

Druid

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Table: Druid

Lvl	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	Nature sense, animal companion, wild empathy	3	1	–	–	–	–	–	–	–	–
2	+1	+3	+0	+3	Woodland stride	4	2	–	–	–	–	–	–	–	–
3	+2	+3	+1	+3	Trackless step	4	2	1	–	–	–	–	–	–	–
4	+3	+4	+1	+4	Resist nature's lure	5	3	2	–	–	–	–	–	–	–
5	+3	+4	+1	+4		5	3	2	1	–	–	–	–	–	–
6	+4	+5	+2	+5	<i>Wild shape</i> 1/day (Small/Medium)	5	3	3	2	–	–	–	–	–	–
7	+5	+5	+2	+5		6	4	3	2	1	–	–	–	–	–
8	+6	+6	+2	+6	<i>Wild shape</i> 2/day (Large)	6	4	3	3	2	–	–	–	–	–
9	+6	+6	+3	+6	<i>Wild shape</i> (Plant), venom immunity	6	4	4	3	2	1	–	–	–	–
10	+7	+7	+3	+7	<i>Wild shape</i> 3/day (Tiny)	6	4	4	3	3	2	–	–	–	–
11	+8	+7	+3	+7		6	5	4	4	3	2	1	–	–	–
12	+9	+8	+4	+8	<i>Wild shape</i> 4/day (Huge)	6	5	4	4	3	3	2	–	–	–
13	+9	+8	+4	+8	A Thousand Faces	6	5	5	4	4	3	2	1	–	–
14	+10	+9	+4	+9	<i>Wild shape</i> 5/day (Diminutive)	6	5	5	4	4	3	3	2	–	–
15	+11	+9	+5	+9	Timeless body	6	5	5	5	4	4	3	2	1	–
16	+12	+10	+5	+10	<i>Wild shape</i> 6/day (Gargantuan)	6	5	5	5	4	4	3	3	2	–
17	+12	+10	+5	+10	<i>Wild shape</i> (Elemental)	6	5	5	5	5	4	4	3	2	1
18	+13	+11	+6	+11	<i>Wild shape</i> 7/day (Fine)	6	5	5	5	5	4	4	3	3	2
19	+14	+11	+6	+11		6	5	5	5	5	5	4	4	3	2
20	+15	+12	+6	+12	<i>Wild shape</i> 8/day (Colossal)	6	5	5	5	5	5	4	4	3	3

Description

Druids "worship" (or rather draw power from) *UMA*, and secondarily *LOA*, *SHUNE*, *MUGH*, *ISS*, and *AMAN*. As such, they function as gatekeepers and caretakers of the wilderness, rather than of humanity, and they tend to care little for civilization.

Most druids are hermits, mountain men, and similar. Among civilized regions, they are not well liked, nor do they particularly care to be.

Class Features

Hit Die: d8.

Skill Points: 4 + INT bonus, x4 at 1st level.

Class Skills: The druid's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Weapon and Armor Proficiency: Druids are proficient with two weapon groups, flexible armor, and shields. A druid's *wild shape* ability only alters 10 lbs of non-organic matter (such as metal armors), and the rest falls off, so most druids refuse to wear metal armors.

Spells

A druid casts divine spells. A druid may prepare and cast any spell on the druid spell list provided he can cast spells of that level. He prepares and casts spells the way a cleric does (though he cannot spontaneously cast domain spells). To prepare or cast a spell, a druid must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell's level + the druid's Wisdom modifier. Bonus spells for druids are based on Wisdom.

Spontaneous Casting

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower. For example, a druid who has prepared *repel vermin* (a 4th-level spell) may lose *repel vermin* in order to cast *summon nature's ally IV* (also a 4th-level spell).

Bonus Languages

A druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the druid because of his race.

Nature Sense

A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex)

A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

Woodland Stride (Ex)

Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex)

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked.

Resist Nature's Lure (Ex)

Starting at 4th level, a druid gains a +4 bonus to saving throws against the spell-like abilities of feys.

Wild Shape (Su)

At 6th level, a druid gains the spell-like ability to *polymorph self* into an animal which is Medium-sized or Small-sized, and back again once per day. His options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spells, except as noted here. The effect lasts for 1 hour per druid level, or until he changes back. Changing form (to animal or back) is a standard action and does not allow an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with. For example, a druid who has never been outside a temperate forest could not become a polar bear.

