only gains one bonus spell per level per day and must choose between the two ogham craobh as to which spell he wishes to cast for the day for each spell level he has access. The draionádúr also gains the powers associated with the second chosen ogham, though he treats his effective class level for the power as his current level – 9 both when determining when the power is gained and any level related effects listed in the description.

SPELLS

The draionádúr casts arcane spells granted from the sorcerer/wizard's spell list (see below). He must prepare his spells before he may cast them, usually spending 8 hours of rest and then an hour of study, selecting his spells for the day. The draionádúr must have an Intelligence score equal to at least 10 + the spell level before he may learn or cast the spell. The Difficulty Class for any spells cast by the draionádúr is equal to 10 + the spell's level + the draionádúr's Intelligence modifier.

The draionádúr may only cast a certain number of spells per day as listed on the draionádúr progression table. He does gain bonus spells for a high Intelligence score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder RPG Core Rule Book™).

The draionádúr keeps his spells in his book of ogham and the spells are inscribed with the ogham alphabet. He begins with four cantrips and four first level spells chosen from either the sorcerer/wizard spell list. Each level the draionádúr attains afterwards allows him to add two spells up to the highest level spell he may cast per

Draionádúr Class Progression Table

Level	Base Attack	Fort	Ref	Will	Special	Spells Per Day													
						0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th				
1	+0	+2	+0	+2	Cantrips, Ogham Craobh	3	1												
2	+1	+3	+0	+3		4	2												
3	+1	+3	+1	+3		4	2	1											
4	+2	+4	+1	+4	Cara crann I	4	3	2											
5	+2	+4	+1	+4		4	3	2	1										
6	+3	+5	+2	+5		4	3	3	2										
7	+3	+5	+2	+5	Cara crann II	4	4	3	2	1									
8	+4	+6	+2	+6		4	4	3	3	2									
9	+4	+6	+3	+6		4	4	4	3	2	1								
10	+5	+7	+3	+7	Cara crann III	4	4	4	3	3	2								
11	+5	+7	+3	+7		4	4	4	4	3	2	1							
12	+6/+1	+8	+4	+8		4	4	4	4	3	3	2							
13	+6/+1	+8	+4	+8	Cara crann IV	4	4	4	4	4	3	2	1						
14	+7/+2	+9	+4	+9		4	4	4	4	4	3	3	2						
15	+7/+2	+9	+5	+9		4	4	4	4	4	4	3	2	1					
16	+8/+3	+10	+5	+10	Cara crann V	4	4	4	4	4	4	3	3	2					
17	+8/+3	+10	+5	+10		4	4	4	4	4	4	4	3	2	1				
18	+9/+4	+11	+6	+11		4	4	4	4	4	4	4	3	3	2				
19	+9/+4	+11	+6	+11	Cara crann VI	4	4	4	4	4	4	4	4	3	3				
20	+10/+5	+12	+6	+12		4	4	4	4	4	4	4	4	4	4	4	4	4	4

day as listed on the draionádúr progression table. He may choose to instead learn a cantrips equal to his Intelligence modifier in place of one spell. The draionádúr may add other sorcerer/wizard spells through normal spell research rules.

SUMMONING SPELLS

The draionádúr does not gain access to Summon Monsters, but instead casts *Summon Nature's Ally* spell. The draionádúr may spontaneously convert a prepared spell for a *Summon Nature's Ally* of the same level. Animals summoned in this fashion gain a +1 natural armor class bonus and a +2 bonus to their Constitution scores. If the draionádúr has the *Augment Summoning* feat, these bonuses do not stack with any bonuses granted by that feat. The draionádúr cannot convert any bonus spells granted by his ogham craobh.

CARA CRANN (SU)

The draionádúr's relationship with nature deepens at 4th level. He gains the ability to travel through any natural terrain at his normal speed regardless of any natural hazards or natural interference the ground or plant-life normally provides. He does not leave a trail of his passing that can be tracked by others unless he so chooses to do so. Magically enhanced areas still affect the draionádúr normally.

At 7th level, the draionádúr is no longer affected by the entangled condition caused by vegetation or animal attacks (including vermin). If the entangle condition is magically induced, the draionádúr can make a caster level check with a DC of 11 + the spell-caster's level to ignore the effect.



At 10th level, the draionádúr adds his class level to his Stealth skill checks while traveling through a natural terrain. He may also aid another in their Stealth skill checks, granting them a bonus equal to $\frac{1}{2}$ his class level as long as the individual is within 30 ft. of the draionádúr and can see him prior to any stealth skill checks are made.

At 13th level, the draionádúr may travel through any natural material (earth, stone, plants, etc.) as if they weren't there a number of rounds per day equal to his class level. The draionádúr must end his movement back in an open area when using this ability. Magically enchanted barriers composed of natural materials may also be traveled through, though the draionádúr must make a caster level check with a DC of 11 + the level of the spellcaster of the barrier.

At 16th level, the draionádúr may instantaneously travel from one plant to another within 100 ft. per class level as a move action 3 + his Intelligence modifier times per day as a move action. The types of plants do not have to be the same, but they must be at least the same general size as the draionádúr and cannot be animated or sentient. Another may be taken with the draionádúr as long as the

individual is in physical contact with him and doing so uses one additional use of the draionádúr's uses per day.

At 19th level, the draionádúr may transform himself into a large tree or other plant (including fungi) native to the immediate environment as a standard action. He may also transform a number of willing individuals within 30 ft. equal to his Intelligence modifier. Those transformed by this effect may remain in this form for up to 24 hours before reverting back to their normal form, though they may do so at any time as a free action. Those affected maintain their normal senses and can see, hear, and smell normally.

Those transformed cannot move and have an effective Dexterity of 0 and a speed of 0, but gain a natural armor bonus of +10. Items worn or carried are also transformed in the process and any magical effects are suspended while in plant form. Others passing the altered individuals cannot tell the difference between those altered and normal vegetation in the area, though individuals transformed do have a faint transmutation aura if *Detect Magic* is used. The draionádúr may only use this ability once per day.

Ogham Domains



The connection between nature and druids are self-evident and her powers and wisdom are derived from the life force that surrounds and bind all things together. The wisdom behind this connection has been studied and documented by generations of druids that came before and hidden through the use of the ogham. Where others may see simple lines that stem and cross from a center line, druids officiates are taught from youth the true meaning of such symbols and the meanings the both reveal and hide. Many assume that such writings are simple and primitive, those versed in the secrets of nature understand the true purpose of the ogham and the dual nature it represents both in knowledge and wisdom. Druids have their own language, and many believe the ogham stems from it, but this is both true and not. While the individual characters may be used to represent parts of the druidic tongue, the messages hidden within the ogham are just as enigmatic as the spoken version.

The truth is each character (known as a feda) of the Ogham represents much more than a simple sound or fragment of a word. Each character represents part of life through the individual trees of nature and the powers they possess. While not all trees or plants are represented by a feda, those that originally crafted the Ogham have chosen the most potent and spiritually relevant. Thus, each feda may comprise part of a larger structure (or forest), each is just as important to the druid and the power it represents is not lost on those that truly understand it.

So powerful were these individual characters, that over time druidic circles began to develop disciplines for each feda until they discovered the manifestation they could unleash from it. This ancient process resulted in the creation of the ogham domains, allowing those initiated in the druidic circle to study and unlock the powers of its chosen ogham feda.

While the ogham domains were created specifically for the draionádúr, druids and clerics may also choose from these domains as well. Unlike other domains, each ogham domain grants a bonus feat and the character choosing the domain do not need to meet any prerequisites for the feat chosen.

Benefits of Ogham Plant Associations

The practitioner that accesses one or more Ogham domains may use part of the associated plant or tree of the Ogham domain in place of any material components (up to 1 gp in value) or divine focus element needed to cast spells.

The practitioner may personally collect a sample of the associated plant to gain a DC bonus to any saving throw associated with the spell when the sample is used as part of the casting process that require a material component or divine focus. If the practitioner uses a masterwork scythe or sickle, any saving throws for any spells of 3rd level or less gain a +1 DC. If the practitioner uses a masterwork silver scythe or sickle to collect the plant, the +1 DC bonus may be applied to 6th level or lower spells cast by the practitioner. And if a masterwork gold scythe or sickle is used, the sample gained grants a +1 DC bonus to any saving throws for ninth level or lower spells cast by the practitioner.

Plants harvested by the practitioner only last for a number of days equal to $\frac{1}{2}$ the practitioner's class level.

Ogham Domain Associated Saving Throws

Any saving throw associated with an Ogham Domain power has a DC of $10 + \frac{1}{2}$ the practitioner's class level + applicable Wisdom modifier.



BEITH (BIRCH)

The spirit of the birch tree is represented by the ogham beith (pronounced 'bay') and is associated with birth, water, and purification. The spirit of the beith represents cleansing of both the body and spirit by the washing away or even virulent purging of negative thought and emotion that hindered the heart. The birch is seen as the foundation of knowledge as its bark can easily be peeled apart and used for writing and storing knowledge, while its sap can be used to provide sweet and refreshing nourishment as a stand in for water or distilled for a stronger effect.

BONUS FEAT

Blessing of Beith or Skill Focus (Heal).

SPELLS

1st — *Goodberry*, 2nd — *Lesser Restoration*, 3rd — *Aqueous Orb*, 4th — *Ride the Waves*, 5th — *Cleanse*, 6th — *Heal*, 7th — *Vortex*, 8th — *Regenerate*, 9th — *Tsunami*

HEALING TOUCH (SU)

At 1st level, you may heal yourself or another with your touch as a standard action. You may heal 1d6 points, plus 1 point for every three class levels you possess (maximum of +6 hp at 18th level) and may use this feature 3 times + your Wisdom modifier times per day. This power cannot be used to harm undead, only to heal living creatures.

WATERS OF REFRESHMENT (SU)

At 8th level, you may bless a number of gallons equal to your class level of pure water as a full-round action as long as it is in a single container or basin. This effect lasts for up to one hour and it may be used to heal 2d6 points of damage for each gallon consumed or washed over the body. Only one gallon per person may be used in a single round unless the entire contents is dumped on the individual, in which case all of the curative magic is used on that individual. If drunk, the water nourishes the individual of any hunger for the day and removes the fatigued condition unless caused by a permanent effect (in which case it negates it for one hour).

You may only use this power once per day, gaining a second daily use at 13th level and a third daily use at 18th level.

LUIS (ROWAN)

The spirit of the rowan tree is represented by the ogham luis and is associated with protection from magical and natural elements. The spirit of the luis represents endurance versus magical and natural harm as well as maturity over time from innocence to wisdom from lessons learned through life. It is believed that the rowan tree's yearly cycle starting with white flowered blooms in the spring, maturing to produce fiery red berries throughout the summer, matched by the brilliance of its



own leaves as they head into autumn best captures the essence of the spirit of luis.

BONUS FEAT

Blessing of Luis or Craft Magic Arms and Armor.

SPELLS

1st — *Endure Elements*, 2nd — *Bear's Endurance*, 3rd — *Protection from Energy*, 4th — *Antiplant Shell*, 5th — *Life Bubble*, 6th — *Repel Wood*, 7th — *Spell Turning*, 8th — *Protection from Spells*, 9th — *Refuge*

ENDURING (SU)

At 1st level, you may infuse the spirit of the luis to your own aura, gaining a protective field that absorbs a total amount of physical damage from bludgeoning, piercing, or slashing equal to ½ your class level (minimum of 1). Regardless of the source of damage, the damage is first deducted from this amount before you take any damage.

You may initiate this power as an immediate action and the protection lasts until exhausted from damage or a total number of rounds equal to your class level (whichever comes first). You may use this power a total number of times per day equal to 3 + your Wisdom modifier. This power does not affect ability damage or drain, bleed damage, energy related damage, negative level drain, or death effects that are not directly related to causing damage.

CHARM OF INTERVENING (SP)

At 8th level, you can craft a charm from a piece of rowan as a standard action. Choose one creature (or sub creature as applicable) type, and if you wear this charm or give it to an ally, it grants a +2 deflection bonus to the wearer's AC when attacked by that type as well as a +2 luck bonus versus the spells, spell-like abilities, and supernatural abilities used by those creature of the type you specify when creating it. The charm lasts until dawn the next day, at which point the magic completely fades.

You may create a total number of such charms per day equal to 3 + your Wisdom modifier and each may be set to a different creature type if desired. Only the first charm given is effective, any other charms have no effect to the individual it was given (including yourself). At 14th level

the deflection and luck bonuses both increase to +3. At 20th level, the deflection and luck bonuses increase to +4.

FEARN (ALDER)

The spirit of the alder tree is represented by the ogham character of fearn and is associated with bravery, battle, and the realm of water. It is believed that the spirit of the fearn provides protection from drowning, instilling savagery in battle, and remaining steadfast in the heat of combat. The water-resistant properties of the wood represent the ability to overcome any obstacle while its ability to regrow fresh strappings from apparently dead husks reinforces the belief in its ability to return victorious regardless of the battle fought.

BONUS FEAT

Blessing of Fearn or Endurance.

SPELLS

1st — *True Strike*, 2nd — *Tactical Acumen*, 3rd — *Rage*, 4th — *Stoneskin*, 5th — *Elemental Body II*, 6th — *Greater Heroism*, 7th — *Mage's Sword*, 8th — *Clenched Fist*, 9th — *Foresight*

WATER SHIELD (SU)

At 1st level, you may summon a shield of water that floats in front of you as a standard action. The water provides a +1 deflection bonus and lasts for a number of rounds equal to your class level. You may sacrifice the shield



as an immediate bonus to gain a +4 bonus to any saving throw versus a fire based attack.

The shield bonus increases by +1 at 5th level and every five class levels thereafter (maximum of +5 at 20th level). You may create a water shield 3 + your Wisdom modifier times per day, but you may only have one active shield at a time.

WARRIOR'S HEART (SP)

At 8th level, you may invoke the warrior's heart as a **swift action**. This grants you a base attack equal to your class level until the beginning of your next round. You may use this power a total number of rounds per day equal to your class level. If you are reduced to less than 0 hit points but haven't been reduced to a number of negative points that would result in death, you may use up a round of this power to avoid making a Constitution check to lose an additional hit point or stabilize. You do not stabilize, you simply avoid the check altogether until the next round.

SAIL (WILLOW)

The spirit of the willow tree is represented by the ogham sail and associated with the moon and transformation. The spirit of the sail represents change both in body and spirit as well as the rejuvenation of the soul under the pale moon light. While she may droop and appear to weep during the day, it is believed that during the nights of the full moon she bore her grief in solemnity and was rewarded by renewed strength to carry on in her immortal function as bearer of such a burden.

BONUS FEAT

Blessing of Sail or Blind-Fight.

SPELLS

1st — *Shadow Weapon*, 2nd — *Twilight Haze*, 3rd — *Monstrous Physique I*, 4th — *True Form*, 5th — *Break Enchantment*, 6th — *Transformation*, 7th — *Lunar Veil*, 8th — *Polymorph Any Object*, 9th — *Shapechange*

LUNAR BLESSING (SU)

At 1st level, you infuse your own spirit with that of the sail ogham to gain a +2 **insight bonus** to attack rolls, damage rolls with melee, unarmed, and natural attacks, skill checks, and ability checks as a **swift action** until the beginning of your next turn. This bonus increases by +1 at 6th level and every six class levels thereafter (maximum of



+5 at 18th level). You may use this power a total number of times per day equal to 3 + your Wisdom modifier.

