

Druids & Druidism

Table of Contents

Introduction	2	Homeopaths	24
Prestige Druids	3	Herbs	27
Glacier Walker	3	Poisons	30
Guardian of the Oasis	5	Alkaloids	33
Highlander	7	Nature's Magic	36
Packleader	10	Druid Spells	36
Scourge of the Dead	13	Ranger Spells	37
Waverider	15	Druid Magic Items	43
Druid Seats	17	The Circle of Life	49
Nature's Handiworks	21	Creating the Circle	50
Wood	21	The Druid Bond	64
Leather	22	Selecting a Companion	64
Armor	23	Druids and Deities	68
Nature's Bounties	24	The Abandoned	68
		Reconciling with Nature	69

Designer

Thomas Knauss

Artwork

Kevin Yancey

Editor

Jamie McGraw

Cover

Kevin Yancey

Creative Director

Jim Butler

Typesetter

John Gay

This electronic product is offered for sale exclusively at RPGNow.com and SVGGames.com. If you have obtained this copy through any other means, then you have a pirated copy of this product. Piracy hurts the hobby. Software piracy prevents publishers from investing in future gaming products and affects the rates they can pay designers, editors, artists, typesetters, and other publishing staff. Piracy hurts everyone, and it's bad for the long-term health of your favorite industry.

If you'd like to obtain similar products related to this this e-release, visit your favorite local game store or order *Alchemy & Herbalists* online at www.bastionpress.com.

Bastion Press and the Bastion Press logo are trademarks owned by Bastion Press, Inc. 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. Dungeons & Dragons and Wizards of the Coast are registered trademarks of Wizards of the Coast, Inc. and are used with permission. A copy of this License can be found at www.wizards.com. © 2003 Bastion Press, Inc. All Rights Reserved. Printed in the U.S.A.

www.bastionpress.com





Introduction

Since the dawn of creation, sentient beings have waged an endless struggle for survival against nature's awesome fury. Whether seeking shelter from a violent storm or fleeing the virulent eruption of a furious volcano, civilization remains at the apathetic mercy of its surroundings. Although many live in fear of nature's terrible wrath, a small circle of individuals embraces its mysterious and wondrous powers. Rejecting the tenets of urban society, these intrepid individuals commune with the natural world forming a sacred pact between themselves and the land itself. In an unusual symbiotic relationship, druids swear their indomitable allegiance to nature in exchange for unison with its inhabitants and divine magic.

Contrary to many popular fallacies, druids are not passive, anti-social vegetarians accompanied by scores of adoring animals and indulging in the inhalation of hallucinogenic herbs and leaves. While some of these perceptions undoubtedly possess at least a moniker of truth, the notion is entirely skewed. Druids are fervent in their defense of their sacred wilderness, more than willing to physically combat any unwelcome interloper. Most druids lead a more solitary lifestyle than sedentary populations, yet druids enjoy the company of their animal companions and fellow druids. Despite the absence of throngs of nearby humanoids, druids experience far less alienation and loneliness than urban residents immersed in a sea of humanity. Although druids genuinely befriend their animal companions, they continue to hunt other animals for food and byproducts such as leather and bone. Finally, while druids harvest numerous plants for a myriad of medicinal and calmativie purposes, they respect and fear their potentially dangerous addictive properties. Druids refrain from indulging in their usage solely for personal pleasure or escape from reality. Instead, druids are a close-knit brotherhood devoted to the sanctimonious preservation of the wilderness and the perpetuation of the natural order.

Despite their close interaction with the natural world, druids maintain a semblance of neutrality in accordance with nature's grand design. Nature herself is a passive observer, abstaining from interfering in the affairs of sentient beings regardless of the consequences. To druids, nature is a tangible living entity, the mother and the wellspring of all life and creation. Present before the inception of deities and the discovery of arcane magic, nature remains timeless and omnipotent, impervious to the machinations of foolish beings attempting to supersede or dominate its limitless power. Nature is more than a pristine forest or an imposing mountaintop; it is the physical manifestation of a celestial master plan invoked to

govern the orderly function of the universe and all living things. Time, space, life and death acquiesce to its laws and rules, however notable exceptions exist. The blight of the living dead, the power to bend space by traveling great distances and the ability to stop time all defy nature's intentions. While such transgressions are usually transitory and localized, druids undertake the reparation of the natural world as their sacred duty.

Fortunately, most challenges to the natural order remain more mundane, but no less real. Civilization continues to expand at an alarming rate, threatening the sanctity and ecological viability of vast tracts of primordial wilderness. Savage tribes of voracious monsters and humanoids pillage the earth, ransacking its bountiful resources and disrupting its delicately balanced ecosystem. Nefarious wizards and clerics seek refuge in its remote solitude to practice their insidious and destructive magic. The proliferation of undead creatures defiantly mocks the cycle of life, providing an existence beyond the limitations imposed by nature herself. Despite the perils and obstacles, druids persevere and battle against these unnatural forces in an effort to restore nature's harmonious balance. With the assistance of their animal and plant allies, druids wage a tireless campaign against these and other malevolent forces bent on the shameless exploitation of the natural world and its inhabitants.

As a result of these pervasive forces, Druids and Druidism provides numerous powers and abilities to combat these formidable adversaries. An eclectic collection of divine spells and magic items supplements the druid's extensive magical arsenal. Through their unique affinity with the natural world, druids harness raw magical energy as a means of mimicking, controlling and summoning nature's awesome power. Magic enables them to adopt the physiological features of their animal companions including the compound vision of an insect or the bat's use of sonar. They manipulate the powerful current of a raging river or the torrential downpour of a violent thunderstorm. When confronted by hordes of their enemies, druids instantaneously mobilize legions of animals and plants to their defense.

Druids utilize numerous natural materials to forge an unprecedented quantity of weapons, armors, rings and miscellaneous items. Their array of wooden and bone weapons are more than a match for any steel or iron counterpart, while expertly crafted and tailored suits of leather and hide armor provide ample protection against their enemies' blows. Staffs frequently complement their impressive spellcasting abilities, while rings often increase their mastery over the natural world. Additionally, druids also manufacture a diverse variety of other magic items including saddles, crowns, masks and belts.

However, magic is not the only tool at the druid's disposal. Their extensive knowledge of the natural world allows them to concoct wondrous elixirs from native plants as well as coax poison from venomous animals. Countless hours of trial and error as well as painstaking research enable druids to augment their inherent abilities by mastering incredible feats of physical and intellectual prowess. Some druids follow this path of self-discovery to previously unattainable heights, specializing in the manipulation and control of their unique environment or climate.

Druids also depend on the capable assistance of other sentient beings. Dedicated contingents of loyal animal companions, ready to act at a moment's notice, accompany them throughout their travels. More importantly, they rely on their fellow druids for spiritual, moral, military and economic support by forming a unique druidic society known as a circle. This supplement describes the establishment, leadership and daily activities of this important facet in the druids' life.

Part inquisitive student, part stalwart defender and part diplomatic liaison, druids occupy a vital niche in the ecosystem. While staunchly protecting the unalienable rights of the natural world and its inhabitants, druids frequently find themselves at the center of an endless conflict between preservation and progress. By tenaciously adhering to their principles and ideals, druids maintain nature's integrity and strengthen their communion with the natural world utilizing whatever means necessary.

Prestige Druids

Molded by years of experience and spurred by force of will, some druids pursue a way of life vastly different from their counterparts. Although they maintain their core abilities and affinity for nature, these characters embody specific traits and powers attainable only through specialization in a particular field. Some develop an affinity with a specific species of animal, while others devote themselves to a particular climate or terrain. Druids that follow these paths achieve a synergy with nature that remains completely alien to their traditional counterparts. Regardless of their occasionally divergent ideologies, these individuals remain integral parts of the druid community.

Glacier Walker

Fierce, icy winds and bitter, numbing cold constantly accompany the resilient druids of the arctic regions. Swathed in bundles of thick fur and animal hide, the enigmatic glacier walker roams his wintry landscape, revering its wondrous marvels and incomparable beauty. Nearly all glacier walkers spend countless hours enhancing the aesthetic wonder of their territory by creating magnificent ice sculptures and totems of native animals. However, these mysterious artistic creations also serve several more practical purposes. They remind hunters and trappers to respect the sanctity of the frozen wilderness as well as warning poachers against plying their unsavory business in the druid's sacred land. Ice sculptures also function as a means of communication between fellow druids in the area. They alert other druids to the presence of a specific animal in the immediate vicinity and mark the boundaries of the druid's territory. Although seemingly territorial in nature, glacier walkers are actually very cooperative and primarily sedentary. A typical circle of glacier walkers consists of anywhere between ten and twenty individuals with an elder druid serving as the group's undisputed leader. The circle always gathers in a secluded cavern within a ring of ice totems and sculptures.

Because of their harsh and brutal environment, glacier walkers engage in very little contact with the civilized world. Glacier walkers consciously avoid towns and cities, preferring to remain ignorant about the virtues and vices of urban life. However, they frequently interact with barbaric tribes in the region, trading a variety of commodities with the nomadic inhabitants of their territories. The two groups generally coexist peacefully, not a surprising fact considering that most glacier walkers began their lives as members of a barbaric tribe.





Humans are the most prevalent race among glacier walkers with half-orcs a distant second. Because of the inherent discipline essential for survival in this extreme climate, most glacier walkers are lawful neutral. Glacier walkers revere and cherish the animal inhabitants of their frozen territory, however wolves, lynxes, and polar bears are their most popular animal companions. On the other hand, frost giants and white dragons remain their most bitter enemies. Regardless of the circumstances, glacier walkers attack these evil beings on sight.

Hit die: d8

Requirements

To qualify as a glacier walker, a character must fulfill the following criteria.

Base Fortitude Bonus: +4

Alignment: Any non-chaotic

Skills: Animal Empathy 5 ranks, Craft (sculpture) 4 ranks, Handle Animal 5 ranks, Knowledge (nature) 4 ranks, Wilderness Lore 4 ranks.

Feats: Great Fortitude

Class Skills

The glacier walker's class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Climb (Str), Concentration (Con), Craft (any) (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Move Silently (Dex), Profession (any) (Int), Ride (Dex), Spot (Wis), Tumble (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Glacier walkers gain no weapon or armor proficiencies.

Spells: Glacier walkers continue to receive new spells as if they acquired another level in the spellcasting class that they belonged to prior to becoming a glacier walker. However, they do not attain any other abilities gained from a level increase from the spellcasting class. If the character had more than one spellcasting class, the player decides which spellcasting class receives the additional level for purposes of determining his spells per day and spells known. Furthermore, whenever a glacier walker casts a spell inflicting cold damage, the spell deals an additional point of damage equal to the character's glacier walker level.

Arctic Movement (Ex): Whenever the glacier walker travels through arctic terrain, his movement rate increases by ten feet per round. In addition, magical cold effects that impede movement such as the spell *sleet storm* do not affect glacier walkers. To receive the benefits of this ability, the glacier walker must be moving by means of his own locomotion (i.e. a glacier walker riding a horse does not receive this benefit). Furthermore, whenever a glacier walker engages in melee with an opponent in arctic terrain, he receives the Improved Trip feat regardless of whether the character possesses the feat's prerequisites.

Cold Resistance (Ex): A glacier walker does not suffer any ill effects from cold weather and must make Fortitude checks every hour rather than every ten minutes when subjected to extreme cold. The results of failed checks remain unchanged. Glacier walkers also receive a +2 competence bonus to all saving throws against cold related effects such as a white dragon's breath weapon or *cone of cold*.

Table 1.0: Glacier Walker

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+2	+0	+0	Spells, Cold Resistance, Arctic Movement
2 nd	+1	+3	+0	+0	Winter's Enemies
3 rd	+2	+3	+1	+1	
4 th	+3	+4	+1	+1	Chill Metal
5 th	+3	+4	+1	+1	
6 th	+4	+5	+2	+2	Sleet Storm
7 th	+5	+5	+2	+2	
8 th	+6	+6	+2	+2	Ice Storm
9 th	+6	+6	+3	+3	
10 th	+7	+7	+3	+3	Frozen Prison



Winter's Enemies (Ex): Glacier walkers receive a +4 dodge bonus against frost giants and white dragons as well as a +1 competence bonus to attack rolls against frost giants and white dragons. These bonuses represent special techniques and battle tactics shared among members of the druidic circle. As always, if a glacier walker loses his positive Dexterity bonus to armor class, he also loses his dodge bonus.

Chill Metal (Sp): Once per day, a glacier walker may produce an effect identical to that of the *chill metal* spell cast by a druid of his glacier walker level.

Sleet Storm (Sp): Once per day, a glacier walker may produce an effect identical to that of the *sleet storm* spell cast by a druid of his glacier walker level.

Ice Storm (Sp): Once per day, a glacier walker may produce an effect identical to that of the *ice storm* spell cast by a druid of his glacier walker level.

Frozen Prison (Sp): Once per day, a glacier walker may sculpt a magical frozen prison capable of capturing an opponent up to one size category larger than himself. Using his Craft (sculpture) skill, he carves an ice sculpture of a spherical cage. Completing the cage takes ten minutes, at which time the glacier walker rolls a Craft (sculpture) check. (He cannot take "10" or "20" on this check.) The modified skill check determines the saving throw's difficulty class. For

instance, if the glacier walker has a modified Craft (sculpture) skill check of +9 and rolls a "12", the difficulty class of the saving throw is 21. Once finished, the sculpture retains its magical properties for twenty-four hours regardless of the temperature; however a glacier walker may not possess more than one frozen prison at any time. The glacier walker may hurl the icy prison at any target within 50 feet, treating the attack as a ranged touch attack. A successful hit deals 5d6 points of cold damage with no saving throw allowed. Furthermore, the sculpture's frigid bars encapsulate the victim unless he rolls a successful Fortitude save. Failure completely immobilizes the victim for a number of rounds equal to the difficulty class of the saving throw. Success magically *slows* the victim for an equal number of rounds. Note that victims immune to cold damage are not immune to the spell-like ability's second effect.

Guardian of the Oasis

Punishing heat and whirling sand pummel the weathered countenance of the nomadic guardians of the oasis. To a beleaguered desert caravan, the elusive glimpse of these reclusive figures is greeted with unabated jubilation and delight, because a refreshing spring of crystal clear water must be close at hand. On the other hand, wary and suspicious travelers view the mysterious nomads of the sand in a completely different light. Their well-known affiliation with the native serpents and scorpions reinforces the unfounded belief that these bastions of the dunes conspire with the forces of treachery and evil. Regardless of their personal prejudices and convictions, even their staunchest enemies grudgingly admire the hardy defenders of the desert.

Guardians of the oasis dwell within an environment largely alien to most other humanoid races. While most desert civilizations flourish near life giving rivers and lakes, the guardians wander the remote recesses of its sandy dunes; stalwartly protecting its nourishing springs from harm. Primarily devoid of any societal structure or political hierarchy, guardians often demonstrate an obstinate and fiercely independent personality. Despite their lack of a formal druidic society, guardians pledge nominal fealty to a loosely affiliated council of elder druids charged with the defense of a particular oasis. Most lead solitary lives, although immediate threats to a sacred site attract the attention of their fellow guardians. Guardians carefully monitor the activities of passing travelers and caravans, conducting active surveillance to ensure that they do not exploit the precious resources of the desert's scarce oases. Some desert travelers perceive the guardians' wary attitude toward strangers as covetous and selfish, but





guardians readily dismiss these accusations as unfounded and borne of ignorance. They believe that they serve as a vital member of the desert's ecosystem, ensuring the survival of the desert's rugged and determined inhabitants.

The vast majority of guardians are human; however half-elves and halflings are not uncommon. Their autonomous outlook and disdain for rigid organization makes chaotic neutral the most popular alignment among their numbers. Because of the inhospitable environment, only a handful of resourceful creatures dwell among these intrepid druids. The most popular animal companions among their ranks are serpents and scorpions. Unfortunately, their close bond with these venomous and dangerous creatures creates a popular misconception among some desert travelers that guardians and their companions plot to lure the unwary to their demise for some sadistic evil purpose. Countless legends and tales recount the tragic destruction of naïve desert travelers by the hands of a wicked guardian. The more seasoned caravan leaders scoff at these wild misperceptions, yet they continue to persist throughout many quarters.

Hit Die: d8

Requirements

To qualify as a guardian of the oasis, a character must fulfill the following criteria.

Base Fortitude Bonus: +4

Alignment: Any non-lawful

Skills: Intuit Direction 5 ranks, Knowledge (nature) 5 ranks, Wilderness Lore 6 ranks.

Feats: Endurance, Great Fortitude, Run.

Spells: Must be able to cast *create water*.

Class Skills

The guardian of the oasis' class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (any) (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Move Silently (Dex), Profession (any) (Int), Tumble (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Guardians of the oasis gain no weapon or armor proficiencies.

Spells: Guardians of the oasis continue to receive new spells as if they acquired another level in the spellcasting class that they belonged to prior to becoming a guardian of the oasis. However, they do not attain any other abilities gained from a level increase from the spellcasting class. If the character had more than one spellcasting class, the player decides which spellcasting class receives the additional level for purposes of determining his spells per day and spells known.

Desert Movement (Ex): Whenever the guardian travels through desert terrain, his movement rate increases by ten feet per round. To receive the benefits of this ability, the guardian must be moving by means of his own locomotion (i.e. a guardian under the influence of a *fly* spell does not receive this benefit). Furthermore, a guardian passing within ten feet of quicksand receives a Search check to notice it as if he were actively searching the area.

Heat and Thirst Resistance (Ex): A guardian of the oasis does not suffer any ill effects from very hot conditions and must make Fortitude checks every hour rather than every ten minutes when subjected to extreme heat. The results of failed checks remain unchanged. Guardians also receive a +2 competence

Table 1.2: Guardians of the Oasis

Class Level	Base				Special
	Attack Bonus	Fort Save	Reflex Save	Will Save	
1 st	+0	+2	+0	+2	Spells, Desert Movement, Heat/Thirst Resistance
2 nd	+1	+3	+0	+3	Coax Venom
3 rd	+2	+3	+1	+3	
4 th	+3	+4	+1	+4	Whirling Dervish
5 th	+3	+4	+1	+4	
6 th	+4	+5	+2	+5	Fist of Sand
7 th	+5	+5	+2	+5	
8 th	+6	+6	+2	+6	Sand Blast
9 th	+6	+6	+3	+6	
10 th	+7	+7	+3	+7	Sand Storm

bonus to all saving throws against heat related effects including magical fire. He can survive without water for one day plus a number of hours equal to double his Constitution score before he is required to make hourly Constitution checks. Again, the results of failed checks remain unchanged.

Coax Venom (Ex): Once per day, a guardian of the oasis can milk the toxin from its venomous animal companion. The procedure takes one minute to complete and yields one dose of poison. Poison biodegrades fairly rapidly; therefore the number of doses in the guardian's possession obtained in this manner may not exceed his guardian of the oasis levels. Guardians do not follow the normal procedures associated with this feat; instead the animal simply acquiesces to his request. Coating a weapon with the poison carries all of the perils normally inherent with the application of poison.

Whirling Dervish (Ex): At 4th level, the guardian receives the Spring Attack feat whenever he engages in melee with an opponent in desert terrain, regardless of whether the character meets the feat's prerequisites. This ability remains in effect for the duration of the combat and is usable an unlimited number of times per day.

Fist of Sand (Sp): At 6th level, a guardian may formulate magical balls of sand vaguely resembling fists. This ability requires at least one cubic foot of sand within range of this effect. The guardian hurls the magical ball from his hand at his opponent, treating it as a ranged touch attack with a maximum range equal to the guardian's Wisdom modifier multiplied by ten feet. A successful hit blinds the opponent for one round unless they make a successful Fortitude save DC 14. The guardian may use this ability a number of times per day equal to his guardian of the oasis level. Activating and using the ability is a standard action.

Sand Blast (Sp): Once per day, the guardian conjures a ten-foot long cone of sand originating from his outstretched hands. Anyone within the cone must make a successful Reflex save; otherwise they are blinded for 2d4 rounds. The difficulty class of the saving throw is DC 10 + ½ the character's guardian of the oasis levels + his Wisdom modifier. This ability is treated as a standard action.

Sand Storm (Sp): Once per day, the guardian creates a billowing cloud of swirling sand that occupies a twenty-foot cube. The sand deals 5d6 points of damage to anyone within the cube with no saving throw allowed. The cube dissipates practically instantaneously. The range of this effect is equal to the guardian's Wisdom modifier multiplied by ten feet.

Highlander

According to many popular myths, highlanders are eccentric, reclusive hermits dwelling within the precipitous shadows of towering mountain peaks, unconcerned with the affairs of civilization. Mountain travelers, however, know that the truth is not that simple. Highlanders preserve the pristine beauty of jagged and treacherous mountainous regions, while meticulously maintaining mountain roads and passes for merchants and adventurers. Despite their complicity with commercial activity, highlanders enjoy serenity and solitude far more than the bustle of urban life. Compassionate and introspective, they strive to achieve a workable balance between the demands of encroaching civilizations and the integrity of their natural surroundings.

