

DIVINE FAVOR™



the Druid

By Stefen Styrsky

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the Druid

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“The feats in the “New Feats” section, new class abilities in the “New Class Abilities” section, the monsters stats in the “New Animal Companions” section, and the domains in the “New Domains” section are open content.”

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The Druid

The vast expanse of the natural world gives those heroes who channel its forces powers as infinite as nature itself. This supplement defines some of these permutations with new options for a druid's wild shape ability, animal companions, and druid builds for those nature shamans who revere a primal element or a particular aspect of nature. Also included are five new domains and several new feats. Clerics and rangers can also benefit from the new domains and options for animal companions.

Examining the Druid

The druid relies on one characteristic: Wisdom. Depending on his role within the party, a druid might make Strength or Constitution his second-highest ability score. Even though a high Charisma seems necessary for Wild Empathy checks, a druid can soon overcome a low Charisma because he adds his level to such checks.

WILD SHAPE

This is a powerful ability and sometimes goes underappreciated, but wildshape makes the druid almost invaluable to an adventuring party. He can take the form of a wolf to become a skirmisher, the form of a bird to act as a scout, or the form of a tiger to engage in melee combat. It can save a druid from drowning or enable him to climb a cliff face. Nothing in the rules says it ends if the druid falls unconscious, meaning he can, for instance, sleep underwater in fish form and retain all his gear while doing so.

SPELLS AND HEALING

Druids should not attempt to act as healers. Their spells are better used for damaging opponents, controlling the environment, or enhancing her animal companion for combat. Druids should not cast summoning spells until higher levels. A summoned creature that exists for only one or two rounds is hardly worth the time or the spell slot.

FEATS

The most important feat a druid can take is Natural Spell. After that, depending on his primary role, he might consider melee combat feats such as Cleave, Power Attack, and Rending Claws. Beast Leadership (see **KOBOLD QUARTERLY** issue #18) coupled with nature's multitude or a flock animal companion (see below) could turn a druid into the leader of a small army.



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New Class Abilities

These abilities replace the usual druid class abilities. As with everything presented in this supplement, all are subject to the GM's approval.

NEW OPTIONS FOR WILD SHAPE

As a defining class feature, wildshape is to druids what spells are to wizards. Nature is full of variety and variations, so this ability is worth expanding just as broadly.

NATURE'S MULTITUDE (SU)

The druid gains the ability to turn herself into a mass of animals and back again 1/day. Her options for new forms include all creatures with the animal type. The effect lasts for 1 hour/druid level, or until she changes back. Changing form (to animal or back) is a standard action and does not provoke an attack of opportunity. The form chosen must be that of an animal with which the druid is familiar.

A druid loses her ability to speak while in animal form and is limited to the sounds 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 change into a number of Tiny animals based on her total hit points once per day. The number of animals she can change into are equal to her current hp (but not including temporary hp or hp gained through temporary bonuses to Constitution) divided

by the average hp of one Tiny animal. For example, a druid with 40 hp can change into a group of 20 bats or 10 weasels (see *Pathfinder Roleplaying Game Bestiary*).

The animals must all be of the same type. A druid cannot use this ability to change into a mixture of various animals—all the individual animals must be the same. This ability functions as *beast shape II* except as noted above.

A druid can use this ability an additional time per day at 6th level and every two levels thereafter, for a total of eight times at 18th level. At 20th level, a druid can use nature's multitude at will.

As a druid gains levels, she gradually learns to take on the form of larger animals, vermin, and even magical beasts. Each form expends one daily use of this ability, regardless of the form taken.

At 6th level, a druid can use nature's multitude to change into multiple Small animals as determined above. This otherwise functions as *beast shape I*.

At 8th level, a druid can change into multiple Medium animals or vermin. This otherwise functions as *beast shape I*.

At 10th level, a druid can change into multiple Large animals or vermin, or Small magical beasts. When used to change into animals or vermin, this ability functions as *beast*



shape II. When used to turn into magical beasts, this ability functions as *beast shape III*.

At 12th level, a druid can change into multiple Huge animals or vermin, or Small or Medium magical beasts. This functions as *beast shape III*.

At 16th level, a druid can use nature's multitude to turn into a number of Tiny or Large magical beasts. This functions as *beast shape IV*.

The druid retains her innate intelligence and knowledge while in her alternate form. Each member of the group can communicate with each other no matter the distance, as long as they are on the same plane. Killing a member does not slay the druid unless all the group's members are killed. Each member has a fraction of the druid's total hp proportional to the number of members.

Damage to one member may be extended to members elsewhere, even if they are separated by distance. This applies only to a single attack. For instance, a fireball might harm one member of a multitude, and the damage is applied to all. That member is slain, and no further attacks against the dead member can be made. While a multiple close together is quite vulnerable to area attacks, a dispersed multiple is very difficult to kill.

