

THE DRUID					
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Animal Companion, Nature Sense, Wild Empathy
2	+1	+3	+0	+3	Woodland Stride
3	+1	+3	+1	+3	Environmental Tolerance, Trackless Step
4	+2	+4	+1	+4	Grow Claws, Wild Shape (1/day)
5	+2	+4	+1	+4	Druids Staff, Internal Compass, Wild Shape (2/day)
6	+3	+5	+2	+5	Wild Shape (3/day)
7	+3	+5	+2	+5	Venom Immunity, Wildchild
8	+4	+6	+2	+6	Wild Shape (Large)
9	+4	+6	+3	+6	Wild Shape (4/day)
10	+5	+7	+3	+7	Speak with Animals
11	+5	+7	+3	+7	Wild Shape (Tiny)
12	+6/+1	+8	+4	+8	Timeless Body, Wild Shape (Plant)
13	+6/+1	+8	+4	+8	Wildling
14	+7/+2	+9	+4	+9	Wild Shape (5/day)
15	+7/+2	+9	+5	+9	Wild Shape (Huge)
16	+8/+3	+10	+5	+10	Photosynthetic Skin
17	+8/+3	+10	+5	+10	Wild Shape (6/day)
18	+9/+4	+11	+6	+11	Wild Shape (7/day), Expedient Wild Shape (Move Action)
19	+9/+4	+11	+6	+11	
20	+10/+5	+12	+6	+12	Gaze of the Beast, Wild Shape (Hybrid Form)
21	+10/+5	+12	+7	+12	Wild Shape (8/day)
22	+11/+6/+1	+13	+7	+13	Healing Touch (5d8+level)
23	+11/+6/+1	+13	+7	+13	Wild Shape (9/day)
24	+12/+7/+2	+14	+8	+14	Wild Shape (10/day)
25	+12/+7/+2	+14	+8	+14	Healing Touch (6d8+level), Voice of the Wild
26	+13/+8/+3	+15	+8	+15	Wild Shape (Aspect of the Creature)
27	+13/+8/+3	+15	+9	+15	Wild Shape (11/day)
28	+14/+9/+4	+16	+9	+16	Healing Touch (7d8+level)
29	+14/+9/+4	+16	+9	+16	Wild Shape (12/day)
30	+15/+10/+5	+17	+10	+17	Wild Shape (Unlimited), Expedient Wild Shape (Free Action)

The druid has all the abilities as those represented in the PHB, with the following modifications. Druids retain their ability to cast spells in the Tale of the Twin Suns campaign.

Environmental Tolerance: The druid is protected from harm from being in a hot or cold environment as if under the effects of a constant *endure elements* spell.

Grow Claws: The druid can grow claws. These claws do 1D6 points of damage, plus the Druid's Strength Modifier. She may retain the claws for as long as she wants them and may retract the claws as a full round action at any time. Growing the claws is a move-equivalent action that inflicts 1d4 points of damage on the druid as they tear their way out through the ends of her fingers. If the character could already make a claw attack, her natural claws lengthen and deal 1d8 points of damage instead. Lengthening a character's existing claws inflicts no damage on the character.

Druids Staff: At fifth level the druid gains the ability to craft a staff for herself. A druid's staff is a formidable weapon, as they are invested with the potent magics of the druid. A druid may imbue her staff with magical energies, using it to store a spell. This functions in all ways as a *spellstaff* spell cast at the highest divine spellcaster level except that the staff can contain up to two spells per class level so long as the total of all the spells does not exceed twice the druids level. The druid must expend one day immersed in a druidic grove gathering the necessary energy to create her staff and an additional day to for the actual construction of it. Once the process of constructing the staff is complete it is considered a masterwork weapon for the purpose of imbuing it with magical abilities.

Internal Compass: The druid has an innate sense of direction and can no longer lose her way. If she stops and attunes herself to the land for one full round she can determine where true north is.

Wildchild: At 7th level the druid develops an intuitive understanding of nature, providing her with a +5 to her Knowledge (Nature) and Survival skill checks.

Wildling: At 13th level the druids' understanding of nature reaches its peak. She is granted an additional +5, for a total of +10 to her Knowledge (Nature) and Survival skill checks.

Photosynthetic Skin: At 16th level the druid undergoes a transformation that frees her from the bonds of normal nutritional nourishment. As long as the character can stand in a body of water for five minutes and sunlight touches her skin for an hour, the druid has no need to eat or drink for the day. In an arid or desert climate the character must consume a gallon of water a day.