Although their stoicism conveys a sense of aloof passiveness, their appearance belies an almost fanatical dedication to their territory and its security. In fact, very few beings ignite a highlander's rage and live to tell the tale. Highlanders reserve their unbridled fury for their most dangerous enemy, hill giants. Highlanders view hill giants as savage marauders, ignorant creatures completely oblivious to the ecological devastation left in their wake. In the eyes of a highlander, they create swathe a path of destruction unmatched by any other threat to the mountain's ecosystem. On the other hand, hill giants view their adversaries as pesky do-gooders interfering with the tribe's unalienable right to exploit the wilderness regardless of the cost. Conflict inevitably ensues whenever the two factions encounter one another.

Humans and dwarves are the most prevalent races of highlanders, however elves, half-elves and even half-orcs are fairly common. Inherent to their primarily solitary nature, highlanders rarely form druidic circles preferring autonomy to the indecisiveness of collective action. In conformity with this philosophy, highlanders befriend likeminded animals such as mountain lions and large birds of prey. For the most part sedentary societies perceive highlanders in a divided manner. Their disassociation from humanity perplexes its constituents and raises unfounded suspicions, but most admire their independence and self-discipline.

Hit die: d8

Requirements

To qualify as a highlander, a character must fulfill the following criteria.

Base Fortitude Bonus: +4

Skills: Balance 3 ranks, Climb 4 ranks, Concentration 6 ranks, Jump 3 ranks, Use Rope 3 ranks, Wilderness Lore 6 ranks.





Feats: Endurance, Great Fortitude.

Spells: Must be able to cast 3rd level divine spells.

Class Skills

The highlander's class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Climb (Str), Concentration (Con), Craft (any) (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Scry (Int), Move Silently (Dex), Profession (any) (Int), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Highlanders gain no weapon or armor proficiencies.

Spells: Highlanders continue to receive new spells as if they acquired another level in the spellcasting class that they belonged to prior to becoming a highlander. However, they do not attain any other abilities gained from a level increase from the spellcasting class. If the character had more than one spellcasting class, the player decides which spellcasting class receives the additional level for purposes of determining his spells per day and spells known.

Mountainous Movement (Ex): Highlanders using the Climb skill may move up to one-half their speed as a move equivalent action, or he may move his full speed as a full round action. Highlanders ignore damage from falls of twenty feet or less.

Altitude Resistance (Ex): Highlanders are immune to the effects of Altitude Sickness. They also receive a +2 competence bonus on all saving throws against oxygen deprivation effects including suffocation and drowning.

Hill Giant Prowess (Ex): Extremely adept at combating hill giants, highlanders receive a +4 dodge bonus and a +1 competence bonus to attack rolls against hill giant foes.

Hurl Stones (Ex): Highlanders can hurl small rocks and stones with expert proficiency. Projectiles hurled by highlanders deal 1d4 points of damage with a range increment of thirty feet. Furthermore, highlanders receive a +2 attack bonus against opponents using cover against these projectiles.

Spike Stones (Sp): Once per day, a highlander may produce an effect identical to that of the *spike stones* spell cast by a druid of his highlander level.

Transmute Rock to Mud (Sp): Once per day, a highlander may produce an effect identical to that of the *transmute rock to mud* spell cast by a druid of his highlander level.

Avalanche (Su): Once per day, a highlander may cause an avalanche of rocks and debris to slide down the face of a mountain or hill. Avalanche affects up to ten 10-foot squares of rocks and debris, causing them to tumble down the face of the incline. Anyone in the avalanche's path takes 10d6 points of damage. A successful Reflex save DC 23 reduces the damage by one half. The avalanche continues progressing downhill until its own momentum stops it.

Lord of the Flies

To most of civilization, insects are loathsome pests responsible for destroying crops, devouring food and spreading contagious diseases. However, to the lord of the flies, insects' contributions to nature far outweigh their unintentional transgressions against civilization. Bees pollinate flowers and produce honey. Silkworms spin luxurious reams of silk. Earthworms till the soil for germinating plants. Colorful butterflies proudly display their wondrous

Table 1.3 Highlander

Class Level	Base				Special
	Attack Bonus	Fort Save	Reflex Save	Will Save	
1 st	+0	+2	+2	+0	Spells, Mountainous Movement, Altitude Resistance
2 nd	+1	+3	+3	+0	Hill Giant Prowess
3 rd	+2	+3	+3	+1	
4 th	+3	+4	+4	+1	Hurl Stones
5 th	+3	+4	+4	+1	
6 th	+4	+5	+5	+2	Spike Stones
7 th	+5	+5	+5	+2	
8 th	+6	+6	+6	+2	Transmute Rock to Mud
9 th	+6	+6	+6	+3	
10 th	+7	+7	+7	+3	Avalanche

beauty. To the lord of the flies, insects possess diversity and mystique unmatched by mammals and other animal families.

The structure of the lord of the flies' druidic circle closely mirrors that of social insects, especially bees. A single queen, selected from among the previous queen's female offspring, rules the circle until her demise. The process of succession also reflects that of their insect counterparts, although in most instances the oldest daughter assumes the title of queen without bloodshed. However, the predecessor's younger female children retain the right to challenge the new queen's ascension through mortal combat. Males, on the other hand, can only aspire to the role of consort. After disposing of any rivals to her position, the upstart queen chooses a consort from the circle's male membership. The new queen's male children are always expelled from the circle, either abandoned at a local orphanage or adopted by another circle unrelated to the new queen. Females acquire the title of princess, while awaiting their opportunity to succeed their mother as queen. Most of the circle's female members share a familial bond, however the males usually join the circle shortly after attaining adulthood. With the exclusion of the queen and her consort, the remaining circle members remain celibate for the rest of their lives. Most circles number approximately twenty individuals, however when a circle exceeds thirty members, the oldest princess and fifteen members leave to begin a new one.

The lords' membership consists entirely of humans and elves. Because of the group's rigid social structure, individualism is highly frowned upon by the circle. Obviously, lords of the flies always attract insect companions, usually preferring giant bees, wasps and praying mantises, although some lords use large beetles and ants as mounts. Many circles manufacture valuable commodities such as honey and wax, forging close economic ties with nearby towns and villages. Although the sedentary population perceives the group as strange and odd, their prized products ensure the citizenry's tolerance and continued business.

Hit die: d8

Requirements

To qualify as a lord of the flies, a character must fulfill the following criteria.

Alignment: Any non-chaotic

Skills: Animal Empathy 7 ranks, Handle Animal 7 ranks, Innuendo 3 ranks, Knowledge (nature) 4 ranks, and Wilderness Lore 5 ranks.

Feats: Lightning Reflexes

Spells: Must be able to cast *summon swarm*.

Class Skills

The lord of the flies' class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Climb (Str), Concentration (Con), Craft (any) (Int), Disguise (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Jump (Str), Knowledge (nature) (Int), Move Silently (Dex), Profession (any) (Int), Ride (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Lords of the flies gain no weapon or armor proficiencies.

Spells: Lords continue to receive new spells as if they acquired another level in the spellcasting class that they belonged to prior to becoming a lord of the flies. However, they do not attain any other abilities gained from a level increase from the spellcasting class. If the character had more than one spellcasting class, the player decides which spellcasting class receives the additional level for purposes of determining his spells per day and spells known.

Burrow (Ex): Lords of the flies can burrow at a rate of five feet per round through soft earth. They cannot burrow through solid rock or other unyielding surfaces.

Insect Affinity (Ex): Because of their bonds with the insect world, any spells or spell-like effects created by a lord of the flies that conjures, controls or summons insects functions at his level +2. Spells such as *giant vermin* and *summon swarm* fall into this category provided that the caster summons insects and not other types of vermin. This ability has an unlimited number of uses per day.

Camouflage (Ex): Whenever a lord of the flies travels through a woodland environment, he receives a +8 racial bonus to his Hide skill. This ability has an unlimited number of uses per day.

Compound Vision (Sp): Three times per day, a lord of the flies may produce an effect identical to that of the *compound vision* spell cast by a druid of his lord of the flies' level.

Centipede Bite (Su): Twice per day, a lord of the flies may use a poisonous bite attack against a melee opponent. The bite attack deals 1d6 points of damage, and the poison deals 1d3 points of initial and secondary Dexterity damage unless the victim makes a successful Fortitude save DC 13.

Gob of Acid (Su): Twice per day, a lord of the flies may spit a spherical gob of corrosive acid at any one target up to ten feet away. The highly caustic substance strikes as a ranged touch attack, dealing 2d4 points of acid damage and an additional 2d4 points of damage on the subsequent two rounds.





Table 1.4 Lord of the flies

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+0	+2	+2	Spells, Burrow, Insect Affinity
2 nd	+1	+0	+3	+3	Camouflage
3 rd	+2	+1	+3	+3	
4 th	+3	+1	+4	+4	Compound Vision
5 th	+3	+1	+4	+4	
6 th	+4	+2	+5	+5	Centipede Bite
7 th	+5	+2	+5	+2	
8 th	+6	+2	+6	+6	Gob of Acid
9 th	+6	+3	+6	+6	
10 th	+7	+3	+7	+7	Insect Wings

Insect Wings (Su): Once per day, a lord of the flies may grow a pair of insect wings enabling him to fly at a rate of 80 feet per round with good maneuverability. The wings last for ten minutes per lord of the flies' level. However, if the character sustains more than ten points of fire damage in a single round, the wings disintegrate with the appropriate consequences.

Packleader

No animal inspires more passionate debate than wolves. Generally reviled and feared by civilized society, wolves embody a primordial terror unrivaled by any other wild beast. Farmers curse the cunning predators that snatch their livestock, while parents discipline their offspring with mythical tales of hungry wolves mysteriously devouring unruly children. Despite the bountiful tales of savagery and brutality surrounding them, some druids find themselves enraptured by the wolves' complexity and loyal devotion. Known as packleaders, these druids live among these fascinating creatures while assimilating themselves into the pack's rigid social hierarchy. Unfortunately, packleaders often find themselves embroiled in perpetual conflicts between their canine allies and a misinformed public.

Packleaders never form druidic circles. Instead, they adopt the nomadic lifestyle of their animal companions, traveling with the pack in search of food, water and shelter. Wolf packs are actually extended families that organize themselves into a rigid structure to ensure the pack's continued survival. The pack's leader is always a male wolf commonly referred to as the alpha male, while his female counterpart is known as the alpha female. These two individuals enjoy the exclusive privilege of mating, increasing the pack's chances for future survival through selective breeding. The remaining members also receive a rank within the pack ranging from beta, the second in command,

to the omega, the lowest ranking member of the pack. Social standing within this rigid political model is determined and maintained through force and intimidation. Packleaders usually establish themselves as the beta, however lower ranks are not uncommon. Packleaders spend their entire lives with the same pack of wolves, often witnessing the birth and demise of several generations of animals. Despite their savage reputation, wolves readily accept packleaders into their lives, sharing their complex emotions with their adopted brethren.

Packleaders are usually human, although half-elves, elves and half-orcs account for roughly half of the packmaster population. Because of their unyielding social structure the majority of packmasters are lawful neutral, however packleaders dwelling among winter wolves are always neutral evil. A handful of extremely potent packleaders joins the ranks of dire wolves. The packleader's relationship with civilization is the most acrimonious of the druidic prestige classes. They and their canine companions engage in a ceaseless struggle against the constantly encroaching demands of organized society.

Hit die: d8

Requirements

To qualify as a packleader, a character must fulfill the following criteria.

Base Fortitude Save: +4

Alignment: Any non-chaotic

Skills: Animal Empathy 6 ranks, Handle Animal 6 ranks, Intimidate 3 ranks, Knowledge (nature) 6 ranks, and Wilderness Lore 6 ranks.

Feats: Endurance, Great Fortitude

Spells: Must be able to cast *animal friendship* and *speak with animals*.

Class Skills

The packleader's class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (any) (Int), Ride (Dex), Sense Motive (Wis), Spot (Wis), Tumble (Dex) and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Packleaders gain no weapon or armor proficiencies.

Spells: Packleaders continue to receive new spells as if they acquired another level in the spellcasting class that they belonged to prior to becoming a packmaster. However, they do not attain any other abilities gained from a level increase from the spellcasting class. If the character had more than one spellcasting class, the player decides which spellcasting class receives the additional level for purposes of determining his spells per day and spells known.

Darkvision (Ex): Packleaders acquire Darkvision identical to that of half-orcs.

Fear Resistance (Ex): Packleaders receive a +4 morale bonus to all saving throws against fear-related spells and effects.

Scent (Ex): Packleaders gain the Scent special quality identical to that possessed by wolves.

Pack Mentality (Ex): From years of studying the combat tactics of their wolf companions, packleaders deal an additional +1d6 points of damage to any melee attack when he flanks his opponent, or the opponent loses his Dexterity bonus to AC. This ability functions in a manner identical to the rogue's Sneak Attack

ability, except that Pack Mentality cannot be applied to ranged attacks. Pack Mentality stacks with any other Sneak Attack bonus regardless of the source.

Savage Assault (Ex): At 6th level, a packleader acquires the ability to enrage himself, adding a +2 bonus to his Strength and Constitution for a number of rounds equal to his new Constitution score. This ability can be used once per day.

Whenever a packleader's hit points drop below 0, he may either continue attacking once per round with a -2 penalty to the attack roll, or take an immediate opportunity attack against his opponent and then fall unconscious. The packleader can use this ability a number of times per day equal to his Constitution modifier.

Once per day, a packleader can emit a terrifying howl affecting all targets within a 40-foot long cone. Anyone within the howl's area of effect must roll a successful Will save or become frightened for 2d4 rounds. The saving throw's difficulty class is 10 + ½ his packleader levels + his Charisma modifier. Using this ability at night or in complete darkness imposes a -2 morale penalty to the victim(s)' saving throw.

Pridemaster

The big cats easily rank among the most fearsome predators in the wild. Amazingly lithe, but incredibly strong and fierce, these beasts inspire awe and terror in anyone encountering them in their natural habitat. While most humanoid species avoid contact with these ferocious creatures, a few brave and daring druids live among them, steadfastly protecting their hunting grounds and lives from trespassers and poachers. Nowhere is the relationship between civilization and the big cats more tense than humanity's livestock farms and grazing lands. Farmers wage a relentless campaign against the

Table 1.5 Packleader

Class Level	Base				Special
	Attack Bonus	Fort Save	Reflex Save	Will Save	
1 st	+0	+2	+0	+2	Spells, Darkvision, Fear Resistance
2 nd	+1	+3	+0	+3	Scent
3 rd	+2	+3	+1	+3	
4 th	+3	+4	+1	+4	Pack Mentality
5 th	+3	+4	+1	+4	
6 th	+4	+5	+2	+5	Savage Assault
7 th	+5	+5	+2	+5	
8 th	+6	+6	+2	+6	Territorial Defense
9 th	+6	+6	+3	+6	
10 th	+7	+7	+3	+7	Howl at the Moon





Table 1.6 Pridemaster

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+0	+2	+2	Spells, Sprint, Low-light Vision
2 nd	+1	+0	+3	+3	Stalk
3 rd	+2	+1	+3	+3	
4 th	+3	+1	+4	+4	Pounce
5 th	+3	+1	+4	+4	
6 th	+4	+2	+5	+5	Increased Agility
7 th	+5	+2	+5	+5	
8 th	+6	+2	+6	+6	Ferocity
9 th	+6	+3	+6	+6	
10 th	+7	+3	+7	+7	Roar

savage hunters that decimate their domestic animals, a situation arising largely because of civilization's expansion into territories formerly dominated by felines. Pridemasters attempt to intervene in the matter, defending the hunting rights of their feline companions, while understanding the needs and economic realities of farmers. Pridemasters try to balance both parties' demands in a mutually beneficial manner.

Although each pridemaster dwells among one cat family, pridemasters form organized druidic circles throughout the felines' hunting grounds. Most pridemaster circles congregate around a central watering hole, where they perform their rites and sacred rituals. Pridemaster groups are usually led by a pair of male druids, however other political hierarchies are not unusual. Exclusively female circles, especially among pridemasters associated with lions, are prevalent throughout remote, wilderness areas. Regardless of their organizational structure, pridemaster circles consider the defense and preservation of the cats' lives and hunting grounds as their most sacred duty. Although they attempt to mediate conflicts between the cats and sedentary farmers, they display no mercy towards poachers. Pridemasters and their feline companions savagely rend these trespassing scoundrels to shreds, leaving their mangled corpses for the land's scavengers and vermin.

Humans, half-elves and elves comprise the vast majority of the pridemaster population. Pridemasters maintain lifelong relationships with their feline comrades, often remaining with their companions' offspring for several generations. Pridemasters only befriend felines with lions, tigers, leopards and cheetahs as the most popular companions. Honest and good-hearted farmers greatly respect pridemasters, while poachers and unscrupulous members of civilization loathe and fear their enigmatic nemesis.

Hit die: d8

Requirements

To qualify as a pridemaster, a character must fulfill the following criteria.

Base Reflex Save: +2

Skills: Animal Empathy 8 ranks, Balance 2 ranks, Handle Animal 8 ranks, Knowledge (nature) 6 ranks, and Wilderness Lore 6 ranks.

Feats: Lightning Reflexes

Spells: Must be able to cast *animal friendship* and *speak with animals*.

Class Skills

The pridemaster's class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (any) (Int), Ride (Dex), Spot (Wis), Tumble (Dex) and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Pridemasters gain no weapon or armor proficiencies.

Spells: Pridemasters continue to receive new spells as if they acquired another level in the spellcasting class that they belonged to prior to becoming a pridemaster. However, they do not attain any other abilities gained from a level increase from the spellcasting class. If the character had more than one spellcasting class, the player decides which spellcasting class receives the additional level for purposes of determining his spells per day and spells known.

Sprint (Ex): A pridemaster can take a charge action up to ten times his normal speed a number of times per day equal to his Constitution modifier.

Low-light Vision (Ex): Pridemasters acquire low-light vision identical to that of elves and gnomes. Pridemasters that already possess low-light vision because of their race receive darkvision.

Stalk (Ex): Pridemasters receive Track as a bonus feat without any additional cost to the pridemaster. Pridemasters that already possess Track receive a +4 competence bonus to their Wilderness Lore skill whenever they use Track to pursue their quarry.

Pounce (Ex): The pridemaster can take a full round attack action during the same round that he uses a move-equivalent action. Pridemasters may use this ability a number of times per day equal to his Dexterity modifier.

Increased Agility (Ex): Pridemasters receive a +2 competence bonus to all skill checks where Dexterity is the key ability. Some examples of these skills include Balance, Hide and Tumble.

Ferocity (Ex): At 8th level, pridemasters receive a morale bonus to all attack and damage rolls against an enemy threatening or attacking a cat. The morale bonus is equal to the pridemaster's Charisma modifier, and the bonus lasts until the end of the combat. The bonus only applies to attacks made by the pridemaster against the specific opponent actually endangering the cat. The morale bonus does not apply against the combatant's allies or companions. This ability may be used an unlimited number of times per day.

Roar (Su): Once per day, the pridemaster unleashes a terrifying roar affecting everyone within a thirty-foot radius of the pridemaster. Anyone within the area of affect must make a successful Will save with a difficulty class equal to 15 + the pridemaster's Charisma modifier. Anyone failing the saving throw immediately becomes panicked for the next 10 rounds, while a successful saving throw leaves the victim shaken for the next 1d4 rounds.

Scourge of the Dead

Birth and death are the undeniable beginning and end of the natural cycle of life. However, some beings defy this process, continuing to exist in an unnatural state between life and death known simply as undeath. These unsavory creatures are a universal affront to the druids' most sacred dogmas and beliefs. The undead pervert nature herself, defying the natural order through potent mystical powers or unspeakable and corrupting evils. Most ordinary citizens tremble at the sight of these horrific abominations, but a growing circle of dedicated and stalwart druids openly challenge the legions of undead that plague the world. The burgeoning brotherhood refers to itself as the "Scourge of the Dead".

The scourge of the dead occupies a unique niche among druidic circles. Spanning all climates and terrain, the brotherhood functions as a loosely organized band devoid of any central leadership or hierarchy. The group's membership is structured into a number of much smaller groups known as "packs". Usually comprised of four to six druids each pack patrols a specific territory, sometimes infiltrating territory claimed by a rival circle or druid. In addition, packs gather intelligence about powerful, sentient undead beings deemed too dangerous to confront directly. In these instances, two or more packs usually cooperate for any extended period of time to rid the land of the unnatural interloper.

Humans, half-elves and elves compromise more than ninety percent of the scourge's ranks with a smattering of other humanoid races supplementing the remaining numbers. Despite the brotherhood's name and its ghastly purpose, scourges are highly sociable and trustworthy. They form incredibly close bonds with fellow pack members, frequently forging friendships that last for the rest of their lives. Because of their unswerving loyalty to their individual pack, the last surviving member of these groups often become adventurers rather than join another pack. Unlike most other druidic circles, scourges do not demonstrate the usual xenophobic attitude towards nearby cities and towns. In fact, a large percentage of packs work closely with sedentary authorities for the mutually beneficial goal of eradicating the undead from the immediate vicinity. In exchange for the pack's expertise in combating the unnatural threat, sedentary societies pledge to uphold the sanctity of the druids' territory.