GRIEF ETERNAL (SP)

At 8th level, you exude an aura of extreme grief and remorse. Any living creature within 10 ft. of you suffers a -2 penalty to attack and damage rolls. You may create a **charm** made of willow to give to allies to avoid this effect. Creatures with more hit dice than your class level are not affected. Those with an Intelligence of 3 or greater and at least as many hit dice as ½ your class level are allowed a saving throw each time they enter the aura to avoid its effects with a DC equal to 10 + ½ your class level + your Wisdom modifier. Those that successfully make their Will Save are not affected by your aura for 24 hours.

As a **swift action**, you may strengthen this aura to increase this penalty to -3 and extend the range to 30 ft. for a number of rounds equal to ½ your class level. You may extend the effect up to 3 + your Wisdom modifier times per day. Once you reach 14th level, the extended penalty increases to -4. At 18th level, it increases to -5.



NION (ASH)

The spirit of the ash tree is represented by the ogham nion and is associated with growth and gaining a higher perspective. The spirit of the nuin represents the continual desire to grow in knowledge of both the magical and mundane. It is said that Yggdrasil itself was an ash and only by sacrificing himself to it, did the all-father gain the secret knowledge of magic.

BONUS FEAT

Blessing of Nion or Skill Focus (Perception)

SPELLS

1st — *Comprehend Languages*, 2nd — *Owl's Wisdom*, 3rd — *Tongues*, 4th — *Detect Scrying*, 5th — *Contact Other Plane*, 6th — *True Seeing*, 7th — *Vision*, 8th — *Moment of Prescience*, 9th — *Foresight*

ALL-FATHER'S SIGHT (SU)

At 1st level, you may focus your vision to grant you the ability to see the realms beyond as a swift action. This effect lasts until the beginning of your next turn. You can see invisible or ethereal creatures within 30 ft. as well as the true form of any creature under the effects of a transmutation (polymorph) effect. You may also make a Will save for any illusion (figment, glamor, or pattern) effects within 30 ft. that you can see with a +2 circumstance bonus to the save to disbelieve the effect.

You may use this power 3 + your Wisdom modifier times per day.

PRESENTIENT MAGIC (SP)

At 8th level, you may recall a single spell you already cast that day and cast it again. If the spell is of a level less than the maximum spell level and requires the subject to make a saving throw, you gain a bonus to the DC equal to the difference between the spell's level and the maximum spell level you can cast. You may use this power once per day, gaining another use at 13th and 18th levels.

HÚATH (HAWTHORN)

The spirit of the hawthorn tree is represented by the húath ogham and is associated with duality and contradiction. It is believed that the spirit of the húath represents the potency of nature and magic and their conflicting but intertwined fate. The hawthorn is closely tied to the fey and it is believed that the tree's nature and properties symbolize their capricious nature.

BONUS FEAT

Blessing of the Húath or Magical Aptitude.

SPELLS

1st — *Bungle*, 2nd — *Hideous Laughter*, 3rd — *Deep Slumber*, 4th — *Enchantment Foil*, 5th — *Baleful Polymorph*, 6th — *Cloak of Dreams*, 7th — *Fairy Ring Retreat*, 8th — *Irresistible Dance*, 9th — *Time Stop*



NATURE'S TOUCH (Su)

At 1st level, you gain a resistance bonus of +1 versus spells, spell-like abilities, or supernatural abilities of creatures of the fey type or spells that involve plants (such as *Entangle* or *Wall of Thorns*). This bonus increases by +1 at 5th level and every five class levels thereafter (maximum of +5 at 20th level). Once you reach 6th level, you are no longer slowed by natural hazards though you may still suffer damage as applicable.

CLOAK OF CONTRADICTION (Su)

At 8th level, you may shed an aura as an immediate action that requires anyone within 5 ft. of you that attempts to attack you physically to make a *Will* saving throw. If the attacker fails the save, the target attacks itself and suffers normal damage from the attack. The aura remains until the beginning of your next turn. You may activate this aura 3 + your Wisdom modifier times per day. It is a mind-affecting effect.

DÚIR (OAK)

The spirit of the oak tree is represented by the dúir ogham and is associated with longevity and health. Considered majestic and the bearer of summer, the spirit of the dúir represents the wisdom, honor, and life, enduring



nearly any type of strife and providing stability to those around it. The mighty Oak is also considered the king of the wood and the spirit of the dúir is thought to grant a supernatural sense of confidence and defiance in the face of utter hopelessness.

BONUS FEAT

Blessing of the Dúir or Endurance.

SPELLS

1st — *Peace Bond*, 2nd — *Endure Elements [Communal]*, 3rd — *Thorny Entanglement*, 4th — *Protection from Energy [Communal]*, 5th — *Commune with Nature*, 6th — *Sirocco*, 7th — *Siege of Trees*, 8th — *Sunburst*, 9th — *Wooden Phalanx*

ROOTED (Su)

At 1st level, you may root yourself to any sort of solid ground as an immediate action until the beginning of your next turn. While rooted, you gain a circumstance bonus to your CMD or saving throws regarding attacks that attempt to move you, trip you, or otherwise knock you down or away. This bonus is equal to +3 with an additional +1 bonus at 4th level and every four class levels thereafter (maximum of +8 at 20th level). You may use this power as often as desired, but your movement is slowed to half your normal movement rate for one turn after you initiate this power.

UNDYING (Su)

At 8th level, whenever you suffer energy damage that would reduce you to 0 or less hit points, you may spend an immediate action to withstand the damage and instead be reduced to just 1 hit point. You may use this power 3 + your Wisdom modifier times per day.



TINNE (HOLLY)

The spirit of the holly is represented by the tinne ogham and is associated with both protection and vengeance. The counterpart of the dúir spirit, the spirit of tinne is the bearer of winter and its inner fire represents both the destructive and regenerative granted by flames that burn in the darkest of times. The spirit of tinne reveals that life can and will exist in the darkest of times and in the most inhospitable of conditions.

BONUS FEAT

Blessing of Tinne or Toughness

SPELLS

1st — *Icicle Dagger*, 2nd — *Resist Energy (Cold only)*, 3rd — *Sleet Storm*, 4th — *Ice Storm*, 5th — *Icy Prison*, 6th — *Cold Ice Strike*, 7th — *Ice Body*, 8th — *Temporal Stasis*, 9th — *Icy Prison [Mass]*

COLD HYDRATION (SP)

At 1st level, you can wrap yourself or one other with a sheathe of frost as a **standard action**. The recipient of the effect regains a number of lost hit points equal to ½ your class level (minimum of 1) as well as **Energy Resistance** versus Cold with the same value that lasts 1d4 rounds.

You may use this power 3 + your Wisdom modifier times per day.

INNER WARMTH (SU)

At 8th level, you gain a **Energy Resistance** versus Cold equal to your class level. You may pass this effect by touch to another as a **standard action**, though you will no longer benefit from it while it is affecting another. When passed on to another individual, the effect lasts for a number of rounds equal to ½ your class level or until the recipient chooses to pass it back to you by touch as a **standard action** as well (whichever comes first). You may pass this effect to another a number of times per day equal to 3 + your Wisdom modifier.

COLL (HAZEL)

The spirit of the hazel tree is represented by the coll ogham. Associated with wisdom, love, and creativity, the spirit of the coll represents the ability to alter the emotions of others and provide inspiration to others to overcome their own fears. It is believed that the spirit of the coll grants blessings of insight and access to sacred knowledge that can be obtained by studying the branches of the hazel and ingesting its nuts.

BONUS FEAT

Blessing of Coll or Iron Will



SPELLS

1st — *Calm Emotions*, 2nd — *Owl's Wisdom*, 3rd — *Bestow Insight*, 4th — *Discern Lies*, 5th — *True Seeing*, 6th — *Serenity*, 7th — *Vision*, 8th — *Euphoric Tranquility*, 9th — *Foresight*

CLOAK OF CALMNESS (Su)

At 1st level, you exert an aura of calmness that grants you a +1 competence bonus to any Diplomacy skill checks when dealing with humanoids (any subtype). This aura can be suppressed or resumed with a free action as desired. In addition, you may grant yourself and allies within 10 ft. a competence bonus to any Will saves versus mind-affecting fear-based effects 3 + your Wisdom modifier times per day as an immediate action that lasts until the beginning of your next turn. The competence bonus gains an +1 at 5th level and every five levels thereafter.

FONT OF KNOWLEDGE (Su)

At 8th level, you may use your Wisdom in place of your Intelligence when making a Knowledge skill check. In addition, you may make any Knowledge skill check untrained. As part of your daily preparation you may select one field of Knowledge and you may add ½ your class level to any skill checks regarding that field for the next 24 hours.



CEIRT (APPLE)

The spirit of the apple tree is represented by the ceirt ogham. Associated with travel and illumination, the spirit of the ceirt represents the ability to instantly travel from place to place and shedding the light of divinity to vanquish the darkness of ignorance. It is believed that the spirit of the ceirt may grant blessings of longevity or even immortality to those that it deems worthy.

BONUS FEAT

Blessing of Ceirt or Nimble Moves

SPELLS

1st — *Pass without Trace*, 2nd — *Aid*, 3rd — *Daylight*, 4th — *Dimension Door*, 5th — *Tree Stride*, 6th — *Word of Recall*, 7th — *Wind Walk*, 8th — *Sunburst*, 9th — *World Wave*

LIGHT OF REVELATION (Su)

At 1st level, you may shed light in a 20 ft. radius and dim light an additional 10 ft. radius as a standard action that lasts for 1 minute per class level. Anyone within the area of light gains a +1 competence bonus to any Intelligence based skill checks or ability checks. This bonus increases by +1 at 5th level and every five levels thereafter (maximum of +5 at 20th level).

You may shed this light 3 + your Wisdom modifier times per day.

APPLES OF AGELESSNESS (Su)

At 8th level, you are immune to spells, spell-like abilities, or supernatural powers that magically age you. Once a day you may take an apple (or other fruit you have at hand) and either consume it or give it to another as a standard action. Once consumed, the apple grants the effects of the Lesser *Age Resistance* spell for 24 hours. Once you reach 12th level, the effect is identical to that of the *Age Resistance* spell. At 16th level, the apple grants the effects of the *Greater Age Resistance* spell. The magic of the apple fades 24 hours after invoked or until you use this power again (whichever comes first).



MUIN (VINE)

The spirit of the vine is represented by the muin ogham. Associated with spiritual rebirth and initiation into the sacred or realm of the fey, the spirit of the muin represents sacred knowledge of the first world and the ability to unlock the secrets of life and rebirth. It is also believed that the spirit of muin blesses those that persevere through trial and tribulation with a great reward for their dedication as signified by the blackberry bramble vine to which it is tied.

BONUS FEAT

Blessing of Muin or Alertness

SPELLS

1st — *Thorn Javelin*, 2nd — *Lesser Restoration*, 3rd — *Speak with Dead*, 4th — *Reincarnate*, 5th — *Wall of Thorns*, 6th — *Find the Path*, 7th — *Resurrection*, 8th — *Regenerate*, 9th — *True Resurrection*

NATURE'S TOUCH (SP)

At 1st level, you gain a +1 sacred bonus to any saving throws versus natural and fey effects. This includes natural poisons and diseases as well as spells and spell-like abilities initiated from a creature with the fey type.

This bonus increases by +1 at 5th level and five class levels thereafter (maximum of +5 at 20th level).

BRAMBLE BODY (SU)

At 8th level, you may grow a thick coat of nettles as a standard action that grants you a natural armor bonus of +1 (this does not stack with spells or spell-like abilities that grant you a natural armor class bonus – such as *Barkskin*). You may make unarmed attacks without provoking attacks of opportunity that cause 1d3 points of piercing damage plus your Strength modifier and anyone that successfully hits you or grapples you with a natural attack suffers the 1d4 points of piercing damage. The damage caused by your thorny growth is treated as magic for purposes of damage reduction. The growth remains for a number of rounds equal to ½ your class level and you may sprout this coat a number of times per day equal to 3 + your Wisdom modifier.

At 12th level your natural armor bonus increases to +2 and gains an additional +1 every four levels thereafter (maximum of +4 at 20th level). The damage from any unarmed attacks increases to 1d4 at 12th level and 1d6 at 16th level.

GORT (IVY)

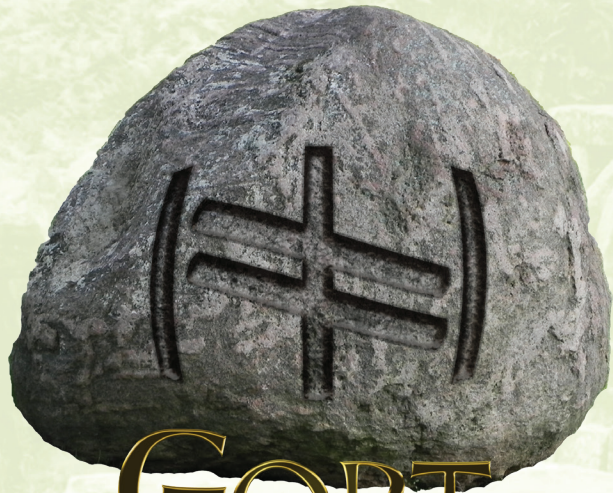
The spirit of the ivy is represented by the gort ogham. Associated with determination and protection, the spirit of gort represents the ability to persevere regardless of the opposition with a steadfast tenacity. Gort also represents spiritual and emotional connections and the ability to hold to true friendship beyond any that would seek to surmount it. The ivy captures the spirit of gort's ability to traverse in nearly any condition and cover ground and grows in a spiraling pattern upon trunks of host trees as a sign of the pulsing life force of the earth itself.

BONUS FEAT

Blessing of Gort or Extend Spell

SPELLS

1st — *Bless*, 2nd — *Aid*, 3rd — *Prayer*, 4th — *Blessing of Fervor*, 5th — *Stoneskin*, 6th — *Greater Dispel Magic*, 7th — *Wind Walk*, 8th — *Mass Cure Serious Wounds*, 9th — *Mass Heal*



GORT

BLESSING OF THE REVELER (EX)

At 1st level, you gain a +1 resistance bonus to Fortitude saving throws versus ingested poisons. This bonus increases by +1 every five levels thereafter. You may consume a number of alcoholic beverages equal to ½ your class level (minimum of 1) plus twice your Constitution modifier before you become sickened for drinking in excess. Even if you drink yourself to the point of becoming sickened, you only retain that condition for one hour regardless of the number of drinks you consumed. You cannot become addicted to alcohol regardless of how much you drink.

COOPERATIVE TENACITY (SU)

At 8th level, you may shed an aura of supernatural confidence that affects allies within 10 ft. as well as yourself as an immediate action that lasts for a number of rounds equal to ½ your class level. The aura grants a +2 competence bonus to attacks, damage, and saving throws. This bonus increases by +1 at class levels 12th, 16th, and 20th level. You may use this power 3 + your Wisdom modifier times per day. This is a mind-affecting effect.

NGÉADAL (REED)

The spirit of the reed is represented by the ngéadal ogham. Associated with social connections and provision, the spirit of the ngéadal represents the innate connections between friends and family and providing for oneself and others. While many see the ngéadal as common or lackluster, the true power of this symbol relies on its simple yet versatile usefulness in day-to-day life.

BONUS FEAT

Blessing of Ngéadal or Persuasive

SPELLS

1st — *Endure Elements*, 2nd — *Aid*, 3rd — *Create Food and Water*, 4th — *Plant Growth*, 5th — *Life Bubble*, 6th — *Greater Dispel Magic*, 7th — *Mass Cure Moderate Wounds*, 8th — *Antimagic Field*, 9th — *Wooden Phalanx*

CLOAK OF REEDS (SP)

At 1st level, you may take a stalk of wheat, reed, or corn and transform it into a cloak as a standard action. The cloak persists for a number of minutes equal to your class level and allows the wearer to blend into a crowd of similar humanoids of the wearer's size and granting a +5 competence bonus to any disguise skill checks. The cloak cannot be used to mimic the appearance of a particular



NGÉADAL

individual, though the wearer can determine the general characteristics of their appearance such as gender. It does not alter the wearer's actual tactile or audible properties, nor does it grant non visual properties of the creature type being mimicked including the ability to speak or understand any language not known by the wearer.

