



A DRUID'S GROVE

A Web Enhancement for *Masters of the Wild*

No self-respecting druid would ever live in a city. The wide-open expanse of nature is her only dwelling place. But although she is at ease anywhere in the outdoors, the typical druid has one special place she calls home. This article details a typical druid's grove, along with all those who live there.

WHAT DOES A DRUID'S GROVE CONTAIN?

To support a druid and her companions, a grove site must have several features. First, there must be a place for the druid to sleep. This can be a natural shelter, such as a cave, or one built from natural materials, such as a sod hut or tree house.

Next, there must be a good supply of food and clean, fresh water. The food supply can include nuts and berries, tree fruit, and a diverse population of animals. Though some druids choose to be vegetarians, most do include meat in their diets. After all, the druid lives off the land and accepts her part in the food chain, like any other creature. In addition, most druids maintain at least one herb garden, and many also cultivate a patch of vegetables.

The next vital feature is a system of protection for the druid and her charges, both plant and animal. This often takes the form of natural barriers, such as briar hedges or dense forest. Magical protections often come into play as well, but druids rarely set traps in their home areas unless they can be sure animals will not blunder into them and come to harm.

Warmth is another vital issue. If the climate where the druid lives is temperate or cooler, she requires a good source of firewood, coal, or other fuel. As with her other activities, she always harvests firewood in a manner that ensures that the forest can renew itself. She clears brush and fallen limbs from the forest floor and thins the trees to help ensure the forest's viability. Many druids also possess the magic to make warmth without fire, and they use this ability to avoid overharvesting wood. In addition, druids use natural materials to make warm clothing and blankets. Each generally has a cache of tools stashed away for sewing hides and weaving cloth from plant fibers or animal hair.

Druids like to be prepared for emergencies, so most keep a supply of important magical and nonmagical items secreted about their groves—in hollow trees, under stones, and in unused animal lairs. Stashed magical items usually include *goodberries* and infusions of useful spells (see *Masters of the Wild*, Chapter 3). Other useful items include small amounts of money (in case they need to visit a town), tools for starting a fire, a knife, torches, extra weapons, and skins of fresh water and food.

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A typical druidic grove features some means for scrying—most often a pool of still, mirrorlike water. A large, highly polished rock also might make a good scrying device. In a pinch, a druid can use the *create water* spell to produce still water for scrying in a large container or natural crevice.

A druid usually maintains one or more animal companions at all times. These creatures live with her in her grove and travel with her as she wishes, though they must also roam through the area at large to forage for food. Thus, a reasonably convenient means of egress from the druid's grove must also be made available for them. Higher-level druids occasionally grant humanlike intelligence to plant or animal creatures through the *awaken* spell as well. Though awakened animals are not required to stay in their native areas, many choose to do so, either out of love for the land or friendship for the druid.

A druid's grove also supports populations of the types of animals, feys, and natural creatures that normally would live in such an area. Druids make an effort not to disturb the natural environment too much, so they rarely interfere with these local populations unless the creatures are nonnative and somehow harmful to the environment.

SAMPLE DRUID'S GROVE

This is the grove of Thyme, a 12th-level half-elf druid. An asterisk (*) indicates a new spell or magic item from *Masters of the Wild*. See Chapter 3 for magic items or Chapter 6 for spells.

Thyme's grove lies deep in the heart of a temperate forest. Mature hardwood trees form the bulk of the tree canopy that shields her activities from view by flying creatures, though scattered pines and other conifers also grow throughout the area. Low-growth plants include berry bushes of several kinds, evergreens, dogwood, sumac, and wild flowering plants.