A druid loses his ability to speak while in animal form because he is limited to the sounds that a normal, untrained animal can make, but he can communicate normally with other animals of the same general grouping as his new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability one more time per day every two levels after 6th (at 8th, 10th, 12th, etc.), as noted on Table: Druid. In addition, he gains the ability to take the shape of an animal one size larger at 8th (Large), 12th (Huge), 16th (Gargantuan), and 20th (Colossal); and the ability to take the shape of an animal one size smaller at 10th (Tiny), 14th (Diminutive), and 18th (Fine). The new form's Hit Dice can not exceed the character's druid level. For instance, a Medium-sized druid can't take the form of a dire bear (a Large creature that always has at least 12 HD) until 12th level, even though he can begin taking Large forms at 8th level.

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At 9th level, a druid becomes able to use wild shape to change into a plant creature, such as a shambling mound, with the same size restrictions as for animal forms (a druid can also use this ability to take the form of a plant that isn't a creature, such as a tree or a rose bush).

At 17th level, a druid becomes able to use *wild shape* to change into an elemental creature, such as a salamander, with the same size and HD restrictions as for animal forms. Becoming an elemental uses up 3 uses per day of the *wild shape* ability.

Venom Immunity

At 9th level, a druid gains immunity to all organic poisons, including monster poisons but not mineral poisons or poison gas.

A Thousand Faces (Su)

At 13th level, a druid gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her normal form.

Timeless Body (Ex)

At 15th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties he may have already incurred, however, remain in place; also, bonuses still accrue, and the druid still dies of old age when her time is up.

Animal Companion (Ex)

A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind.

A 1st-level druid's companion is completely typical for its kind except as noted below. As a druid advances in level, the animal's power increases as shown on the table. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A druid of 4th level or higher may select from alternative lists of animals (see below). Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, she can't have that animal as a companion.)

A druid's animal companion is different from a normal animal of its kind in many ways. The companion is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats). It is superior to a normal animal of its kind and has special powers, as described below.

Druid Level	Bonus HD	Natural Armor	STR/DEX	Bonus Tricks	Special
1 st -2 nd	+0	+0	+1	1	Link, share spells
3 rd -5 th	+2	+2	+2	2	Evasion
6 th -8 th	+4	+4	+3	3	Devotion
9 th -11 th	+6	+6	+4	4	Multiattack
12 th -14 th	+8	+8	+5	5	
15 th -17 th	+10	+10	+6	6	Improved evasion
18 th -20 th	+12	+12	+7	7	

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is the same as that of a druid of a level equal to the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor: The number noted here is an improvement to the animal companion's existing natural armor bonus.

Str/Dex: Add this value to the animal companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the druid might choose to teach it (see the Handle Animal skill). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can't be changed.

Link (Ex): A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any

ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

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

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

Multiattack: An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

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

Higher Level Animal Companions

A druid of sufficiently high level can select her animal companion from one of the following lists, applying the indicated adjustment to the druid's level (in parentheses) for purposes of determining the companion's characteristics and special abilities.

4th Level or Higher (level - 3)

Ape (animal)
 Bear, black (animal)
 Bison (animal)
 Boar (animal)
 Cheetah (animal)
 Crocodile (animal)¹
 Dire badger
 Dire bat
 Dire weasel
 Leopard (animal)
 Lizard, monitor (animal)
 Shark, Large¹ (animal)
 Snake, constrictor (animal)

Snake, Large viper (animal)
Wolverine (animal)

7th Level or Higher (level – 6)

Bear, brown (animal)
Dire wolverine
Crocodile, giant (animal)
Deinonychus (dinosaur)
Dire ape
Dire boar
Dire wolf
Elasmosaurus¹ (dinosaur)
Lion (animal)
Rhinoceros (animal)
Snake, Huge viper (animal)
Tiger (animal)

10th Level or Higher (Level – 9)

Bear, polar (animal)
Dire lion
Megaraptor (dinosaur)
Shark, Huge¹ (animal)
Snake, giant constrictor (animal)
Whale, orca¹ (animal)

13th Level or Higher (Level – 12)

Dire bear
Elephant (animal)
Octopus, giant¹ (animal)

16th Level or Higher (Level – 15)

Dire shark¹
Dire tiger
Squid, giant¹ (animal)
Triceratops (dinosaur)
Tyrannosaurus (dinosaur)

¹ Available only in an aquatic environment.