To return to the druid's normal form all surviving members must be within at least five ft. of each other. If this condition is not met, the druid must remain in mass form. If suppressed in an *antimagic field* the druid recombines into her normal form. If not all members of the group are close enough for this to happen, the individual creatures instead fall unconscious until the effect is negated. This ability replaces wild shape.

SWARM SHAPE (SU)

At 4th level, a druid can take on the form of swarms. This ability functions as *swarm skin* (see the *Advanced Player's Guide*) but the druid may remain in swarm shape for 1 hour/druid level. She can use this ability 1/day at 4th level, one additional time at 6th level and every two levels beyond 6th level for a total of eight times at 18th level.

Changing form (to swarm or back) is a standard action that does not provoke an attack of opportunity. This ability replaces wild shape.

OPTIONS FOR ANIMAL COMPANIONS

Druids are cat people, dog people, bird people, and spider people. Animal companions take many forms. This new option expands the druid's connection to animals beyond the usual winged and furry types.

FLOCK COMPANION (EX)

At 1st level a druid may take a flock of creatures for her animal companion instead of a single animal. She gains a number of creatures of the same kind (crows, eagles, rats, etc.) as long as their total number of Hit Dice equal the Hit Dice listed on Table 3-8 in the *Pathfinder RPG Core Rulebook*. Each creature must also have the same number of Hit Dice. For example, a 6th level druid could possess six bat animal companions or three wolves.

In all other respects, these animals advance as normal companions would, with each gaining the benefits listed on Table 3-8 and the improvements for companions from the *Pathfinder RPG Core Rulebook*.

Instead of adding another creature to her flock when Table 3-8 indicates a Hit Die increase, the druid may instead choose to increase the Hit Dice of all companions in the flock. However, the number of animals in the flock cannot drop below three and the Hit Dice must be evenly divisible between the creatures. For example, when the previous example's bats would advance to six Hit Dice, the druid may choose to have three of the bats grow to 2 Hit Dice creatures instead (and release the fourth and fifth bat from service) instead of adding a sixth bat.

When any members of a druid's flock are slain she may gain new ones by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the creatures live. She may also do this to change the type of animals in her flock as long as they follow the rules listed above.

Wild Speaker (Ex): At 9th level a druid may grant her animal companion the ability of speech. The creature can speak one language the druid understands. The animal companion must have an Intelligence score of 3 or higher for the druid to take this ability.

In addition, the animal companion gains the ability to talk to all animals of its type as *speak with animals*. This ability replaces *venom immunity*.

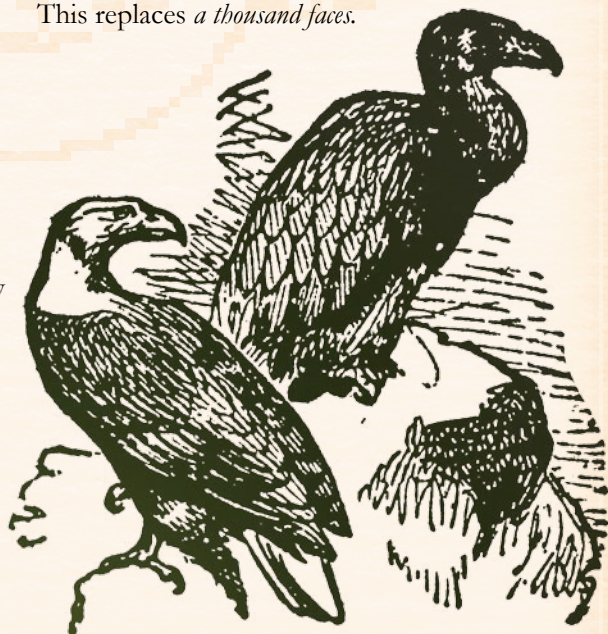
Companion Spells (Su): At 13th level the druid's animal companion gains the ability to cast spells from the druid spell list. The animal companion can cast a number of spells per day as a druid equal to 1/3 its total hit dice. It does not gain additional spells per day for a high Wisdom score, nor does it gain domain spells. To take this ability the druid must also possess the wild speaker class feature. This replaces a thousand faces.

Soul Companion (Su): At 13th level the druid may form a soul link with her animal companion. Once per day she may go into a trance and transfer her soul into her companion as per the spell *magic jar*. The state lasts for 10 minutes/druid level or until she voluntarily ends it.

The animal companion's soul remains in its body. The druid controls the actions of her animal companion and may use any ability she could normally use in wild shape. The druid's body lives, but she is unconscious and helpless. The druid is unaware of her surroundings while in control of her animal companion.

If the druid's body is slain, she can choose to remain in her animal companion until another body is found or she is raised from the dead. If the animal companion is slain, the druid returns to her body as long as it is on the same plane and still lives. If the druid cannot return to her body, she dies.

Once per day the druid may transfer her soul to her animal companion if she is slain, as long as both are on the same plane. She may reside in her animal companion indefinitely. This replaces *a thousand faces*.