Hit die: d8

Requirements

To qualify as a scourge of the dead, a character must fulfill the following criteria.

Base Attack Bonus: +4

Alignment: Any non-chaotic

Skills: Concentration 5 ranks, Knowledge (nature) 7 ranks, Wilderness Lore 7 ranks.

Spells: The ability to cast divine spells of 3rd level and higher.

Class Skills

The scourge of the dead's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (any) (Int), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Wis), Listen (Wis), Profession (any) (Int), Scry (Int), Spot (Wis) and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier





Table 1.7 Scourge of the Dead

Class Level	Base				Special
	Attack Bonus	Fort Save	Reflex Save	Will Save	
1 st	+0	+2	+0	+2	Spells, Gauge Weakness
2 nd	+1	+3	+0	+3	Inner Resolve
3 rd	+2	+3	+1	+3	
4 th	+3	+4	+1	+4	Tactical Advantage
5 th	+3	+4	+1	+4	
6 th	+4	+5	+2	+5	Nature's Touch
7 th	+5	+5	+2	+5	
8 th	+6	+6	+2	+6	Decomposition
9 th	+6	+6	+3	+6	
10 th	+7	+7	+3	+7	Inter

Class Features

Weapon and Armor Proficiency: Scourges of the dead gain no weapon or armor proficiencies.

Spells: Scourges of the dead continue to receive new spells as if they acquired another level in the spellcasting class that they belonged to prior to becoming a scourge of the dead. However, they do not attain any other abilities gained from a level increase from the spellcasting class. If the character had more than one spellcasting class, the player decides which spellcasting class receives the additional level for purposes of determining his spells per day and spells known.

Gauge Weakness (Ex): Whenever a scourge of the dead encounters an undead opponent, he may detect the creature's weaknesses through direct observation. He and the target creature roll opposed Will saves. If the scourge's modified result equals or exceeds the target's roll, then he discovers all of its vulnerabilities. Gauge Weakness is a full round action that provokes attacks of opportunity. A scourge of the dead may use this ability an unlimited number of times per day, although it may only be used once against a type of undead per combat. For instance, if his first attempt to Gauge Weakness against a ghost failed, he could not attempt to use the ability against any other ghosts for the duration of the encounter.

Inner Resolve (Ex): Scourges receive a +2 saving throw bonus against any fear or mind affecting spells, spell-like abilities and supernatural abilities emanating from an undead source.

Tactical Advantage (Ex): Years of study and experience enable scourges of the dead to combat their undead adversaries with greater ability than the uninitiated. Scourges receive a +1 insight bonus to AC, attacks, and saves when combating the undead.

Nature's Touch (Su): Channeling the forces of nature through his body, the scourge delivers an excruciatingly painful melee touch attack to an

undead opponent. Summoning the energy and touching the victim is a full round action that does not provoke attacks of opportunity. Nature's Touch deals 4d6 points of positive energy damage to its intended victim. The attack is treated as a +3 weapon for damage reduction purposes, and he may use the ability a number of times per day equal to his scourge of the dead level divided by two.

Decomposition (Su): Through the acceleration of natural decomposition processes, a scourge of the dead causes the body of any corporeal undead to rapidly wither and atrophy. The attack is treated as a ranged touch attack with a maximum range of twenty feet. The affected target takes 6d6 points of damage with no saving throw allowed. Use of this ability is a standard action that does not provoke attacks of opportunity. Scourges of the dead may use Decomposition once per day.

Inter (Sp): Through the use of this potent ability, the scourge of the dead attempts to force his undead opponent back into its grave. The ability has a maximum range of sixty feet and targets one undead creature. Furthermore, Inter only works against a target whose combined Intelligence and Wisdom score exceeds ten; however it proves ineffective against any target with an Intelligence or Wisdom score of less than two. The scourge of the dead and his undead target engage in a deadly battle of will. Both combatants make opposed Will saves. The target takes 1d6 points of damage for every point that the scourge's Will save exceeds his own Will save with a maximum of 10d6. For example, if the scourge's rolls a modified Will save of "18", and the target rolls a modified Will save of "13", the undead target takes 5d6 points of damage. On the other hand if the target's modified Will save exceeds the scourge's, the scourge sustains damage equal to the difference, and he is dazed for one round. Undead destroyed by this effect immediately collapse and merge with the ground

beneath them. Inter is a full round action that provokes attacks of opportunity. It is usable once per day.

Waverider

While most druids dwell on land, a small but dauntless band of gallant druids steadfastly protect aquatic environments. Fishermen and sailors refer to these adventurous souls as waveriders. Despite the oceanic implications of this name, most waveriders congregate near more manageable aquatic habitats such as streams, ponds, rivers and lakes. Waveriders establish extended communities amongst such environs, frequently performing their druidic ceremonies and rituals on a secluded island in the center of a lake or along the woody banks of a mighty river.

Waveriders organize their circle with remarkable efficiency. A typical circle of waveriders usually averages fifteen members, although much larger circles are not uncommon among oceanic groups. Unlike land-based druidic circles, each individual's status and position within the circle is determined by a variety of feats and contests. Individual members are ranked within the circle's hierarchy based upon their prowess in disciplines such as swimming, diving and fishing. Because of the rigorous physical demands, the circle's leadership structure changes much more frequently than their land-based counterparts. Despite these difficult challenges, few waveriders abandon their territory or circle.

Aquatic elves are the most populous race among waveriders closely followed by humans. Aquatic elves exclusively fill the ranks of oceanic circles, while humans are more prevalent around lakes, rivers and streams. Waveriders equally value individual accomplishment and cohesive unity; therefore waveriders have no alignment preferences. Oceanic waveriders seek the companionship of dolphins, porpoises and occasionally sharks, whereas lake and river based members kindle relationships with crocodiles, turtles and sometimes, aquatic birds. Waveriders universally despise the kuo-toa and sahuagins, viewing the two races of malevolent beings as parasitic nuisances. Waveriders usually maintain a cordial, but suspicious relationship with fishermen and sailors. However, aquatic elves vehemently oppose the commercial whaling industry, actively disrupting its operation whenever possible. This expanding and passionate conflict seriously jeopardizes the current relationship between civilization and waveriders.

Hit die: d8

Requirements

To qualify as a waverider, a character must fulfill the following criteria.

Base Attack Bonus: +3

Skills: Animal Empathy 5 ranks, Concentration 4 ranks, Handle Animal 4 ranks, Intuit Direction 4 ranks, Swim 7 ranks, Wilderness Lore 4 ranks.

Feats: Endurance

Spells: The ability to cast *water breathing*.

Class Skills

The waverider's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (any) (Int), Scry (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: Waveriders are proficient with a trident and net. They gain no other weapon or armor proficiencies.

Spells: Waveriders continue to receive new spells as if they acquired another level in the spellcasting class that they belonged to prior to becoming a waverider. However, they do not attain any other abilities gained from a level increase from the spellcasting class. If the character had more than one spellcasting class, the player decides which spellcasting class receives the additional level for purposes of determining his spells per day and spells known.

Drowning Resistance (Ex): The waverider can hold his breath for a number of rounds equal to four times his Constitution score. Furthermore, waveriders receive a +2 competence bonus to saving throws against effects that simulate drowning or deprive the character of air.

Aquatic Movement (Ex): A waverider using the Swim skill may move up to one-half his speed as a move-equivalent action, or he may move his full speed as a full round action. Any waverider with swimming as one of his natural means of locomotion, such as an aquatic elf, increases his swimming speed by ten feet per round.

Touch of the Anemone (Su): At 2nd level, a waverider may use a touch attack that afflicts its victim with wracking waves of pain. The victim takes 1d6 points of damage from the wracking pain and must make a successful Will save DC 13 or be held for 2d4 rounds. He may use this ability a number of times per day equal to one half his waverider level.





Table 1.8 Waverider

Class Level	Base				Special
	Attack Bonus	Fort Save	Reflex Save	Will Save	
1 st	+0	+2	+2	+0	Spells, Drowning Resistance, Aquatic Movement
2 nd	+1	+3	+3	+0	Touch of the Anemone
3 rd	+2	+3	+3	+1	
4 th	+3	+4	+4	+1	Ink Spray
5 th	+3	+4	+4	+1	
6 th	+4	+5	+5	+2	Mastery of the Sea
7 th	+5	+5	+5	+2	
8 th	+6	+6	+6	+2	Watery Armor
9 th	+6	+6	+6	+3	
10 th	+7	+7	+7	+3	Tsunami

Ink Spray (Sp): Once per day, a waverider can expel a spray of black ink from his mouth in a fifteen-foot long cone. Anyone caught in its path must make a successful Fortitude save DC 14 otherwise the ink blinds the victim for 1d4 rounds.

Mastery of the Sea (Ex): Waveriders receive a +2 dodge bonus and a +2 competence bonus to attack rolls and saving throws against kuo-toa and sahuagin. Waveriders receive a +1 dodge bonus and a +1 competence bonus to attack rolls and saving throws against all aquatic dwelling foes.

Watery Armor (Sp): At 8th level, waveriders acquire the ability to surround their bodies with a swirling vortex of water. The vortex moves with the waverider and lasts for ten minutes. While protected in this manner, the waverider receives the benefits of damage reduction 10/+5. Initially invoking the ability requires the waverider's physical contact with a volume of water sufficient to protect him, generally no more than two cubic feet of water for a medium sized creature. Once initiated, the waverider does not need to remain in contact with water. This ability can be used once per day.

Tsunami (Sp): Once per day, a waverider can summon a massive wave of water with a total area equal to ten 10-foot squares. The wave must begin within fifty feet of the waverider, and it must originate from a body of water sufficient to supply the volume of water necessary to create the wave. The wave can travel another fifty feet before dissipating. Anyone caught within its path must make an opposed Strength check against the wave. (The tsunami has a Strength modifier of +16). Failure knocks the victim prone and pushes him back a number of feet equal to the difference between the Tsunami's Strength check and the victim's Strength check. Anyone resisting the force of the wave takes 2d6 points of damage but suffers no other ill effects. Prone victims also take 2d6 points of damage, however they are stunned for one round and must make a Fortitude save against a difficulty class equal to the Tsunami's Strength check. Failure results in an additional 8d6 points of damage from swallowing water, and the victim is stunned for an additional 1d4 rounds.

Druid Feats

Feats supplement a character's abilities, enabling him to perform actions that distinguish him from his counterparts. Feats awaken a myriad of mysterious, latent talents and bestow an assortment of unique powers. They broaden the senses, improve combat efficiency, increase one's competence at a particular task or enhance previously dormant magical affinities. Although all of the feats presented here are intended primarily for druids, other character classes that meet the prerequisites can also acquire these feats.

Apothecary [General]

You are well versed in the field of herbal medicine.

Benefit: You receive a +2 bonus on all Heal and Profession (herbalist) checks.

Attuned [General]

You possess an uncanny knack for detecting danger in a wilderness environment.

Prerequisites: Alertness, Animal Empathy 6 ranks

Benefit: You receive a +2 bonus on initiative checks and retain your Dexterity bonus to Armor Class if you are caught flat-footed. In addition, you also receive a +2 dodge bonus to Armor Class against attacks of opportunity caused when you leave or move into a threatened area. Attuned is only effective in a wilderness setting. This feat does not function wherever construction or settlement has replaced the natural surroundings.

Bloodhound [General]

You increase your tracking ability.

Prerequisites: Track, Wilderness Lore 8 ranks

Benefit: You receive a +4 bonus to your Wilderness Lore check whenever you use the Track feat. In addition, you can move at your normal speed while utilizing the Track feat.

Normal: You can only move at half speed while tracking.

Botanist [General]

You have an increased knowledge of plants.

Prerequisite: Knowledge (nature) 8 ranks

Benefit: You get a +4 bonus on all Wilderness Lore checks used to locate specific herbs as well as a +2 bonus to your Profession (herbalist) skill. The chapter Nature's Handiworks provides additional details on the benefits of this feat.

Calls of the Wild [General]

You can communicate a brief message to another creature via mimicked animal calls.

Prerequisite: Animal Empathy 3 ranks, Wilderness Lore 8 ranks

Benefit: You can relay a brief message of less than one sentence to another creature that possesses this feat. To the untrained ear, the message sounds like the chirping of a bird or the cry of an animal, however anyone else with the feat can generally comprehend the message's contents. Extremely simple messages such as "come here" or "stay there" automatically succeed. More complex messages such as "two orcs approaching from the east" require Wisdom checks by both parties. Typical difficulty classes for such checks are provided below.

Message	DC
"Two orcs approaching"	5
"Two orcs approaching from the east"	10
"Two orcs and a bugbear leader approaching from the east"	15
"Two orcs and a bugbear leader sixty feet away and closing from the east."	20

As a general rule, add five to the message's difficulty class for every piece of detail, such as the creature type, species, direction, distance etc. For instance, the last message conveys four details, two orcs, bugbear leader, sixty feet and the east. Messages that convey more than four details automatically fail. Failed messages are incomprehensible and automatically fail if the parties attempt to convey the same message again, or a message with a difficulty class equal to or higher than the previous message.


Carpenter [Metamagic]

Any spell that creates or manipulates non-living wood is cast as if you were two levels higher.

Prerequisites: Ability to cast *wood shape*.

Benefit: Whenever you cast a spell that alters, creates, magically enhances or manipulates wood or a wooden object, you cast the spell at your current level plus two. To qualify for the benefits of this feat, the spell cannot be cast on any non-wooden material. Furthermore, the spell cannot affect any type of living wood such as a treant or a living tree. Spells that fall under these restrictions include *liveoak*, *speak with plants*, *tree shape* and *tree stride*. Examples of spells affected by this feat include *changestaff*, *ironwood* and *warp wood*.





Child of the Wilderness [General]

You are more adept at battling against feys.

Prerequisites: Wilderness Lore 7 ranks

Benefit: You receive a +2 bonus to AC against all attacks made against you by feys, and you receive a +2 saving throw bonus against the spell-like abilities of feys. This bonus stacks with the druid ability *resist nature's lure*.

Coax Venom [General]

You can milk animals for their venom.

Prerequisites: Dex 13+, Dodge, Handle Animal 8 ranks

Benefit: Once per day, you can attempt to milk poison from a venomous animal. You can only use this feat against animals that are the same size as you or within one size category as you. This feat also bestows proficiency with a snake stick. The subheading *Venom* in the *Nature's Handiworks* chapter explains the actual process in much greater detail.

Construct Circle [Item Creation]

You can build a sacred druid circle.

Prerequisites: Druid level 9th +

Benefit: You possess the ability to build, create or grow a sacred druid site within a wilderness setting. The construction time and material costs are thoroughly described in the *Circle of Life* chapter.

Gardener [Metamagic]

All plant-based spells are cast as if you were two levels higher.

Prerequisites: Ability to cast *control plants*.

Benefit: Whenever you cast a spell that alters, controls, creates, repels or summons a living plant, you cast the spell at your current level plus two. This feat has no affect on spells that transmute or manipulate wood. Spells influenced by this feat include *control plants*, *diminish plants*, *entangle* and *plant growth*. Spells such as *warp wood* and *wood shape* do not receive the benefits of this feat because they alter the properties of non-living plant material.

Homeopath [Item Creation]

You can create herbal remedies useful in the treatment of a variety of ailments including disease, injury, insanity and poison.

Prerequisite: Heal 8 ranks, Profession (herbalist) 8 ranks

Benefit: Using herbs and other plant products, you can create an assortment of brews, creams, oils and salves that enhance your Heal skill as well as provide other benefits. Creating a single dose of a

remedy takes eight hours. The manufacture of herbal medicine is a laborious process fraught with the potential for error. The cost to produce an herbal remedy is the base cost of the herb squared multiplied by the herb's difficulty class. *Nature's Handiworks* provides much greater detail on the adjudication and creation of herbal remedies.

Improved Footing [General]

You are more resistant to trip and bull rush attacks.

Prerequisites: Dex 13+, Dodge, Wilderness Lore 8 ranks

Benefits: Whenever an opponent attempts to trip or bull rush you, you receive a +4 bonus to your opposed Strength check. This ability only functions in a natural environment. This feat does not function wherever construction or settlement has replaced the natural surroundings.

Leap to Safety [General]

You are adept at negating damage while in a wilderness environment.

Prerequisite: Base Reflex save +2, Dex 13+, Dodge, Wilderness Lore 8 ranks

Benefit: Whenever you are exposed to an effect that enables you to attempt a Reflex save for half damage (such as a *lightning bolt*), you take no damage on a successful saving throw. This benefit is only effective in an appropriate wilderness setting such as a forest, jungle or mountainous environment. This ability does not function around construction or settlement as well as a wilderness environment devoid of cover such as a barren plain. *Leap to Safety* does not supplement or stack with the *Evasion* ability.

Lie in Wait [General]

You can sneak attack an opponent in a wilderness setting.

Prerequisites: Dex 13+, Dodge, Hide 4 ranks, Wilderness Lore 8 ranks

Benefits: Whenever you attack a flat-footed opponent in a wilderness setting, you deal an additional 1d6 points of damage. This feat does not function wherever construction or settlement has replaced the natural surroundings. Unlike the rogue's sneak attack ability, *Lie in Wait* only functions against flat-footed opponents regardless of whether they retain their Dexterity bonus to Armor Class. You receive the benefits of *Lie in Wait* for all melee attacks and ranged attacks against opponents within thirty feet. *Lie in Wait* does not stack with sneak attack bonuses acquired from other sources, such as rogue or assassin levels.

Special: You can acquire this feat multiple times. Each time you gain the feat, it increases the damage



by 1d6. You cannot acquire this feat a number of times greater than your Wisdom modifier.

Manufacture Alkaloids [Item Creation]

You create poisonous liquids and powders from poisonous plants.

Prerequisite: Knowledge (nature) 5 ranks, Profession (herbalist) 6 ranks, Wilderness Lore 5 ranks

Benefit: You gain the ability to convert raw materials such as leaves, stems, flowers and roots from poisonous plants into a virtually undetectable liquid or powder form. It generally takes eight hours to manufacture one dose of poison. The manufacture of alkaloids is a laborious process fraught with the potential for error. The cost to produce an alkaloid poison is the plant's availability rating multiplied by its difficulty class. The subheading Alkaloids in the Nature's Handiworks chapter describes the process in greater detail.

Medic [General]

You are adept at quickly stabilizing injured creatures.

Prerequisite: Dodge, Heal 8 ranks

Benefit: You apply first aid to a dying creature and treat wounds from caltrops and similar magical effects as a free action. In addition, you do not provoke attacks of opportunity while healing a friend. Lastly, you receive a +2 bonus to Armor Class whenever you

enter or leave a threatened area en route to applying first aid to a dying friend.

Normal: First aid and treating wounds from caltrops are standard actions that provoke attacks of opportunity.

Pied Piper [Metamagic]

All vermin based spells are cast as if you were two levels higher.

Prerequisites: Ability to cast *vermin friendship*.

Benefit: Whenever you cast a spell that alters, controls, creates, repels or summons vermin, you cast the spell at your current level plus two. This feat only affects live vermin. Spells influenced by this feat include *giant vermin*, *repel vermin* and *summon swarm*.

Refreshed [General]

You regain additional hit points whenever you resume your natural form.

Prerequisites: Ability to *wild shape*.

Benefits: Whenever you resume your natural form after *wild shaping*, you regain hit points as if you underwent a day of complete bed rest.

Normal: A druid resuming his natural form after *wild shaping* regains hit points as if he experienced a day of rest.

Staff Mastery [General]

You can wield a wooden quarterstaff as a double weapon without the normal penalties.

Prerequisites: Ability to cast *wood shape*, Weapon Focus (quarterstaff)

Benefit: You may use a wooden quarterstaff as a double weapon as if you possessed the Ambidexterity and Two-Weapon Fighting feats. This feat is effective only if you are wearing light, non-metallic armor; otherwise you incur the normal penalties using a quarterstaff as a double weapon.

Normal: A character without the Ambidexterity and Two-Weapon Fighting feats suffers a -4/-8 penalty when using a quarterstaff as a double weapon.

Survivalist [General]

You are more resistant to the effects of extreme weather.

Prerequisite: Wilderness Lore 6 ranks

Benefit: You are immune to the effects of very hot conditions (above 90 degrees Fahrenheit) and cold weather (below 40 degrees Fahrenheit). In addition you receive a +4 bonus to all savings throw against dehydration, extreme cold (below 0 degrees Fahrenheit), extreme heat (above 110 degrees





Fahrenheit), and starvation. The effects of a failed saving throw are unchanged.

Normal: A character exposed to very hot conditions must make a Fortitude saving throw every hour or take 1d4 points of subdual damage. An unprotected character exposed to cold weather must make a Fortitude saving throw every hour or take 1d6 points of subdual damage.