You may use this power 3 + your Wisdom modifier times per day, though only one instance may be used at a time. The competence bonus increases to +10 once you reach 10th level. This is a glamer illusion effect.

PRECIPITOUS PIPES (SU)

At 8th level, you may fashion a wheat stalk or reed into a single pipe (for smoking) or set of pipes (for producing music) as a **move action**. The item created lasts for a number of rounds equal to your class level before returning to its original shape or until it is no longer in your possession, and you may craft such items a number of times per day equal to 3 + your Wisdom modifier. Only one instance of an item conjured by this power may be produced at a time. Creating another item instantly causes the previous item to vanish.

If you create a smoking pipe and spend a **swift action** to exhale while smoking it, the pipe causes a thick gray cloud that extends in 20 ft. in all directions about you that grants anyone within the smoke **concealment**. In addition, anyone that breathes (other than yourself) must make a **Fortitude** save or begin coughing and choking and suffer a 24 penalty to attacks, concentration checks, or any skill or ability checks. After the initial save, it must be made at the end each round spent in the smoke and the penalty lasts for until the end of the individual's next turn.

If you create a set of playing pipes and spend a **swift action** each round playing it, the pipes cause any opponent that can hear the pipes to make a **Will** save or become **shaken** for as long as you continuously play the pipes. If an opponent successfully makes their **Will** save, they are not affected by your playing with that particular set of pipes. This is a **mind-affecting** effect that has an audible component.

STRAIF (BLACKTHORN)

The spirit of the blackthorn is represented by the strait ogham. Associated with supernatural influences and the hand of fate, the spirit of the strait represents divine connections and interactions with forces from beyond. Strait reaches above and beyond that akin to mortal attainability, whose mortal reign is limited by their own flesh and the strife that comes from that struggle. However, while many may see this spirit as a negative, those that truly understand it know that it also represents being prepared regardless of what the future holds.

BONUS FEAT

Blessing of Strait or Skill Focus (Spellcraft)

SPELLS

1st — *Shillelagh*, 2nd — *Feast of Ashes*, 3rd — *Speak with Dead*, 4th — *Death Ward*, 5th — *Commune*, 6th — *Heroes' Feast*, 7th — *Repulsion*, 8th — *Symbol of Death*, 9th — *Symbol of Strife*

A FINE SHILLELAGH (SP)

At 1st level, you may take a piece of blackthorn and create a stout wooden club as a **move action**. The club tapers to a sharp point and you may use it to make either a bludgeoning or piercing attack for 1d8 points of damage



(1d6 for a small club or 1d12 for a large club). It has a +1 enhancement bonus and is treated as a magical weapon for purposes of damage reduction. The weapon remains for a number of rounds equal to your class level before it returns to its original form as long as it remains in your possession. The club immediately reverts back to its original form once it leaves your grasp. You may use this power a number of times per day equal to 3 + your Wisdom modifier.

THORNWELD (SP)

At 8th level you may spend a standard action placing a thorn from blackthorn tree on the ground and it will grow into a large prickly barrier as the *Wall of Thorns* spell, treating your class level as the effective caster level. Unlike the spell, the barrier only lasts for a number of minutes equal to your class level and it springs up from where you placed the thorn. You may use this power once a day, plus an additional use at 12th, 16th, and 20th level, though you may only have one barrier in existence at a time. Initiating a new barrier while the prior barrier still exists causes the prior barrier to immediately vanish.

RUIS (ELDER)

The spirit of the elder tree is represented by the ruis ogham, and represents both death and renewal along with banishing dark forces. The elder was known for providing protection from supernatural forces while also preserving the essence of life forces transition within its own cycle of rebirth and often used in funerary rites and ceremonies. Ruis is also seen as a symbol of overcoming the supernatural realm of the fey whose lives run contrary to the natural world from which the spirit of the ruis oversees.

BONUS FEAT

Blessing of Ruis or Self-Sufficient

SPELLS

1st — *Deathwatch*, 2nd — *Gentle Repose*, 3rd — *Speak with Dead*, 4th — *Reincarnate*, 5th — *Rest Eternal*, 6th — *Undeath to Death*, 7th — *True Seeing*, 8th — *Symbol of Death*, 9th — *Regenerate*



RUIS

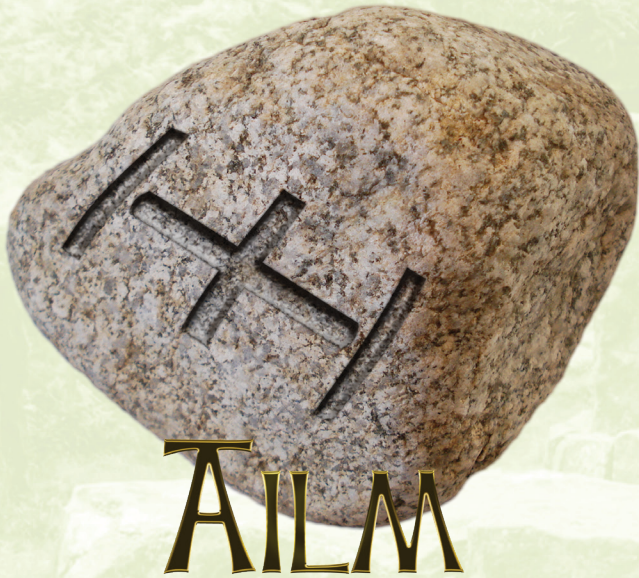
WITCH WARD (SP)

At 1st level, you can craft a charm from a piece of elder as a standard action. You may give this charm to an ally or you may wear it yourself, gaining a +1 circumstance bonus to any Will saving throws involving mind-affecting effects including fear based effects. The bonus also applies to any saving throws versus any type of witch's hex and the ward grants a +1 deflection bonus to the wearer's AC versus any hex that requires a touch attack roll. The ward lasts until dawn the next day, at which point the magic completely fades.

You may create a total number of such wards per day equal to your Wisdom modifier. Only the first ward given is effective, any other wards have no effect to the individual it was given (including yourself). At 6th level, 11th level, and 16th level, the deflection and circumstance bonuses both increase by +1 (maximum of +4).

ELDER BLESSING

At 8th level, you gain access to a single common witch hex. Any saving throws required for the effects of the hex is equal to 10 + ½ your class level + your Wisdom modifier. At 12th level you gain access to a second common hex. At 16th level, you may choose either another common hex or a single major hex. At 20th level you may choose a second major hex.



AILM (WHITE FIR)

The spirit of the white fir tree is represented by the ailm ogham. Associated with wisdom and foresight, the spirit of the ailm represents the ability to predict the future and clearly see all aspects of the present. It is believed the spirit of the ailm favors truth and honesty above all else and blesses those it finds faithful with resilience and perceptiveness. Of the trees found within the ogham, the fir is treated with reverence for its ability to thrive during the darkest of times and used as grave markers for great chieftains or druidic masters.

BONUS FEAT

Blessing of Ailm or Skill Focus (Sense Motive)

SPELLS

1st — *Bless*, 2nd — *Zone of Truth*, 3rd — *Bestow Insight*, 4th — *Discern Lies*, 5th — *Commune*, 6th — *Mass Owl's Wisdom*, 7th — *True Seeing*, 8th — *Discern Location*, 9th — *Foresight*

WINTER'S BLESSING (SU)

At 1st level, you gain a +1 sacred (or profane if evil) bonus to any saving throws versus Death Effects including enervation attacks that grant negative levels. This bonus increases by +1 at 5th level and every five levels thereafter (maximum of +5 at 20th level). If you fail a saving throw

that would reduce your level below first level, you are granted a second saving throw as an immediate action, though you must accept that result even if it is worse than the original saving throw. If the negative level effect did not allow a saving throw, you are allowed a saving throw with a DC based on the spell level used or 10 + the creature's HD if the effect is not spell based. You are only granted this bonus saving throw once per day.

PRIMED CONES (SU)

At 8th level, you may take a pine-cone and cause it to shed light as a torch for a number of minutes equal to your class level. When used in this manner the pine-cone may be held without burning the bearer and it is not subject to being dispelled magically but can be suppressed or extinguished with any magic that would affect a normal torch. Only one pine-cone may be lit in this fashion at a time.

You may also throw these pine-cones with a range increment of 10 ft. that explode into flames when they strike. If thrown successfully at a creature using its touch AC, the pine-cone does 4d6 points of fire damage. You may also throw it at a 5 ft. square with an effective AC of 5 that causes 2d6 points of fire damage to anyone within the square struck and 1d6 points of fire damage to everyone in an adjacent 5 ft. square. The amount of damage caused by the cone increased by 1d6 at 11th level and every three levels thereafter (maximum of 8d6 touch or 6d6 when targeting a square and adjacent use ½ the number of dice to determine damage with a maximum of 3d6).

You may only throw a total number of such pine-cones per day equal to 3 + your Wisdom modifier. The pine-cones do not function in this manner when thrown by anyone other than yourself.

ONN (GORSE)

The spirit of the gorse is represented by the onn ogham. Associated with wealth and prosperity, the spirit of onn represents the ability to attract fortune and hope regardless of the situation. It is believed that the bright yellow flowers of the gorse have a direct connection to the sun and the spirit of the onn to shine with the very energy thereof.



BONUS FEAT

Blessing of Onn or Burning Spell

SPELLS

1st — *Flare Burst*, 2nd — *Heat Metal*, 3rd — *Daylight*, 4th — *Flame Strike*, 5th — *Disrupting Weapon*, 6th — *Chains of Fire*, 7th — *Fire Storm*, 8th — *Sunburst*, 9th — *Prismatic Sphere*

HEAT OF THE HEARTH (SU)

At 1st level, you may crush a gorse flower as a standard action to generate a cleansing warmth that grants you or a willing recipient protection from the cold for an amount of time based upon your class level. In a cold environment between 40 to 0 degrees Fahrenheit, the magic of the flower protects the recipient for up to an hour per class level. If you are in an extreme cold environment (below 0° Fahrenheit), the effect only lasts 10 minutes per class level.

The magic of the flow may also protect you from cold attacks, providing an **Energy Resistance** against cold based attacks equal to your class level, but then the magic immediately ends. You may use this power 3 + your Wisdom modifier times per day.

FURZE FUZE (SP)

At 8th level, you may throw a gorse seed pod up to 30 ft. away as a standard action. The pod detonates in the area thrown and everyone in the 5-foot square and all adjacent squares must make a **Reflex save** or suffer 4d6 points of piercing damage from prickly thorns that shoot forth from the seed pod. The thorns are treated as magic and silver for purposes of damage reduction. The damage of the burst increases by 1d6 at 11th level and every three levels thereafter (maximum of 8d6 at 20th level).

You may empower up to 3 + your Wisdom modifier seed pods per day.

ÚR (HEATHER)

The spirit of the heather is represented by the úr ogham. Associated with transformation, the spirit of úr represents the ability to take on the aspects of others, particularly in releasing the more bestial aspects of nature. The heather is also believed to strengthen bonds of attraction and romance and grant blessings to lovers that become bound to the spirit of úr. Given the fact that heather is a prime ingredient for mead, it is no surprise that the spirit of úr is associated with the release of inhibitions and taking on the primal forces of nature.



BONUS FEAT

Blessing of Úr or Acrobatic

SPELLS

1st — *Animal Aspect*, 2nd — *Greater Animal Aspect*, 3rd — *Beast Shape I*, 4th — *Beast Shape II*, 5th — *Beast Shape III*, 6th — *Beast Shape IV*, 7th — *Symbol of Persuasion*, 8th — *Euphoric Tranquility*, 9th — *Shapechange*

BRUSH OF PASSION (SU)

At 1st level, by creating a small brush composed of heather you may use it as a **standard action** to fascinate a single individual. The target must be within 30 ft. of you and be able to see you. It is allowed a **Will** saving throw or become fascinated. You may spend a **move action** to maintain this effect and you may use this power a total number of rounds per day equal to your class level plus your Wisdom modifier. Once an individual makes a successful saving throw against this effect, it is immune to any further attempts on your part to use this power on them again for 24 hours. This is a mind-affecting effect.

BROOM OF CLEARING (SP)

At 8th level, you may use a twig of heather to brush a 5-foot area as a **standard action**. This allows you to disable a non-magical trap within that area or temporarily suspend a magical trap in that area for a number of rounds equal to your class level. You must be aware of the trap, and if the trap is larger than the 5-foot area, this power has no effect.

You may use this power 3 + your Wisdom modifier times per day.

EADHADH (POPLAR)

The spirit of the poplar tree is represented by the eadhadh ogham. Associated with opening the mind to the realms beyond, the spirit of eadhadh represents a strong connection to energies from other realms and the ability to shed the body to travel to those realities. Such energies allow the spirit of the eadhadh to alter world around it and manipulate those that are contrary to the spirit's interests.

BONUS FEAT

Blessing of Eadhadh or Improved Counterspell

SPELLS

1st — *Command*, 2nd — *Augury*, 3rd — *Suggestion*, 4th — *Divination*, 5th — *Commune*, 6th — *Cloak of Dreams*, 7th — *Ethereal Jaunt*, 8th — *Plane Shift*, 9th — *Astral Projection*

BLESSED CURSE OF DARK TERRORS (SP)

At 1st level, you may take a sliver from a black poplar and imbue with the ability to enhance the fears of others. Point to the desired individual within 30 ft. with the sliver of the poplar and cause them to become more likely to be affected by fear-based effects. The individual is allowed a **Will** save, but if unsuccessful, the target suffers a -1 penalty to any saving throws or skill or ability checks versus any effect that causes the target to suffer any type of fear-based condition (*cowering*, *frightened*, *panicked*, or *shaken*) for a number of rounds equal to your class level. This penalty increases by 1 for every four class levels you possess. This is a mind-affecting fear effect.

You may use this power 3 + your Wisdom modifier times per day, though only one individual may be affected by it at a time. If you use this power on another while a previous target is still under its effect, the previous effect immediately ends (regardless of whether or not the new target succeeds at its saving throw). Once an individual successfully makes a saving throw when you use this



power, it is immune to any further uses of this power by you for 24 hours.

LAUREL WREATH OF VICTORY (SU)

At 8th level, you may create a laurel wreath from poplar leaves once per day. Anyone you verbally bless and grant the ability to wear the wreath upon their head gains a +2 morale bonus to attack rolls and saving throws versus mind-affecting effects, including fear based effects. Donning and removing the wreath is a standard action, and an individual may only gain the benefits of the wreath once. So, if the recipient removes the wreath and then later place it back upon its head, it gains no benefit from the wreath.

The morale bonus increases by +2 at 14th level and 20th level. At 16th level, you may create a second wreath, but individuals (including yourself) only gain the benefits of this power from you once per day regardless of which wreath they choose to use. Wearing both wreaths at the same time confers no additional benefits.

ÍODHADH (YEW)

The spirit of the yew tree is represented by the íodhadh ogham. Associated with death and reincarnation, the spirit of the íodhadh represents harnessing the darker aspects of the arcane, provoking death and destruction. However, given the cyclic nature of life, this energy can also be harnessed for the process of reincarnation and rebirth.