New Druid Archetypes

All druids are wardens and protectors of the natural world, but as the natural world takes so many forms, so too do druids specialize and differentiate themselves in various ways. These four new archetypes move the druid to embrace particular elements of the divine

MOON DRUIDS

(Life, Death and Transformation)

Some druids take on nature's metaphorical aspects. These druids can embody death, life, or transformation, often represented by the phases of the moon.

FULL MOOD DRUID

A druid devoted to the full moon promotes growth and renewal, not as the antithesis of death, but rather its partner.

Spontaneous Casting: The full moon druid loses the ability to spontaneously cast *summon nature's ally* and instead casts a spell from the Artifice or Healing domains as long as she is of high enough level to cast the spell.

Nature Bond (Ex): A full moon druid does not gain an animal companion but instead gains access to either the Artifice or Healing domains.

Channel Energy (Su): A full moon druid channels positive energy as if she were a cleric equal to her druid level. The druid can take other feats to add to this ability, such as Extra Channeling and Improved Channeling, but not feats that alter this ability, such as Elemental Channeling and Outsider Channeling. This ability replaces wild shape.

NEW MOON DRUID

A new moon druid is not evil, nor does she revere destruction. Rather, she understands the necessity of death in the natural order. This grants her power over death and its aspects, and creature's souls.

Spontaneous Casting: A new moon druid loses the ability to spontaneously cast *summon nature's ally*. Instead, she can spontaneously cast a spell from the Death or Repose domains as long as she is of high enough level to cast the spell.

Nature Bond (Ex): A new moon druid does not gain an animal companion but instead gains access to either the Death or Repose domains.

Channel Energy (Su): A new moon druid channels negative energy as if she were a cleric equal to her druid level. The druid can take other feats to add to this ability, such as Extra Channeling and Improved Channeling, but not feats that alter this ability, such as Elemental Channeling and Outsider Channeling. This ability replaces wild shape.

PHASE DRUID

Embodying the natural flux of nature, a phase druid embraces the roiling, protean aspect of the environment.

Spontaneous Casting:

A phase druid loses the ability to spontaneously cast *summon nature's ally*. She instead gains access to spontaneously cast a spell from the Madness or Transformation domains (see page 12 for Transformation).

Transformation (Su): When preparing spells for the day, a phase druid gains a +1 enhancement bonus to his Strength, Dexterity, or Constitution. This ability increase by +1 for every five druid levels to a maximum of +5 at 20th level. At 20th level, the phase druid can apply this bonus to two physical ability scores.

Wild Shape (Su): Phase druids are not as in touch with the world around them as other druids and lose the nature bond ability. Instead, the phase druid gains the ability to wild shape as a druid equal to her level + 3, gaining wild shape at 1st level.

THE GREENMEN

The traditional druid is about the forests and green lands. These two archetypes expand that role and deepen it with clear connections to their role as tree wardens and forest dwellers.

GREEN WARDEN

The green warden cares for the world of life, growth and renewal. She despises creatures and artifacts that mimic life and its potency, or that pollute the natural order.

Foe of Unlife (Su) At 1st level the green warden gains the ability to channel energy as



a cleric of her level. However, the druid may not heal other creatures with this ability. She may only use this ability to damage creatures of the aberration, construct, or undead type, as if she channeled positive or negative energy (depending on the creature type).

In addition, the druid gains Turn Undead as a bonus feat and may use Turn Undead to panic aberrations and constructs as if they were undead. The druid can take other feats to add to this ability, such as Extra Channeling and Improved Channeling, but not feats that alter this ability, such as Elemental Channeling and Outsider Channeling. This replaces *nature bond*.

Resist Undeath (Ex): At 4th level a green warden gains a +4 bonus on saving throws against the spell-like and supernatural abilities of undead. This replaces resist nature's lure.

Disease Immunity (Ex): At 9th level a green warden becomes immune to all diseases, including magical diseases. This replaces *venom immunity*.

FOREST CHILD

The forest child exerts power over the mysterious world of the forest and other wild areas. Association with the woods and the mystical creatures that live there grants her a special connection to the deep, dark part of the woods.

Fey Turning (Su): At 1st level the forest child gains the ability to channel energy as a cleric of her level. However, the druid may not heal with this ability. She may only use this ability to damage creatures of the animal, fey, magical beast, and plant type.

In addition, the druid may channel energy to cause all creatures of these types within 30 feet to flee, as if panicked. The creatures receive a Will save to negate this effect (DC 10 + 1/2 druid level + Charisma modifier). Creatures that fail their Will save flee for 1 minute. Creatures with an Intelligence of 3 or more receive a new saving throw each round to end this effect. If used in this way, the channeled energy has no other effect. The druid can take other feats to add to this ability, such as Extra Channeling and Improved Channeling, but not feats that alter this ability, such as Elemental Channeling and Outsider Channeling. This replaces *nature bond*.