Trainer [General]

Befriended animals can perform additional tricks.

Prerequisites: Ability to cast *animal friendship*, Handle Animal 4 ranks

Benefits: You can teach your befriended animals six specific tricks or tasks for each point of the animal's Intelligence score. The tricks cannot be complex in nature, such as accepting a rider or learning to speak a language.

Normal: A befriended animal can learn three specific tricks or tasks for each point of Intelligence that it possesses.

Unnatural Resistance [General]

You gain a +2 bonus to all saving throws against any attacks from an unnatural opponent.

Benefit: You receive a +2 bonus to all saving throws against one type of unnatural opponent. These types include aberrations, constructs and undead.

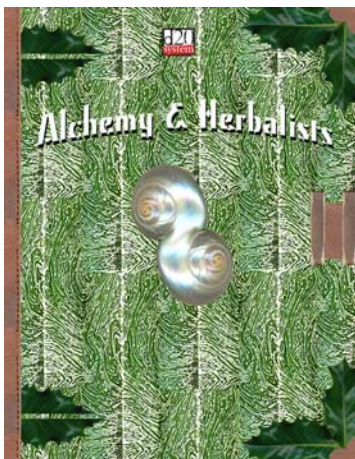
Special: You can acquire this feat multiple times, however each time you take the feat it applies to a different creature type.

Wilderness Cover [General]

You are extremely adept at taking cover against missile attacks while in most wilderness environments.

Prerequisites: Dex 13+, Dodge, Wilderness Lore 6 ranks

Benefit: Whenever you are the target of a ranged attack, your cover bonus improves by one category. This benefit is only effective in an appropriate wilderness setting such as a forest, jungle or mountainous environment. This feat does not function wherever construction or settlement has replaced the natural surroundings as well as a wilderness environment devoid of cover such as a barren plain. For example, if you and your companions are traveling through a dense forest and an enemy fires a crossbow at you, you automatically receive the benefits of one-quarter cover. If you were peering at that opponent from around a tree (normally three-quarters cover), you gain nine-tenths cover instead. The maximum cover bonus that you can acquire through the usage of this feat is nine-tenths cover. In addition, you also receive the cover bonus to Reflex saves from the improved category.



Do you really love Druids?

If you're a real tree-hugger, then add our *Alchemy & Herbalists* release (available now at better hobby and game stores, as well as our website) to your gaming collection. It's filled with 96 pages of full-color alchemical and herbalistic goodness that no druid worth his grove should be caught without.

www.bastionpress.com

Nature's Handiworks

Druids derive sustenance from the land, foraging for edible plants, hunting wild game, and building shelter and tools from available materials. Because of their profound reverence for the sanctity of life and nature, they waste nothing from the death of a plant or animal. If a druid fells a tree, he uses the wood to build shelter, weapons or arrows, its tannins to treat leather and its foliage for food, seasoning or another suitable purpose. Animals slain during the hunt also command the same respect. The circle devours its meat for food, prepares its skin for armor or clothing and fashions its bones into tools, weapons and magical devices, while offering its blood as a sacrifice to the forces of nature. As a result of their mystical communion with the natural world, druids refrain from using metallic weapons and armor commonly used by sedentary civilizations. Instead, druids craft magnificent armor, weapons and other necessities using two of the most versatile and abundant natural products, wood and leather.

Wood

In the eyes of the novice all wood looks the same, but to the druid, nothing is farther from the truth. Other than food, no natural product plays a more essential role in druid society than wood. Druids construct their homes, weapons, religious artifacts and other personal items from a variety of different woods depending on the finished product's intended usage. They favor sturdy, unyielding varieties for building shelters, durable and lightweight types for handheld weapons and shields, and strong but flexible varieties for spears. Although commonly available woods such as oak and pine remain the most popular among druidic armorsmiths and weaponsmiths, they also fashion shields, weapons and other items from an assortment of exotic woods. The descriptions of some examples follow.

Alder: The term alder refers to a hardy species of tree that produces wood highly resistant to water damage. The black and golden-yellow variety of this tree grows to a height of fifty feet, while its gray cousin reaches a height of eighty feet. Because of its desirable properties, druids in aquatic environments use this species to build shelters and craft shields and weapons. Alder wood shields bestow water resistance/2 to their bearers and also receive a +1 bonus to all saving throws to avoid destruction by water-based attacks. Alder wood weapons also receive the latter benefit. Weapons and shields crafted from alder wood are considered masterwork items costing an additional 165 gp for a shield and 330 gp for a weapon. An alder wood quarterstaff costs an

additional 660 gp. Alder wood weighs as much as normal varieties, has a hardness of 5 and 20 hit points per inch of thickness.

Ironwood: Consistent with its name, ironwood received its name largely because of its remarkable hardness and incredible density. Ironwood is not a single species, but an assortment of unrelated genera of trees and bushes including mesquite and buckwheat. Over the course of several centuries, druidic craftsmen have continued to experiment with the multiple species of ironwood, constantly striving to improve on what is available. Although it possesses no special resistances to any particular form of attack, ironwood proves much harder and more resilient than other exotic wood. Ironwood shields and weapons weigh half as much as their steel counterparts and boast a hardness of 10 and 30 hit points per inch of thickness. All ironwood products are treated as masterwork equipment. Shields cost an additional 175 gp and weapons an additional 350 gp, with the exception of the quarterstaff, which costs an additional 700 gp.

Mahogany: Commonly found in warm, moist tropical regions, mahogany trees include approximately 550 species of trees covering roughly fifty genera. Most mahogany trees sprout compound leaves with unusually shaped tubular flowers. Prized among accomplished carpenters and wood workers for its strength and beauty, mahogany enjoys tremendous popularity among aquatic and desert druid circles. Mahogany shields and weapons weigh one third as much as their steel counterparts and cost an additional 160 gp for a shield and 320 gp for a weapon. Quarterstaves require an additional expenditure of 640 gp. All mahogany products are considered masterwork equipment. Mahogany possesses a hardness of 10 and 30 hit points per inch of thickness.

Tamarind: Tamarind's reputation as an amazingly strong wood is exceeded only by its juice's popularity as a drink. Combining its sweet juice with sugar and water creates a tropical treasure highly sought after by traveling merchants and other purveyors of exotic goods. Tamarind is fairly rare growing only in warm, moist climates. Trees reach a maximum height of eighty feet. Tamarinds bear pale yellow flowers that possess five petals, three stamens and a lone pistil, while its fruit is a closed, seeded pod. Tamarind equipment weighs half as much as steel and has a hardness of 10 and 30 hp per inch of thickness. Shields crafted from this exotic wood cost an additional 180 gp while weapons cost an additional 360 gp, with the exception of the quarterstaff, which costs 720 gp. All weapons and equipment constructed from this wood are masterwork items.





Walnut: Walnut trees are most prevalent in temperate climates, however their habitats now extend into the boundaries of some tropical regions. In addition to their valuable timber, the trees also produce edible nuts, a valued commodity within many sedentary societies. One species of walnut tree, the black walnut, produces one of nature's tastiest nuts, however a tough shell surrounds the meat reducing the ability to harvest the nuts effectively. The wood's unusual black color makes it popular among carpenters and craftsmen in the production of weapons, shields and furniture. Walnut equipment weighs one third as much as steel and has a hardness of 10 and 25 hp per inch of thickness. Shields crafted from the wood cost an additional 160 gp, and weapons built from the wood cost an additional 320 gp. Quarterstaves cost twice as much as normal weapons. Shields and weapons crafted from black walnut cost twice as much as the other walnut species. Regardless of the variety, any item from a walnut tree is treated as a masterwork item.

Leather

Although animals are primarily hunted as a food resource, leather remains a valuable and essential byproduct of the endless search for sustenance. Over the course of many millennia, druids and other practitioners of the craft developed new techniques and uses for the important commodity. After devouring the flesh of their quarry, the earliest craftsmen fashioned primitive clothing from their skins, effectively protecting the wearer from the elements, enabling the establishment of civilization within colder, less hospitable climates. In time, skilled leatherworkers progressed beyond the manufacture of necessities, demonstrating their mastery of their craft by creating such diverse products as shoes, armor, saddles, furniture and even bookbinding. Leather products are present in virtually every facet of daily life.

The earliest attempts to utilize the skins of animals

killed during the hunt proved ineffective. The untreated hides quickly deteriorated, rotting away within a brief span of time. However, over the course of several centuries, various cultures discovered a variety of preservation techniques that greatly enhanced leather's durability. Early civilizations learned that stretching the skins and allowing them to dry in the sun's warming rays hardened the skins, rendering them far less vulnerable to decay. Despite this great leap forward, ancient leather workers experienced great difficulty plying the stiff, unyielding skins into viable products. Soon afterward, three solutions emerged for this problem. The first solution derives its name from its usage of emulsified oils from the animal's brain. Brain tanning requires rubbing the oil onto the skin while it dries. Unlike its successors, leather treated in this fashion can be completed in a matter of days rather than weeks or months. However, brain tanned leather does not resist water. The second remedy known as smoke tanning consisted of soaking the skin in a solution of water and the remnants of an oak or hemlock campfire. After a few weeks, the hair and flesh separated from the hide. The entire process lasts three months, producing a soft and pliable hide. Vegetable tanning is the most common manufacturing method. Its greatest innovation involved the usage of tannic acid, a substance commonly derived from the barks of certain trees such as chestnuts, oaks and hemlocks. The skin soaks in a progressively stronger tannic solution for several weeks or months producing a highly durable, and largely water-resistant product. The following chart discusses the additional costs, benefits and time necessary to craft any leather good, including armor, using the methods previously discussed.

In addition to tanning methods, the type of animal skin used also determines the leather's quality and durability. While cow, goat and sheepskin are the most prevalent varieties, leather workers also utilize the skins of other exotic animals for an assortment of purposes ranging from aesthetic appearance to increased water resistance. These unique properties

Table 3.1: Tanning

Method	Time Frame	Cost	Special Features
Brain Tanning	2d3 days	None	Immersion in water for more than one minute destroys the leather. Can only be used for hide armor.
Smoke tanning	3 months	None	Immersion in water for more than one hour destroys the leather. Can be used for hide or leather armor.
Vegetable tanning	3d4 weeks	1 gp/10 gp of raw material	Immersion in water for more than one day destroys the leather. Can be used for hide or leather armor.

Table 3.2 Armor

Creature	Armor Type	AV	Cost	Special Features	Market Price
Ankheg	L	26	675 gp	AR/2, +3 armor bonus	2,025 gp
Ankheg	H	26	1,000 gp	AR/2, +4 armor bonus	3,000 gp
Displacer Beast	L	32	1,025 gp	10% concealment	3,075 gp
Displacer Beast	H	32	1,550 gp	10% concealment	4,650 gp
Giant, Fire	L	22	485 gp	FR/2	1,450 gp
Giant, Fire	H	22	725 gp	FR/2	2,175 gp
Giant, Frost	L	25	625 gp	CR/2	1,875 gp
Giant, Frost	H	25	937 gp	CR/2	2,815 gp
Hag, Annis	L	40	1,600 gp	DR 1/+5	4,800 gp
Hag, Annis	H	40	2,400 gp	DR 1/+5	7,200 gp
Mind Flayer	L	35	1,225 gp	Retain armor bonus when grappled	3,675 gp
Mind Flayer	H	35	1,850 gp	Retain armor bonus when grappled	5,550 gp
Remorhaz	L	38	1,450 gp	CR/2, +3 armor bonus	4,350 gp
Remorhaz	H	38	2,175 gp	CR/2, +4 armor bonus	6,525 gp
Xorn	L	45	2,025 gp	CR & FR/2, DR 1/+5	6,075 gp
Xorn	H	45	3,050 gp	CR & FR/2, DR 1/+5	9,150 gp

* DR = Damage Resistance AR= Acid Resistance FR= Fire Resistance CR= Cold Resistance

are primarily reserved for the creation of leather and hide armor.

Armor

Strictly dependent upon natural products for their survival, the vast majority of druids develop the expertise necessary to fashion leather and hide armor from the materials at hand. Because druids are precluded from using metallic products, druids unskilled in the craft of armorsmithing must procure armor from other sources. Often unwilling to settle for commonly available armor, many druids hunt exotic animals to create a unique suit of leather or hide armor. Any armor crafted from an exotic source is a masterwork item. The statistics and costs described in the PHB only account for armor fashioned from normal animals, either common or exotic. The manufacture of armor from these materials follows all of the rules for the Craft skill as described in the PHB. A single creature yields enough raw material to craft a suit of leather or hide armor one size category smaller than itself. For instance, the skin of a fire giant, a large creature, is sufficient to produce one suit of leather or hide armor for a medium creature. The following chart describes the additional costs and difficulties associated with creating and purchasing exotic varieties of armor crafted from magical beasts and other creatures.

Creature: Self-explanatory

Armor Type: Either leather (L), hide (H) or both varieties can be crafted from the animal's skin.

AV: Because virtually all druids despise poachers, they must either hunt the creature or purchase the skin from a reputable source, preferably another druid. The availability rating (AV rating) determines the creature's prevalence in a particular area or its presence on the open market. The AV rating serves as the difficulty class of the hunter's Wilderness Lore check or the purchaser's Gather Information check. If his modified skill check equals or exceeds the availability rating, he recalls its specific location and can attempt to find it. For the hunter, success depends upon his ability to track the creature and then slay it. Failure prevents him from remembering its present location, although with additional research he can retry the following day. The purchaser, on the other hand, simply pays the vendor and returns to complete the manufacturing of the armor. Failure prevents him from locating a seller in the immediate area, although he may try again the following day. Because all of these materials are extremely rare, it takes one to four days to locate either the creature itself or a seller. The GM should use his discretion to determine the exact length of time necessary to procure the ingredients.

Cost: The cost of purchasing the treated leather from a reputable source.

Special Features: Any benefits derived from wearing the armor are generally described in this section.

Market Price: The average selling price for a completed set of armor on the open market.

For example, Windstalker, a 5th level druid wants to craft a suit of leather armor from ankheg skin. A skilled armorsmith and accomplished hunter, he





attempts to locate an ankheg using his Wilderness Lore skill. Windstalker's modified Wilderness Lore check is +10, while the ankheg's AV rating is 26. Windstalker must roll sixteen or higher to determine the general location of an ankheg. If he succeeds at his Wilderness Lore check, he must travel 1-4 days before locating the general whereabouts of his quarry. After reaching his intended destination, Windstalker must then locate an ankheg using his Track ability or other magical means. Once he secures the skin, he follows the procedures described in the PHB to craft leather armor from ankheg skin.

Ankheg: Renowned for its remarkable strength and acid resistance, druids greatly prize the chitinous shell of these large insect-like creatures. Leather and hide armor crafted from its rigid body improves the armor rating by one, however it also increases the armor check penalty by one while reducing the maximum Dexterity bonus by one. For instance, leather armor fashioned from ankheg skin bestows a +3 armor bonus, a -1 armor check penalty and a maximum Dexterity bonus of +5.

Fire Giant: Few druids dare venture into the fiery lair of the massive and aggressive fire giant. Most skins are only available on the black market, largely restricting their purchase to unscrupulous or evil druids. Although the coal black leather is not as valuable as most other exotic sources of hide and leather, the difficulty attaining the armor conveys an aura of potency to informed onlookers.

Frost Giant: Glacier walkers treasure leather armor crafted from their greatest foe. Although its benefits are fairly minimal, cold resistance/2, most accomplished glacier walkers proudly wear the incandescent white armor. Unfortunately, its bright color imposes a -2 penalty to all Hide checks.

Hag, Annis: Only the hardest or most foolhardy druids muster the courage to seek and kill the malevolent and potent annis hag for its valuable leather. The creature's steely blue skin deflects most physical blows. Unfortunately for the purveyor of this rare armor its quarry is rarely alone; instead two other hags and an array of evil minions accompany her.

Remorhaz: Again, glacier walkers specialize in the obtainment of the chitinous white-blue skin of the reclusive predator. Leather and hide armor crafted from its rigid body improves the armor rating by one, however it also increases the armor check penalty by one while reducing the maximum Dexterity bonus by one. For instance, leather armor fashioned from remorhaz skin bestows a +3 armor bonus, a -1 armor check penalty and a maximum Dexterity bonus of +5. In addition, it also provide cold resistance/2.

Xorn: Because of its amazing properties, xorn armor remains the most expensive and elusive type of leather armor. Possessing an unusual gritty quality, the leather confers amazing protective abilities

without sacrificing its supple qualities. Xorn armor is resistant to both fire and cold while also reducing the effects of physical attacks against the wearer. As with the mind flayer though, its frequently subterranean environment presents a formidable challenge to any druid stalking the usually timid xorn.

Nature's Bounties

In addition to the basic materials necessary to sustain life, druids also concoct an assortment of natural products designed to enhance their abilities or destroy their foes. Relying upon their instinctive and vast knowledge of plants and animals, druids produce herbal elixirs capable of fending off disease and repairing injury. On the other hand, they also convert nature's awesome power into a potent destructive force, utilizing toxins from a plethora of animal and plant sources. Known as homeopaths and poisons, these substances play a vital role in the daily life of druids and their followers.

Homeopaths

Homeopaths, also known as herbal remedies, trace their origins back to antiquity. Born largely from trial and error, pioneering druids and tribal shamans refined the cultivation and transformation of these mysterious herbs through countless centuries of theory and experimentation. To this day, the transformation from raw plant material to miraculous cure still requires informed conjecture from the manufacturer. More of an art than an exact science, their production remains a risky and frequently uncertain endeavor. Regardless of the perils and difficulties, homeopaths continue to thrive amongst primitive cultures, while their popularity skyrockets in towns, villages and bustling metropolises. Homeopaths offer an inexpensive and often reliable alternative to magical potions and curative spells, ensuring their ongoing proliferation throughout society.

Manufacture

Homeopaths appear in a variety of diverse forms ranging from dried leaves to exotic ointments. Their preparation methods also vary greatly. Dried leaves are often steeped like tea, while ointments and creams are rubbed onto wounds or injuries. Regardless of their nature, the process of manufacturing homeopaths shares the same basic prerequisites.

Setup: The preparation and preservation of herbs as well as the creation of homeopaths requires a number of items commonly found in an ordinary kitchen. These include air-tight jars and bottles used

for storing dried herbs, a hearth for heating water or herbal remedies, a level working surface for chopping and grinding materials, a hot, dry space for drying herbs, such as a pantry or closet, and household utensils. Some practitioners grow their own herbs, however true devotees of the craft prefer wild herbs. In addition to these basic requirements, a large percentage also possesses a healthy number of gadgets to assist them in their craft. These items include a mortar and pestle for crushing

herbs and flowers, potent alcoholic beverages for creating tinctures and melted beeswax for concocting creams. These items typically cost approximately 25 gp, excluding the hearth and kitchen area of course.

Time: As previously mentioned, creating homeopaths is hardly a foolproof industry. Much of the process involves experienced guesswork and a sharp intellect. Because of these obstacles, it generally requires eight hours to formulate a homeopath. Additional times are discussed under the heading Preparation Methods.

Monetary Cost: Producing a homeopath requires a gold piece expenditure equal to the ingredient's cost in gold pieces squared multiplied by the ingredient's difficulty class. If an ingredient costs less than a single gold piece, its cost is equal to its difficulty class. Some types of homeopaths have additional costs that are described under the heading Preparation Methods.

Item Creation Feat: Only characters with the Homeopath feat can create a homeopath.

Procuring Ingredients

No homeopath can be created without its herbal components. Their costs vary tremendously based upon their availability, preservation method and restorative powers, however the cost of obtaining the herb in the wild or by purchasing it remains the same. Although purchased herbal components save time and energy, they usually lack the hardiness and potency of their wild counterparts. As a result, many practitioners of the craft prefer wild varieties. Unfortunately, locating a sufficient quantity of the necessary herbs rarely proves a simple proposition. Some herbs are extremely rare and grow only in remote corners of the world. In addition, knowing the general location of a patch of a wild herb is much easier than actually finding it. To reflect these and other factors, each herb possesses an AV rating that determines the difficulty of ascertaining its general location. The AV rating serves as the difficulty class of the procurer's Wilderness Lore check. If his modified skill check equals or exceeds the herb's AV rating, he recalls the herb's specific location and can readily find it. Failure prevents him from remembering the herb's present

Table 3.3 Procuring Ingredients

Availability	Additional Time to Procure	DC Modifier for Purchased Herbs
Abundant	None	None
Common	None	+1
Uncommon	+ 1 hour	+2
Rare	+6 hours	+5
Remote	+1d4 days	+10

location, although with additional research he can retry the following day. These ratings fall into the following categories.

- Abundant (1-5)** The herb grows practically everywhere.
- Common (6-10):** Sufficient quantities of the herb generally grow within a few minutes walk.
- Uncommon (11-15)** The herb grows in the vicinity; however it often proves difficult to locate. Typically, the herb's closest location is a few miles away.
- Rare (16-20)** Only a few isolated patches grow within a day's journey.
- Remote (21+)** The herb exists in a remote or distant location far from the druid's residence.