Expedient Wild Shape: At 18th and 30th level the druid can use her wild shape more quickly. At 18th level, the druid can use her wild shape as a move action instead of a standard action. This means that instead of taking a whole round to assume the shape of an animal and having to wait until the next round to attack, that the druid can now wild shape and attack on the same round. At 30th level the druid gains the ability to wild shape as a free action. This means that the character could enter the scene of combat while in bird form, and then wild shape into a bear, then attack, and then wild shape back into a bird and fly off.

Gaze of the Beast: The druid develops such a strong affinity for natural creatures that he develops a gaze attack at 20th level that causes any creature she stares at, or that lays eyes on her, to immediately become enthralled as though under the influence of an *animal friendship* spell (DC 11 + the druid's charisma modifier). The effect lasts as long as the creature is within line of sight of the druid and for an additional 1d6 hours thereafter. If the druid desires to abuse the creature or in some other way would not want to be friends with it, the effects of the power are negated. The creatures under the influence of this supernatural power do not count towards the maximum Hit Dice the druid can have as animal companions at any one time

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

Hybrid form: At 20th level the druid may use her wild shape ability to assume a form in between her humanoid and animal shape. This is exactly similar to a lycanthrope's ability to assume a hybrid form. See pages 170 to 179 in the Monster Manual for more details on this. The druid can use this ability for offensive purposes and/or to pass herself off as a werecreature of the appropriate type. Additionally she can use this ability to pass herself off as a humanoid that resembles a specific animal. For example a druid could expend one use of her wild shapes to appear as a gnoll as they have a strong resemblance to bipedal hyenas or as a minotaur as they resemble humanoid bulls, or any other form that might be appropriate (the GM has the final say on what is and what isn't).

Healing Touch: At 22nd level a druid can call upon the positive energy of life and bestow that energy upon herself or another creature. With a touch she can heal 5D8 hit points + the druids' level a number of times per day equal to her Wisdom bonus; druids with no wisdom bonus can use this ability once per week.

At 25th level the amount of healing increases to 6D8 points + the druids' level and continues to increase every three levels thereafter: 7D8 points + level at 28th level. This ability continues to grow as the druid advances into epic levels as well. For each third level the druid gains she can heal and extra 1D8 points. The amount of healing increases as she gains levels, but not the number of times per day that she can use this

ability. For example, if a druid has a Wisdom bonus of +3, when he is 22nd level, she can infuse someone with life three times per day, each time healing 5D8+22 points. At 25th level, she can heal only three times per day, but each time now heals 6D8+25 points of damage.

Voice of the Wild: At 25th level the druid can comprehend and communicate with any animal. She is able to ask questions of and receive answers from animals, although this does not make animals any more friendly or cooperative than normal.

Aspect of the Creature: At 26th level, the druid may expend a daily use of wild shape in order to gain certain qualities from animals. An example of this would be to grow gills on the side of her neck to allow her to breathe like a fish. Another example is the character sprouting the wings of an eagle on her back in order to carry her aloft in the clouds. The player may be as creative as she wishes with this ability and may even acquire several aspects at the same time at the expense of paying for each individual aspect with the loss of one wild shape to the amount of times per day that she may wild shape. At 30th level, this means nothing, as the character has no limit on the amount of times per day that she may wild shape.

Feats of the Wild

Beast Affinity [General]

The druid is adept at influencing beasts as well as animals.

Prerequisite: Gaze of the Beast class ability

Benefit: A druid that takes this feat can use her Gaze of the Beast on beasts as well as animals.

Special: The character can gain this feat a second time after gaining the Voice of the World class ability. If she does she gains the ability to speak with beasts as well as animals.

Blessed Wild Shape [Wild]

The character can assume a more heavenly form of creature.

Prerequisite: Class ability to Wild Shape

Benefit: When using her ability to wild shape, the character may choose to shape into the normal animal or the same animal with the half-celestial template.

Corrupted Wild Shape [Wild]

The character can assume a more devilish form of creature.

Prerequisite: Class ability to wild shape, evil alignment

Benefit: When using her ability to wild shape, the character may choose to shape into the normal animal or the same animal with the half-fiend template.

Increased Companion Capacity [General]

Prerequisite: Class ability to acquire an animal companion

Benefit: The druid or ranger multiplies her caster level by three to calculate the total hit dice of befriended animals she can have. This increase in capacity does not apply to the maximum Hit Dice for any one creature under the influence of the druid or ranger; this is still limited to twice the character's caster level. Druids and rangers with this feat generally have more companions than a normal druid or ranger but her companions are no more powerful.

Normal: A druid or ranger multiplies her caster level by two to determine the total number of hit dice of befriended animals she can have at any one time.

Special: The character can gain this feat multiple times. Each time she takes this feat she multiplies her caster level by one more point. Three becomes four, four becomes five and five becomes six. The character may not multiply her caster level by any integer higher than six.