Tree-kin (Ex) At 15th level, long association with the green infuses the forest child's body with plant-like characteristics. She becomes immune to sleep effects, cannot be stunned, and no longer needs to sleep. She is considered both a plant and her original creature type for any effect related to race or creature type. This replaces *timeless body*.

ELEMENTAL SHAMAN

The Advanced Player's Guide introduced the animal shaman druid. These druids form a close bond with one type of animal. Elemental shamans form a close bond with one of nature's creative elements. These elemental shaman gains similar powers depending on their chosen element.

AIR SHAMAN

Nature Bond: An air shaman does not gain an animal companion. She instead must take the Air domain as her nature bond. In addition, the air shaman gains Aquan as a bonus language.

Elemental Empathy (Ex): At 1st level an air shaman gains elemental empathy. She adds her druid level on Diplomacy checks to

improve the attitude of air elementals and creatures with the Air subtype.

Elemental Transformation (Su): At 2nd level, an air shaman may adopt one aspect of an air elemental while retaining her normal form. She gains one of the following bonuses: movement (fly speed 30 feet [average], the druid must be 5th level to select this bonus), skills (+4 racial bonus on Acrobatics, Escape Artist and Fly checks), reactions (+2 racial bonus to initiative, +2 dodge bonus to AC), defenses (resist electricity 5, +2 to CMD to resist or escape a grapple), or elemental weapons (2 wind attacks for 1d6 damage for a Medium druid). While using elemental transformation, an air shaman may speak normally.

Using this ability is a standard action at 2nd level, a move action at 7th level, and a swift action at 12th level. The air shaman may use this ability for a number of minutes per day equal to her druid level. These minutes do not need to be consecutive, but they must be used in 1-minute increments. This is a polymorph effect and cannot be used while the druid is using another polymorph effect, such as wild shape.

Totemic Summons (Su): At 5th level, an air shaman may cast *summon nature's ally* as a standard action when summoning air elementals. Summoned elementals gain temporary hp equal to her druid level. She can reduce the level of the summoning spell by one by summoning an air elemental one step smaller (e.g., summoning a Medium air elemental instead of a Large air elemental). She can also increase the level of the summoning required by one to apply the advanced template or increase the size of the summoned elemental by one. She may increase the spell level by two to apply the advanced template and increase the size of the summoned elemental at the same time. This ability replaces *a thousand faces*.

Wild Shape (Su): At 6th level, an air shaman's wild shape ability functions at her druid level -2. If she takes on the form of an air elemental, she instead uses her druid level +2.

Bonus Feat: At 9th level and every four levels thereafter, an air shaman gains one of the following bonus feats: Improved Initiative, Lightning Reflexes, Run, Skill Focus (fly), or Wind Stance. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

EARTH SHAMAN

Nature Bond: An earth shaman does not gain an animal companion. She instead must take the Earth domain as her nature bond. In addition, the earth shaman gains Terran as a bonus language.

Elemental Empathy (Ex): At 1st level an earth shaman gains elemental empathy. She adds her druid level on Diplomacy checks to improve the attitude of earth elementals and creatures with the earth subtype.

Elemental Transformation (Su): At 2nd level, an earth shaman may adopt an aspect of the earth element while retaining her normal form. This ability functions as the air shaman ability, but the druid may select from the following bonuses: movement (burrow speed 20 feet), senses (tremorsense 60 ft.), defenses (+2 natural armor bonus to AC, resist acid 5), or elemental weapons (earthen fist for 1d8 damage for a Medium druid, +2 to CMB on bull rush attempts and overrun checks).

Totemic Summons (Su): At 5th level, an earth shaman may cast *summon nature's ally* as a standard action when summoning earth elementals. Summoned elementals gain temporary hit points equal to her druid level. This ability otherwise functions as the air shaman ability.

Wild Shape (Su): At 6th level, an earth shaman's wild shape ability functions at her druid level -2. If she takes on the form of an earth elemental, she instead uses her druid level +2.

Bonus Feat: At 9th level and every four levels thereafter, an earth shaman gains one of the following bonus feats: Diehard, Great Fortitude, Improved Bull Rush, Improved Great Fortitude, or Toughness. She must meet the prerequisites for these bonus feats. This ability replaces *venom immunity*.

FIRE SHAMAN

Nature Bond: A fire shaman does not gain an animal companion. She instead must take the fire domain as her nature bond. In addition, the fire shaman gains Ignan as a bonus language.



Elemental Empathy (Ex): At 1st level a fire shaman gains elemental empathy. She adds her druid level on Diplomacy checks to improve the attitude of fire elementals and creatures with the fire subtype.