BONUS FEAT

Blessing of Íodhadh or Spell Penetration

SPELLS

1st — *Murderous Command*, 2nd — *Lesser Animate Dead*, 3rd — *Animate Dead*, 4th — *Vampiric Touch*, 5th — *Raise Dead*, 6th — *Undeath to Death*, 7th — *Resurrection*, 8th — *Symbol of Death*, 9th — *True Resurrection*

MYDDVAEN MALADY (SP)

At 1st level, you may take a sprig or leaf from a yew tree and crush it as a standard action and blow it at an adjacent foe. As long as the foe is within 5 ft. of you, it must make a Fortitude save or become paralyzed for 1d4 rounds. This is a poison-based effect that must be inhaled to take



ÍODHADH

effect. If the target does not naturally breathe, it cannot be affected by this power.

You may use this power once a day, gaining an additional use at 4th level and every four class levels thereafter (maximum of 6 times per day at 20th level).

DEATH MASK (SU)

At 8th level, you may fashion the bark from a yew into a crude mask and don it as a full-round action. This mask grants you some of the powers of the Psychopomps including low-light vision and darkvision up to 60 ft., energy resistance 10 to either cold or electricity (chosen when the mask is donned), the ability to distinguish between living and undead creatures within 30 ft (identical to the blindsight ability but only functions against living and undead creatures), and any melee attack you make (either manufactured, natural, or unarmed) are treated as having the ghost touch weapon special ability.

You also gain a +2 bonus to any saving throws versus death effects, disease, and poison as well as any Charisma based skill checks involving Psychopomps while the mask is empowered. This bonus increases to +4 at 16th level.

The magic of the mask lasts for a number of rounds equal to your class level and you may don the mask once per day, gaining an additional use at 12th level and every four class levels (maximum of 4 times per day at 20th level).

Ogham Feats

These feats grant those that study and practice the ogham special effects that take on supernatural aspects. In addition, many of the benefits of ogham feats are enhanced through the addition of other ogham feats.

BLESSING OF BEITH [OGHAM]

The birch tree is the promise of light in the face of adversity through the beith ogham grant you courage while facing the most formidable of foes.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: You gain a +1 morale bonus to all saving throws versus fear. If you gain the shaken condition, you only suffer a -1 penalty on your attack rolls, saving throws, skill checks, and ability checks. For every ogham feat you possess beyond this one, the morale bonus increases by +1 (maximum of +5).

BLESSING OF LUIS [OGHAM]

Your ties to the quickening of the rowan through the luis ogham grant you resistance from the elements.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: You gain a +2 morale bonus to Fortitude saves versus environmental effects such as severe or extreme heat or cold. Even if you fail your saving throw, nonlethal damage is reduced by 1 point for every ogham feat you possess (minimum of 0).

BLESSING OF FEARN [OGHAM]

Your ties to the alder of legend through the fearn ogham grant you strength and virility in the heat of combat.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: You gain a +1 morale bonus to all saving throws versus enchantment based spells and spell-like abilities, but only while you are actively engaged in battle. For every ogham feat you possess beyond this one, the morale bonus increases by +1 (maximum of +5).

If you are the recipient of a spell or spell-like ability that grants a morale bonus to saving throws versus enchantment, the bonus for this feat does not stack. However, you may re-roll a single saving throw versus enchantment when under the effects of another spell or spell-like ability that grants the bonus as an immediate action. You may only re-roll once per day and must take the results of the second roll, regardless of the results.

BLESSING OF SAIL [OGHAM]

Your ties to sorrowful willow as represented by the sail ogham are birthed in the light of the moon, and your senses wax and wane with the coming of dusk and dawn.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: Your perception heightens depending on the degree of darkness. While in dim light, you gain a +2 circumstance bonus to any perception checks. While in complete darkness, you gain a +4 circumstance bonus to any Perception skill checks. This feat grants no additional senses in regards to seeing the dark or dim light.

BLESSING OF NION [OGHAM]

Your ties to the ash tree grant you insights to matters of both spiritual and natural significance.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: You gain a +2 insight bonus to perception skill checks involving nature or areas of spiritual focus (including temples or areas enhanced with positive or negative energy) as well as Knowledge (nature) and Knowledge (religion) skill checks. You may choose Knowledge (nature) or Knowledge (religion) and add one as a class skill.

BLESSING OF HÚATH [OGHAM]

The hawthorn tree holds special significance to you for the protection it provides and its connection to the world of the fey as represented by the ogham húath.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.



Benefit: You gain a +2 insight bonus to Sense Motive skill checks when dealing with individuals of indifferent or worse attitude. If you are dealing with someone of the fey type, this bonus increases to +4. You also gain a DR 1 versus any physical attack from a fey type creature, and for every Ogham feat you possess beyond this one, the DR increases by 1 (maximum of 5).

BLESSING OF DÚIR [OGHAM]

The mighty oak represents your inner strength and ability to weather the strongest of storms through the dúir ogham. It grants you an inner strength to resolve conflict with enduring stoicism.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: You may use your Constitution modifier in place of Charisma when making Diplomacy and Intimidate skill checks or any Charisma ability check that does not involve deception, representing the strength of your character granted by your strong demeanor. For every ogham feat

you possess beyond this one, you gain a +1 bonus to the afore-mentioned skill check as well.

BLESSING OF TINNE [OGHAM]

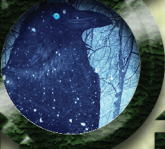
The counterpart to the mighty oak, holly seeks to shine forth no matter what the challenge as represented by the tinne ogham.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: You may use your Charisma modifier in place of your Constitution modifier when making Constitution checks or Fortitude saves versus environmental effects or attempting to stabilize if reduced to less than 0 hit points. For every ogham feat you possess beyond this one, you gain a +1 bonus to the afore-mentioned skill check as well.

BLESSING OF COLL [OGHAM]

Known for their potent hazel nuts, the hazel represents wisdom and elucidative vision as represented through the coll ogham.



Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: You gain a +1 insight bonus to Perception and Sense motive skill checks. If you are given time to ponder on a situation (at least an hour or more), you may make a Knowledge skill check untrained regardless of the field involved. For every ogham feat you possess beyond this one, you gain a +1 bonus to the afore-mentioned skill check as well.

BLESSING OF CEIRT [OGHAM]

Rejuvenation and long life are associated with the apple and blessed through the ceirt ogham.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: When subjected to a magical effect that prematurely ages you, you gain a +2 bonus to any saving throws versus the effect. In addition, choose one physical attribute (Strength, Dexterity, or Constitution) and you do not suffer any penalties to that particular attribute from the effects of aging.

BLESSING OF MUIN [OGHAM]

The vine of life strongly binds you to your allies and loved ones, blessing you through the muin ogham.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: You are able to spur yourself and your allies that can hear you to fight through the greatest of ordeals. You and allies within 30 ft. gain a +1 morale bonus to any Will saves versus compulsion or fear-based effects as long as you can speak and the allies within range can hear you. For every ogham feat you possess beyond this one, the morale bonus increases by +1 (maximum of +5).

BLESSING OF GORT [OGHAM]

As the ivy overcomes nearly any obstacle within its path, so the gort ogham grants you the resolve to overcome that which stands in your way.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: You gain DR 1 versus piercing or slashing damage from damage caused by moving through natural (non-

magical) hazards such as brier groves or thorn bushes. If subjected to the entangled condition caused from plants (including the Entangle spell), you gain a +1 bonus to your CMD to avoid becoming entangled. For every ogham feat you possess beyond this one, increase the DR by 1 and the bonus to you CMD by +1 (maximum of 5 for each).

BLESSING OF NGÉADAL [OGHAM]

Wheat is the staple of life and civilization and the ngéadal ogham represents the strong bonds built upon the need of community.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: You gain a +1 insight to Diplomacy and Sense Motive skill checks when dealing with creatures of the Humanoid type, and both skills are treated as class skills for you if they are not already on your class skill list. For every Ogham feat you possess beyond this one, you gain an additional +1 insight bonus (maximum of +5).

BLESSING OF STRAIF [OGHAM]

The thorny blackthorn presents an abrasive barrier that the spirit of the strair ogham captures in its ability to both cause and withstand strife.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: You gain a +1 competence bonus to any Intimidate skill checks and it is treated as a class skill for you. This same bonus also applies to any DCs for someone attempting to demoralize you with the Intimidate skill. This bonus increases by +1 for every Ogham feat you possess beyond this one (maximum of +5).

BLESSING OF RUIS [OGHAM]

Known as the witch tree, the Elder has a strong connection to the energies provided by otherworldly patrons of the witch. The spirit of the ruis ogham grants you special liberties when dealing with such energies.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: You subjected to a negative hex, you gain either a +1 circumstance bonus to any associated saving throw or a +1 deflection bonus when a touch attack is required.



These bonuses increase by +1 for every ogham feat you possess beyond this one (maximum of +5).

If you can cast a hex, the DC for any associated saving throws increases by +1 (this is not compounded with additional ogham feats).

BLESSING OF AILM [OGHAM]

The enduring vitality of the evergreen during the darkest of winters is imbued by the spirit of the ailm ogham.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: You gain a +1 circumstance bonus to saving throws versus cold including environmental effect. You do not suffer lethal damage when in any cold environment less than severe (-20° Fahrenheit or less), once you are reduced to 0 hit points you just enter a state of hibernation (unconsciousness) until the nonlethal damage is healed. Even in severe cold conditions, you only suffer nonlethal damage until you are reduced to 0 hit points, after which you suffer lethal damage.

For every ogham feat you possess beyond this one, your circumstance bonus increases by one point (maximum of +5).

BLESSING OF ONN [OGHAM]

The golden hue of the Gorse represents wealth and well being, and you are imbued with such aspects from the spirit of the onn ogham.

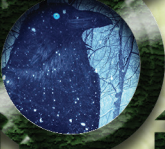
Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: If you are dealing with a merchant with which has a friendly or helpful attitude, any transaction in which you are trying to sell items are guaranteed to be rewarded with at least 80% to 90% of its normal value. Additionally, the merchant may sell non-magical items to you at 60% to 75% of the normal price if time is spent to get to know the merchant and gain a friendly or helpful attitude. This feat offers no benefit to any actual Diplomacy skill checks however.

BLESSING OF ÚR [OGHAM]

Providing benefits to hearth and home, the heather is a staple in everyday life and the spirit of the úr ogham imbues you with the maturity and skills to match.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.



Benefit: You are considered trained in the Profession skills associated with the hearth including baker, brewer, butcher, cook, farmer, gardener, innkeeper, midwife, miller, shepherd, stable master, and woodcutter. You also gain a +1 **competence bonus** to any skill check involving any of those professions. If you have one or more ranks in a particular profession, you gain an additional +1 **competence bonus** per ogham feat you possess beyond this one (maximum of +5 granted by this feat).

BLESSING OF EADHADH [OGHAM]

The leaves of the poplar continually tremble in anticipation of the worse yet to come or in continual state of foreboding sadness. The spirit of the eadhadh ogham imbues you with a similar sense of foreboding doom that tends to cause others to see you as continually pessimistic.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: For every ogham feat you possess, you gain a +1 AC bonus to your AC (maximum of +5) when you are flat-footed or denied your Dexterity as long as you are conscious and are not prevented from taking any sort of action. This feat does not prevent you from being caught unaware, but the spirit of the eadhadh grants you a continual sense of wariness. If you cannot be caught flat-footed (such as the Uncanny Dodge class feature), you do not gain any benefit from this feat.

BLESSING OF ÍODHADH [OGHAM]

The yew's longevity and ability to overcome the harshest of conditions is captured by the spirit of the íodhadh ogham and imbued upon your very nature.

Prerequisite: Ogham Connection or the Ogham-Craobh class feature.

Benefit: You gain a **circumstance bonus** to any Fortitude checks to stabilize when reduced to 0 or less hit points equal to the total number of ogham feats you possess. Also, the total negative amount of damage you may take before you physically die is equal to your Constitution plus the total number of ogham feats you possess. This number does not stack with any other feat or ability that extends the amount of negative damage you may take before you are dead.

MAJOR BOON OF THE OGHAM [OGHAM]

Your devotion to the Ogham as unlocked greater powers associated with it.

Prerequisites: Minor Boon of the Ogham for the same feda chosen for this feat, Wisdom 15 or greater, Character level 11 or greater.

Benefit: Choose one Ogham for which you have the Minor Boon of the Ogham, you also gain the greater power (normally granted at 8th level) for that Ogham as well. As with the Minor Boon, your effective class level for the power is equal to ½ your character level (or Hit Dice) and Wisdom for any associated saving throws or other attribute related properties of the power. This feat also does not grant you access to the bonus spells or bonus feat associated with the Ogham domain in question.

MINOR BOON OF THE OGHAM [OGHAM]

Your connection to the essence of the Ogham spirits grants you the ability to tap into their powers.

Prerequisites: Three or more Ogham feats, Wisdom of 13 or greater.

Benefit: Choose one Ogham for which you have a Blessing feat, you can now access the first power granted by the Ogham's domain. Your effective class level for the power is equal to ½ your character level (or Hit Dice) and Wisdom for any associated saving throws or other attribute related properties of the power. This feat does not grant you access to the bonus spells or bonus feat associated with the Ogham domain in question.

Special: You may choose this feat more than once for any Ogham domains related to Blessing feats you possess to a maximum number of times equal to your Wisdom modifier (minimum of 1)

OGHAM CONNECTION [OGHAM]

You have forged ties with the spirits of nature through the ogham, unlocking abilities granted by the goddess.

Prerequisite: +1 or greater Wisdom modifier.

Benefit: You may request the blessing of the ogham once per day, gaining a +2 bonus to a single saving throw as an immediate action. If you are in a natural area, this bonus increases to +4.

Archetypes

While mainly focusing on mother nature, the druid's role can take many forms and many are heavily influenced by the world of the fey. Many of the following archetypes of from the creative juices of Aaron Hollingsworth, so enjoy.

ABJURATION DRUID

Seeking to protect above all else, the abjuration druid focuses on magics that can be used to protect himself and the lands he protects.

EXPANDED SPELLCASTING

In addition to the standard druid spell list, the abjuration druid gains access all the abjuration spells from the wizard spell list. These spells are cast as divine spells.

This alters the druid's spellcasting ability and the abjuration druid does not gain the druid's Nature Bond class feature.

SPONTANEOUS SPELLCASTING

The abjuration druid may sacrifice a prepared spell of the same or higher level spell level to spontaneously cast from the following spell list.

1st — *Endure Elements*, 2nd — *Resist Energy*, 3rd — *Cloak of Winds*, 4th — *Life Bubble*, 5th — *Stoneskin*, 6th — *Antilife Shell*, 7th — *Spell Turning*, 8th — *Prismatic Wall*, 9th — *Prismatic Sphere*

This replaces the druid's Spontaneous Casting class feature.

BLOODLINE MINGLER

As part of their druidic initiation, these druids mingle their blood with a beings of potent magic to gain the mysterious powers of a sorcerer.

BLOODLINE

Starting at 1st level, select one bloodline from the sorcerer core class. The druid gains the bonus spells, bloodline arcana, and bloodline powers of this bloodline, treating her druid level as her sorcerer level. Sorcerer spells gained in this way are treated as divine spells from the druid spell list. All bloodline arcana and bloodline powers which are



based on Charisma are instead based on Wisdom. This bloodline must have a strong connection to nature. Once this choice is made, it cannot be changed.

This replaces the druid's Nature Bond and the Wild Shape class features.

CONJURATION DRUID

The art of creation and summoning aid in the midst of turmoil is nothing new for the druid, but the conjuration druid seeks to provide just the right type of assistance as needed for the time.

EXPANDED SPELLCASTING

In addition to the standard druid spell list, the conjuration druid gains access all the conjuration spells from the wizard spell list. These spells are cast as divine spells.

This alters the druid's spellcasting ability and the conjuration druid does not gain the druid's Nature Bond class feature.

