

# The Druid

## GAME RULE INFORMATION

Druids have the following game statistics.

**Abilities:** Wisdom determines how powerful a spell a druid can cast, how many spells she can cast per day and how hard those spells are to resist. To cast a spell the druid must have a Wisdom score of 10 + the spell's level. Druids get bonus spells based on Wisdom. The Difficulty Class of saving throws against the druid's spells is 10 + the spell's level + the druid's Wisdom modifier.

Since the druid only wears light armor, a high Dexterity score greatly improves her defensive ability.

**Alignment:** Any

**Hit Points at 1st Level:** 14 + Con Mod

**HP/Level Gained:** 8

## 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), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

**Skill Points at 1st Level:** (4 + Int modifier) x4

**Skill Points/Level Gained:** 4 + Int modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+3	Animal Companion, Nature Sense, Wild Empathy
2	+1	+1	+0	+4	Trackless Step, Woodland Stride
3	+2	+1	+1	+4	Grow Claws, Wild Shape 1/Day
4	+3	+2	+1	+5	Spirit World Passage 1/Day
5	+3	+2	+2	+5	Resist Nature's Lure, Wild Shape 2/Day
6	+4	+3	+3	+6	Spirit World Passage 2/Day
7	+5	+3	+3	+6	Spirit Companion, Wild Shape 3/Day
8	+6/+1	+4	+4	+7	Spirit World Passage 3/Day
9	+6/+1	+4	+4	+7	Traceless Passage, Wild Shape (Large)
10	+7/+2	+5	+5	+8	Spirit World Passage (Unlimited)
11	+8/+3	+5	+5	+8	Wild Shape 4/Day
12	+9/+4	+6	+6	+9	Wild Shape (Hybrid Form)
13	+9/+4	+6	+6	+9	Crawl of Years, Venom Immunity
14	+10/+5	+7	+7	+10	Wild Shape 5/Day
15	+11/+6/+1	+7	+7	+10	Wild Shape (Tiny)
16	+12/+7/+2	+8	+8	+11	Aspect of the Creature
17	+12/+7/+2	+8	+8	+11	Wild Shape 6/Day
18	+13/+8/+3	+9	+9	+12	Wild Shape (Huge)
19	+14/+9/+4	+9	+9	+12	Crawl of Years, Hibernation
20	+15/+10/+5	+10	+10	+13	Elemental Shape

## Class Features

All of the following are class features of the druid.

**Weapon and Armor Proficiency:** Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. See the *ironwood* spell description.) Druids are proficient with shields (except tower shields) but must use only wooden ones.

A druid that wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 36 hours thereafter.

**Orisons:** A druid can cast a number of orisons (zero level spells) per day equal to four plus her wizard level.

**Spells:** A druid casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A druid must choose and prepare her spells in advance (see below).

To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom modifier.

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is shown below on the Spells per Day table. In addition, she receives bonus spells per day if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does.

A druid prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a *cure* spell in its place (but see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Class Level	1	2	3	4	5	6	7	8	9
1	1	—	—	—	—	—	—	—	—
2	2	—	—	—	—	—	—	—	—
3	2	1	—	—	—	—	—	—	—
4	3	2	—	—	—	—	—	—	—
5	3	2	1	—	—	—	—	—	—
6	3	3	2	—	—	—	—	—	—
7	4	3	2	1	—	—	—	—	—
8	4	3	3	2	—	—	—	—	—
9	4	4	3	2	1	—	—	—	—
10	4	4	3	3	2	—	—	—	—
11	5	4	3	3	2	1	—	—	—
12	5	4	4	3	3	2	—	—	—
13	5	5	4	4	3	2	1	—	—
14	5	5	4	4	3	3	2	—	—
15	5	5	4	4	4	3	2	1	—
16	6	5	5	4	4	3	3	2	—
17	6	6	5	5	4	4	3	2	1
18	6	6	6	5	4	4	3	3	2
19	6	6	6	6	5	4	4	3	2
20	6	6	6	6	6	4	4	3	3

**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.

**Chaotic, Evil, Good, and Lawful Spells:** A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

**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 character because of her race.

A druid also knows Ogham, a secret language known only to druids, which she learns upon becoming a 1st level druid. Ogham is a free language for the druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to non-druids.

Ogham has its own alphabet.

**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.)

**Nature Sense (Ex):** 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.

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.

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.

**Trackless Step (Ex):** Starting at 2nd level the druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

**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.

**Grow Claws (Ex):** 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.

**Wild Shape (Su):** At 3rd level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her 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 additional time per day at 5th, 7th, 11th, 14th, and 17th level. In addition, she gains the ability to take the shape of a Large animal at 9th level, a Tiny animal at 15<sup>th</sup> level, and a Huge animal at 18th level.

The new form's Hit Dice can't exceed the character's druid level.

At 12th 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).

**Spirit World Passage (Sp):** At 4th level may use the spell spirit world passage once per day with a caster level equal to her druid level. The druid can use this ability one additional time at 6th and 8th level. At 10th level the druid may use this ability at will as often as she likes

**Resist Nature's Lure (Ex):** Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

**Spirit Guide (Ex):** The druid attracts the attention of a permanent spirit guide. The creature is identical to a normal spirit guide but it always comes to the druid when she enters the spirit world, though its form may change, the druid always recognizes the guide for what it is.