Elemental Transformation (Su): At 2nd level, a fire shaman may adopt an aspect of the fire element while retaining her normal form. This ability functions as the air shaman ability, but the druid may select from the following bonuses: movement (+20 enhancement bonus to land speed), senses (+4 racial bonus to Perception, Blind-Fight feat), defenses (resist fire 10, which increases to resist fire 15 at 5th level), or special attack (burn for 1d4 damage).

Totemic Summons (Su): At 5th level, a fire shaman may cast *summon nature's ally* as a standard action when summoning fire elementals. Summoned elementals gain temporary hit points equal to her druid level. She can reduce the level of the summoning spell by one by summoning a fire elemental one step smaller (e.g., summoning a Medium fire elemental instead of a Large fire elemental). She can also increase the level of the summoning required by one to apply the advanced template or increase the size of a summoned elemental by one. Finally, she may increase the spell level by two to both apply the advanced template and increase the size of the summoned elemental at the same time. This ability replaces *a thousand faces*.

Wild Shape (Su): At 6th level, a fire shaman's wild shape ability functions at her druid level -2. If she takes on the form of a fire elemental, she instead uses her druid level +2.

Bonus Feat: At 9th level and every four levels thereafter,

a fire shaman gains one of the following bonus feats: Ability Focus (burn), Dodge, Mobility, Iron Will, or Wind Stance. She must meet the prerequisites for these bonus feats.

This ability replaces *venom immunity*.

WATER SHAMAN

Nature Bond: A water shaman does not gain an animal companion. She instead must take the Water domain as her nature bond. In addition, the water shaman gains Aquan as a bonus language.

Elemental Empathy (Ex): At 1st level a water shaman gains elemental empathy. She adds her druid level on Diplomacy checks to improve the attitude of water elementals and creatures with the water subtype.

Elemental Transformation (Su): At 2nd level, a water shaman may adopt an aspect of the water element while retaining her normal form. This ability functions as the air shaman ability, but the druid may select from the following bonuses: movement (swim speed 30 feet), water breathing (as the spell, the druid must be 5th level to select this bonus), skills (+4 racial bonus on Escape Artist and Swim checks), drench (see *Pathfinder RPG Bestiary*), or elemental weapons (2 water bursts for 1d6 damage for a Medium druid, +4 damage against creatures of the fire subtype).

Totemic Summons (Su): At 5th level, a water shaman may cast *summon nature's ally* as a standard action when summoning water elementals. Summoned elementals gain temporary hit points equal to her druid level. She can reduce



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the level of the summoning spell by one by summoning a water elemental one step smaller (e.g., summoning a Medium water elemental instead of a Large water elemental). She can also increase the level of the summoning required by one in order to apply the advanced template or increase the size of summoned elemental by one. Finally, she may increase the spell level by two to both apply the advanced template and increase the size of the summoned elemental at the same time. This ability replaces *a thousand faces*.

Wild Shape (Su): At 6th level, a water shaman's wild shape ability functions at her druid level -2. If she takes on the form of a water elemental, she instead uses her druid level +2.

Bonus Feat: At 9th level and every four levels thereafter, a water shaman gains one of the following bonus feats: Brew Potion, Cleave, Dodge, Endurance, Great Fortitude, or Skill Focus (swim). She must meet the prerequisites for these bonus feats. This ability replaces *venom immunity*.



New Domains

A druid may take one of these new domains when selecting the domain provided through her nature bond. These domains are also available to clerics. Domain spells marked with an * are taken from the *Advanced Player's Guide*. If you do not have the *APG* use the spell from the core rulebook in parenthesis.

BIRD DOMAIN

Granted Powers You celebrate in the freedom of winged creatures. You can fly and are not easily captured or bound. Fly is a class skill for you.

Hawk's Sight (Ex): At 1st level you gain a bonus on Perception skill checks equal to your druid level.

Wings (Ex): Beginning at 8th level you can grow feathery wings as a free action. You gain a fly speed (average) and can fly for a number of rounds equal to your druid level. These rounds do not need to be consecutive.

Domain Spells: 1st – *aspect of the falcon** (*feather fall*), 2nd – *owl's wisdom*, 3rd – *fly*, 4th – *freedom of movement*, 5th – *overland flight*, 6th – *owl's wisdom, mass*, 7th – *summon nature's ally VII* (birds only), 8th – *animal shapes* (birds only), 9th – *shapechange* (birds only)

SUBDOMAINS: FEATHER, WIND

Feather Replacement Power: The *Eyes of the Hawk* power of the subdomain replaces the Hawk's Sight power.

Replacement Domain Spells: 2nd—*feather fall*, 6th—*mass fly**.

Wind Replacement Power: The *Wind Blast* power of the subdomain replaces the Hawk's Sight power.

Replacement Domain Spells: 1st—*whispering wind*, 6th—*wind walk*, 9th—*winds of vengeance**.

HUNTING DOMAIN

Granted Powers: You are master of the hunt. The bounty of the land is yours for the taking. You gain proficiency with the longbow and shortbow.