Druid Variants

Aspect Druid

The aspect druid works to expand the flexibility of his shapechanging abilities, and masters bits and pieces rather than whole creatures. An aspect druid *can not* change into specific creatures, but instead takes on various *aspects* of nature. While taking on an aspect of nature, unless otherwise stated, the druid retains his type, subtype, extraordinary, supernatural and spell-like abilities, and his ability to communicate and cast spells.

- 5th Level: The druid may take on one aspect at a time. This counts as one use of the wildshape ability.
- 8th Level: The druid may take on two aspects simultaneously. Each aspect counts as a separate use of the wildshape ability.
- 11th Level: The druid may take on three aspects simultaneously. Each aspect counts as a separate use of the wildshape ability.

- 15th Level: The druid may take on four aspects simultaneously. Each aspect counts as a separate use of the wildshape ability.

Agility

The druid gains a +8 bonus to Dexterity, but suffers a -4 penalty to Strength. *Prereq* 8th level druid.

Aquatic

The druid grows gills, enabling him to breathe underwater (while retaining the ability to breathe air), and gains a swim speed of 40 ft (or 30 ft if wearing rigid armor or carrying a medium or heavy load). As normal for creatures with a swim speed, the druid gains a +8 bonus on his swim checks, can take 10 on swim checks in any situation, and can run so long as he travels in a straight line.

Sonar

The druid adopts the sighting method of a bat or dolphin. He gains blindsense 20 ft.

Climbing

The druid's hands get larger and his feet gain the ability to grip. He gains a climb speed equal to his base land speed.

Elemental Air

The druid's body becomes gaseous (as the *gaseous form* spell), with a fly speed of 100 ft (perfect). He does not lose his supernatural abilities, however, he can not cast spells while using this aspect. *Prereq* 16th level druid.

Elemental Earth

The druid's body becomes stony and rocklike. While in this form, the druid is immune to poison, *sleep*, paralysis and stunning. He gains a slam attack that deals 1d8 bludgeoning damage (at Medium size). His natural armor changes to +8, and he gains damage reduction 10/magic. He can not cast spells while using this aspect. *Prereq* 16th level druid.

Elemental Fire

The druid's body bursts into flame. While in this form, the druid is immune to poison, *sleep*, paralysis and stunning. In addition, any creature struck by the druid in melee takes an additional 1d6 fire damage and must make a Reflex save (DC 10 + ½ druid level + CON modifier) or catch on fire. He gains damage reduction 10/magic. He can not cast spells while using this aspect. *Prereq* 16th level druid.

Elemental Water

The druid's body becomes semifluid. While in this form, the druid gains a +10 bonus on Escape Artist checks, resistance to fire 10, and immunity to poison, *sleep*, paralysis and stunning. He gains a swim speed of 90 ft. As normal for creatures with a

swim speed, the druid gains a +8 bonus on his swim checks, can take 10 on swim checks in any situation, and can run so long as he travels in a straight line. His touch puts out torches, campfires, exposed lanterns and other open flames of non-magical flame which are Large-sized or smaller; and magical fires are treated as if the druid had cast *greater dispel magic* on them. He gains damage reduction 10/magic. He can not cast spells while using this aspect. *Prereq* 16th level druid.

Endurance

The druid gains a +4 to Constitution. *Prereq* 9th level druid.

Fins

The druid grows fins. He gains a swim speed equal to his base land speed.

Flight

The druid grows wings. He gains a fly speed equal to his base land speed +10 ft, and average maneuverability.

Plant

The druid's body becomes plant-like. While in this form, the druid gains a +10 bonus on Hide checks made in areas of forest, overgrowth or similar terrain. He gains immunity to poison, *sleep*, paralysis and stunning. He gains a slam attack that does 1d6 bludgeoning at medium size. His natural armor bonus becomes a +4. *Prereq* 12th level druid.

Poison

The druid gains a poisonous bite. The bite does 1d4 slashing damage at Medium-size. The poison does 1d6 CON damage (primary and secondary); Fort save negates (DC 10 + ½ druid level + Constitution modifier).

Pounce

The druid can expend one wildshape use to make a full attack at the end of a charge, in the same manner as a lion.

Scent

The druid gains the Scent ability.

Speed

The druid increases one mode of movement by 30 ft. The druid must already have the movement type in order to increase it.

Tooth and Claw

The druid gains a primary bite attack (1d6 slashing) and two secondary claw attacks (1d4 slashing) at Medium-size.

Vigor

The druid gains a +8 bonus to Strength, but suffers a -4 penalty to Dexterity. *Prereq* 8th level druid.