SPONTANEOUS SPELLCASTING

The conjuration druid may sacrifice a prepared spell of the same or higher level spell level to spontaneously cast from the following spell list.

1st — *Stone Shield*, 2nd — *Create Pit*, 3rd — *Spiked Pit*, 4th — *Acid Pit*, 5th — *Hungry Pit*, 6th — *Transport via Plants*, 7th — *Creeping Doom*, 8th — *Word of Recall*, 9th — *Shambler*

This replaces the druid's Spontaneous Casting class feature.

DIVINATION DRUID

Communion with the spirits of nature is essential for the druid to meet the needs of the lands she inhabits and safe-guards from the intrusions of those that would seek to despoil it. The divination druid is continually on guard for any potential dangers to her assigned lands.

EXPANDED SPELLCASTING

In addition to the standard druid spell list, the divination druid gains access all the divination spells from the wizard spell list. These spells are cast as divine spells.

This alters the druid's spellcasting ability and the divination druid does not gain the druid's Nature Bond class feature.

SPONTANEOUS SPELLCASTING

The divination druid may sacrifice a prepared spell of the same or higher level spell level to spontaneously cast from the following spell list.

1st — *Detect Snares and Pits*, 2nd — *Greensight*, 3rd — *Speak with Plants*, 4th — *Scrying*, 5th — *Commune with Nature*, 6th — *Find the Path*, 7th — *True Seeing*, 8th — *Discern Location*, 9th — *Foresight*

This replaces the druid's Spontaneous Casting class feature.

DRAOIDH

Draoidhs are more focused on mundane societal concerns than magic, often serving the public as priests, lore keepers, and justices of the law. They believe that if nature is to remain unspoiled, then people must be disciplined and pious.

ALIGNMENT

A draoidh must be lawful neutral.

SKILLS

A draoidh's skill ranks per level is 8 + Int modifier, instead of 4 + Int modifier. In addition, a draoidh gains all Knowledge skills as class skills and may make Knowledge skill checks untrained.

At 8th level, the draoidh may take 10 in any Knowledge skill she has at least one rank unless she decides to roll for it normally. Once a day the draoidh may take a 20 on a Knowledge skill check as a standard action, gaining an additional use at 14th level and 20th level.

ÙGHDARRAS

The draoidh are highly respected and their very presence has an aura that can affect others. The draoidh may attempt to affect others through speech in a similar function to the bard's Bardic Performance for a number of total rounds per day equal to twice her class level + her Wisdom or Charisma modifier (whichever is higher).

This aura of authority allows the draoidh to gain the following effects by initially engaging in others through Diplomacy or Intimidation as a standard action and maintaining it as a free action. At 8th level, the draoidh may initiate this effect as a move action, and at 16th level as a swift action. All of the following effect have an audible component and will not affect anyone that cannot hear the draoidh. Any saving throws associated with these effects have a DC of 10 + ½ the draoidh's class level + and either her Wisdom or Charisma modifier (whichever is greater).

The effects of the ùghdarras always include a verbal component and the recipient must be able to see and hear the draoidh in order to be affected by this aura. Unless otherwise specified, only one effect of the ùghdarras may be used at a time.



SUIMIÚIL (SU)

At 1st level, the draoidh may attempt to fascinate a creature within 90 ft. of the draoidh unless it makes a **Will** save to avoid the effect. Those that successfully make their saving throw are immune to any further attempt to fascinate them from the draoidh for 24 hours. If fascinated, the affected creature will just sit or stand and attend to the draoidh's every word as long as she continues to extol the virtues of nature. While fascinated, affected creatures suffer a -4 penalty to **Perception** checks.

If the affected creature feels threatened it may immediately make another saving throw to shake off the effects. If the affected creature is attacked, it immediately ends the fascination and the creature cannot be affected by the draoidh's speech for 24 hours regardless of the effect being used.

At 3rd level and every three levels thereafter, the draoidh may attempt to fascinate one additional creature. This is a mind-affecting effect and the subjects must be able to comprehend what the draoidh is speaking.

MISNEACH NAOFA (SU)

At 3rd level, the draoidh may use her ùghdarras to grant his allies (and herself) righteous courage with a +1 competence bonus on attack and weapon damage rolls. At 6th level and every six levels thereafter the competence bonus increases by +1 (maximum of +4 at 18th level). This is a mind-affecting effect.

MOLADH (SP)

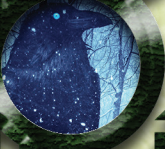
At 6th level, the draoidh may make a *Suggestion* (as the spell) to an individual that she has fascinated by her Suimiúil ability. Use of this ability requires a standard action to initiate, but it does not interrupt the Suimiúil ability. Only one creature may be impacted per turn and it is allowed a separate **Will** save to ignore the suggestion given by the draoidh. A single individual target may only be this ability per use of the Suimiúil.

This ability is a mind-affecting effect, an enchantment (compulsion), and the subjects must be able to comprehend what the draoidh is speaking.

BREITHIÚNAS CRUA (SU)

At 8th level, the draoidh can cause all enemies within 30 ft. to become shaken unless they make a **Will** save. Once shaken, the effect persists as long as the draoidh continues her ùghdarras and the affected individual can still hear the draoidh (even if it moves more than 30 ft. from the draoidh). This ability will not increase the severity of anyone already shaken.

An opponent that successfully makes its **Will** save cannot be affected by that particular draoidh's Breithiúnas Crua for 24 hours.



The Breithiúnas Crua is a mind-affecting fear-based effect and those affected do not need to understand what the draoidh is saying to be effective.

CIONTÚ NAOFA (SU)

At 10th level, the draoidh may convict her allies and herself of the righteous cause they are facing. This ùghdarras grants allies within 10 ft. of the draoidh (as well as herself) temporary hit points equal the draoidh's class level and a +1 deflection bonus to their AC. At 14th level and 18th level the deflection bonus to AC increases by +1.

Once an ally gains the benefit of this effect it continues as long as the ally can hear the draoidh, even if it moves more than 10 ft. away. This is a mind-affecting effect.

BREITHIÚNAS UAFÁSACH(SP)

At 14th level, the draoidh may cause any shaken opponent within 30 ft. to become frightened and flees from the draoidh as long as it can hear the draoidh plus a number of rounds equal to the draoidh's Charisma or Wisdom modifier (whichever is greater). Initiating this ability requires a standard action and the draoidh may continue her Breithiúnas Crua to maintain the shaken effect as well.

Those susceptible to this effect must make a Will save, and if successful is immune to that particular draoidh's Breithiúnas Uafásach for 24 hours.

The Breithiúnas Uafásach is a mind-affecting fear-based effect and those affected do not need to understand what the draoidh is saying to be effective.

MOLADH MÓR (SP)

At 18th level, the draoidh apply the suggestive effects of her Moladh to everyone affected by her Suimiúil ability as a standard action. She may use this ability only once per use of her ùghdarras.

This ability is a mind-affecting effect, an enchantment (compulsion), and the subjects must be able to comprehend what the draoidh is speaking.

BREITHIÚNAS DEIRIDH (SU)

At 20th level, the draoidh may pass final judgment on one enemy as a full round action as long as the chosen opponent within 30 ft. The target is allowed a Will save to avoid the results of the judgment and if successful the target is staggered for 1d4 rounds but is also immune

to this ability from that particular draoidh for 24 hours. Otherwise the target dies.

The Breithiúnas Deiridh is a mind-affecting death effect and those affected do not need to understand what the draoidh is saying to be effective.

SPELL CASTING

A draoidh does not gain access to druid spells and does not have a druid caster level or spell list. This applied archetype is not considered a spellcasting class.

NATURE BOND

A draoidh cannot choose an animal companion, but instead gains two cleric domains instead of just one for her nature bond. She does not gain the bonus spells from these domains but does gain access to their powers and uses her class level as the effective cleric level for determining their effects.

DRYAD'S BELOVED

The love of a dryad is a most prized thing among druids. For in such a love, no matter how fleeting a dalliance it may have been, many mystical secrets are exchanged. A dryad's beloved gains the abilities of her lover, and is forever then entrusted to honor the trees they both hold dear.

TREE UNION (SU AND SP)

At 1st level, dryad's beloved can assume the form of a tree as the *Tree Shape* spell. She can remain in the form of the tree as long as she wishes, though she can only assume the tree shape a number of times per day equal to her Wisdom modifier.

At 4th level, while in the shape of an inanimate tree, the dryad's beloved may produce the effects of the *Grove of Respite* spell once per day. This effect is a spell-like ability.

The dryad's beloved does not gain the ability to change into an animal or elemental, but at 6th level she does gain the ability to take the form of a small or medium sized plant creature as the *Plant Shape I* spell once per day. At 9th level, she may transform into a large plant creature as the *Plant Shape II* spell. And at 12th level, the dryad's beloved may transform herself into a huge plant creature as the *Plant Shape III* spell.



As the normal Wild Shape ability, the dryad's beloved may take the form of the plant creature up to 1 hour per class level, once a day at 6th level and an additional time every two levels thereafter (up to seven times at 18th level) with no limitations on the number of times per day once she reaches 20th level.

At 8th level, the dryad's beloved may transport herself through trees as the *Tree Stride* spell by expending one of her daily uses of her Wild Shape ability. At 20th level, she may use this ability a maximum of 8 times per day.

This replaces the druid's Nature Bond and Timeless Body class feature and modifies the Wild Shape class feature.

WOODCRAFT (Ex)

The dryad's beloved has a +6 bonus to Craft checks involving wood, and is always treated as if she had

masterwork artisan's woodworking tools when making such checks at 1st level.

This replaces the druid's Nature Sense class feature.

NATURE'S CALL (Sp)

Starting at 4th level, a dryad's beloved can use *Suggestion* as a spell-like ability, once per day. She can use this spell-like ability an additional time per day at 8th, 12th, 16th, and 20th level.

This replaces the druid's Resist Nature's Lure and Venom Immunity class features.

NATURE'S CARESS (Sp)

Starting at 13th level, a dryad's beloved can use *Make Whole* (as the spell) at will on any inanimate plant.

This replaces the druid's A Thousand Faces class feature.

ENCHANTMENT DRUID

Taking their cue from the world of the fey, the enchantment druid seeks to entice others to protect her lands and diffuse confrontations and dangers with less dangerous means of provocation.

EXPANDED SPELLCASTING

In addition to the standard druid spell list, the enchantment druid gains access all the enchantment spells from the wizard spell list. These spells are cast as divine spells.

This alters the druid's spellcasting ability and the enchantment druid does not gain the druid's Nature Bond class feature.

SPONTANEOUS SPELLCASTING

The enchantment druid may sacrifice a prepared spell of the same or higher level spell level to spontaneously cast from the following spell list.

1st — *Charm Animal*, 2nd — *Hold Animal*, 3rd — *Dominate Animal*, 4th — *Charm Monster*, 5th — *Hold Monster*, 6th — *Suggestion [Mass]*, 7th — *Power Word Blind*, 8th — *Europhic Tranquility*, 9th — *Sympathy*

This replaces the druid's Spontaneous Casting class feature.

ERLKING DISCIPLE

Erlking disciples guard the wildest, most pristine reaches of nature, and lead other druids to reclaim defiled lands. Most forest creatures acknowledge an erlking disciple as a lesser lord of the forest and arbiter in disputes between the people of the wilds.

ALIGNMENT

An erlking disciple must be chaotic neutral.

FEY WARCRAFT (EX)

An erlking disciple is treated as a fighter for purposes of feat prerequisites.

This replaces the druid's Wild Empathy class feature.

IRONWOOD MASTERY (SU)

Starting at 4th level, any natural armor (made from leather, wood, or stone) an erlking disciple wears gains a +1 enhancement bonus, and any natural weapon (made from bone, stone, or wood that contains no metal, but not including natural attacks) she wields is treated as a +1 cold iron weapon. These bonuses increase by +1 at 8th level and every four levels thereafter (maximum of +5 at 20th level). These bonuses do not stack with magical armor or weapons.

At 10th level, the enhanced armor gains the Stanching special ability and at 14th level it gains the Fortification (light) special ability.

At 10th level, the enhanced weapons gains the Keen special ability. If the weapon is a melee weapon, at 14th level the weapon also gains the Wounding special ability.

This replaces the druid's Wild Shape class feature.

ENEMY TO ALL (EX)

Starting at 4th level, a erlking disciple adds ½ his druid level to Bluff, Knowledge, Perception, Sense Motive, and Survival checks against any type of humanoid creature.

At the beginning of each day while preparing his spells, the erlking disciple may choose one humanoid sub-type and treat it as a favored-enemy for that day. This grants the erlking disciple a +2 bonus to attack and damage rolls versus that type of enemy. This bonus increases by +1 at

8th level and every four levels thereafter (maximum of +6 at 20th level).

This replaces the druid's Resist Nature's Lure and Venom Immunity class features.

WINGS OF GUARDIANSHIP (SU)

At 13th level, the erlking disciple may grow a set of bird-like wings made of autumnal leaves as a standard action that grants him a fly speed of 60 ft. with good maneuverability. The wings remain for a number of rounds equal to his class level and he may call upon them a number of times per day equal to his Wisdom modifier (minimum of 1).

This replaces the druid's A Thousand Faces class feature.

EVOCATION DRUID

Ever striving to learn the most impressive and destructive forms of magic, evocation druids mimic wizardly spells to help reflect the glory of nature's wrath.

EXPANDED SPELLCASTING

In addition to the standard druid spell list, the evocation druid gains access all the evocation spells from the wizard spell list. These spells are cast as divine spells.

This alters the druid's spellcasting ability and the evocation druid does not gain the druid's Nature Bond class feature.

SPONTANEOUS SPELLCASTING

The evocation druid may sacrifice a prepared spell of the same or higher level spell level to spontaneously cast from the following spell list.

1st — *Produce Flame*, 2nd — *Burning Gaze*, 3rd — *Fireball*, 4th — *Flame Strike*, 5th — *Fire Snake*, 6th — *Contagious Flame*, 7th — *Fire Storm*, 8th — *Stormbolts*, 9th — *Meteor Swarm*

This replaces the druid's Spontaneous Casting class feature.

GREMLIN GRINDER

It takes a certain level of wicked mischief to befriend gremlins. Those who can call themselves gremlin grinder can rarely be trusted by anyone other than gremlins. Fellow druids are usually able to tolerate these embarrassing brethren due to their uncanny ability to thwart the advancements of unnatural mechanisms.

ALIGNMENT

A gremlin grinder must be neutral evil or chaotic neutral.

SKILLS

A gremlin grinder gains Disable Device as a class skill instead of Heal.

SUMMON GREMLINS

A gremlin grinder may summon gremlins by sacrificing a prepared spell. This functions in all ways like the *Summon Nature's Ally* spell but only gremlins may be summoned as listed on the Gremlin Summoning Table. If the gremlin grinder prepares the *Summon Nature's Ally* spell, she may choose from the Gremlin Summoning Table as well.

This alters the druid's Spontaneous Spellcasting class feature.

Gremlin Summoning Table

Spell Level	Gremlin Summoned
1st	Grimple, Mite, or Nuno
2nd	Haniver or Pugwampi
3rd	Fuath, Jinkin, or Vexgit
4th	Forlarren, Nuglub, or Spring-Heeled Jack
5th	Boggart, Fossegrim, or Huldra
6th	Danthienne, Kikimora, or Lurker in Light
7th	Boggle, Sangoi, or Shadow Collector
8th	Bogeyman
9th	Banelight

GREMLIN BOND

At 1st level, a gremlin grinder forms a powerful bond with a gremlin. This gremlin advances just like an animal companion. Below are the statistics for this gremlin.