Master Tracker (Ex): At 1st level you gain a bonus equal to your cleric level on Survival checks when following tracks or hunting and foraging.

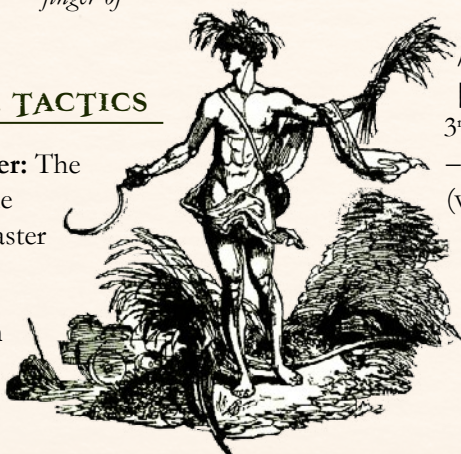
Game Hunter (Ex): At 5th level, choose one type of creature from the ranger's favored enemy list. You gain a +2 bonus on weapon attack and damage rolls and on Bluff, Knowledge, Perception, Sense Motive and Survival checks against creatures of this type. At every five levels thereafter, you can choose to increase this bonus by +2 or you may select an additional favored enemy, gaining a +2 bonus on weapon attack and damage rolls and on Bluff, Knowledge, Perception, Sense Motive and Survival checks against creatures of the new type, but not both.

Domain Spells: 1st – *hide from animals*, 2nd – *hold animal*, 3rd – *snare*, 4th – *tireless pursuers** (*tiny hut*), 5th – *mage's faithful bound*, 6th – *tree stride*, 7th – *control weather*, 8th – *finger of death*, 9th – *foresight*

SUBDOMAINS: FUR, TACTICS

Fur Replacement Power: The *Predator's Grace* power of the subdomain replaces the Master Tracker power.

Replacement Domain Spells: 1st—*magic fang*, 3rd—*beast shape I* (animals only).



Tactics Replacement Power: The *Seize the Initiative* power of the subdomain replaces the Master Tracker power.

Replacement Domain Spells: 2nd—*aid*, 5th—*command* (greater), 8th—*planar ally* (greater).

INSECT DOMAIN

Granted Powers: The teeming hordes of ants, centipedes and vermin are yours to control. You have a special bond with the small creatures that make up in numbers what they lack in size.

Sting (Ex): At 1st level you gain a natural bite attack that deals 1d6 points of damage + Strength modifier (or 1d3 if you are Small). On a successful hit with your bite attack the target is also sickened for 1 round. This is a poison effect. You may use this bite attack for a number of rounds per day equal to 3 + your Wisdom modifier.

Hive Mind (Ex): As a swift action you may enter a mental state akin to that of an insect: aware of your surroundings and able to act but without emotions or complex thoughts. You become immune to fear, compulsion, and enchantment spells and effects. You can do this for a number of rounds each day equal to your cleric level.

Domain Spells: 1st – *ant haul** (*jump*), 2nd – *vomit swarm** [*summon swarm* (spiders only)], 3rd – *poison*, 4th – *giant vermin*, 5th – *insect plague*, 6th – *swarm skin** (vermin only) (*summon nature's ally VI* [giant scorpion only]), 7th – *creeping doom*, 8th – *summon nature's ally* (purple worm only), 9th – *regenerate*

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SUBDOMAINS: INEVITABLE, TOIL

Inevitable Replacement Power: The *Command* power of the subdomain replaces the *Sting* power.

Replacement Domain Spells: 3rd—*command undead*, 5th—*command* (greater), 6th—*planar binding* (inevitables only).

Toil Replacement Power: The *Aura of Repetition* power of the subdomain replaces the *Hive Mind* power.

Replacement Domain Spells: 1st—*command*, 5th—*waves of fatigue*, 7th—*waves of exhaustion*

TRANSFORMATION DOMAIN

Granted Powers: You revere the forces of change, understanding that nothing lasts forever. You do not promote life or death, stability or chaos, but the moment in between that ensures no single state gains dominance.

Protean (Su): You can change your appearance for a number of rounds per day equal to 3 + your *Wisdom* modifier. This acts as *alter self*. The rounds do not need to be consecutive.

Primal Cancellation (Su): At 8th level you can generate a 30-ft. aura of true neutrality 1/day, canceling all moral and ethical distinctions. Spells and effects with a chaotic, death, evil, good, healing, or lawful descriptor are negated within the aura, as is DR based on an alignment. (For example, a creature with DR 10/good loses its DR while in the aura.) Creatures with an alignment subtype no longer have that subtype while in the aura. This aura lasts for a number of rounds equal to 1/2 your cleric level.