Thyme's primary living area is at the base of a cliff. She has trained natural briars to surround the area on the other three sides. These thorn bushes rise to a height of approximately 10 feet, blocking vision and access, and they average 5 feet in thickness. Though she herself needs no path through these briars—because she can use her woodland stride ability to pass—Thyme maintains a hidden opening through the bushes (Search DC 20) for her wolf and tiger companions. However, this opening is only 4 1/2 feet tall. It permits access for the wolf and for the tiger if he lowers his head, but anyone

of human height attempting to use it must stoop or crawl. Otherwise, the wall counts as thick undergrowth for the purpose of movement. In addition, any creature trying to force its way through the briars takes 5 points of damage per round of movement, minus 1 point for each point of its AC (Dexterity and dodge bonuses to AC do not count for this calculation). Chopping away at the briars creates a safe passage 1 foot deep for every 5 minutes of work, and normal fire can burn a hole completely through the thorns in 10 minutes. Of course, any attempt to harm the barrier draws Thyme's ire.

Thyme also maintains an underground tunnel that connects her living area with the forest beyond the briars. This tunnel permits passage by Tiny or smaller creatures only. She adopts badger form when she wishes to use it. Normally, Thyme enters and exits her living area either on the wing (while in the form of a bird) or via the bushes.

A clear spring erupts from a spot about halfway up the cliff and runs over the rocks to form a pool at the bottom. This serves as the druid's source of fresh water. Thyme maintains two shelters within this space—a sod hut beside the pool and a tree house in one of the outermost trees. In front of the hut are her herb garden and her vegetable garden. Beyond the cultivated areas grow berry bushes and an orchard of fruit trees. During the day there is a 10% chance that a *wood wose** that Thyme has conjured with the spell of the same name (see *Masters of the Wild*, page 96) is working in the gardens or caring for the orchard. A treant also lives in the orchard, and Thyme trusts it to keep watch over the area when she is absent.

➤ **Treant:** 68 hp (see *MONSTER MANUAL*® entry).

Inside the hut is a bed built from fallen tree branches and a small area for food preparation, including a fire pit in the ground. On a nearby table rest a few cooking pots and wooden dishes. A small loom stands in one corner of the chamber. A bogun (10 hp, see *beget bogun** spell, *Masters of the Wild*, page 82) stays in the hut at all times, doing chores. Under a rock outside the hut are infusions of *regenerate serious wounds*, *mass calm*, and *nature's favor*. Within the hut are secreted a sack of *goodberries*, a pack of adventuring equipment, a polished rock for scrying, and infusions of *briar web**, *call lightning*, *camouflage**, *magic fang*, *produce flame*, *scrying*, *speed of the wind**, and *wood shape*.

On the other side of the hut stands an enormous oak tree, with a trunk at least 10 feet in diameter. Legend

has it that this 200-year-old tree was once the home of the famous druid Elandra, reputed to be a dryad. Lightning has split the tree more than once over the years, so its branches sprout at odd angles, and new growth has emerged from deep gashes.

Beyond the pool on the other side of the hut stands a copse of fir trees on which Thyme has used the spell *druid grove** to store spells in trees as if they were living scrolls. Each tree contains one of the following spells: *hawkeye**, *power sight**, and *regenerate moderate wounds**.

Thyme's animal companions, a pair of hawks (hp 5, 4), a tiger (hp 48), a wolf (hp 11), and two badgers (hp 5, 6) roam the druid's living area and the rest of the forest at will. The tiger and wolf find shelter in caves along the cliff side; the hawks nest in small trees growing from clefts in the cliff. The badgers lair near the spot where the path through the briar hedge emerges into the grove. The creatures attack intruders (other than Thyme's wolf and tiger companions) who disturb them, making enough noise to alert Thyme and her other companions.

THYME

Thyme enjoys the company of animals and makes full use of her *wild shape* ability. She often roams the woods beyond her personal grove in the form of an animal. She has not traveled far beyond the forests in her own part of the world, so she is limited to the forms of animals native to temperate climates.

The druid has tailored her feat selection to help her make better use of her *wild shapes*. Multiattack gives her an effective bonus on secondary attacks while she is in animal form (–2 instead of –5 penalty), and Natural Spell lets her cast spells while in animal form. She keeps caches of extra spell components stashed around her grove and in selected spots outside it to ensure that she has access to as many spells as possible while in *wild shape*. (Spell components carried on the druid's person meld into the new form and become unusable while she is in *wild shape*.) She also carries a +1 *opposable scimitar**, which she can use while in *wild shape* so long as she does not allow it to meld with her new form. (This means she must put the weapon down before assuming *wild shape* and pick it up again after the change.) She sometimes does not bother to keep the scimitar available when assuming the form of a bear or other creature with very effective natural attacks, and she never does it when assuming the form of a creature (such as a badger) that is too small to make effective use of the weapon.