This modifies and replaces the druid's Nature Bond class feature.

SPEEDY SABOTAGE (SU)

Gremlin grinders are adept at disassembling machinery beginning at 1st level, reducing even complex devices to trash with shocking speed. When using the Disable Device skill, the gremlin grinder treat all devices as being one category simpler for the purposes of determining how long it takes to use the skill. Thus, difficult devices count as tricky, tricky devices count as simple, and simple devices can be dismantled as a free action.

This replaces the druid's Nature Sense and Wild Empathy class features.

GREMLIN

STARTING STATISTICS

Size: Small; Speed: 30 ft.; Attack bite (1d4); Ability Scores: Str 12, Dex 15, Con 12, Int 2, Wis 5, Cha 12; Special Qualities darkvision 120 ft, low-light vision.

4TH-LEVEL ADVANCEMENT

Ability Scores Int +4; Spell-like Abilities At will—*Prestidigitation*, *Speak With Animals*, 1/day — *Shatter*, *Rusting Grasp*, *Snare*

Note: the gremlin is of the fey type and uses a d6 for its HD.

KNEECAPPER (Ex)

At 2nd level, the gremlin grinder's gremlin companion gains a +4 racial bonus on combat maneuver checks to trip an opponent.

This replaces the druid's Woodland Stride class feature.

WRECKING CREW (Su)

At 3rd level, a gremlin grinder and her gremlin companion can work together to dismantle a device. This ability functions like the *aid another* action, but the gremlin grinder can receive help from her companion, granting a +4 bonus on her *Disable Device* check.

This replaces the druid's Trackless Step class feature.

HENGE DRUID

Throughout the world, ancient stone blocks erected by druids can be found in strange arrangements. These mysterious formations are called cromlechs, or henges by some. Why they exist, only certain druids can say. The henge druid specializes in the crafting and molding of these mysterious and powerful structures whose origins are believed to hail from the First World.

MASON'S HAND (Su)

At 1st level, the henge druid learns to imbue small stones with potent power. She may take a normal hand-sized stone as a move action and grant it a temporary +1 enhancement bonus that causes 1d6 points of damage (1d4 if the henge druid is small, and the enhancement bonus is also added to the damage) when used by the henge druid before the start of her next turn. The henge

druid may throw the stone with a 20 ft. range increment, or the stone may be slung by a normal sling.

At 2nd level, the henge druid transform her hand to stone as the *Stone Fist* spell with a move action, allowing her to make an unarmed attack without provoking an *attack of opportunity* and gaining the *enhancement bonus* and any special abilities granted. The stone fist does the same damage as the thrown stone and it ignores hardness of any object less than the enhancement bonus of her stone fist.

At 3rd level, the henge druid may use this power to raise a stone slab to protect her as the *Stone Shield* spell as an *immediate action*. When using the power in this fashion, she cannot use this class feature for 1 full round after the stone shield is created.

At 4th level, the henge druid may cause the earth to rise beneath her as the *Groundswell* spell as a *swift action*. She may only use this effect upon herself and the duration is only 1 round before it returns to its normal elevation. While using this effect, the henge druid cannot employ the magic to gain any other effects from this class feature.

At 5th level and every five levels thereafter, the *enhancement bonus* of the stone increases by +1 (maximum of +5 at 20th level). Once the henge druid reaches 7th level, the stone is treated as having the *Ghost Touch* weapon special ability. At 9th level, the stone causes 2d6 points of damage (2d4 for small henge druids) versus creatures of the monstrous humanoid or humanoid (giant) types. At 12th level, the stone causes 2d6 points of damage (2d4 for small henge druids) versus undead. At 15th level, the stone causes 3d6 points of damage (3d4 for small henge druids) versus undead as well as creatures of the monstrous humanoid and humanoid (giant) types.

This replaces the druid's Nature Bond class feature.

STONE CALL (Sp)

The henge druid may sacrifice a prepared spell to cast the *Stone Call* spell. The damage caused by the effect is based on the level of the spell sacrificed, causing 1d6 points per spell level. If the spell level sacrificed is third level or less, the duration is 1 round/caster level in regards to the are being treated as difficult terrain. Sacrificed spells of fourth to sixth level cause the duration to extend to 10 minutes/caster level. Seventh level or higher spells

sacrificed increase the duration of the difficult terrain to 1 hour/caster level.

This replaces the druid's ability to spontaneously cast *Summon Nature's Ally* spells.

ONE WITH THE STONE (Sp)

At 3rd level, the henge druid may merge with a large stone surface as the *Meld into Stone* spell, using her class level as the effective caster level. The henge druid may merge in this fashion a number of times per day equal to $\frac{1}{2}$ her class level. She may spend one of her daily uses to allow one other to meld with her as long as the recipient is no larger than the henge druid.

This replaces the druid's Trackless Step class feature.

HEART OF STONE

Beginning at 4th level, the henge druid gains limited control of the earth itself through stone points. She begins with 1 point plus her Wisdom modifier and gains an additional point every even level thereafter (maximum of 9 + her Wisdom modifier points at 20th level). She may use these points to produce the following effects by expending 1 point (or more if the description indicates such).

At 4th level, the henge druid may release a tremor upon the earth by striking the ground as a **standard action** whose effects are identical to the *Earth Tremor* spell. This is a **spell-like ability**.

At 5th level, the henge druid may alter an existing stone to fit her needs or desire as a **standard action**. The effects of the alteration are identical to the *Stone Shape* spell. This is a **spell-like ability** that requires 2 points to initiate.

At 6th level, the henge druid may take the shape of the small earth elemental as the *Elemental Body I* spell, though the duration is 1 hour/level rather than 1 minute/level. This is a **supernatural ability**.

At 8th level, the henge druid may take the shape of a medium earth elemental as the *Elemental Body II* spell though the duration is 1 hour/level rather than 1 minute/level. This is a **supernatural ability**.

At 9th level, the henge druid may cast *Wall of Stone* as a **spell-like ability**. This ability requires 3 stone points.

At 10th level, the henge druid may take the shape of a large earth elemental as the *Elemental Body III* spell though the duration is 1 hour/level rather than 1 minute/level. This is a **supernatural ability**.

At 12th level, the henge druid may take the shape of a huge earth elemental as the *Elemental Body IV* spell though the duration is 1 hour/level rather than 1 minute/level. This is a **supernatural ability**.

The henge druid uses her class level as the effective class level to determine the effects of these abilities unless noted otherwise.



This replaces the druid's Wild Shape class feature.

STONE WHISPERER (SP)

At 13th level, the henge druid may speak with stone as the *Stone Tell* spell a number of times per day equal to her 3 + her Wisdom modifier.

This replaces the druid's A Thousand Faces class feature.

ILLUSION DRUID

The fey are consummate masters of glamors and figments. The illusion druid focuses on the aspect of trickery and guile to confound and confuse those that would seek to defile her lands.

EXPANDED SPELLCASTING

In addition to the standard druid spell list, the illusion druid gains access all the illusion spells from the wizard spell list. These spells are cast as divine spells.

This alters the druid's spellcasting ability and the illusion druid does not gain the druid's Nature Bond class feature.

SPONTANEOUS SPELLCASTING

The illusion druid may sacrifice a prepared spell of the same or higher level spell level to spontaneously cast from the following spell list.

1st — *Disguise Self*, 2nd — *Disguise Other*, 3rd — *Major Image*, 4th — *Shadow Step*, 5th — *Seeming*, 6th — *Shadow Walk*, 7th — *Lunar Veil*, 8th — *Screen*, 9th — *Shades*

This replaces the druid's Spontaneous Casting class feature.

MOLAR MAVEN

For some particularly demented fairies, teeth function like currency. Molar mavens are collectors of teeth that they use in exchange for services from tooth fairies or other fey that inhabits her land. The molar maven will always have her trusty pliers handy and in some places may even offer her services for dentistry to the local populace in exchange for the teeth pulled or other needed commodity.

TOOTH FAIRY

At 1st level, the molar maven gains a tooth fairy companion that created the pliers for the molar maven and keeps

them maintained as well as providing guidance and contact with other fey within the area.

PLIERS

The molar maven's pliers are treated as a masterwork dagger and the molar maven is treated as having the *Improved Dirty Trick* feat while wielding them. At 4th level, the molar maven gains a +1 enhancement bonus as long as she is the only one wielding the pliers. This enhancement bonus increases by +1 at 8th level and every four levels thereafter (maximum of +5 at 20th level).

At 4th level, the molar maven may use her pliers to pinch an opponent's extremities with a *dirty trick* combat maneuver. If successful, the opponent suffers 1 point of Dexterity damage. Dexterity may not be reduced by more points than ½ the molar maven's class level per encounter and an opponent's Dexterity cannot be reduced below 3. Creatures without appendages or extremities cannot be affected by this ability.

At 6th level, the molar maven is considered to have the *Improved Disarm* feat while wielding her pliers.

At 8th level, the molar maven may use her pliers to try and remove one of an opponent's teeth by using the *dirty trick* combat maneuver. If successful, the opponent suffers 1 point of Charisma and 1 point of bleed damage. Charisma may not be reduced by more points than ½ the molar maven's class level per encounter and an opponent's Charisma cannot be reduced below 3. Teeth pulled by the molar maven may be reattached within 10 minutes and

TOOTH FAIRY

STARTING STATISTICS

Size: Diminutive; Speed: 15 ft., fly 40 ft.; Attack pliers (1d4-2); Ability Scores: Str 5, Dex 14, Con 9, Int 8, Wis 15, Cha 10; Special Qualities darkvision 60 ft, low-light vision, *Improved Steal* as a bonus feat.

4TH-LEVEL ADVANCEMENT

Ability Scores Con +2, Cha +4; Spell-like Abilities At will — Mage Hand, Open/Close, 1/day — Invisibility (self only), Sleep. Tricky Thief special attack.

Note: the tooth fairy is of the fey type and uses a d6 for its HD.



then magically healed, restoring the Charisma damage and stopping the bleed damage.

At 12th level, the molar maven is considered to have the Greater Dirty Trick feat while wielding her pliers.

At 16th level, the molar maven is considered to have the Greater Disarm feat while wielding her pliers.

If the molar maven or her tooth fairy companion are killed, the pliers rust away into nothingness in 1d4 rounds. If the molar maven's pliers are destroyed, her tooth fairy companion may create a new set for the molar maven after an hour's work even without appropriate materials or tools.

This replaces the druid's Nature Bond, Nature Sense, Wild Empathy, Venom Immunity, and Timeless Body.

NECROMANTIC DRUID

While death and decay are part of the process of life, harnessing negative energy to give that which once lived a new sense of life through undeath is seen as a perversion of nature. However, that does not stop the necromantic druid from using such energies to protect their lands from others that would seek to defile it in other ways.

ALIGNMENT

The necromantic druid must be neutral evil in alignment.

EXPANDED SPELLCASTING

In addition to the standard druid spell list, the necromantic druid gains access all the evocation spells from the wizard spell list. These spells are cast as divine spells.

This alters the druid's spellcasting ability and the necromantic druid does not gain the druid's Nature Bond class feature.

SPONTANEOUS SPELLCASTING

The necromantic druid may sacrifice a prepared spell of the same or higher level spell level to spontaneously cast from the following spell list.

1st — *Ray of Sickening*, 2nd — *Pox Pustules*, 3rd — *Contagion*, 4th — *Blight*, 5th — *Greater Contagion*, 6th — *Plague Storm*, 7th — *Finger of Death*, 8th — *Sunburst*, 9th — *Horrid Wilting*

This replaces the druid's Spontaneous Casting class feature.

NYPHORBORN

Nymphborn are conceived in the romantic unions of mortal druids and fey nymphs. Intuitive learners of their druidic magic, nymphborn are both praised and feared for their inhuman beauty. It is said that the nymphborn's beauty can rival that of its mother and over time they learn to harness that power to inspire allies to greatness and even kill enemies on sight.

NYPH CHARM

A nymphborn uses her Charisma score instead of her Wisdom score to determine her maximum of spell level she may cast, effects of her spells and class abilities, and any associated saving throws for spells cast or class abilities used.

OTHERWORLDLY BEAUTY

The nymphborn's physical beauty can affect those within 30 ft. of her, though she must consciously harness that power. Beginning at 1st level, the nymphborn may focus on aura as a standard action and in some cases extend it with a free action. At 8th level, the nymphborn may initiate an aura as a move action, and at 16th level she may initiate an aura as a swift action. She may use her aura a total number of rounds per day equal to twice her class level + her Charisma modifier. The nymphborn may only use one aura power at a time at 1st level. She may maintain up to two auras at 6th level, three auras at 12th level, and three auras at 18th level.

The nymphborn gains access to the following abilities with her aura as she progresses in class levels. Those affected by a particular affect of the nymphborn's beauty must be able to see her, otherwise it has no effect.

FASCINATE (SU)

At 1st level, the nymphborn may attempt to fascinate a creature unless it makes a Will save to avoid the effect. Those that successfully make their saving throw are immune to any further attempt to fascinate them from the nymphborn for 24 hours. If fascinated, the affected creature will just sit or stand and attend to the nymphborn's every word as long as she continues to focus on her aura each round beyond the initial use of this power. While fascinated, affected creatures suffer a -4 penalty to Perception checks.

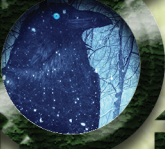


If the affected creature feels threatened it may immediately make another saving throw to shake off the effects. If the affected creature is attacked, it immediately ends the fascination and the creature cannot be affected by the nymphborn's aura for 24 hours regardless of the effect being used.

At 3rd level and every three levels thereafter, the nymphborn may attempt to fascinate one additional creature. This is a mind-affecting effect and the subjects must be able to see the nymphborn.

STUNNING GLANCE (SU)

At 1st level, a nymphborn can stun a creature with a look as a standard action. The target must succeed on a Fortitude save or be stunned for 1 round. A target that successfully made the Fortitude saving throw are not affected by the nymphborn's stunning glance for 24 hours. This is a mind-



affecting effect that cannot be extended beyond the round it was initiated, but if the target did fail its saving throw, it may be targeted again by the nymphborn's stunning glance.

INSPIRE COURAGE (SU)

At 2nd level, the nymphborn's aura can be used to grant allies (as well as herself) a +2 morale bonus versus charm and fear effects and a +1 competence bonus on attack and damage rolls. She may continue to focus on this effect after she initiates it, though allies that were not initially within 30 ft. of her when she began this effect do not gain the bonus even once they come within 30 ft. of the nymphborn. This is a mind affecting effect.

At 6th level and every six levels thereafter both the morale bonus and the competence bonus increase by one (maximum of +5 morale bonus to Will saves and +4 competence bonus for attack and damage rolls).

UNEARTHLY GRACE (SU)

At 3rd level, the nymphborn may use her aura to bolster her own defense, gaining a bonus to all of her saving throws and a deflection bonus to her Armor Class equal to her Charisma modifier (minimum of 1). This bonus increases by +1 at 9th and 18th level. Unlike her other aura abilities, the nymphborn may initiate this power as a swift action and maintain it as a free action.

INSPIRE COMPETENCE (SU)

At 4th level, the nymphborn may use her aura to inspire an ally to succeed at the task at hand. As long as the chosen ally can see the nymphborn and is within 30 ft. a +2 competence bonus is gained on a single skill check. If the task requires more than one round, the nymphborn may maintain her focus until the skill check is made or the nymphborn runs out of her daily allotment of rounds she may use her aura.

The competence bonus increases by +1 at 8th level and every four class levels thereafter (maximum of +6 at 20th level). This is a mind affecting effect.