Domain Spells: 1st — *sanctuary*, 2nd — *natural rhythm* * (*align weapon*), 3rd — *magic circle against chaos/evil/good/law*, 4th — *true form* * (*death ward*),

5th — *threefold aspect** (*reincarnate*), 6th — *greater dispel magic*, 7th — *destruction*, 8th — *mass inflict critical wounds*, 9th — *shapechange*

SUBDOMAINS:

DECEPTION, PROTEAN

Deception Replacement Power: The *Sudden Shift* power of the subdomain replaces the *Protean* power.

Replacement Domain Spells: 2nd—*mirror image*, 7th—*project image*.

Protean Replacement Power: The *Aura of Chaos* power of the subdomain replaces the *Primal Cancellation* power.

Replacement Domain Spells: 1st—*lesser confusion*, 3rd—*displacement*, 6th—*planar binding* (proteans only).

TREE DOMAIN

You are the protector of the forest, and you find companionship with the world's mighty growing things.

Resistance of the Wood (Ex): You are as the mighty oak. You gain a +1 inherent bonus to Constitution. This increases by +1 every five levels to a maximum of +4 at 20th level.

Animate Trees (Su): At 8th level, as a standard action, you can imbue trees with mobility and a semblance of life. This ability functions as *animate plants*, but only with trees. You can use this ability 1/day at 8th level, and one additional time per day for every four levels beyond 8th to a maximum of 4/day at 20th level.

Domain Spells: 1st — *shillelagh*, 2nd — *barkskin*, 3rd — *quench*, 4th — *grove of respite** (*secure shelter* [in the forest only]), 5th — *treestride*, 6th — *live oak*, 7th — *change staff*, 8th — *control plants* (trees only), 9th — *maze* (in the forest only)

SUBDOMAINS:

GROWTH, SEASONS

Seasons Replacement Power: The *Untouched by the Seasons* power of the subdomain replaces the *Resistance of the Wood* power.

Replacement Domain Spells: 1st—*goodberry*, 4th—*blight*, 8th—*sunburst*.

Growth Replacement Power: The *Enlarge* power of the subdomain replaces the *Animate Trees* power.

Replacement Domain Spells: 1st—*enlarge person*, 5th—*righteous might*.



New Animal Companions

These creatures are available as animal companions for druids and rangers.

BRAIN OOZE

Starting Statistics: **Size** Small; **Speed** 20 ft., climb 20 ft.; **AC** +2 natural armor; **Attack** slam (1d3 + 1d4 acid); **Ability Scores** Str 13, Dex 10, Con 17, Int 2, Wis 12, Cha 2; **Special Attacks** acid; **Skills** Racial Modifier +4 Escape Artist; **Special Qualities** blindsight 20 ft., ooze traits.

7th-level Advancement: **Size** Medium; **Speed** 20 ft., climb 20 ft.; **Attack** slam (1d4 + 1d6 acid); **Ability Scores** Str +2, Dex -4, Con +4; **Special Attacks** acid; **Spell-Like Abilities** 1/day – *lesser confusion*

Acid (Ex) The acid that covers a brain ooze dissolves flesh and bone. With a successful slam attack it deals the listed amount of damage against living creatures (and creatures that were once living, such as corporeal undead). A brain ooze that manages to grab a creature deals acid damage equal to its 10 + ½ HD + Con modifier, but the gray ooze must remain in contact with the creature for 1 full round in order to deal this damage.

ELECTRIC LIZARD

Starting Statistics: **Size** Small; **Speed** 30 ft., climb 20 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus 1d4 electricity); **Ability Scores** Str 10, Dex 17, Con 15, Int 1, Wis 12, Cha 10; **Skills** Racial Modifier +4 Acrobatics, modifies Climb with Dex; **Special Qualities** tremorsense 30 ft.

4th-level Advancement: **Size** Medium; **Attack** bite (1d6 plus 1d6 electricity); **Ability Scores** Str +2, Dex -2, Con +2



FAST FLYTRAP

Starting Statistics: **Size** Medium; **Type** plant;
Speed 20 ft.; **AC** +4 natural armor; **Attack** bite (1d6 plus grab); **Ability Scores** Str 14, Dex 13, Con 15, Int 1, Wis 12, Cha 2; **Special Attacks** swallow whole; **Special Qualities** plant traits, tremorsense 30 ft.

4th-level Advancement: **Size** Large; **Speed** 20 ft.;
Attack bite (1d8 plus grab); **Ability Scores** Str +4, Dex -2, Con +4

FOREST WORM

Starting Statistics: **Size** Small; **Speed** 20 ft., climb 20 ft., burrow 20 ft.; **AC** +2 natural armor;
Attack bite (1d4 plus grab); **Ability Scores** Str 10, Dex 17, Con 15, Int 1, Wis 12, Cha 2;
Special Attacks constrict (1d4); **Skills** Racial Modifier +4 Escape Artist; **Special Qualities** darkvision 60 ft.