The subsequent chart details the additional time necessary to obtain each category of herb. Furthermore, it provides the modifiers to the difficulty class of his Profession (herbalist) skill check when he finishes the manufacture of the homeopath using purchased ingredients. See Determining Success for additional details.

Types of Homeopaths

Not all homeopaths function in the same manner. Some endeavor to prevent sickness or disease prior to exposure. Others immediately treat injury or disease, while a small handful requires administration over an extended period. There are six general types of homeopath: preventive, first aid, long-term care, treat wound, treat poison and treat disease.

Preventive: As the name suggests, preventive homeopaths are only effective if they are administered before exposure to disease, illness, injury or poison. Preventive homeopaths stimulate the body's natural immune system against these infectious or toxic agents. Its effective duration is described under the specific herb.





Table 3.4 Preparation Methods

Additional Method	Additional Time	Monetary Cost
Infusion or Tea	None	None
Decoction	None	None
Powder	None	None
Tincture	+ 2 weeks	+ 10 gp
Ointment	+ 2 hours	+ 5 gp
Cream	+ 4 hours	+ 10 gp

First aid: These herbal remedies are only effective if administered after exposure to disease, illness, injury or poison. The description of the Heal skill check in the PHB provides additional details regarding the adjudication of these remedies. The time frames for beneficial administration are described under the specific herb. Effectively using homeopaths in this method requires a successful Heal skill check DC 15.

Long-term care: Long-term care requires the healer's attention for at least one day. The description of the Heal skill check in the PHB provides additional details regarding the adjudication of these remedies. Effectively using homeopaths in this method requires a successful Heal skill check DC 15.

Treat Wound: Treat wound is probably the least common of the group. These homeopathic remedies act as analgesics against painful wounds such as those inflicted by caltrops and similar magical attacks. Removing the penalties incurred from exposure to caltrops requires a successful Heal skill check DC 15. Treating injuries from magical wounding effects requires a Heal skill check that equals or exceeds the spell's save DC.

Treat Poison: Most homeopathic remedies target a specific type of organic poison, such as snake or insect bites. Homeopathic remedies increase the healer's chance of counteracting the poison's effect by adding a bonus to his Heal skill check. The description for the Heal skill in the PHB provides additional details regarding the adjudication of this application.

Treat Disease: Homeopathic remedies only prove effective against natural diseases. Magical and supernatural diseases like mummy rot resist their effects. Homeopaths used in this manner add a bonus to the healer's Heal skill check. The description for the Heal skill in the PHB provides additional details regarding the adjudication of this application.

Preparation Methods

The following preparation methods are among the most common in current use. Regardless of the method, each requires the usage of one ounce of herbal component to create a single homeopath dose. The chart at the end of this subheading provides the additional time and monetary costs inherent to each method.

Infusion or tea: Creating an herbal infusion or tea is a relatively simple process utilizing dried herbs, primarily leaves. The herb is added to boiling water and allowed to steep for at least ten minutes before the patient sips the hot liquid. Some infusions are served cold, allowing the herb to steep for several hours before administering the homeopath. Honey or raw brown sugar is often added to the mixture to make its taste more palatable. This is probably the most prevalent form of preparation.

Decoction: Dried herbs are immersed in cold water at the bottom of a covered pan. The mixture is slowly heated until it begins boiling. The creator then lowers the heat and allows it to simmer until the liquid reduces to a quarter of its original volume. Once this occurs, he removes the homeopath from the heat and lets it cool for several minutes while steeping in the pan. Decoctions are commonly used to formulate homeopaths from harder plant materials such as roots and barks.

Powder: Using a mortar and pestle, the druid crushes large dried plant materials until they form a powder. The patient ingests the powder by adding it to a drink or sprinkling it on food.

Tincture: After grinding the herbal component into a fine powder, the preparer adds the dried substance to a container of a potent alcoholic drink such as brandy or barley wine. The mixture remains undisturbed in a warm, dark location for two weeks before straining it through cheesecloth. The finished homeopath is stored in a dark glass jar.

Ointment: After preparing an infusion or decoction, the druid adds an equal quantity of pure, cold pressed vegetable-based oil, such as olive oil. He boils the mixture until the liquid evaporates leaving only the ointment.

Cream: Creams follow the same preparation method as ointments except he adds melted beeswax to the heated oil.

Determining Success

Despite a druid's best efforts and years of experience, the successful formulation of an effective homeopath is never a foregone conclusion. Dozens of variables, such as bacterial contamination, substandard ingredients, tainted water and even human error, play a vital role in determining the homeopath's effectiveness.

To overcome these challenges, the creator must roll a Profession (herbalist) skill check. The check's difficulty class is based upon the herb's difficulty class, which is provided under the heading for each herb, modified by its preparation method and the method of procurement. If the check proves successful, the homeopath functions as intended. Failure results in the destruction of the homeopath and the forfeiture of any money spent during the attempt.

For example, Ithicus, a 6th level druid wants to create a dose of alecost cream because he expects to encounter poisonous insects on his next adventure. Ithicus has a modified Profession (herbalist) skill check of +12. Ithicus is pressed for time; therefore he has to purchase the herb from a local farmer. Ithicus uses the following formula to determine the difficulty class to successfully formulate the cream: 20 (alecost's difficulty class) + 1 (for purchasing a common herb) = 21. Ithicus must roll a 9 or higher on his skill check to succeed.

To determine the amount of time and money necessary to create an alecost cream, Ithicus uses the following formulas. Creating a homeopath usually takes eight hours, however alecost works as a cream adding four hours to the process. It takes Ithicus twelve hours to create the alecost cream. To determine the monetary cost, Ithicus uses the following formula: 1 (alecost's cost in gold pieces squared) x 20 (alecost's difficulty class) plus an additional 10 gold pieces for formulating a cream. Ithicus' final cost is 30 gp.

Herbs

Herb is a general term used to describe the leaves, stems, roots and seeds of a plant. The herbs presented in this chapter appear in the following format.

Name: Self-explanatory

Cost: Self-explanatory

Market Price: Market price is the general cost of purchasing the item in a town or village. The market price is usually equal to double the finished product's cost, however the market price can fluctuate depending upon local availability.

Availability: The herb's AV rating determines the difficulty class of locating a wild variety of the herb using the Wilderness Lore skill. Availability also determines the additional time necessary to procure uncommon and exotic herbs as well as the increased difficulty of creating an effective homeopath using purchased ingredients.

Difficulty Class: This number determines the difficulty class for creating a homeopath using this herb. See the preceding subheading Determining Success for adjudication details.

Form: This describes whether the herb is a leaf, root, seed, stem, bulb or other part of a plant.

Homeopath Type: Preventive, first aid, long-term care, treat wound, treat poison or treat disease.

Preparation Method: Infusion, decoction, powder, tincture, ointment or cream

Description: All of the herb's general information is provided in this section including its appearance, uses and benefits.

Overdose: Although most herbs have no malevolent side effects or potential for addiction, a small minority are intended for sparing usage only. The consequences of an overdose are described in this section.

Alecost/Costmary

Cost: 1 gp/ounce

Market Price: 60 gp

Availability: Common 9

Difficulty Class: 20

Form: Leaf

Homeopath Type: Treat Poison

Preparation: Cream

The plant's hairy, pale green to gray-brown stem reaches a maximum height of just over three feet. Its long, silvery green leaves grow in tightly packed bunches throughout the stem's length. Tiny yellow blooms appear atop its stem. Healers use alecost to treat insect bites and stings. Whenever the healer applies alecost to a poisonous insect bite or sting, he receives a +2 bonus to his Heal skill check.

Aloe Vera

Cost: 3 gp/ounce

Market Price: 380 gp

Availability: Uncommon 14

Difficulty Class: 20


Form: Leaf

Homeopath Type: Long-term care

Preparation Method: Cream

Aloe vera's long, prehensile leaves bear numerous sharp spikes along its edges. Its leaves branch out from a central stalk. The leaves quickly deteriorate after removal from its stem, and there is no known preservation method. Aloe vera remains the most effective homeopathic remedy against burns resulting from electrical, fire and heat damage. Aloe vera provides a +4 bonus to the healer's skill check as well as healing an additional 1d3 points of damage if the healer successfully administers long-term care to the injured party. These bonuses are only applicable against injuries resulting from burns. Unlike most other homeopathic remedies, aloe vera works in conjunction with other homeopathic remedies that restore hit point damage, regardless of the other homeopath's inability to work in conjunction with similar curatives.





Balm of Gilead

Cost: 6 gp/ounce

Market Price: 812 gp

Availability: Remote 22

Difficulty Class: 11

Form: Buds

Homeopath Type: Long-term care

Preparation Method: Cream

This rare desert shrub reaches an average height of four feet. It bears two-toned, pointed green leaves with toothed edges that grow from a spiky green stem with red tinges. Pink, tubular flowers resembling elongated bells adorn the plant for roughly one month of the year. Balm of Gilead adds a +2 bonus to the healer's Heal skill check when administering long term care to an injured party. A successful check heals an additional 1d2 points of damage. Balm of Gilead does not work in conjunction with other homeopathic remedies intended for long-term care.

Bistort/Snakeweed

Cost: 3 gp/ounce

Market Price: 360 gp

Availability: Uncommon 14

Difficulty Class: 20

Form: Root

Homeopath Type: Treat Wound

Preparation Method: Decoction

This robust perennial grows to a height of three feet. Bistort bears broad, teal colored leaves that erupt into prickly, pink flowers during spring. When applied to a compress or clean linen, bistort proves an effective remedy against caltrops and other continuous wounding effects, such as a *sword of wounding* or similar magical effect. If used in this fashion, the healer receives a +2 bonus to his Heal skill check against caltrop wounds and similar magical effects. If the healer's modified skill check exceeds DC 15, the patient receives a Fortitude save DC 20 to avoid additional damage from a *sword of wounding* or similar device. Bistort can be used against multiple wounds, but not in conjunction with any other homeopathic remedy that heals hit point damage.

Chickweed

Cost: 2 sp/ounce

Market Price: 40 gp

Availability: Common 6

Difficulty Class: 15

Form: Whole plant

Homeopath type: Treat Disease

Preparation Method: Ointment

This unusual, creeping plant bears lush, oval leaves growing from a gangly, brittle multi-branched

stem covered in bushy hair. Small star-like, white flowers are present for most of the year. When used as an ointment, chickweed provides a +1 bonus to the healer's Heal skill check against organic skin diseases. It cannot be used in conjunction with any other disease-fighting homeopath.

Garlic

Cost: 1 sp/ounce

Market Price: 1 sp

Availability: Abundant 4

Difficulty Class: 0

Form: Bulb

Homeopath Type: Treat Disease

Preparation Method: None, see description

No other plant product has the long reputation and history possessed by garlic. In addition to its legendary abilities against vampires, garlic acts as a natural antibiotic. Eating an ounce of raw garlic per day after exposure to a naturally occurring disease provides a +1 bonus to the healer's Heal skill check against disease. Garlic does not function with any other disease fighting homeopathic remedy. Garlic appears as an off-white elliptical tuber.

Overdose: Unfortunately, garlic produces mild stomach upset and terrible bad breath. Using garlic for more than one day reduces the patient's Charisma score by one.

Ginger

Cost: 2 gp/ounce

Market Price: 64 gp

Availability: Uncommon 12

Difficulty Class: 8

Form: Root

Homeopath Type: Preventive/First aid

Preparation Method: Infusion

Ginger, a perennial native to tropical regions, grows approximately four feet high. Its tall, upright stem produces thin leaves resembling long spears. However, its thick, fibrous, dull beige roots are the source of its curative abilities. Ginger is highly effective as a preventive and first aid treatment against nausea. Taken as a preventive, a single dose of ginger provides a +1 bonus to saving throws against any nausea effects for one hour. Used as a measure of first aid, ginger reduces the nausea's duration by 1d4 rounds. No Heal skill check is required for either usage.

Hyssop

Cost: 5 sp/ounce

Market Price: 30 gp

Availability: Common 7

Difficulty Class: 15

Form: Leaf

Homeopath Type: Long-term care

Preparation Method: Decoction

Hyssop shrubs reach a maximum height of four feet. Its long, thin, green stem possesses numerous small branches bearing slightly hairy, elongated dark-green leaves. A cluster of tiny purple or deep blue flowers crowns the shrub. Applying the decoction to a compress or clean linen provides a +3 bonus to the healer's Heal skill check when administering long-term care. Hyssop's beneficial effects do not work in conjunction with other homeopathic remedies intended for long-term care.

Overdose: The female physiology does not tolerate the herb well. Using this herb for more than three days results in 1d4 bouts of dizziness per day, with each incident lasting 2d4 rounds.

Lady's mantle/Dewcup

Cost: 5 sp/ounce

Market Price: 18 gp per dose

Availability: Common 7

Difficulty Class: 9

Form: Leaf

Homeopath Type: Long-term care

Preparation Method: Decoction

Lady's mantle can be applied directly to wounds through the use of a compress or clean linen soaked in the finished solution. Lady's mantle does not provide a bonus to the healer's skill check, but it does heal an additional point of damage if the healer successfully administers long-term care to the injured party's wounds. Lady's mantle cannot be used in conjunction with any other herbal remedy capable of healing hit point damage. Lady's mantle reaches an average height of twelve inches. It has a long hairy stem with velvety, blue-green, roughly circular leaves and small greenish-yellow flowers.

Lavender

Cost: 2 sp/ounce

Market Price: 34 gp

Availability: Common 6

Difficulty Class: 12

Form: Flower

Homeopath Type: Treat Poison

Preparation Method: Ointment

Lavender shrubs stand roughly three feet tall and appear in a myriad of shapes and color. In most varieties, clusters of long, green prehensile leaves

cover the plant's base, while a thin stem rises above its base and ends in a small flower. Lavender ointment is an effective treatment against venomous insect bites and stings. Applying lavender to such an injury adds a +1 bonus to the healer's Heal skill check against such injuries.

Lemon balm

Cost: 4 sp/ounce

Market Price: 12 gp

Availability: Common 7

Difficulty Class: 6

Form: Leaf

Homeopath Type: Treat Disease

Preparation Method: Infusion

The plant's tall, green stem reaches a height of three feet and often possesses unusual purple markings. Lemon scented, heavily veined, light green leaves sprout from its stem, while small, pale yellow flowers dot the entire plant. Lemon balm proves an effective treatment against all forms of mental illness and disease. It provides a +2 bonus to the healer's Heal skill check whenever combating these illnesses. Lemon balm works in conjunction with other homeopathic remedies, regardless of its counterpart's restrictions on such interactions.

Oak

Cost: 1 sp/ounce

Market Price: 50 gp

Availability: Abundant 2

Difficulty Class: 15

Form: Bark

Homeopath Type: Long-term care

Preparation Method: Cream

Oak trees grow as high as 110 feet. Oblong, lobed leaves and small greenish-yellow flowers adorn the trees in spring, only to be replaced by roughly spherical cupped acorns during autumn. Applying the cream to an injured party's wounds adds a +1 bonus to the healer's Heal skill check when he administers long-term care. Oak cannot be used in conjunction with any other herbal remedy capable of healing hit point damage.

Safflower

Cost: 3 gp/ounce

Market Cost: 180 gp

Availability: Uncommon 14

Difficulty Class: 10


Form: Flower

Homeopath Type: Treat Disease

Preparation Method: Infusion

The plant's erect, whitish stem bears prickly oval leaves and reaches an average height of three feet.





Safflower possesses an unusual white fruit with dull reflective properties, while culminating in an orange-yellow flower at its top. Safflower is highly effective against natural skin diseases such as leprosy and acne. Used in this manner, safflower provides a +2 bonus to the healer's Heal skill check. Safflower does not work in conjunction with any other disease-fighting homeopathic treatment.

Overdose: The female physiology has little tolerance for safflower. Using this herb for more than three days results in 1d4 random bouts of nausea per day, with each incident lasting 2d6 minutes.

Poisons

In stark contrast to the production of beneficial homeopaths, a small number of druids manufacture deadly toxins from the animal and plant kingdoms. Animal toxins are commonly referred to as venom, while plant toxins are called alkaloids. Both types of poison are extremely virulent, however there are several important differences. Animals introduce venom into their prey through injury, piercing the skin of their victim with a pair of sharp fangs, barbs or stinger. Venom circulates through the bloodstream, causing massive amounts of tissue damage while also attacking the nervous system. Plants, on the other hand, poison their victims whenever their victim ingests its toxic leaves, stems, flowers and/or roots. Poison is a passive defense against any creature attempting to devour the otherwise defenseless plant. Plant poisons attack the nervous system, suppressing the bodily functions necessary to sustain life.

Venom

Often unscrupulous, but also daring druids capture and milk venomous animals for their deadly poison. Druids engaging in this process concentrate their efforts on snakes for several reasons. Snakes produce some of nature's most virulent toxins in quantities sufficient to warrant the risks of accidental poisoning. In contrast, poisonous insects and arachnids are usually very small, difficult to find and virtually impossible to milk. Although larger varieties of these species generate comparable amounts of poison, they are extremely cumbersome to grapple because of their size, strength, ability to fly and their multiple legs. Because of these factors, snakes remain the most prolific and popular source of poison among primarily evil druid circles.

Unlike most of a druid's interaction with the animal kingdom, acquiring venom is a risky and confrontational proposition occasionally resulting in death. Although the process of milking an animal's venom is not inherently evil, the intrusiveness of inducing the animal to release its venom negates

virtually all of the druid's abilities to befriend and control animals. Spells, such as *animal friendship* and *charm person or animal*, prove ineffective because the act of milking the usually frightened or enraged animal provokes another saving throw or releases it from the druid's control. Other spells that paralyze or hold the animal fail since they also immobilize the creature's fangs and muscles that inject the venom into its victim. Rendering the animal unconscious or killing the animal provides similar results. Instead, druids must rely on their quick reflexes, sharp wits and knowledge of nature to attain their coveted prize.

Milking the Animal: The actual procedure of milking a venomous animal is really an extended grapple attack as well as a battle of will. The Coax Venom feat is required to even attempt the undertaking. The first half of the process follows the rules for Grappling described in the PHB. Initiating the grapple provokes an attack of opportunity from the venomous animal. If the animal deals damage to the druid, he is unable to begin the grapple; however he may try again if he has multiple attacks in a round. An unsuccessful attack by the animal enables the druid to try to grab it using a melee touch attack. If the druid misses the animal, he is unable to start the grapple and must begin the process anew. On the other hand, success allows the druid to grab his target and attempt to hold it. Both parties make opposed grapple checks. Unlike a normal melee attack, a grapple check is resolved in the following manner: Base attack bonus + Strength modifier + special size modifier. The PHB provides the special size modifiers. If the druid's result exceeds the animal's result he starts the grapple and causes damage as if he hit it with an unarmed strike. He then moves into the animal's space and a grapple ensues. Failure results in the animal's release from the druid's grasp, and he must return to the beginning.

For example, Vervain a 5th level druid attempts to grapple a medium-size viper. Vervain's base attack bonus is a +3, his armor class is 16, and his Strength is 17. The viper has a base attack bonus of +1, an armor class of 16 and a Strength of 8. Using his attack action, Vervain initiates the grapple, provoking an attack of opportunity from the viper. The viper misses the attack, allowing Vervain the chance to grab the viper with a melee touch attack. Because a melee touch attack ignores natural armor, the viper's armor class against Vervain decreases by 3 to 13. Vervain rolls a 15, successfully grabbing the viper. o maintain his hold, Vervain and the viper roll opposed grapple checks. Vervain rolls a 10 resulting in a modified total of 16. [10 + 3 (his base attack bonus) + 3 (his Strength modifier)]. The viper rolls a 13 resulting in a modified total of 13. [13 + 1 (the viper's base attack bonus) - 1 (the viper's Strength modifier)] Vervain's roll exceeds the viper's; therefore he deals 1d3 points of subdual



damage. Vervain moves into the viper's space and the two combatants are now grappling.

After establishing the grapple, the druid must use his subsequent attack action to pin the animal, requiring another opposed grapple check against it. Success pins the animal, holding it immobile for one round. Unlike previous grapple checks, failure does not release either party from grappling. As a move-equivalent action, the druid places the animal's source of venom (i.e. fangs, teeth or stinger) just inside the edge of a container suitable for collecting the liquid. Once pinned, the animal can make an opposed grapple check or Escape Artist check to escape the pin, but not the grapple. On the following round, the druid must again pin the animal while milking its venom, which counts as a free action. If the druid succeeds in pinning the animal, both parties make opposed Will saves. If his modified result exceeds its result, the druid successfully milks one dose of venom from the animal. If he failed, he may try again the following round as long as he continues to pin the animal. Once he completes the procedure, he may escape the grapple or take another appropriate action. Animals almost always seek to escape, and they usually let their opponent escape rather than make an opposed grapple check.