Below are full statistics for Thyme in her normal form and abbreviated statistics for her in several of her favorite *wild shapes*. She keeps her base humanoid type, even though her form is that of an animal. While she is in her *wild shapes* she still has access to all the spells listed for her normal form (assuming she can get to any stashed material components required) because of her Natural Spell feat. She likewise still keeps the special qualities listed for her normal form; these are explained in detail only in the description of her normal form. Possessions not listed in each *wild shape* statistics block have melded into her animal form and are not functional.

Thyme, female half-elf Drd12: CR 12; Medium-size humanoid (elf); HD 12d8+12; hp 66; Init +2; Spd 30 ft.; AC 20 (touch 13, flat-footed 18); Atk +10/+5 melee (1d6+1/18–20, +1 *opposable scimitar**) or +12/+7 ranged (1d6, masterwork sling); SQ Animal companions (2 badgers, 2 hawks, tiger, wolf), half-elf traits, nature sense, resist nature's lure, trackless step, venom immunity, *wild shape* (Tiny, Small, Medium-size, Large, or dire animal 5/day), woodland stride; AL N; SV Fort +9, Ref +6, Will +12; Str 10, Dex 14, Con 13, Int 12, Wis 18, Cha 10.

Skills and Feats: Animal Empathy +10, Concentration +6, Handle Animal +7, Heal +11, Intuit Direction +9, Knowledge (nature) +16, Listen +5, Profession (herbalist) +9, Ride (horse) +4, Scry +6, Search +2, Spellcraft +6, Spot +5, Wilderness Lore +19; Blindsight, Create Infusion, Multiattack, Natural Spell, Track.

Animal Companions: Thyme has two badgers (hp 5, 6), two hawks (hp 5, 4), a tiger (hp 48), and a wolf (hp 11) as animal companions.

Half-Elf Traits: Immune to magic sleep spells and effects; +2 racial bonus on saves against enchantment spells or effects; low-light vision (can see twice as far as a human in low-light conditions); +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics above).

Nature Sense: Thyme can identify plants and animals (their species and special traits) with perfect accuracy. She can determine whether water is safe to drink or dangerous.

Resist Nature's Lure: Thyme gains a +4 bonus to saving throws against the spell-like abilities of feys (such as dryads, nymphs, and sprites).

Trackless Step: Thyme leaves no trail in natural surroundings and cannot be tracked.

Venom Immunity: Thyme is immune to all organic poisons, including monster poisons but not mineral poisons or poison gas.

Wild Shape (Sp): Thyme can change into a Tiny, Small, Medium-size, Large, or dire animal and back again 5 times per day. She may adopt only one form per use of this ability. With each use, she regains hit points as if she has rested for a day. She does not risk the standard penalty for being disoriented while in her *wild shape*. She gains all the creature's natural and extraordinary abilities when she does so.

Woodland Stride: Thyme may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect her.

Druid Spells Prepared (6/6/5/5/4/3/2; base DC = 14 + spell level): 0—*animal trick**, *detect poison*, *mending*, *purify food and drink*, *read magic*, *resistance*; 1st—*calm animals*, *entangle*, *goodberry*, *sandblast**, *summon nature's ally I*, *wood wose**; 2nd—*adrenaline surge**, *body of the sun**, *briar web**, *green blockade**, *produce flame*; 3rd—*cure moderate wounds*, *greater magic fang*, *nature's favor**, *neutralize poison*, *speak with plants*; 4th—*forestfold**, *miasma**, *summon nature's ally IV*, *waterball**; 5th—*insect plague*, *regenerate critical wounds**, *wall of thorns*; 6th—*greater call lightning**, *transport via plants*.