4th-level Advancement: **Size** Medium; **Speed** 30 ft.; **AC** +1 natural armor; **Attack** bite (1d6 plus grab); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** constrict (1d6)

GREEN SLUG

Starting Statistics: **Size** Small; **Speed** 20 ft., climb 20 ft., swim 10 ft.; **AC** +4 natural armor;
Attack bite (1d4); **Ability Scores** Str 12, Dex 10, Con 18, Int 1, Wis 12, Cha 2; **Special Attacks** spit acid (1d6); **Special Qualities** malleable, tremorsense 30 ft.

4th-level Advancement: **Size** Medium; **Speed** swim 20 ft.; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +4; **Special Attacks** spit acid (1d8)

Spit Acid (Ex) A green slug can spit acid at an opponent within 20 feet (no range increment). With a successful ranged touch attack, the target takes the listed amount of damage (no save).

Malleable (Ex) A green slug's body is very malleable, allowing it to fit into narrow areas with ease. A green slug takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size. A green slug can squeeze normally through an area two size categories smaller than its actual size.



New Feats

Druids have their secret skills and masteries. Many are taken directly from nature, others are peculiar to their connection with animal companions or divine power.

Brothers in Kind

You gain strength when you take on the form of your animal companion.

Benefit: When you use your wild shape ability to turn yourself into the same kind of animal as your animal companion, you both gain a +2 morale bonus on attack and damage rolls when flanking the same opponent, and a +2 morale bonus to Will saves as long as you remain within 30 ft. of each other.

Defend the Master

Your human companion must be saved at all costs.

Prerequisite: Animal Companion

Benefit: When the animal companion's druid is reduced to 0 or fewer hp, the animal companion goes into a rage and attacks all foes of the druid until it is slain or this ability ends.

This functions as a *rage* spell (but is not magic) and lasts for a number of rounds equal to the animal companion's Hit Dice.

Great Paws, Bigger Teeth

Your wild shape possesses natural attacks much larger than a normal creature of its size.

Prerequisite: Wild shape ability

Benefit: Whenever you wild shape into an animal or magical beast, the creature's natural attacks increase their base damage by one dice step, as if you were one size larger.

Commentary: This does exactly what Improved Natural Attack does, but makes that important power available to PCs sooner. The two feats stack.

Green Force

Your spells imbue you with the energy of life.

Prerequisite: Ability to cast creation spells

Benefit: Whenever you cast a creation spell, you heal a number of hp equal to the spell's level.

Healing Tongue

An animal's tongue speeds the healing of injuries and cleanses wounds.

Benefit: An animal with this feat can lick the wounds of an injured creature (but not constructs or undead) and grant it benefits as if it had performed a Heal skill check to render first aid, provide long-term care, treat deadly wounds, treat poison, or treat disease. A successful Heal skill check is required, but a healer's kit is not. Only disease or poison contracted through contact or injury can be treated.

Special: A druid who takes this feat can only use it while in the *wild shape* of a Small or larger creature.

Primeval Counsel

The land speaks to you.

Benefit: When in a natural area such as a forest, desert, swamp etc., you gain a +2 bonus on Knowledge (geography), Knowledge (nature), and Knowledge (local) skill checks.

Rampant Growth

The creatures of the forest you call grow under you power.

Prerequisite: Wild Empathy or Knowledge (nature) 5 ranks

Benefit: When you summon an animal, magical beast, or plant with a conjuration spell, the creature gains the Giant Creature template.



Rapid Growth

You can cast nature spells faster than other spells.

Prerequisite: Ability to cast 6th level spells

Benefit: You can cast spells with the creation descriptor as a swift action without increasing the spell's level. You cannot cast another spell in the same round you cast a creation spell this way.

Sudden Ally

Your call for help is answered immediately.

Benefit: Once per day when you choose to spontaneously cast a *summon nature's ally* spell you can cast it as a swift or immediate action without increasing its level. You cannot cast another spell on the turn you use this ability.

Totem Aspect

You can take on an aspect of a totem creature you revere.

Prerequisite: Wild Shape

Benefit: Choose one of the aspects below. You may consume one use of your wild shape ability

to instead take on that aspect for 1 minute per druid level. Once this choice has been made it cannot be changed.

Bear aspect:

+4 enhancement bonus to Constitution

Bull aspect:

+4 enhancement bonus to Strength

Cast aspect:

+4 enhancement bonus to Dexterity

Eagle aspect:

+4 enhancement bonus to Charisma

Fox aspect:

+4 enhancement bonus to Intelligence

Owl aspect:

+4 enhancement bonus to Wisdom

Special: You can gain this feat more than once, but its effects do not stack. Each time you take this feat choose a different aspect. You may have only aspect in effect at a time.

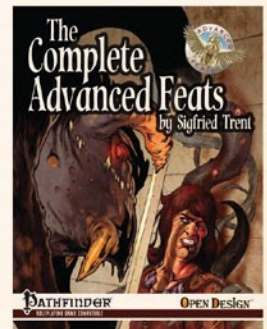


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