This process can be exemplified using the two combatants from the preceding scenario. Vervain and the viper continue to grapple. Vervain attempts to pin the viper by making an opposed grapple check. Vervain's result exceeds the viper's result, so it is pinned. Vervain still has a move-equivalent action; therefore he places the viper's fangs inside of a small flask. During its turn, the viper attempts to escape, but Vervain rolls a higher grapple check than the viper. On Vervain's next turn, he attempts to pin the viper again and milk its venom. Vervain's grapple check exceeds its result, so it remains pinned. While

pinning the viper, Vervain milks its venom as a free action. Both parties make opposed Will saves. Vervain's modified total exceeds its total; therefore he successfully milks a dose of venom from the viper. If the viper attempts to escape again, Vervain can forego his opposed grapple check allowing the viper to escape the pin, but not the grapple. Either party can attempt to escape on their next action.

Dosage: The druid collects half a dose of poison from a small animal and one dose of poison from a medium or large animal per round. Huge and large venomous animals yield two doses of poison per day, while medium and small animals release one dose and half a dose respectively. Tiny creatures do not generate enough poison for milking in this manner.

Gloves: Some druids wear thick leather gloves to protect their hands and forearms. Although the gloves are relatively supple for their size, gloves impose a -2 penalty to the druid's attack roll when he attempts to grab the animal. However, once he establishes a hold on the animal, they do not impose any penalty to his subsequent grapple checks. If the snake bites the druid during the encounter, he receives a +2 bonus to his saving throw against the animal's poison.

Snake Stick: Snake sticks are long wooden poles, usually three to six feet in length that culminate in an exaggerated crook or a short, perpendicular extension. The druid uses the stick to keep the animal distracted and at bay while he attempts to grab the snake. Utilizing a snake stick provides a +2 bonus to his saving throw against the animal's poison during its initial opportunity attack. Once the grapple begins, the druid must drop the snake stick and retrieve the collection receptacle. This action imposes a -2 penalty on the druid's first grapple check after the grapple commences.

Venom Types

As mentioned previously, snakes produce extremely virulent toxins, and they are the most abundant source of organic venom in the wild, making their venom the most prevalent choice of druids in this profession. Regardless of the source, there are two general types of venom, hemotoxic and neurotoxic. Hemotoxic venom attacks and destroys living tissue and blood cells while wracking its victims with excruciating pain. On the other hand, neurotoxic venom inflicts less pain, but is often much deadlier. Neurotoxic venom disables its victim's nervous system, resulting in paralysis and usually death. The following chart provides the statistics for most of the organic serpent poisons encountered in the wild.

Asp: Easily prone to anger, the asp's highly toxic venom mirrors its aggressive personality. Light brown bands encircle its yellowish, brown or black body. Asps usually reach a length of five feet and are fairly





Table 3.5 Venom

Animal	Viper Size	Poison Type* & Difficulty Class	Initial Damage	Secondary Damage	Price(gp)
Asp	Medium	Neurotoxic/DC 16	Paralysis	2d6 Con	1,250
Common Adder	Small	Hemotoxic/DC 11	1d3 Dex	1d3 Dex	110
Common Cobra	Medium	Neurotoxic/DC 13	1d4 Str	Paralysis	450
Copper-Head	Medium	Hemotoxic/DC 13	2d4 hp	2d8 hp	200
Coral Snake	Medium	Neurotoxic/DC 16	1d6 Dex	Paralysis& 1d6 Con	1,150
King Cobra	Huge	Neurotoxic/DC 18	Paralysis	Death	3,000
Long-nosed Adder	Small	Hemotoxic/DC 12	1d3 Str	1d3 Str	120
Pit Viper	Small	Hemotoxic/DC 14	1d6 Con	1d6 Con	400
Rattlesnake	Medium	Hemotoxic/DC 13	1d4 Con	1d4 Dex	190
Taipan	Large	Neurotoxic/DC 16	1d6 Con	Paralysis& 2d6 Con	1,450
Tiger Snake	Medium	Neurotoxic/DC 14	1d4 Con	Paralysis& 1d4 Con	750

* Poison Types are Injury

common in hot, arid climates near cultivated farmlands and homesteads.

Common Adder: Adders possess a volatile temper, striking any intruder without hesitation. Measuring around two feet in length, adders inhabit nearly every climate and terrain. Their colors tend to vary among individual snakes, but most specimens are either completely black or display a patchwork of black markings throughout their bodies.

Common Cobra: Despite their unsavory reputation, common cobras prefer flight rather to direct confrontation. Unfortunately, cobras dwell within close proximity to civilization, making encounters with humanoids unavoidable. Renowned for the unusual hood surrounding its head, cobras are one of the most easily distinguishable species of snake. The largest snakes measure just over six feet in length, and their colors usually range between a shade of gray and brown.

Copperhead: Not surprisingly, this relatively shy snake owes its name to the color of its head. The remainder of its roughly four foot long body is usually chestnut brown with deep brown bands entwining it. Copperheads dwell in more inaccessible regions, using camouflage to search for prey. Most humanoid contact occurs when travelers inadvertently cross its path or actually step on the concealed serpent.

Coral Snake: Vibrant shades of bright black, red and yellow form numerous bands that travel the length of its four foot long body. Coral snakes are very secretive and also very dangerous. They try to avoid encounters with humanoids, however they vigorously defend themselves when attacked.

King Cobra: Reaching lengths in excess of fifteen feet, king cobras are the largest venomous snakes in the wild. Easily provoked to anger, king cobras relentlessly defend their dens against any interloper. King cobras reside in warmer, tropical climates,

preferring the dense cover provided by these habitats. They are usually olive, brown or green in color and also bear the ominous hood shared by their smaller cousins. Their venom is exceptionally toxic, almost always resulting in death.

Long-nosed Adder: The long-nosed adder derives its name from a protrusion of tiny scale on the tip of its nose. Only reaching a maximum length of three feet, this often gray, brown or reddish snake is frequently found in rural farmland and open fields. Adders are aggressive, biting anything they perceive as a threat. Fortunately, their venom is not as virulent as their disposition.

Pit Viper: This includes a number of unique species belonging to the same family of snakes. Pit vipers average two feet in length and strike with little provocation. Some members of the species are strictly arboreal, while others inhabit forests, plains and swamp environments. They appear in a variety of colors, but are most renowned for their prominent, malevolent eyes.

Rattlesnake: Rattlesnakes acquire their name from the ominous rattling sound generated by their tails whenever the animal feels threatened. Rattlesnakes do not seek confrontation with humanoids, but they readily defend themselves if provoked. Most specimens are dark brown or black with rows of beige or yellows scales interspersed throughout its body. Its underbelly's coloration ranges from olive to brown. On average, these snakes measure approximately six feet in length. Rattlesnakes usually inhabit swamps and palmettos, and they are accomplished swimmers.

Taipan: These easily agitated predators are among the deadliest snakes in the wild. Extremely combative, taipans flatten their heads and ominously wave them back and forth in a terrifying display of anger. Taipans strike rapidly, sometimes biting their victim several times with a single thrust. Usually olive

or dark brown in color, taipans reach lengths of more than ten feet. They dwell in a variety of habitats, but are most prevalent in forests and grassy plains.

Tiger Snake: Ranging in color from olive green to dark brown, tiger snakes reach an average length of five feet. Because they are fairly common throughout most environments, tiger snakes are responsible for numerous fatalities in humanoid settlements, especially those around natural sources of water. When aroused tiger snakes demonstrate an ugly disposition, readily attacking the intruder without mercy.

Alkaloids

Although devoid of the dangers inherent to the collection of venom from serpents, the manufacture of plant based poisons remains a highly specialized craft. Because ingestion is the only means of administering alkaloids, their manufacture demands the specialized knowledge necessary to convert plant materials from their natural state (i.e. leaves, stems, etc.) into a liquid or powder form. Despite their potency, alkaloids remain less popular than venom because of their limited usage during combat. Forcing an opponent to drink a poisonous concoction is far more difficult than piercing his flesh with an envenomed arrow. Alkaloids, however, are the toxin of choice whenever a murderer seeks to conceal the nature of the crime since alkaloids leave no obvious signs of entry such as an arrow or blade. Some druids use these virulent substances to poison the food and water supply of poachers or trespassers violating the sanctity of their territory.

Concocting Alkaloids

Although all druids possess the ability to recognize poisonous plants on sight, the conversion of these raw materials into an effective and virtually undetectable form necessitates specialized training and knowledge. For this reason, the production of alkaloid poisons requires the Manufacture Alkaloids feat. Their manufacture follows the same general methodology and prerequisites as the creation of homeopaths. Setup requirements, time and monetary costs greatly resemble those of homeopaths with a few minor changes.

Setup: Contiguous with homeopaths, the creation of alkaloid poisons requires a number of items commonly found in an ordinary kitchen. These include a hearth for heating water or plant materials, a level working surface for chopping and grinding materials and household utensils. Preservation greatly reduces and often negates the plant's poisonous properties; therefore long-term storage and the usage of drying techniques are of no concern to

the druid. Practitioners never grow their own supply of virulent plants for two primary reasons. Cultivated strains of poisonous plants lose some of their virulence over the course of several generations. In addition, because of their dubious reputation, only a few foolhardy manufacturers seek to openly advertise their profession in such a brazen manner. In addition to these basic requirements, a large percentage also possesses a healthy number of gadgets to assist them in their craft. These items include a mortar and pestle for crushing seeds and flowers as well as potent alcoholic beverages intended to disguise the taste of the alkaloids and enhance their suppression of essential bodily functions. These items typically cost approximately 20 gp, excluding the hearth and kitchen area of course.

Time: As previously mentioned, creating alkaloids is a dangerous and clandestine activity. Much of the process involves painstaking attention to details and quick thinking. Because of these obstacles, it generally requires eight hours to formulate an alkaloid poison. Additional times are discussed under the subheading Preparation Methods. The time spent gathering the ingredients is not included.

Monetary Cost: Producing an alkaloid requires a gold piece expenditure equal to the ingredient's availability rating multiplied by the ingredient's difficulty class. **Item Creation Feat:** Only characters with the Manufacture Alkaloid feat can create a virulent poison.

Procuring Ingredients

No alkaloid can be manufactured without its raw materials. Unlike the homeopath's herbal ingredients, there are no readily available means of purchasing poisonous plants on the open market. Although a black market does exist, few druids deal in such shady and exorbitant transactions. Instead, druids scour the wilderness searching for these elusive plants. Unfortunately, knowing the general location of the plant is much easier than actually finding it. To reflect these and other factors, each poisonous plant possesses an AV rating that determines the difficulty of ascertaining its general location. The AV rating serves as the difficulty class of the procurer's Wilderness Lore check. If his modified skill check equals or exceeds the its AV rating, he recalls the plant's specific location and can readily find it. Failure prevents him from remembering the plant's present location, although with additional research he can retry the following day. These ratings fall into the following categories.

Abundant (1-5): The plant grows practically everywhere.

Common (6-10): Sufficient quantities of the plant generally grow within a few minutes walk.





Uncommon (11-15): The plant grows in the vicinity; however it often proves difficult to locate. Typically, the plant's closest location is a few miles away.

Rare (16-20): Only a few isolated patches grow within a day's journey.

Remote (21+): The plant exists in a remote or distant location far from the druid's residence.

The subsequent chart details the additional time necessary to obtain each plant based upon its availability.

Availability	Additional Time to Procure
Abundant	None
Common	None
Uncommon	+ 1 hour
Rare	+6 hours
Remote	+1d4 days

Preparation Methods

Alkaloid poisons are prepared using three methods: infusion, powder and tincture. Regardless of the method, each requires the usage of one ounce of raw materials to create a single dose of poison. The chart at the end of this subheading provides the additional time and monetary costs inherent to each method as well as the increases to the difficulty classes for creating the poison and resisting the poison's effects.

Infusion: Creating an alkaloid infusion is a relatively simple process utilizing raw plant materials such as leaves and stems. The ingredients are added to boiling water and allowed to simmer until the liquid reduces to a quarter of its original volume. The druid then removes the mixture from the heat and allows it to cool for four hours while still steeping. Using cheesecloth or a similar material to separate the liquid, he pours the finished product into a flask. Salt or sugar is occasionally added to disguise the taste. This is probably the most prevalent form of preparation.

Powder: Using a mortar and pestle, the druid crushes the raw ingredients until they form a powder. Seeds and other hard plant materials are suitable for this preparation method. The victim ingests the powder by adding it to a drink or sprinkling it on

food. Because they are relatively tasteless, powders are more difficult to detect.

Tincture: After grinding the ingredients into a fine powder, he adds the powder to a container of a potent alcoholic drink such as whiskey or strong ale. The mixture remains undisturbed in a warm, dark location for two weeks before straining it through cheesecloth. He stores the poison in a dark glass jar. The alcohol masks the poison's taste as well as increasing its virulent effects.

Determining Success: Despite a druid's best efforts and years of experience, the successful formulation of a toxic substance into a virtually undetectable medium rarely proves easy. Dozens of variables, such as decay, excessive moisture, substandard ingredients, tainted water and even human error, play a vital role in determining the final outcome of the practitioner's endeavor.

To overcome these challenges, the creator must roll a Profession (herbalist) skill check. The check's difficulty class is based upon the plant's difficulty class, which is provided under the heading for each plant and its method of preparation. If the check proves successful, the poison functions as intended. Failure results in the destruction of the alkaloid and the forfeiture of any money spent during the attempt.

Alkaloid Types

Unlike many forms of venom, alkaloids do not cause extensive tissue damage. Poisons derived from plant base sources generally suppress essential bodily functions, occasionally resulting in the victim's death. However, these poisons also produce a myriad of other debilitating effects such as violent convulsions, vomiting, chest spasms and other gastrointestinal disorders. The following chart provides the vital statistics for the most common poisonous plants.

AV: Availability rating

MDC: Difficulty class to manufacture poison

Hemlock: This robust ten-foot high weed is actually a member of the parsley family. Its hollow, green stem splotched with purple blemishes bears dark-green leaves divided multiple times into ovate, toothed segments and small white flowers. The entire plant is extremely toxic. Ingesting any part of the plant

Table 3.6 Preparation Methods

Method	Additional Time	Additional Monetary Cost	DC to Manufacture	DC to Product's Saving Throw
Infusion	None	None	None	None
Powder	None	None	+1	+1
Tincture	+ 2 weeks	+ 10 gp	+2	+2

Table 3.7 Alkaloid Types

Plant	AV	MDC	Poison Type	Initial Damage	Secondary Damage	Price(gp)
Hemlock (all parts)	8	15	Ingested DC 15	1d6 Dex	2d6 Dex	525
Jack-o'-lantern (mushroom)	16	10	Ingested DC 12	1d3 Con	Nausea 1d4 hours	560
Jimsonweed (seeds)	11	10	Ingested DC 11	1d4 Dex	1d4 Con	375
Jimsonweed (other parts)	11	8	Ingested DC 10	1d4 Dex	1d4 Con	290
Star-of-Bethlehem (bulb)	10	10	Ingested DC 12	1d4 Wis	2d8 hp	425
Water Hemlock (root)	14	17	Ingested DC 17	2d4 Dex	3d4 Con	1,065
Water Hemlock (leaves)	14	18	Ingested DC 12	1d4 Dex	1d6 Con	900
Yew (seeds & leaves)	5	20	Ingested DC 16	None	Death	1,400
Yew (berries)	5	10	Ingested DC 11	None	1d6 Con	175

induces uncontrollable spasms, disorientation and respiratory arrest.

Jack-o-lantern: Reaching a height and diameter of six inches, jack-o'-lanterns thrive in dark environments, emitting an eerie green light. Jack-o'-lanterns primarily grow on the stumps of decaying trees. Usually mistaken for edible species of mushroom, the ingestion of these poisonous fungi results in crippling nausea, labored breathing and sometimes death.

Jimsonweed: Jimsonweed is a large, annual herb with four inch long whitish, purple tubular flowers and spherical, spiky fruits. Jimsonweed thrives in virtually any terrain or climate. The entire plant is poisonous, however the seeds are the most dangerous part. Ingestion wracks its victims with crippling seizures that frequently result in extensive periods of unconsciousness or death.

Star-of-Bethlehem: A member of the lily family, this bulbous-rooted herb bears upright leaves that reach a height of one foot. Small clusters of white flowers adorn the plant in spring. The Star-of-Bethlehem enjoys rich, fertile soil and is prevalent in

temperate grasslands. Only the bulbs are poisonous, causing depression and other gastro-intestinal disorders if ingested.

Water Hemlock: Unlike its land-based cousin, water hemlocks grow in swampy, moist environments. Its roots cluster together in elongated tubers, while its pointed leaves possess a large central vein. The poison in its roots is far more potent than the poison present in its foliage. Ingesting just a small amount of the root results in terrible convulsions that often prove fatal.

Yew: These large evergreen, needle-bearing trees and shrubs have dark green leaves and bear pleasant red berries. Yews are common throughout the wild with the exception of arctic regions. The plant's seeds and leaves are incredibly deadly, often resulting in the sudden death from cardiac arrest of anyone eating its seeds or foliage. Fortunately, its alluring berries are the least poisonous part of the plant, but ingesting a large enough quantity also has the same effects.





Nature's Magic

While clerics rely upon the divine energy bestowed to them by their deities, druids harness nature's immeasurable power, channeling raw force into potent magical powers rivaling those of their priestly brethren. Most druid spells mimic natural phenomenon or exercise control over the natural world's inhabitants. They conjure terrifying manifestations of natural fury in the form of violent lightning storms, sheets of frigid sleet and even the irrepressible rumbling of the earth itself. In addition, druids possess a unique affinity with the plant and animal kingdom, immediately summoning native creatures to aid in its defense or that of their shared territory. Druids share a unique bond with their environment, utilizing its inherent processes as a terrible weapon, while forming an indomitable allegiance with its bountiful inhabitants. They wield these awesome powers through their ability to cast spells and the creation and use of magical items.

Druid Spells

Druids wield a full complement of spells empowering them to manipulate and comprehend nature's mysteries and its minions. Relying upon their mastery of the wilderness and communion with nature, druids staunchly defend and shape their surroundings for the betterment of nature and its inhabitants. Despite their ethos or individual ideologies, all druids share an inseparable bond with the natural world, utilizing their divine powers to eradicate any foes threatening the sanctity of their territory or those they vow to protect. For this reason, druids share some of their weaker spells with their ranger cousins. The spells presented in this chapter are primarily druid spells, however a large number are available to both druids and rangers.

1st level spells

- Autopsy:** Determine a creature's cause and approximate time of death.
- Cheetah's Pounce:** Creature touched can perform a charge action up to ten times his normal speed.
- Compound Vision:** Receive the benefits of darkvision up to a range of sixty feet.
- Growth Spurt:** Increases the size of your animal companion by one size category.
- Spring Roots:** Roots embed you to the ground preventing opponents from knocking you down or tripping you.
- Vermin Friendship:** You gain a permanent vermin companion.

2nd level spells

- Hunter's Prey:** Adds a +5 competence bonus to Hide, Listen and Spot checks.
- Musk:** Breathe a cone of musk that blinds opponents.
- Riptide:** Create violent aquatic current restricting movement and potentially drowning opponents.
- Wall of Ants:** Summons wall of ferocious army ants.

3rd level spells

- Desiccate:** Dehydrates victim imposing a -6 penalty to Strength and Dexterity.
- Microburst:** Violent vortex of air grounds flying creatures and prevents ranged attacks.
- Rhino Hide:** Provides an enhancement bonus to leather and hide armor.
- Seizure:** Victim sustains an epileptic seizure.

4th level spells

- Bat Senses:** Gain the benefits of the Blindsight ability up to 120 feet.
- Decompose:** Causes dead creature to immediately decompose possibly shaking its allies.
- Impose Balance:** Inflicts damage to listeners not of the druid's alignment.

5th level spells

- Imbue Animal Companion:** Animal companion stores a spell for the druid's later use.
- Rebirth:** Ray of positive energy deals 1d6 points of damage per caster level to constructs and undead.
- Wither:** Deals 1d6 points of damage per caster level to sentient plants.

6th level spells

- Opiate:** Powerful narcotic increases ability scores or causes cardiac arrest.
- Revert:** Transforms victim back into a helpless infant.

7th level spells

- Bifurcate:** Spell creates a temporary duplicate of the caster.
- Plague of Spores:** Releases a cloud of infectious mold spores.

8th level spells

- Eruption:** Small volcano emerges from ground causing fire damage and obscuring vision in the area.

9th level spells

Fission: Your touch deals 25d6 points of damage to all matter.

Ranger Spells

1st level spells

Autopsy: Determine a creature's cause and approximate time of death.

Cheetah's Pounce: Creature touched can perform a charge action up to ten times his normal speed.

Compound Vision: Receive the benefits of darkvision up to a range of sixty feet.

Growth Spurt: Increases the size of your animal companion by one size category.

Spring Roots: Roots embed you to the ground preventing opponents from knocking you down or tripping you.

Vermin Friendship: You gain a permanent vermin companion.

2nd level spells

Hunter's Prey: Adds a +5 competence bonus to Hide, Listen and Spot checks.

Riptide: Create violent aquatic current restricting movement and potentially drowning opponents.

Wall of Ants: Summons wall of ferocious army ants.