SUGGESTION (SP)

At 6th level the nymphborn may use her aura to make a *Suggestion* (as per the spell) to a creature that she has already fascinated. Making a suggestion to a target that has been fascinated by the nymphborn does not

disrupt the fascinate effect, but the nymphborn must spend a standard action to initiate the suggestion while maintaining the fascinate effect as a free action.

A fascinated creature is allowed a Will save to ignore the suggestion and only one creature may be affected by this power at a time. Suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on the creature being able to comprehend what the nymphborn is suggesting. A creature that successfully makes its Will save versus this ability is immune from the nymphborn's aura ability for 24 hours.

DREADFUL BEAUTY (SU)

At 8th level the nymphborn may use her aura to foster a sense of growing dread in her enemies, causing them to take become shaken. The effect persists for as long as the enemy is within 30 ft. and the nymphborn maintains the effect. Each opponent within range is allowed a Will save to avoid the effect and those that successfully make their saving throw are not affected by the nymphborn's aura for 24 hours.

The nymphborn's aura cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. This aspect of the nymphborn's aura is a mind-affecting fear effect.

INSPIRE GREATNESS (SU)

At 10th level the nymphborn may use her aura to grant a chosen ally temporary hit points equal to the nymphborn's class level and a +2 morale bonus to all of the recipient's saving throws. The nymphborn may maintain this aura beyond the first round it was initiated. This is a mind affecting effect.

BLINDING BEAUTY (SU)

At 12th level, the nymphborn may use her aura to permanently blind a creature with her aura. The target is allowed a Fortitude saving throw to avoid the blindness. A target that successfully makes its saving throw cannot be affected by the nymphborn's blinding beauty for 24 hours.

FRIGHTFUL BEAUTY (SP)

At 14th level the nymphborn may cause fear in her enemies from her aura. Opponents within range must make a Will save or become frightened and flee for 1d4 + the





nymphborn's Charisma modifier rounds. If the opponents successfully makes its **Will** save, the creature is immune to the nymphborn's aura for 24 hours. This aspect of the nymphborn's aura is a mind-affecting fear effect.

INSPIRE HEROICS (SU)

At 16th level, the nymphborn can inspire tremendous heroism in herself or a single ally with her aura. The inspired recipient gains a +4 morale bonus on saving throws and a +4 **dodge** bonus to AC. The nymphborn may maintain this effect as long as she spends a **free action**

and the affected individual remains within 30 ft. This is a mind affecting effect.

MASS SUGGESTION (SP)

At 18th level, the nymphborn may use her aura of **Suggestion** simultaneously on multiple creatures affected by her fascination aura. The nymphborn may affect any number of creatures that she has already fascinated and a **Will** save is allowed for each creature targeted by the nymphborn. Those that successfully make their saving throw are not affected by the nymphborn's aura for 24 hours.

Mass suggestion is an enchantment (compulsion), mind-affecting, language dependent ability that relies on audible components.

DEADLY BEAUTY (SU)

At 20th level, the nymphborn may use her aura to cause one enemy to die from joy or sorrow. The nymphborn must focus her aura for 1 full round and the opponent then rolls a **Will** save. If the target makes a successful saving throw it is **staggered** for 1d4 rounds, and it is immune to the nymphborn's deadly beauty for 24 hours. If a creature's saving throw fails, it dies. **Deadly beauty** is a mind-affecting death effect.

This replaces the druid's Nature Bond and Wild Shape class features.

QUICKLING PROTÉGÉ

Lured by the desire to learn the subtleties of deft swordplay, these blade-happy druids learn their art from quickling masters. While never quite as fast as their fey instructors, quickling protégés make up for it in hard-earned skill and raw talent.

SKILLS

Quickling protégés gain **Acrobatics** as a class skill instead of **Ride**.

WEAPON PROFICIENCIES

A quickling protégé is proficient with dagger, dart, quarterstaff, rapier, sap, shortbow, short sword, and shortspear. The quickling protégé gains **Weapon Finesse** as a bonus feat.

This modifies the druid's weapon proficiencies.



FAST MOVEMENT

A quickling protégé's gains a +10 ft. movement increase based on her racial movement speed at 1st level. This benefit only applies when the quickling protégé is not wearing heavy armor or heavily encumbered. This movement increases by +5 ft. at 3rd level and every three levels thereafter (maximum of +40 ft. at 18th level).

This replaces the druid's Spontaneous Casting and Wild Empathy class features.

EVASION

At 2nd level, a quickling protégé easily avoids damage from area-based attacks including magical effects. If the quickling protégé makes her Reflex save versus an area-based effect that normally does half damage on a successful save, she suffers no damage. If the quickling protégé is wearing medium or heavy armor or is encumbered, she does not gain the benefit of this ability.

At 15th level, the quickling protégé gains improved evasion and suffers only half damage on a failed Reflex save and no damage on a successful Reflex save.

This replaces the druid's Woodland Stride, Trackless Step and a Thousand Faces class features.

QUICK STRIKE

At 4th level, the quickling protégé adds +1d6 points of precision damage to an opponent that is denied its Dexterity bonus to AC or when the quickling protégé is flanking the opponent. This includes any sort of physical melee attack or ranged attacks made within 30 ft. of the target. This is treated as sneak attack damage in regard to creature immunities. The quickling protégé may not do nonlethal damage while employing a quick strike.

The quickling protégé may take feats that have sneak attack as a prerequisite as long as she meets all the other requirements. At 6th level and every four levels thereafter, the quickling protégé may choose one of the following rogue talents that enhances her quick strike ability: Befuddling Strike, Bleeding Attack, Offensive Defense, Powerful Sneak, Slow Reactions, Sniper's Eye, and Underhanded. You may also choose from the following advanced rogue talents instead once you reach 14th level as long as you meet the talent requirements: Crippling

Strike, Deadly Sneak, Knock-Out Blow, or Unwitting Ally. Unless otherwise mentioned in the talent description, the quickling protégé may only take a particular rogue talent once.

The damage bonus increases by +1d6 at 8th level and every four levels thereafter (maximum of +5d6 points of damage at 20th level).

This replaces the druid's Wild Shape class feature.

UNCANNY DODGE

At 4th level, a quickling protégé reacts to danger instantly and she cannot be caught flat-footed and does not lose her Dexterity modifier to AC versus invisible attackers. This ability is negated if the quickling protégé is helpless, paralyzed, unconscious, or dead or if she is wearing heavy armor or heavily encumbered. Note that she can still lose her Dexterity modifier to AC if the opponent successfully feints her as a combat action.

This replaces the druid's Resist Nature's Lure class feature.

IMPROVED UNCANNY DODGE

At 9th level, a quickling protégé can no longer be flanked and is not susceptible to sneak attack damage unless the attack has at least four more class levels granting that ability than the quickling protégé's class level. If the quickling protégé has levels in another class that also grants her the Uncanny Dodge class feature (and she reached the level required for that ability), she adds her class levels together to determine the level required by the attack to successfully sneak attack her.

This replaces the druid's Venom Immunity.

REDCAP RAIDER

Redcap fey are more than just a race of fey, they are a loose fraternity of sadistic murderers. Occasionally, these will induct a particularly bloodthirsty druid into their fold. These redcap raiders revel in violent bloodshed and reckless combat.

ALIGNMENT

A redcap raider must be neutral evil.



BOOT STOMP (Ex)

The redcap raider gains a kick attack that it can make as a secondary attack, either as part of a full-attack action or as part of its movement just as if it had the **Spring Attack** feat at 1st level. This attack deals 1d6 points of damage (1d4 for a small and 1d8 for a large redcap raider) as a slam attack. The redcap raider is considered to have **Weapon Focus** feat for his kick attack once he reaches 3rd level.

The damage caused by the redcap raider's kick increases to 1d8 points of damage at 4th level, 1d10 points of damage at 8th level, 2d6 points of damage at 12th level, 2d8 points of damage at 16th level, and 2d10 points of damage at 20th

level. The damage listed should be adjusted based on the size of the redcap raider.

This replaces the druid's Spontaneous Casting and Wild Empathy class features.

HEAVY WEAPONS (Ex)

A redcap raider can wield melee weapons sized one category larger without penalty. At 4th level, any melee weapon wielded by the redcap raider is considered cold iron for purposes of damage reduction. At 8th level, the weapon is treated as silver for damage reduction. And at 12th level, the weapon is treated as adamantine for purposes of damage reduction and ignoring hardness.

This replaces the druid's Nature Bond class feature.

RED CAP (Su)

Starting at 4th level, a redcap raider wears a shapeless woolen hat, dyed over and over with the blood of his victims. While wearing this cap, the redcap raider gains a +2 bonus on damage rolls and fast healing 1. At 12th level, the bonus to damage rolls increases to +4 and the and fast healing increases to 2. At 20th level, the bonus to damage rolls increases to +6 and the and fast healing increases to 3.

These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps or redcap raiders. A redcap raider can create a new cap to replace a lost cap with 10 minutes of work as long as he has the materials available, though he does not gain the benefits of the cap until it is dipped in the blood of a fallen foe (which requires a standard action).

In addition, at 6th level, if the redcap raider is wearing the cap and wielding a scythe, he gains a +1 enhancement bonus to the scythe and it is treated as magic for purposes of damage reduction. This bonus increases by +1 every four levels thereafter (maximum of +4 at 18th level). At 8th level, the scythe also gains the **Wounding** special ability. At 16th level, the scythe also gains the **Vorpal** special ability. The enhancement bonus and special abilities do not function for anyone other than the redcap raider.

This replaces the druid's Wild Shape class feature.

SWAN MAIDEN SUPPLICANT

Given the vows of the swan maiden fey align with that of many druids, these majestic beings find alliances with those pledged to protect nature beneficial. On occasion, swan maidens will seek out an individual druid supplicant to teach them their ways with the intention of permanently transforming the chosen into a member of the flock. Those that accept the challenges and seek the reward of the swan maidens are gifted a feather cloak that provides the druid with supernatural abilities related to the flock of fey.

ALIGNMENT

The swan maiden supplicant must be neutral good in alignment.

WEAPON AND ARMOR PROFICIENCIES

The swan maiden supplicant is proficient with the club, dagger, longbow (including composite longbow), quarterstaff, rapier, scimitar, and short spear. She is also proficient with light armor and medium armor but cannot wear metal or uncured animal pelts (hide armor). The swan maiden supplicant may also use light wood shields, but otherwise will not wear wooden armor.

This replaces the druid's weapon and armor proficiencies.

FEATHER CLOAK (SU)

At 1st level, the swan maiden supplicant is gifted a fine feathered cloak which grants her many of her supernatural powers. If the swan maiden supplicant is denied her cloak, she cannot use any powers associated with it. If the cloak is lost or destroyed, the swan maiden supplicant may produce another one with a special ritual that takes 24 hours during which she can do nothing else, including rest.

At 1st level, the cloak grants the swan maiden supplicant a +1 natural armor bonus and bestows low-light vision. The natural armor bonus of the cloak increases by +1 at 6th level and every six levels thereafter (maximum of +4 at 18th level).

The swan maiden supplicant may also cast *Dancing Lights* as a spell-like ability a number of times per day equal to her Wisdom modifier. She gains an additional use of

Dancing Lights every level thereafter and may cast it at will once she reaches 20th level.

At 4th level, the swan maiden supplicant may cast *Glitterdust* as a spell-like ability 1/day. She can cast *Entangle* as a spell-like ability 1/day at 6th level, *Deep Slumber* as a spell-like ability 1/day at 8th level, *Confusion* as a spell-like ability 1/day at 10th level, and *Major Image* as a spell-like ability 1/day at 12th level. Once the swan maiden supplicant reaches 16th level, she may use any spell-like ability granted by the cloak (other than *Dancing Lights*) as desired, though she may use a total of 5 spell-like abilities per day (not including *Dancing Lights*). The swan maiden supplicant gains one additional use of her spell-like abilities each level thereafter (with a maximum of 9 at 20th level).

This replaces the druid's Nature Bond, Venom Immunity, and Timeless Body.

SWAN MAIDEN TRANSFORMATION (SU)

At 4th level, the swan maiden supplicant may transform into a small or medium sized trumpeter swan (as the *Beast Shape I* spell) as a standard action 1/day for up to 1 hour per class level. She gains an additional use of this ability at 6th level and every even level thereafter (maximum of 8/day at 18th level). Once she reaches 20th level, the swan maiden supplicant may change back and forth at will.

Once the swan maiden supplicant reaches 6th level, she may transform into a large sized trumpeter swan (as the *Beast Shape II* spell, the large trumpet swan's bite does 1d8 points of damage and wing buffets cause 1d6 points of damage). At 8th level, the swan maiden supplicant may transform in to a huge trumpeter swan (as the *Beast Shape III* spell, the large trumpet swan's bite does 2d6 points of damage and wing buffets cause 1d8 points of damage).

At 10th level, the swan maiden supplicant may use one of her daily transformation uses to transform a willing subject into a trumpeter swan (as the *Beast Shape I* spell) as a standard action. The subject remains in the form of a trumpeter swan for up to 1 hour, though it can dismiss the effect as a standard action. At 12th level, the swan maiden supplicant may transform a number of willing recipients equal to her Wisdom modifier simultaneously as long as everyone affected is physically linked, spending one of her daily uses for all linked individuals. The transformation

for those affected lasts for up to an hour, though a subject of the effect may change back to their normal form as a standard action. If the swan maiden supplicant transforms another individual or group of individuals while others are currently transformed, the previous effect immediately ends, regardless of where the previous individuals may be. If the swan maiden supplicant dies while others are transformed, the effect also immediately ends.

Those transformed by the swan maiden supplicant radiate a faint transmutation aura in regards to magic detection.

At 20th level, the swan maiden supplicant's type becomes fey (shapechanger), and she gains DR 5/cold iron and Energy Resistance 5 versus cold and electricity.

This replaces the druid's Wild Shape class feature.

TRANSMUTATION DRUID

While the druid's ability to transform herself into any sort of animal, elemental, or even plant over time is impressive, there are some that seek to push the element in the realm of changing themselves, others, and even the environment around them. The transmutation druid seeks to adjust reality to meet the needs of her lands and herself.

EXPANDED SPELLCASTING

In addition to the standard druid spell list, the transmutation druid gains access all the transmutation spells from the wizard spell list. These spells are cast as divine spells.

This alters the druid's spellcasting ability and the transmutation druid does not gain the druid's Nature Bond class feature.

SPONTANEOUS SPELLCASTING

The transmutation druid may sacrifice a prepared spell of the same or higher level spell level to spontaneously cast from the following spell list.

1st — *Entangle*, 2nd — *Barkskin*, 3rd — *Plant Growth*, 4th — *Thorn Body*, 5th — *Baleful Polymorph*, 6th — *Move Earth*, 7th — *Animate Plants*, 8th — *Control Plants*, 9th — *Shapechange*

This replaces the druid's Spontaneous Casting class feature.

WILD HUNTSMAN

For a select few, the Horned King chooses to join his cadre of fellow fey for the Wild Hunt. Those chosen are committed to protect the lands and join the hunt when the call is given. The wild huntsman begins to exhibit the blessings bestowed upon them over time, and eventually heed the call of his lord the Horned King and ritually sacrificed by a monarch from the Wild Hunt to be resurrected as one of the hunt.

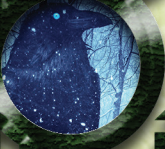
ALIGNMENT

The wild huntsman must be chaotic neutral in alignment.

WEAPON PROFICIENCIES

The wild huntsman is proficient with the club, dagger, dart, glaive, long bow (including composite long bow),





scimitar, scythe, short bow (including composite short bow), sickle, sling, and spear.

This modifies the druid's weapon proficiencies.