**Traceless Passage (Ex):** Once the druid reaches 9th level she leaves no physical or spiritual trail in the Spirit World. Only other druids with this class feature stand a chance at tracking her in the Spirit World.

**Crawl of Years (Ex):** At 13th level, the druid can expect to live well beyond the normal lifespan

for creatures of her species. From this point onward the druid will only age one day for every five that pass.

At 19th level this ability improves and the druid only ages one day for every ten that pass.

**Venom Immunity (Ex):** At 13th level, a druid gains immunity to all poisons.

**Aspect of the Creature:** At 16th 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.

**Hibernate (Su):** When the druid uses this ability she falls into a deep state of suspended animation. By the time the druid's hibernation ends she only ages one day. The duration of the hibernation (no more than 5 years per level of the druid) is chosen just prior to entering this state of prolonged sleep. The druid can set 1 condition per five levels that can cause her to awaken. These conditions can be in regard to any object, creature or action that occurs within 100 miles of the druid and follow the same basic rules by the *contingency* spell (PHB, pg 213).

If the druid is attacked physically, she will awaken immediately but *antimagic field*, *Dahlia's disjunction* and *dispel magic* cannot awaken the druid prematurely.

**Elemental Shape (Su):** At 20th level the druid can expend one of her wild shape uses to assume elemental form of up to Large size. The druid can expend two wild shape uses to assume the form of an elemental of Huge size.

## ALTERNATE CLASS FEATURE: THE DRUID'S STAFF

Druids that select this class features lose the ability to bond with an animal companion

At first 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. 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.

If the druid's staff breaks she is stunned for 1d4 rounds. It takes her two days (see above) to create a new one. The druid can only have one staff attuned to her at a time. If the character finds a new staff she would rather become attuned to, switching staves requires two of meditation in a druidic grove.

Druid Level	Attack & Damage Bonus	Bonus Hit Points & Hardness Adjustment	Initiative Adjustment	Spell Energy	Special
1st – 2nd	+1	+1	+1	5	Domain Power, Retain Spell
3rd – 5th	+2	+3	+1	10	Influence Animal
6th – 8th	+2	+5	+2	20	Domain Power
9th – 11th	+3	+8	+2	30	Vernal Blast
12th – 14th	+3	+11	+3	40	Domain Power
15th – 17th	+4	+14	+3	50	Recall Staff
18th – 19th	+4	+17	+4	60	Domain Power
20th	+5	+20	+4	70	Control Weather

### DRUID'S STAFF BASICS

**Attack & Damage Bonus:** The bonus in this column reflects the weapons magic bonus to hit and damage its opponents.

**Bonus Hit Points & Hardness Adj.:** The staff gains additional hit points based on the druid's level. In addition, this bonus applies to the staffs' hardness as well.

**Initiative Adjustment:** Add this bonus to the druid's imitative roll when using her staff.

**Spell Energy:** The druids' staff acts a medium of energy which is used to power its special abilities or to augment the druids' spellcasting ability.

### DRUID'S STAFF SPECIAL ABILITIES

**Domain Power:** Each time the druid gains this ability, she selects one of the following domains; Air, Animal, Earth, Fire, Plant, Sun or Water. The druid is able to invoke a spell from the chosen domain by expending an amount of spell energy from the staff equal to the spell's level +1.

The druid is capable of invoking domain spells as often as she wants so long as the staff has spell energy left in it. The caster level of the spell invoked is equal to the druid's caster level.

**Retain Spell:** If the druid wishes to retain a spell slot after casting a spell, she may expend an amount of spell energy from her staff equal to the spell's level plus one.

If the druid has the Modify Spell metamagic feat, she can use the staff's spell energy pool to apply the desired modification instead own spell energy pool.

**Influence Animal:** By expending spell energy the druid gains a bonus on her Wild Empathy checks equal to the amount of spell energy used divided by two.

**Vernal Blast:** By expending spell energy from the staff you are able to shoot a line of pure vernal energy at your foes. The amount of damage dealt to your foes is XDY, where X is equal to two spell

energy points per die of damage dealt and Y equals a base of D4 damage at the expense of one point of spell energy; each additional two points of spell energy expended bumps the damage die up by one category to a maximum of D12. This form of attack is a ray affect with a range of 60 feet that affects a single target. Half the damage from this is positive energy and the other half is acidic.

Vernal blast is subject to spell resistance and does deal damage to objects, though the object is only affected by the acidic energy. In addition to taking damage, the target needs to make a Reflex save (DC 10 + half the druid's level + the druid's Wisdom modifier). On a failed save the target is pushed back 20 feet and is knocked prone. If some obstacle prevents the blasted creature from being moved the full 20 feet, the creature is stopped and takes 1d6 points of damage from striking the barrier.

**Recall Staff:** This ability allows the druid to form a one word bond with her staff. The word summons the staff to her hands, but only if she and her staff are on the same plane. If the druid is unable to speak or be heard (a.k.a. mute or silence), this ability does not function.

**Control Weather:** By focusing verdant energies, attuning herself to the world (10 rounds) and expending 4 points of spell energy from the staff, the druid can control the weather in a six mile radius. This ability works as the spell of the same name with the exception of the duration; the affect lasts for one full day per five levels of the druid (4 days at 20th level).

If the druid firmly wedges her staff in the ground and activates this ability the affect lasts until the staff is taken out of the ground or recalled by the druid.