3rd level spells

Microburst: Violent vortex of air grounds flying creatures and prevents ranged attacks.

Rhino Hide: Provides an enhancement bonus to leather and hide armor.

Autopsy

Divination

Level: Drd 1, Rgr 1

Components: V,S,M

Casting Time: 1 minute

Range: Touch

Target: One dead creature (see text)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

By examining the remains of a deceased creature, you can determine the creature's cause of death as well as the approximate time of death. The spell is subject to several limitations including the subject's creature type and condition of the body. Casting this spell on creatures of the same creature type as the caster in addition to animals, beasts, fey, humanoids, oozes, plants and vermin automatically succeeds if

the body is relatively intact (i.e. not merely skeletal remains). Casting the spell on the any creature not meeting these criteria require a successful Knowledge (nature) skill check (DC 10) subject to the following modifiers.

Creature type

Dragon, elemental, giant, magical beast, monstrous humanoids and shapechangers: +2

Aberration, outsider and undead: +4

Construct: Indeterminable

Condition of body

Skeletal remains only: +2

Less than half the creature's bones: +4

Skull only: +8

Dust: Indeterminable

In addition to the modifiers described above, death as a result of poison requires a Knowledge (nature) skill check against the difficulty class of the poison; otherwise the death appears to be from natural causes. The spell specifies the method of violent deaths as well as other specific details (i.e. stab wound to the heart from a large creature, asphyxiation by an exceptionally strong killer, blunt force trauma, etc.), however it does not pinpoint exact causes of death resulting from natural causes. The spell's material component is a sharp, wooden knife.

Bat Senses

Transmutation

Level: Drd 4

Components: V,S,DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A thin membrane covers the subject's eyes, enabling him to emit low frequency pulses of sound that mimic the Blindsight ability. Bat Senses enables the subject to detect details and creatures up to a range of sixty feet as if he possessed normal vision. Furthermore concealment and all forms of darkness have no effect on the subject, however a *silence* spell or deafening the subject negates the effects of this spell, effectively limiting the subject's vision to 10 ft. until the subject's inability to hear or Bat's Senses is dispelled.





Bifurcate

Conjuration

Level: Drd 7

Components: V,S,M,DF

Casting Time: 1 minute

Range: Personal (see text)

Target: You

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Bifurcate literally splits the caster in two, creating an exact duplicate of the caster subject to a number of limitations. The caster and his duplicate equally divide the caster's hit points and remaining spells between them with any remainders retained by the caster. This amount becomes the caster and duplicate's new maximum hit points until the spell ends. Spells and other magical effects in place at the time of casting do not affect the caster's duplicate. However, both entities retain all of the caster's other statistics including his level, ability scores, base attack and save bonuses, skill checks, feats, alignment and all special abilities. Magic affects the duplicate normally. The spell also duplicates any normal or magical items belonging to the caster, although the duplicate only receives a non-magical version of the magic item. For instance, the caster's +2 quarterstaff functions as a non-magical masterwork quarterstaff in the duplicate's hands. The death of the caster or the duplicate ends the spell immediately, although the caster suffers no additional ill effects from the duplicate's demise. The caster may end the spell at any time, regaining any remaining hit points and unused spells from his double, provided that the duplicate is still alive.

For instance, Ithacus, a 14th level druid casts Bifurcate. At the time of the casting, Ithacus has 87 hit

points. He retains 44 hit points, and his duplicate possesses 43 hit points. Ithacus still has another seventh level spell left in addition to two fifth and sixth level spells and four first, second, third and fourth level spells. Ithacus retains the seventh level spell and equally divides the remaining spells between both entities. Otherwise the duplicate mirrors all of Ithacus' other features. He retains Ithacus' base attack and save bonuses, feats, skills, abilities (including *wild shape*), non-magical versions of items in Ithacus' possession and ability scores. Ithacus ends the spell seven rounds later, reacquiring his duplicate's remaining 43 hit points and all of the duplicate's remaining spells. The spell's material component is a strand of the caster's hair.

Cheetah's Pounce

Transmutation

Level: Drd 1, Rgr 1

Components: V,DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject may immediately take a charge action up to ten times its normal speed. The spell only affects the creature's normal mode of locomotion; it does not affect magical forms of movement such as a *fly* spell or magical items that bestow movement. If the caster uses the spell on himself, he may use the charge action on the following round.

Compound Vision

Transmutation

Level: Drd 1, Rgr 1

Components: V,S,DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject's eyes transform into the compound eyes of an insect, enabling the subject to see 60 feet even in complete darkness. Darkvision is devoid of color; all details and features are viewed in black and white only. In addition, the subject cannot see through or into magical darkness. Because the subject's eyes are more sensitive than normal, he receives a -1 circumstance penalty to all saving throws against light based effects, such as *color spray*.

Decompose

Necromancy

Level: Drd 4

Components: V,S,DF

Casting Time: 1 action

Range: 30 ft.

Area: 30-ft. radius burst centered on you

Duration: 1 round/level or until discharged (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes (harmless)

Whenever you or your allies slay a living enemy within the spell's area of effect, the dead creature's body immediately decomposes, turning into a pile of fine, black dust. Any enemies witnessing this event must make successful Will saves, or they are shaken for 1d4 rounds. Furthermore, nature invigorates you with a number of temporary hit points equal to the creature's HD for the remaining duration of the spell. Once a creature dies within the area of effect, the spell effectively ends, although the caster retains the additional temporary hit points until the spell's duration expires.

Desiccate

Necromancy

Level: Drd 3

Components: V,S,DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You immediately dehydrate the victim, an effect that exhausts him. The victim suffers a -6 penalty to Strength and Dexterity and can only move at half speed. After one hour of complete rest, the victim's condition improves to fatigued. The consequences of exhaustion are thoroughly explained in the DMG.

Eruption

Conjuration

Level: Drd 8

Components: V,S,DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 5 ft./level radius

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

You open a small fissure in the earth, spewing a massive cloud of thick, noxious gas and ash as well as spheres of molten lava throughout the area of effect. The tremendous volume of fine, white ash and rolling clouds of poisonous gas last for one minute, obscuring

vision throughout the area while providing 10% concealment. A strong wind disperses the ash and gas in 1 round. Living creatures caught within the violent eruption must make a successful Fortitude save every round or take 1d10 points of poison damage per round of exposure. Furthermore, fiery hot spheres of molten lava blanket the area, dealing 10d6 points of fire damage unless the victim rolls a successful Reflex save. This effect only lasts for one round.

Fission

Transmutation

Level: Drd 9

Components: V,S,DF

Casting Time: 1 action

Range: Touch

Target: See text

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Your successful melee touch attack permanently destroys the molecular bonds present in all matter, utterly tearing the creature or object into microscopic particles. You can affect one creature, living or dead, or a 10-foot cube of inanimate matter such as a stone wall. Any creature or object that you touch takes 25d6 points of damage. Creatures or objects destroyed in this manner violently explode, hurling microscopic particles throughout a radius equal to the caster's level x 10 feet. A successful saving throw still results in the loss of 10d6 hit points as well as 1d4 points of temporary ability damage to the victim's Strength, Dexterity and Constitution scores. Incorporeal creatures are immune to the spell's effects.

Growth Spurt

Transmutation

Level: Drd 1, Rgr 1

Components: V,S,DF

Casting Time: 1 action

Range: Touch

Target: Animal companion touched


Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

By touching your willing animal companion, you increase its size by one size category. The animal companion receives additional Strength, Wisdom and natural armor bonuses, while suffering Dexterity, AC and attack penalties as described in the MM. Any hit points gained through the increase of the companion's Constitution score are not treated as temporary hit points. The creature may act immediately after the transformation.





Hunter's Prey

Transmutation

Level: Drd 2, Rgr 2

Components: V,S,DF

Casting Time: 1 action

Range: Personal

Targets: You

Duration: 10 minutes/level

Your sense of danger increases dramatically. You receive a +5 competence bonus to all Hide, Listen and Spot checks.

Imbue Animal Companion

Evocation

Level: Drd 5

Components: V,S,DF

Casting Time: 1 action

Range: Touch

Targets: One animal companion touched

Duration: 1 day/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You may cast one spell on a willing animal companion, enabling it to store the spell for you as if it were a scroll. You cannot store more than one spell at a time in this manner regardless of the number of your animal companions. Furthermore, the animal companion cannot store a spell level greater than its HD. At your behest, the animal companion may discharge the spell as a standard action through the usage of one of its tricks determined at the time of casting. Instructing the animal companion to discharge the spell is a free action. For instance, you cast *sleet storm* on your black bear companion as a stored spell. At the time of the casting, you determine which of your companion's tricks releases the spell. At your command, the animal companion performs the trick and releases the spell, although you determine its intended destination and target. If the animal companion dies prior to the spell's discharge, the spell is lost.

Impose Balance

Evocation [Sonic]

Level: Drd 4

Components: V,S

Range: Close (25 ft. + 5 ft./level)

Area: Living creatures within a 10-ft. radius

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

The caster berates foes within the spell's area of effect, chastising them for not adhering to the druid's ethos. The subjects must be able to hear the druid, however language is not a barrier against this spell

as his tone and gestures clearly relay the caster's disgust. Any subject sharing the same alignment as the druid ignores the druid's tirade and suffers no ill effects. A subject not sharing the same alignment as the druid, but adhering to an allowable druid alignment (i.e. any form of neutrality) takes one point of damage per caster level up to a maximum of ten points. A subject of a prohibited druid alignment takes 1d6 points of damage per caster level up to a maximum of 10d6. Furthermore, the target is stunned for one round if he fails his saving throw.

Microburst

Conjuration (Creation)

Level: Drd 3, Rgr 3

Components: V,S,DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 40-ft. radius spread

Duration: 1 round/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

You create a sphere of violent air turbulence, preventing the usage of all ranged attacks passing through the area and severely hampering the passage of flying creatures. The spell's exact effects depend upon the size of the flying creature.

Medium or smaller: Medium or smaller creatures are blown 2d6 x 10 feet away in a random direction, taking 2d6 points of subdual damage. If the microburst hurls the creature to the ground, it takes damage from falling in addition to the subdual damage.

Large: Large creatures flying through the area are blown 1d6 x 10 feet away in a random direction. They do not take subdual damage, but if hurled to the ground, they take normal falling damage.

Huge or Gargantuan: Speed is reduced to 1d6 x 10 feet per round.

Colossal: Colossal creatures are unaffected by this spell.

In addition to size, the creature's flight ability also affects its saving throw.

Clumsy: -4

Poor: -2

Average: 0

Good: +2

Perfect: +4

Remarkably, *microburst* does not affect ground-based movement at all, however it does render all ranged weapons useless. All Listen checks made within the spell's area of effect suffer a -8 penalty, regardless of the listener's saving throw.

Musk

Evocation

Level: Drd 2

Components: V,S,M

Casting Time: 1 action

Range: 10 ft.

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You breathe a malodorous cone of pungent, acidic musk that blinds anyone within the area for 2d4 rounds. A blinded creature suffers a 50% miss chance in combat, loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls, moves at half speed and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skills. The DMG explains more details on the effects and adjudication of blindness.

Opiate

Transmutation

Level: Drd 6

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: One living creature

Duration: 1 minute/level or 1 round/level (see text)

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

Your touch injects a living creature with a powerful narcotic. Creatures immune to critical hits are also immune to the spell's effects. There are two versions of the spell, a controlled dosage of the narcotic or an instantaneous overdose.

Controlled Dosage: The creature touched receives a +4 enhancement bonus to Intelligence, Dexterity and Strength in addition to a +4 bonus to all Spot and Listen checks. While under the influence of *opiate* the target behaves in a frenetic, excited manner, barely able to restrain his actions. As a result of his impaired judgment, the subject receives a -2 penalty to Wisdom and Charisma. This version of the spell lasts for one minute per caster level.

Overdose: The victim must make a successful Fortitude save; otherwise he goes into immediate cardiac arrest. While in cardiac arrest, the victim takes 1d6 points of damage per round and can only take partial actions. A successful saving throw nauseates the victim for one round, but he suffers no other ill effects. This version of the spell lasts for one round per caster level.

The prolonged usage of this spell proves exceptionally dangerous. Casting the spell on any subject more than once in a twelve hour period has no effect other than dealing 5d6 hit points of damage

with no saving throw allowed. The spell's material component is a poppy seed.

Lague of Spores

Necromancy

Level: Drd 7

Components: V,S,DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft. radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You infest the spell's area of effect with millions of microscopic, infectious mold spores. The spell originates in your hand as a tiny, black sphere that you direct to its intended destination. When it arrives at the target, the sphere explodes, infecting every living creature with a virulent fungal disease unless the victim makes a successful Fortitude save. The victim contracts the disease immediately; there is no incubation period. The disease deals 1d6 points of Constitution damage per day until magically cured. You are immune to the effect of your spell.

Rebirth

Necromancy

Level: Drd 5

Components: V,S,DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray of positive energy

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

The spell unleashes a vibrant green ray from your finger that streaks toward your designated target. Its energy reverses any unnatural life processes, causing tremendous damage to constructs and undead. Constructs and undead struck by the ray take 1d6 points of damage per caster level up to a maximum of 15d6, regardless of their magical immunities. However, their spell resistance still applies. Conversely, the ray heals 1d6 points of damage +1 point per caster level (up to +15) to any living creature that it strikes.

Revert

Necromancy

Level: Drd 6

Components: V,S,DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous



Saving Throw: Will negates

Spell Resistance: Yes

This spell reverses the aging process, returning the subject to a newborn infant. The subject loses all its memories and level based skills and abilities including spells, attack and save bonuses and hit points, effectively rendering the target helpless. In addition, its Strength, Intelligence, Wisdom and Dexterity scores drop to a 3. Only a *miracle* or *wish* spell can return the subject back to normal. Creatures immune to critical hits as well as outsiders are unaffected by this spell.

Rhino Hide

Transmutation

Level: Drd 3, Rgr 3

Components: V,S,M

Casting Time: 1 action

Range: Touch

Target: Leather or hide armor touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The druid imbues a suit of leather or hide armor touched with a +2 enhancement bonus per five caster levels (maximum +4 at 10th level). A suit of armor cannot have more than +5 in total bonuses regardless of the nature or source of the bonuses.

Riptide

Evocation

Level: Drd 2, Rgr 2

Components: V,S,DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 20-ft. radius spread (see text)

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

Riptide creates a treacherous, swirling countercurrent potentially capable of drowning victims caught in its wake. Riptide affects any body of water, regardless of its dimensions. It only affects creatures incapable of keeping their head above water while standing. Any creature succeeding at its Reflex save is thrown clear of the spell's area of effect. Any creature failing the Reflex save is caught within its area of effect. It moves at half its normal movement rate, and it must make a successful Swim or Strength check (DC 15). Success enables the creature to continue moving, although it takes 1d3 points of subdual damage in the process. Failure pulls the creature underwater dealing 1d6 points of damage and completely restricting its movement. Each round, the submerged creature may attempt to resurface by

making a successful Swim or Strength check (DC 15 + 1 per round submerged). After resurfacing, the creature must again make a Swim or Strength check to remain above water and attempt to move out of the spell's area of effect. Creatures submerged for a number of rounds equal to twice their Constitution score may drown. (See the DMG for details on drowning).

Seizure

Necromancy

Level: Drd 3

Components: V

Casting Time: 1 action

Range: Touch

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

Your touch causes the victim to suffer a potent epileptic seizure. While suffering from the seizure, the victim takes 1d6 points of damage per round while writhing and twitching upon the ground. The subject remains prone for the duration of the spell and is unable to take any actions although he defends himself normally. A successful saving throw prevents the seizure, but the subject is dazed for one round. Creatures immune to critical hits are also immune to the spell.

Spring Roots

Evocation

Level: Drd 1, Rgr 1

Components: V,S,DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Thick masses of tuberous roots spring from the caster's lower torso and burrow into the ground, effectively rooting the caster to the spot. Whenever an opponent attempts to physically dislodge the caster from his spot, such as with a Bull Rush attack or similar effect, the caster receives a +4 stability bonus against the attack and is treated as a creature one size category larger than normal. The spell proves ineffective if cast while standing on a metallic surface.

Vermin Friendship

Enchantment (Charm) [Mind-Affecting]

Level: Drd 1, Rgr 1

Components: V,S,M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One vermin

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

As *animal friendship* except this spell wins the loyalty of vermin instead of animals. However, your combined total of animal and vermin friends may not exceed twice your caster level.

Material Component: A spoonful of honey.

Wall of Ants

Conjuration

Level: Drd 2, Rgr 2

Components: V,S,DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft. high sheet of ants up to 10 ft./long per caster level

Duration: Concentration + 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A contiguous, but not solid, wall of ferocious interlocking army ants appears at your intended destination. The ants provide ninety percent cover and measure 1 inch thick per caster level. Passing through the wall is fairly easy, requiring a successful opposed Strength check. (The wall has a Strength of 2). However, the ants deal 1d6 points of damage + 1 point per two caster levels (up to +5) as the creature passes through the ants. Passing through the wall does not destroy it; the ants immediately reform the wall. Weapons and other physical attacks prove ineffective against the ants, however damaging area effects causing more than ten points of damage permanently destroys that section of the wall. Once formed, the wall is immobile.

Wither

Necromancy

Level: Drd 5

Components: V,S,DF

Casting Time: 1 action

Range: Touch

Target: One living plant touched (see text)

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

The spell's effects necessitate a successful melee touch attack. Your touch causes any living plant touched to immediately wither, dealing 1d6 points of damage per caster level up to a maximum of 15d6. In addition, the plant also suffers a -4 penalty to Strength and Constitution, although a successful saving throw negates this effect. This spell only affects plants with an Intelligence score equal to or greater than 1.

Druid Magic Items

Already armed with a potent arsenal of divine spells, druids supplement their powers with an assortment of versatile magic items. Although not restricted from creating or using metallic magic items other than armor and most weapons, druids usually shun these materials in favor of organic components such as bone, leather and wood. As a result, druids employ their amazing craftsmanship to manufacture exotic suits of natural armor, ornate, wooden weapons and an array of other items created from nature's bountiful materials. While many enhance the druid's symbiotic bond with the natural world, others capitalize on nature's evolutionary triumphs, enabling the druid to duplicate the remarkable abilities previously attainable only by a limited number of plant and animal species.

Specific Armors

Druids are prohibited from wearing any metallic armor. As a result, druids enter battle clad in hide, leather or padded armor. Because of its inability to resist soiling, druids rarely attire themselves in padded armor. Hide remains the most popular variety with leather armor a competitive second choice.

Chameleon Skin: This suit of +2 *leather* bestows a +8 competence bonus to all Hide checks and a +4 competence bonus to all Spot checks performed in an outdoor environment.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, invisibility to animals; **Market Price:** 5,755 gp; **Cost to Create:** 2,800 gp + 224 XP.

Cobra's Hood: Fashioned entirely from the skin of a king cobra, this intimidating suit of +3 *hide* armor retains the animal's most terrifying feature, its massive hood. While worn, the wearer receives a +4 bonus to all Intimidate skill checks, while receiving a -1 penalty to all other Charisma-based skill checks. The armor also imparts a +4 luck saving throw bonus against all forms of poison.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *delay poison*; **Market Price:** 13,155 gp; **Cost to Create:** 6,665 gp + 520 XP.

Feathered Armor: Sewn together from the skin and feathers of large birds of prey such as eagles, falcons and hawks, this ornate suit of +3 *hide* armor proudly displays its aesthetic qualities. Because of its affinity for avian creatures, whenever a character wearing the armor *wild shapes* into any species of bird, his speed increases by 10 feet/round, his flight maneuverability improves by one category and he acquires the Flyby Attack feat at no additional cost.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *summon nature's ally I*; **Market Price:** 9,165 gp; **Cost to Create:** 4,665 gp + 360 XP.





Table 4.1 Specific Armors

Medium	Major	Specific Armor	Market Price
01-25	—	Chameleon Skin	5,755 gp
26-45	—	Feathered Armor	9,165 gp
46-65	—	Grizzly Hide	9,165 gp
66-85	01-45	Cobra's Hood	13,155 gp
86-00	46-85	Shambling Armor	25,165 gp
—	86-00	Padded Armor of the Eastern Emperors	49,155 gp

Grizzly Hide: Usually a deep russet color, Grizzly Hide utilizes the skin of a grizzly bear, even retaining the animal's paws and claws. It functions as +2 *hide* armor, enabling its wearer to use its claws as a pair of gauntlets dealing 1d8 points of damage each.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor; *Market Price:* 9,165 gp, *Cost to Create:* 4,665 gp + 360 XP.

Padded Armor of the Eastern Emperors: While most versions of padded armor consist of layers of cotton padding, this exotic form of +4 *padded armor* contains hundreds of sheets of fibrous paper beneath its leather exterior. Covered with mystical runes, the armor's interior ingredient bestows cold and electricity resistance/5 upon the wearer. However, the armor remains extremely vulnerable to fire and water. If immersed in water for more than one minute, the armor loses all of its magical properties, merely becoming a non-magical suit of padded armor. The armor receives a -2 saving throw penalty against all fire-related spells and effects.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *resist elements*; *Market Price:* 49,155 gp; *Cost to Create:* 24,655 gp + 1,960 XP.