Possessions: +1 hide armor, +1 large wooden shield, +1 opposable scimitar*, masterwork sling, 10 bullets, druid's vestment, *peript of wisdom* +2 on *wilding clasp**, ring of protection +1, infusion of *cure moderate wounds*, infusion of *might of the oak**, infusion of *flame blade*, infusion of *camouflage**, infusion of *faerie fire*, infusion of *magic fang*.

Thyme (brown bear form), female half-elf Drd12: CR 12; Large humanoid (elf); HD 12d8+12; hp 66; Init +1; Spd 40 ft.; AC 15 (touch 10, flat-footed 14); Atk +16 melee (1d8+8, 2 claws) and +14 melee (2d8+4, bite); or +17/+12 melee (1d6+9/18–20, +1 opposable scimitar*); Face/Reach 5 ft. x 10 ft./5 ft.; SA Improved grab; SQ Animal companions (2 badgers, 2 hawks, tiger, wolf), half-elf traits, nature sense, resist nature's lure, scent, trackless step, venom immunity, *wild shape* (Tiny, Small, Medium-size, Large, or dire animal 5/day), woodland stride; AL N; SV Fort +12, Ref +5, Will +12; Str 27, Dex 13, Con 19, Int 12, Wis 18, Cha 10.

Skills and Feats: Animal Empathy +10, Concentration +9, Handle Animal +7, Heal +11, Hide –3, Intuit Direction +9, Knowledge (nature) +16, Listen +5, Profession (herbalist) +9, Ride (horse) +3, Scry +6, Search +2, Spellcraft +6, Spot +5, Wilderness Lore +19; Blindsight, Create Infusion, Multiattack, Natural Spell, Track.

Improved Grab (Ex): If Thyme hits with a claw, she deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Improved grab works only against Medium-size or smaller opponents. Thyme has the option to conduct the grapple normally or simply use her claw to hold the opponent. Each successful grapple check she makes during successive rounds automatically deals claw damage.

Scent (Ex): Thyme can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Possessions: +1 opposable scimitar*, *peript of wisdom* +2 on *wilding clasp**.

Thyme (badger form), female half-elf Drd12: CR 12; Tiny humanoid (elf); HD 12d8+12; hp 66; Init +3; Spd 30 ft., burrow 10 ft.; AC 15 (touch 15, flat-footed 12); Atk +14 melee (1d2–1, 2 claws) and +12 melee (1d3–1, bite); Face/Reach 2.5 ft. x 2.5 ft./0 ft.; SA Rage; SQ Animal companions (2 badgers, 2 hawks, tiger, wolf), half-elf traits, nature sense, resist nature's lure, trackless step, venom immunity, *wild shape* (Tiny, Small, Medium-size, Large, or dire animal 5/day), woodland stride; AL N; SV Fort +10, Ref +7, Will +12; Str 8, Dex 17, Con 15, Int 12, Wis 18, Cha 10.

Skills and Feats: Animal Empathy +10, Concentration +7, Handle Animal +7, Heal +11, Hide +11, Intuit Direction +9, Knowledge (nature) +16, Listen +5, Profession (herbalist) +9, Ride (horse) +5, Scry +6, Search +2, Spellcraft +6, Spot +5, Wilderness Lore +19; Blindsight, Create Infusion, Multiattack, Natural Spell, Track, Weapon Finesse (bite), Weapon Finesse (claw).

Rage (Ex): When Thyme takes damage in combat while in her badger form, she flies into a berserk rage the following round, clawing and biting madly until either she or her opponent is dead. She gains +4 Str, +4 Con, and –2 AC. She cannot end her rage voluntarily.

Possessions: *Peript of wisdom* +2 on *wilding clasp**.

Thyme (eagle form), female half-elf Drd12: CR 12; Small humanoid (elf); HD 12d8+12; hp 66; Init +2; Spd 10 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 12); Atk +12 melee (1d8, 2 claws) and +10 melee (1d4, bite); or +11/+6 melee (1d6+1/18–20, +1 opposable scimitar);

SQ Animal companion (2 badgers, 2 hawks, tiger, wolf), half-elf traits, nature sense, resist nature's lure, scent, trackless step, venom immunity, *wild shape* (Tiny, Small, Medium-size, Large, or dire animal 5/day), woodland stride; AL N; SV Fort +9, Ref +6, Will +12; Str 10, Dex 15, Con 12, Int 12, Wis 18, Cha 10.