WARRIOR OF THE GREEN

Beginning at 1st level, the wild huntsman gains greensight with a range of 30 ft. He may also cast *Know Direction* as a spell-like ability 3 + his Wisdom modifier times per day. The wild huntsman's greensight increases by 5 ft. at 3rd level and every three levels thereafter (maximum of 60 ft. at 18th level).

At 3rd level, the wild huntsman may cast *Speak with Animals* as a spell-like ability 3 + his Wisdom modifier times per day and cast *Know Direction* at will.

At 5th level, the wild huntsman gains darkvision with a range of 60 ft. and the ability to cast *Speak with Plants* as a spell-like ability 3 + his Wisdom modifier times per day.

At 7th level, the wild huntsman chooses cold, electricity, or fire and gains *Energy Resistance* versus that energy type. Once selected the energy type cannot be changed.

At 9th level, the wild huntsman gains scent. He may cast *Stone Tell* as a spell like ability 3 + his Wisdom modifier + his Wisdom modifier. The wild huntsman also may cast *Speak with Animals* as a spell-like ability at will.

At 11th level, the wild huntsman's *Energy Resistance* increases to 10 for the chosen energy type.

At 13th level, the wild huntsman may cast *Speak with Plants* at will.

At 15th level, the wild huntsman's *Energy Resistance* increases to 15 for the chosen energy type.

At 17th level, the wild huntsman may see in darkness, including *Deeper Darkness*.

At 19th level, the wild huntsman's *Energy Resistance* increases to 20 for the chosen energy type.

This replaces the druid's Nature Bond, A Thousand Faces, and a Timeless Body class features.

HUNTSMAN'S TRANSFORMATION (Su)

Beginning at 4th level, the wild huntsman gains a deflection bonus to his AC equal to his Charisma modifier. This bonus increases by +1 at 8th level and every four levels thereafter (maximum of +5 at 20th level). He also gains

the same bonus to the *Will* save versus the Wild Gaze ability of creatures of the Wild Hunt subtype.

The wild huntsman may also transform any piece of unattended wood that he may pick up and carry in his hand into a living composite long bow with a Strength rating equal to the wild huntsman's Strength modifier and 20 arrows as a *standard action*. The bow is treated as magic for purposes of overcoming *Damage Reduction*. The bow remains until the end of the combat encounter or is no longer in possession of the wild huntsman – whichever comes first – and returns to its original form.

At 5th level, the wild huntsman may turn a small rock, stone, or gem into a crystal scimitar as a *standard action* 1/day. The scimitar has the same hardness as a metal version and is treated as magic for purposes of *Damage Reduction*. The wild huntsman may produce his scimitar one additional time each day every odd level thereafter, being able to summon it at will once he reaches 19th level. The scimitar remains until the end of the combat encounter or is no longer in possession of the wild huntsman – whichever comes first – and returns to its original form.

At 6th level, when manifesting the bow or scimitar, they gain a +1 *enhancement bonus*. This bonus increases by +1 every three levels thereafter (maximum of +5 at 18th level). The weapon manifested gains the *Huntsman* special ability as well.

The wild huntsman also begins to manifest the wild gaze ability of the Wild Hunt, able to paralyze a humanoid or monstrous humanoid by spending a *standard action* to stare his opponent down. The target must make a *Will* save (DC 10 + ½ the wild huntsman's class level + his Charisma modifier) or be *paralyzed* for 1 round. The wild huntsman may use this ability a number of times per day equal to his Wisdom modifier (minimum of 1), gaining an additional use every even level thereafter (he may use this ability at will once he reaches 20th level). The target must be able to see the wild huntsman, and this is an *enchantment (compulsion)* effect. If the target of the gaze successfully makes the *Will* save, it is immune to the wild huntsman's gaze for 24 hours.

At 8th level, the wild huntsman may apply the *Frost* special ability to either the bow or scimitar. If the wild huntsman

has concealment or the target is flat-footed any damage from his bow or scimitar gains 1d6 points of sneak attack damage (30 ft. range limit applies when using the bow). This functions identically to the rogue's Sneak Attack ability and the wild huntsman may take any feat that requires the Sneak Attack ability as a prerequisite.

At 10th level, the wild huntsman's scimitar is considered both slashing and force damage for purposes of damaging incorporeal creatures and ignoring hardness equal to ½ the wild huntsman's class level.

At 12th level, the wild huntsman may apply the *Icy Burst* special ability to either the bow or scimitar. The applicable sneak attack damage of the bow or scimitar increases to +2d6.

At 16th level, the wild huntsman's scimitar only does force damage (he can no longer apply either the *Icy Burst* or *Frost* abilities to the scimitar as well), but the target's touch AC is used rather than normal AC. The applicable sneak attack damage of the bow or scimitar increases to +3d6.

At 20th level, the wild huntsman's sneak attack damage increases to +4d6. He gains the Wild Hunt sub-type and may participate in such hunts when invited. He may communicate with other members of the hunt telepathically as long as they are within 500 ft. of the wild huntsman.

The wild huntsman is also immune to the Wild Gaze effects of other creatures of the Wild Hunt sub-type.

This replaces the druid's Wild Shape class feature.

WINTER SOLDIER

Winter soldiers delight in perversion, slaughter, and the corruption of other warriors of the wild. Allies to the cold rider fey, they bring war and winter wherever they might go.

ALIGNMENT

A winter soldier must be neutral evil.

NATURE BOND

A winter soldier must select an *animal companion* as his nature bond, and the animal must be able to serve him as a mount.



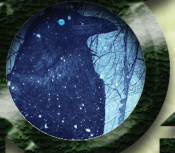
This class feature alters the druid's nature bond class feature.

WINTER TRAVELS (Ex)

Starting at 2nd level, the winter soldier and his animal companion can move across icy surfaces without penalty and do not need to make *Acrobatics* checks to run or charge on ice. They may climb icy surfaces as if under the effects of the *Spider Climb* spell.

The winter soldier and his animal companion can also move normally over snow regardless of depth and do not leave any traces of their passage unless the winter soldier decides to do so.

This replaces the druid's Woodland Stride and Trackless Step class features.



RESIST COLD

Starting at 4th level, the winter soldier and his animal companion gain Energy Resistance 5 versus cold. This resistance increases by 5 at 8th, 12th, and 16th level. At 20th level, both the winter soldier and his animal companion gain Immunity to cold attacks.

This replaces the druid's Resist Nature's Lure and Venom Immunity class features.

COLD INFUSION

Starting at 4th level, the winter soldier's melee and ranged attacks deal an additional 1d6 points of cold damage. This additional cold damage increases by 1d6 at 8th level and every four levels thereafter (maximum of 5d6 at 20th level).

At 6th level the winter soldier may create an icy area that functions as the *Grease* spell a number of times per day equal to his Wisdom modifier, using his class level as the effective caster level.

At 10th level, the winter soldier increases the strength of ice patch power gained at 6th level so that it functions as the *Winter's Grasp* spell.

At 14th level, the ice patch created by the winter soldier may be used to produce the effects of the *Creeping Ice* spell.

At 18th level, the winter soldier may produce the effects of the *Ice Storm* spell once per day, using his class level as the effective caster level.

This replaces the druid's Wild Shape class feature.

ICE SHEATH (SP)

At 13th level, the winter soldier can envelope himself and his mount in a thick protective layer of ice that functions as the *Stoneskin* spell once a day using his class level as the effective caster level.

This replaces the druid's A Thousand Faces class feature.



Alternate Nature Bonds

The following options can be switched out with the druid's Nature Bond class feature.

FETISH WEAPON BOND

Starting at 1st level, the druid gains a masterwork weapon that is bonded with a minor nature spirit. This weapon is chosen from the list of the druids standard weapon proficiencies and may be magically enhanced through the normal process of crafting. The druid then gains a favored enemy type based on the Ranger's list of favored enemies while wielding her chosen weapon. When attacking an opponent of that type, the druid gains a +1 bonus to attack and damage rolls. This bonus increases by +1 at 5th level and every five levels thereafter (maximum of +5 at 20th level). The druid may change the Favored Enemy type once she attains a new class level or by performing a ritual requiring 24 hours (during which she gains no rest and is fatigued for the next 24 hours).

Upon reaching 4th level, the druid's bond with her weapon allows the druid to enhance her weapon as a standard action for up to a total minutes per day equal to her class level that do not need to be used consecutively, but must be used in one minute increments. At 12th level, the druid may initiate the bond as a **move action** and at 16th level, as a **swift action**. At 20th level, the druid may use initiate the bond with the nature spirit as a **free action** and there is no limitation on how many minutes per day she may use it.

Once the bond with the nature spirit is initiated, the weapon sheds light as a torch and the weapon gains a +1 enhancement bonus that increases by +1 every four levels thereafter (of +5 at 20th level). These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: Bane, Corrosive, Corrosive Burst, Flaming, Flaming Burst, Frost, Icy Burst, Shock, Shocking Burst, Speed, and Vorpal. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Melee Weapon Special Abilities). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement



bonus must be added before any other properties can be added.

The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The spirit of nature imparts no bonuses if the weapon is held by anyone other than the druid but resumes giving bonuses if returned to the druid. These bonuses apply to only one end of a double weapon, such as a quarterstaff.

If the bonded weapon is destroyed or lost, the druid may bond with a new masterwork fetish weapon by performing a ceremony requiring 24 uninterrupted hours of prayer in a natural environment and spending 200 gp per class level plus the cost of the replacement masterwork weapon.

FETISH ARMOR BOND

Starting at 1st level, the druid gains a masterwork suit of padded, leather, or hide armor bonded to a minor nature spirit. This armor is chosen from the list of the druids

Additional Fetish Amor Enhancements

Armor Special Ability	Enhancement Cost
Bitter	+1
Glamered	+1
Shadow	+2
Slick	+2
Spell Resistance (13)	+2
Energy Resistance	+3
Ghost Touch	+3
Spell Resistance (15)	+3
Wild	+3
Improved Shadow	+4
Improved Slick	+4
Spell Resistance (17)	+4
Greater Shadow	+5
Greater Slick	+5
Improved Energy Resistance	+5
Spell Resistance (19)	+5



standard armor proficiencies and may be magically enhanced through the normal process of crafting. By calling upon the spirit as an immediate action, the druid has a 5% chance of ignoring a critical strike. This percentage increases by 5% at 3rd level and every odd level thereafter (maximum of 50% at 19th level) and the druid may use this ability once a day per class level.

At 4th level, as a standard action, the druid can enhance her armor by calling upon the aid of the nature spirit. This bond may be used a total number of minutes per day equal to the druid's class level but do not need to be used consecutively (they must be used in 1 minute increments). At 12th level, the druid may initiate the bond as a move action and at 16th level, as a swift action. At 20th level, the druid may use initiate the bond with the nature spirit as a free action and there is no limitation on how many minutes per day she may use it.

The enhanced bond grants the armor a +1 enhancement bonus, and for every four levels thereafter, the armor gains another +1 enhancement bonus (maximum of +5 at 20th level). These bonuses can be added to the armor, stacking with existing armor bonuses to a maximum of +5, or they can be used to add armor special abilities by expending +1 or more enhancement bonus per the Additional Fetish Armor Enhancement table. Duplicate special armor abilities do not stack.

If the armor is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when it is called and cannot be changed until the nature spirit is called again. The nature spirit imparts no bonuses if the armor is worn by anyone other than the druid and the enhancement immediately ends once the armor is removed from the druid.

If the bonded armor is destroyed or lost, the druid may bond with a new set of masterwork fetish armor by performing a ceremony requiring 24 uninterrupted hours of prayer in a natural environment and spending 200 gp per class level plus the cost of the replacement masterwork armor.

IMPROVED FAMILIAR BOND

The druid gains a familiar at 1st level, as per the wizard arcane bond class feature. The familiar grants all of its standard benefits to the druid based on the creature selected and gains additional benefits as the druid increases in class level (treating the druid's class level as the effective wizard class level). The druid may choose any feat that has the familiar class ability as a prerequisite.

At 4th level, the druid gains the Improved Familiar feat as a bonus feat, treating her class level as the effective arcane class level to determine what sort of creature she may choose.

At 8th level, the druid may use her daily Wild Shape ability to transform her familiar, though it is limited to small or medium sized animals. Transforming the familiar consumes one of the druid's daily uses of the Wild Shape and limited to her Wisdom modifier transformations upon the familiar per day. At 12th level, the familiar may be transformed into a tiny or large sized animal. And at 16th level, the familiar may be transformed into a huge animal. The druid must use a standard action and have physical contact with the familiar in order to initiate the transformation.

Spells that would normally affect an animal companion affect this familiar as if it were an animal companion. Feats that would normally apply to an animal companion can be applied this familiar as if it were an animal companion.

NATURE SPIRIT STYLE BOND

The druid gains Improved Unarmed Strike as a bonus feat at 1st level and causes more damage with her unarmed attack that increases as the druid gains levels. She also gains bonus feats at 6th, 12th, and 18th level chosen from the following Styles (including their related siblings) as well as Stunning Fist and Elemental Fist:

Boar, Crane, Mantis, Monkey, Panther, Snake, Snapping Turtle, and Tiger.

The druid must meet all of the prerequisites for the chosen feat.

Nature Spirit Style Bond Damage

Level	Unarmed Attack Damage
1 st	1d6 (1d4 sm, 1d8 lg)
4 th	1d8 (1d6 sm, 2d6 lg)
8 th	1d10 (1d8 sm, 2d8 lg)
12 th	2d6 (1d10 sm, 3d6 lg)
16 th	2d8 (2d6 sm, 3d8 lg)
20 th	2d10 (2d8 sm, 4d8 lg)



Animal Companion Advancements

Typically, an animal companion gains a special advancement at 4th or 7th level, usually in the form of modified ability scores and other special new abilities. The following alternative advancements can be applied to an animal companion in place of the standard advancement it might normally gain.

AQUATIC SWIMMER ADVANCEMENT

The animal companion is uniquely advantaged to move within water as easily as it walks on land.

Ability Scores: Dex +2 Str +2

SPECIAL QUALITIES

The animal companion gains the amphibious monster special ability, the aquatic subtype, and they can breathe air or water. They also gain a swim speed of 30 ft. (Note: This advancement can only be applied to animal companions that do not already have these features.)

ELEMENTAL ANIMAL

The animal companion is infused with the primal energy of one of the four elements.

SPECIAL QUALITIES

The animal companion gains an energy-based subtype. Choose one form of elemental energy (air, earth, fire, or water). The animal gains energy resistance 5 against this energy and its natural attacks deal +1d6 of this same energy type. This energy resistance increases by +1 each time the animal companion gains a new Hit Die.

When the druid reaches 20th level, the animal companion gains immunity to this form of energy.

FIRST WORLD ADVANCEMENT

Touched by the first world, the animal companion seems to shift in and out of existence as it exists in both simultaneously.

Ability Scores: Dex +2 Wis +2 Cha +2

SPECIAL QUALITIES

The animal companion's body becomes eerily distorted, gaining a constant blur effect that grants it a 20% miss

chance granted by this effect. This chance increases by 5% each time the animal companion gains a new Hit Die.

SENTIENT ADVANCEMENT

Blessed with a sense of self, the animal companion can articulate its thoughts quite well.

Ability Scores: Int +6, Cha +4

SPECIAL QUALITIES

The animal gains humanoid-like sentience. It can speak Druidic, can select any feat they are physically capable of using, and can put ranks into any skill.

WINGED FLYER ADVANCEMENT

Whether insectile or feathered, the animal companion possesses a set of wings that allow it to bear its body aloft.

Ability Scores: Dex +4

SPECIAL QUALITIES

The animal companion grows a pair wings. They gain a fly speed of 30 ft. with good maneuverability. (Note: This advancement can only be applied to animal companions that cannot already fly.)



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