Skills and Feats: Animal Empathy +10, Concentration +6, Handle Animal +7, Heal +11, Hide +6, Intuit Direction +9, Knowledge (nature) +16, Listen +5, Profession (herbalist) +9, Ride (horse) +4, Scry +6, Search +2, Spellcraft +6, Spot +5 (+13 during daylight), Wilderness Lore +19; Blindsight, Create Infusion, Multiattack, Natural Spell, Track, Weapon Finesse (claw), Weapon Finesse (bite).

Possessions: +1 *opposable scimitar**, *peript of wisdom* +2 on *wilding clasp**.

Thyme (Medium-size viper form), female half-elf Drd12: CR 12; Medium-size humanoid (elf); HD 12d8+12; hp 66; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (touch 13, flat-footed 13); Atk +12 melee (1d4-1, bite); Face/Reach 5 ft. x 5 (coiled) ft./5 ft.; SA Poison; SQ Animal companions (2 badgers, 2 hawks, tiger, wolf), half-elf traits, nature sense, resist nature's lure, scent, trackless step, venom immunity, *wild shape* (Tiny, Small, Medium-size, Large, or dire animal 5/day), woodland stride; AL N; SV Fort +8, Ref +7, Will +12; Str 8, Dex 17, Con 11, Int 12, Wis 18, Cha 10.

Skills and Feats: Animal Empathy +10, Climb +7, Concentration +5, Handle Animal +7, Heal +11, Intuit Direction +9, Knowledge (nature) +16, Listen +5, Profession (herbalist) +9, Ride (horse) +5, Scry +6, Search +2, Spellcraft +6, Spot +5, Wilderness Lore +19; Blindsight, Create Infusion, Multiattack, Natural Spell, Track, Weapon Finesse (bite).

Poison (Ex): Bite, Fortitude save (DC 11); initial and secondary damage 1d6 temporary Constitution.

Scent (Ex): Thyme can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Possessions: *Peript of wisdom* +2 on *wilding clasp**.

Thyme (dire wolf form), female half-elf Drd12: CR 12; Large humanoid (elf); HD 12d8+12; hp 66; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Atk +15 melee (1d8+10, bite); or +16/+11 melee (1d6+8/18-20, +1 *opposable scimitar**); Face/Reach 5 ft. x 10 ft./5 ft.; SA Trip; SQ Animal companions (2 badgers, 2 hawks, tiger, wolf), half-elf traits, nature sense, resist nature's lure, scent, trackless step, venom immunity, *wild shape* (Tiny, Small, Medium-size, Large, or dire animal 5/day), woodland stride; AL N; SV Fort +11, Ref +6, Will +12; Str 25, Dex 15, Con 17, Int 12, Wis 18, Cha 10.

Skills and Feats: Animal Empathy +10, Concentration +8, Handle Animal +7, Heal +11, Hide +0, Intuit Direction +9, Knowledge (nature) +16, Listen +6, Move Silently +3, Profession (herbalist) +9, Ride (horse) +4, Scry +6, Search +2, Spellcraft +6, Spot +6, Wilderness Lore +19 (+23 when tracking by scent); Blindsight, Create Infusion, Multiattack, Natural Spell, Track.

Trip (Ex): When Thyme hits with a bite attack, she can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Thyme.

Scent (Ex): Thyme can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Possessions: +1 *opposable scimitar**, *peript of wisdom* +2 on *wilding clasp**.

ABOUT THE AUTHOR

Penny Williams is a senior editor in Wizards of the Coast's Roleplaying Game R&D department. She has worked on licensed products, the *Star Wars* team, the managing editor's team, and is now with the core D&D team. As editor for *Masters of the Wild*, Penny was eager to create something using its many new goodies for druids. Penny lives in the Puget Sound area with husband Skip and their Siamese cat and several birds.