Shambling Armor: Although the armor's name implies its usage of the plant materials derived from the hideous shambling mound, its name owes far more to its appearance than ingredients. Massive, toothed green leaves and strands of parasitic vines are sewn directly onto the +4 *hide* armor, making it resemble the legendary carnivorous plant. In fact, Shambling Armor's components are usually fairly ordinary. The armor bestows a +4 competence bonus to all Hide skill checks while in a wilderness setting. In addition, the armor's long vines animate on command, flailing harmlessly in all directions. Although the vines cause no damage, their presence causes opponents to hesitate, increasing the wearer's threat range by 5 feet in all directions.

Caster Level: 13th; *Prerequisites:* Create Magic Arms and Armor, *liveoak*; *Market Price:* 25,165 gp; *Cost to Create:* 12,765 gp + 1,000 XP.

Specific Weapons

Most druid weapons are constructed from wood, bone or some natural material, however druids do employ some metallic weapons such as daggers and scimitars. Many of the weapons presented here are constructed from wood or bone.

Dagger of Severing: Unlike most daggers, the Dagger of Severing possesses a serrated blade, a remarkable achievement considering its composite material, petrified wood. The dagger functions as a +3 *dagger* regardless of the user's class or alignment. In addition, whenever the dagger scores a critical hit, its jagged blade shreds its victim's arteries, ligaments and muscles dealing an additional 1d4 hit points of damage per round. The damage continues until the victim receives a successful Heal check (DC 15) or the application of curative magic, such as *cure light wounds* or *keoghtom's ointment*.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, Mordenkainen's sword; *Market Price:* 32,302 gp; *Cost to Create:* 16,302 gp + 1,280 XP.

Hunter's Quarry : The process of crafting this unusual weapon remains a coveted secret among a small group of innovative druids. Crafted from the femur of a large animal or beast, the halfspear possesses an extraordinary amount of flexibility. Its unconventional construction doubles its range when thrown, enabling this +2 halfspear to hit targets normally inaccessible. In addition to its combat abilities, it also bestows the benefits of the Alertness feat to the wielder. Finally, it allows its owner to use the spell detect animals or plants three times per day as if he were a 6th level caster.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, detect animals or plants; *Market price:* 15,661 gp; *Cost to Create:* 7,981 gp + 614 XP.

Lifegiver: Although this wickedly curved, asymmetrical bone +1 dagger appears shoddily crafted, it actually possesses potent magical properties designed to destroy the ranks of the living dead and constructs. Whenever the dagger would otherwise inflict a critical hit on an undead creature or a construct, the wielder may attempt to transfer his life

energy into the opponent. This function is treated as another melee attack. (Characters entitled to only one attack per round cannot use this ability). When initiated, the dagger's wielder may sacrifice up to 20 hit points, channeling his life force into the dagger. The target must make a successful Will save (DC = # of hit points sacrificed). If the target fails the saving throw, it takes an additional 1d6 hit points of positive energy damage equal to the difference between the saving throw's difficulty class and the victim's modified saving throw result. For purposes of damage reduction, Lifegiver is considered a +5 weapon against undead and constructs.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, cure critical wounds, reincarnate; *Market Price:* 63,320 gp; *Cost to Create:* 31,820 gp + 2,520 XP.

Mangrove Club: Popular among druids residing in the vicinity of swamps, this club is also known as the "bayou stick". Carved entirely from the dried roots of a mangrove plant, it acts as a +3 club in addition to a number of special qualities. Merely holding the club bestows water resistance/5. Twice per day, the club may unleash a 20-ft. cone of stagnant, brackish water that nauseates its victims for 1d4 rounds if they fail their Fortitude saving throw (DC 13).

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, endure elements, riptide; *Market Price:* 50,700 gp; *Cost to Create:* 25,400 gp + 2,016 XP.

Sickle of Reaping: Despite its foreboding name, this +2 plant bane sickle proves most effective against plants. In addition, the sickle may also cast diminish plants 3/day and control plants 1/day.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, control plants, diminish plants, summon monster I; *Market price:* 65,000 gp; *Cost to Create:* 32,686 gp + 2,600 XP.

Sling of Giant Slaying: The weapon's popularity arose from an ancient legend recounting the tale of a young prince meeting his giant adversary on the field of battle. Despite his small stature, the courageous prince loaded his sling and hurled a stone at the mighty giant, felling the behemoth with a single shot. Although the story's veracity remains a pointed topic of debate among sages, the weapon's powers are

undeniable. Sewn together from the treated skin of a giant, it functions as a +3 giant bane sling.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, summon monster I; *Market Price:* 50,300 gp; *Cost to Create:* 25,300 gp + 2,000 XP.

Verdant Avenger: One of the few metallic weapons available to druids, Verdant Avengers prove their mettle in the trained hands of a druid. The scimitar performs as a +2 scimitar for all characters other than a druid. When wielded by a druid, Verdant Avenger functions as a +3 keen scimitar. In addition, touching the scimitar to a living tree heals its owner of 2d8 + 10 hit points of damage, but causes an equal amount of damage to the tree. If this action kills the tree, the owner must plant a number of the dying tree's acorns equal to the hit points of damage cured; otherwise the scimitar indefinitely withholds this ability from its possessor. The druid can use this ability three times per day.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, cure moderate wounds; *Market Price:* 68,315 gp; *Cost to Create:* 34,315 gp + 2,720 XP.

Rings

Although not restricted from using metal to forge magical rings, most druids prefer durable rings crafted from natural substances such as wood and bone. **Bulls:** Intended as a nose ring, the Bulls ring does not count toward the normal limitations applied to rings, although only trial and error reveals this fact. Inserting the bone ring in any living creature's nostrils grows two sharp, protruding horns from the wearer's forehead. Although too unwieldy for normal combat, they are exclusively used for charge attacks. For purposes of damage reduction, the horns strike as +2 weapons dealing 2d8 points of damage on a successful charge. The horns also deflect blows against the wearer's head, bestowing a +1 natural armor bonus to the wearer.

Caster Level: 6th; *Prerequisites:* Craft Ring, summon nature's ally I; *Market Price:* 12,000 gp.

Leopards: Carved from the vertebrae of a wild leopard, this bone ring imparts a +10 competence bonus to all Climb skill checks. In addition, the ring

Table 4.2 Specific Weapons

Medium	Major	Specific Weapon	Market Price
01-20	01-05	Hunter's Quarry	15,661 gp
21-40	06-15	Dagger of Severing	32,302 gp
41-60	16-30	Sling of Giant Slaying	50,300 gp
61-80	31-50	Mangrove Club	50,700 gp
81-00	51-70	Lifegiver	63,320 gp
—	71-86	Sickle of Reaping	65,000 gp
—	87-00	Verdant Avenger	68,315 gp





Table 4.3 Rings

Minor	Medium	Major	Ring	Market Price
01-40	01-10	—	Bulls	12,000 gp
41-80	11-20	—	Leopards	12,000 gp
81-00	21-45	01-10	Oak	24,200 gp
—	46-70	11-30	Vines	27,000 gp
—	71-90	31-65	Metal Bane	35,280 gp
—	91-00	66-00	Palm	36,400 gp

also bestows low-light vision on the wearer. If he already has low-light vision, his vision improves to darkvision with a maximum range of 60 feet.

Caster Level: 5th; *Prerequisites:* Forge Ring, compound vision, summon nature's ally I; *Market Price:* 12,000 gp.

Metal Bane: Always forged from petrified wood, even the mightiest armored warriors dread the day they encounter this fearsome ring. The wearer may cast either chill metal or heat metal against an opponent within range. He may cast any combination of the two spells, however their total may never exceed three. In addition, twice per day the wearer may use a melee touch attack identical to the rusting grasp spell.

Caster Level: 7th; *Prerequisites:* Forge Ring, chill metal, heat metal, rusting grasp; *Market Price:* 35,280 gp.

Oak: Only the innermost rings of an ancient oak tree are used to create this potent wooden ring. The ring bestows a +2 natural armor bonus to anyone wearing the ring. In addition, once per day the ring empowers him to travel using the tree stride spell, however he may only travel between oak trees.

Caster Level: 9th; *Prerequisites:* Forge Ring, barkskin, tree stride; *Market Price:* 24,200 gp.

Palm: Appearing as a plain wooden band, the ring is often overlooked by greedy adventurers. However, despite its humble appearance, druids prize these useful rings. Up to five times per day, the wearer may outstretch the palm of his hand, unleashing a 20-ft. long cone of sharp needles and thorns. The volley deals 5d6 points of damage to anyone in the area. A successful Reflex save (DC 14) halves the damage. In addition, the ring also bestows a +1 natural armor bonus.

Caster Level: 6th; *Prerequisites:* Forge Ring, barkskin, spike growth; *Market Price:* 36,400 gp.

Vines: Woven from thousands of tiny strands of plant material, the Ring of Vines appears as a child's ring, a simple concentric band of fibrous twigs. Up to three times per day, the ring transforms the wearer's arm into a 20 ft. long vine capable of dealing 1d6+5 points of damage on a successful hit. The vine also possesses the Improved Grab and Constrict abilities as well as a 20-ft. reach. It cannot use its Improved Grab ability until it successfully strikes its opponent

with a melee attack. A victim constricted by the vine takes 1d6 + 5 points of damage per round. (See the MM for details on the Improved Grab ability). The vine uses the wearer's base attack bonus plus its Strength modifier of +5 or the wearer's Strength modifier, whichever is higher. The ring's wearer may also attack with his other hand, however

doing so incurs all of the penalties associated with two weapon fighting. The transformation lasts for one minute before the wearer's arm returns to its natural form.

Caster Level: 5th; *Prerequisites:* Forge Ring, plant growth, wood shape; *Market Price:* 27,000 gp.

Staves

All of the staves presented below are crafted from wood and intended for the usage of druids, although their usage is not restricted solely to druids.

Affliction: Carved from the gnarled trunk of a dying tree and topped with the bleached skull of a diseased animal, the *staff of affliction* remains extremely popular among gnomish druids. It is capable of casting the following spells:

- *Contagion* (1 charge, DC 14)
- *Remove disease* (1 charge)
- *Plague of spores* (2 charges, DC 21)

Caster Level: 13th; *Prerequisites:* Craft Staff, *contagion*, *plague of spores*, *remove disease*; *Market Price:* 35,500 gp.

Aquatic Mastery: Prized by members of the waverider class, the *staff of aquatic mastery* is usually carved from alder wood and topped by a small sphere of scrimshaw. It possesses the ability to cast the following spells:

- *Riptide* (1 charge, DC 13)
- *Water breathing* (1 charge)
- *Sleet storm* (1 charge, DC 16)
- *Ice storm* (2 charges, DC 17)

Caster Level: 10th; *Prerequisites:* Craft Staff, *ice storm*, *riptide*, *sleet storm*, *water breathing*; *Market Price:* 30,000 gp.

Carpenter's: Always appearing as a simple, undecorated staff of stained black wood, the *carpenter's staff* enables the wielder to manipulate the properties of wood. It enables the wielder to use the following spells:

- *Warp wood* (1 charge, DC 13)
- *Wood shape* (1 charge, DC 13)
- *Ironwood* (2 charges)
- *Repel wood* (2 charges, DC 19)

Caster Level: 11th; *Prerequisites:* Craft Staff, ironwood, repel wood, warp wood, wood shape; *Market Price:* 30,000 gp.

Desert: Guardians of the Oasis carve the *staff of the desert* from the heart of an oasis' palm tree. The staff enables its wielder to cast the following spells:

- Create water (1 charge)
- Desiccate (1 charge, DC 14)
- Wither (1 charge, DC 17)

The staff of the desert also functions as a +2 *quarterstaff* always pointing its wielder to the closest source of potable water.

Caster Level: 11th; *Prerequisites:* Craft Staff, Craft Magical Arms and Armor, create water, desiccate, find the path, wither; *Market Price:* 170,000 gp.

Fortifying: Topped by a small diamond and carved entirely from petrified wood, many druids bolster their formidable defenses through the usage of the staff's following spells:

- Barkskin (1 charge)
- Resist elements (1 charge)
- Rhino hide (1 charge)

Caster Level: 5th; *Prerequisites:* Craft Staff, barkskin, resist elements, rhino hide; *Market Price:* 10,325 gp.

Infinite Insects: The final preparation of this staff requires its placement at the heart of a termite nest, resulting in dozens of small holes throughout the oak staff. Its close affinity with the insect kingdom enables the wielder to cast the following spells:

- Wall of ants (1 charge)
- Giant vermin (1 charge)
- Insect plague (2 charges, DC 17)

Caster Level: 10th; *Prerequisites:* Craft Staff, giant vermin, insect plague, wall of ants; *Market Price:* 29,750 gp.

Tree Affinity: As its name suggests, the *staff of tree affinity* is always carved from the trunk of a large tree, preferably an oak or pine. The staff enables its wielder to use the following spells:

- Spring roots (1 charge)
- Tree shape (1 charge)
- Tree stride (1 charge)

- Liveoak (2 charges)
- Changestaff (2 charges)

Caster Level: 14th; *Prerequisites:* Craft Staff, changestaff, liveoak, spring roots, tree shape, tree stride; *Market Price:* 50,750 gp.

Turbulence: A small wooden device resembling a miniature weather vane tops an undecorated staff carved from smooth mahogany. It allows the wielder to cast the following spells:

- *Microburst* (1 charge, DC 14)
- *Control winds* (1 charge, DC 17)
- *Whirlwind* (2 charges, DC 22)

Caster Level: 16th; *Prerequisites:* Craft Staff, control winds, microburst, whirlwind; *Market Price:* 55,500 gp

Wondrous Items

Druids prefer crafting and utilizing magical items using a host of natural materials. Leather remains one of the most diverse and useful components of such wondrous items, however wood and occasionally bone also find ample usage. Although no restrictions exist in regards to other character classes, druids commonly employ the ten wondrous items presented in the following section.

Bellows of Defoliation: Similar to the fans used to intensify small fires, the Bellows of Defoliation are constructed from alder wood and water-resistant leather. Whenever the bellows' two handles are pulled together, the item releases a 20-ft. cone of herbicide dealing 10d6 hit points of damage to all plants in its path. A successful Fortitude save (DC 16) halves the damage. When found, the item normally has 2d6 applications remaining.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, antiplant shell; *Market Price:* 3,000 gp.

Bonsai Tree: Carved entirely from petrified wood, the Bonsai Tree appears as a miniature tree approximately one inch high. Placing it on the ground and speaking the command word transforms the Bonsai Tree into a normal treant. It communicates with its owner telepathically and obeys his

Table 4.4 Staffs

Medium	Major	Staff	Market Price
01-15	01-05	Fortifying	10,325 gp
16-30	06-15	Infinite Insects	29,750 gp
31-45	16-25	Aquatic Mastery	30,000 gp
46-60	26-35	Carpenter's	30,000 gp
61-75	36-50	Affliction	35,500 gp
76-90	51-70	Tree Affinity	50,750 gp
91-95	71-90	Turbulence	55,500 gp
96-00	91-00	Desert	170,000 gp





Table 4.5 Wondrous Items

Minor	Medium	Major	Wondrous Item	Market Price
01-70	—	—	Bellows of Defoliation	3,000 gp
71-00	—	—	Satyr's Pipes	7,560 gp
—	01-20	—	Porcine Mask	10,080 gp
—	21-40	—	Tea Chest	13,000 gp
—	41-60	—	Snakeskin Belt	14,000 gp
—	61-80	—	Green Thumb	16,000 gp
—	81-00	—	Bonsai Tree	23,760 gp
—	—	01-40	Champion's Saddle	40,000 gp
—	—	41-75	Crown of Thorns	53,640 gp
—	—	76-00	Burial Coffin	130,680 gp

commands without question. It remains a treant for up to one hour or until destroyed. A treant killed in this manner reverts to its statuette form, remaining dormant for three days. It may be animated twice per week. Breaking the Bonsai Tree in its statuette form permanently ruins the item.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, liveoak; *Market Price:* 23,760 gp.

Burial Coffin: Appearing as a miniaturized replica of a simple, pine coffin, frequent combatants of the undead covet this potent and unusual relic. It affects one undead opponent no more than 30 ft. from the item and can function up to three times per day. The process begins by opening the lid and speaking the command word. Using its magical force, the coffin initiates a battle of will against its undead opponent. The coffin and the opponent make opposed Will saves. The coffin has a +7 Will save modified by its owner's Wisdom modifier (if any). If the coffin's Will save exceeds the victim's by a number equal to or greater than its HD, the coffin absorbs the undead creature's negative energy, rendering its corporeal body, if any, inert. To complete its destruction, the item's owner must bury the coffin beneath at least one inch of earth within one minute of capturing its negative energy, otherwise, it escapes and returns to its corporeal body. If its corporeal body is no longer available, it occupies the nearest suitable host regardless of the distance.

If the coffin's Will save exceeds the opponent's Will save, but is not sufficient to capture it, the undead opponent suffers hit point damage equal to the difference between the coffin's save and its save. If the coffin's Will save is less than its opponent, the coffin suffers hit point damage equal to the difference between its save and the opponent's. If the coffin takes twenty or more hit points of damage in a single day, it disintegrates. The Burial Coffin affects both corporeal and incorporeal undead creatures.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, rebirth, revert; *Market Price:* 130,680 gp.

Champion's Saddle: Crafted to fit the backs of most medium to large sized animals, this leather saddle improves the rider's communicative skills with his mount. While seated atop the saddle, the wearer receives a +4 bonus to his Ride skill checks. In addition, the mount's base speed increases by 10 feet per round and it receives a +2 enhancement bonus to its Constitution score.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, dominate animal; *Market Price:* 40,000 gp.

Crown of Thorns: The Crown of Thorns appears as a loose fitting circular band of brambles and twigs bearing prickly thorns. Despite the connotations of its name, the item actually rests upon its wearer's brow and forehead. The item's sharp thorns deal its wearer 1d4 hit points of damage per hour or fraction of an hour. The item bestows the ability to cast the druid spells spike growth twice per day and wall of thorns once per day. In addition it also bestows a +3 natural armor bonus on its wearer. Removing the item from its wearer's head renders it inert for six hours. It counts as a headband, hat or helmet.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, barkskin, spike growth, wall of thorns; *Market Price:* 53,640 gp.

Green Thumb: These unusual green-dyed leather gloves cover only the wearer's palm and thumb. Always found as a pair, they bestow a +2 competence bonus to all physical attack and damage rolls against plants. In addition, the gloves prevent plants from employing the Improved Grab ability or initiating grapple attacks with the wearer.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, antiplant shell; *Market Price:* 16,000 gp.

Porcine Mask: Sewn entirely from pigskin, the mask resembles a child's toy with two sow ears and a loose fitting pig snout intended to fit the wearer's nose. A pair of leather straps affixes the mask to the wearer's face. The mask bestows the Scent ability on its wearer, as described in the DMG. In addition, the mask's

comical appearance bestows a +2 circumstance bonus on any attempt to influence NPC attitudes.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, summon nature's ally I; *Market Price:* 10,080 gp.

Satyr's Pipes: Playing this set of small wooden pipes requires at least one rank in the Perform (panpipes) skill. The pipes emit a beautiful melody that has one of two desired effects. The first effect duplicates the spell calm animals. The ability can be used up to three times per day, and it remains in effect until the performer ceases playing the tune. A successful Will save (DC 11) negates this ability. The pipes' second power duplicates the spell animal trance. This ability may be used up to twice per day, and it also remains in effect until the performance ends. A successful Will save (DC 13) negates this effect as well. Any creature influenced by this item returns to its normal demeanor at the duration of its effects, reacting appropriately to the pipes' owner and his allies.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, animal trance, calm animals; *Market Price:* 7,560 gp.

Snakeskin Belt: Rattlesnake leather is usually the primary component of the russet-colored snakeskin belt. The belt's wearer is immune to all forms of organic poison, although mineral poisons, such as arsenic and lead as well as poisonous gases including chlorine still affect the wearer normally.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, neutralize poison; *Market Price:* 14,000 gp.

Tea Chest: This small teakwood chest contains six different compartments, each containing a maximum of eight bags of tea. Placing each bag into a cup of hot water releases its magical properties. Most chests contain the following six varieties of tea.

Antibiotic: Drinking the tea has the same effect as a remove disease spell.

Antidote: Drinking the tea has the same effect as a delay poison spell.

Aquatic: Drinking the tea has the same effect as a water breathing spell.

Communicative: Drinking the tea has the same effect as a speak with animals spell.

Curative: Drinking the tea has the same effect as a cure light wounds spell.

Restorative: Drinking the tea has the same effect as a lesser restoration spell.

Each creature may drink a maximum of three cups of tea per day. Drinking a cup of tea normally takes one minute; however, in exigent circumstances it may be imbibed as a full round action. Doing so requires a successful Fortitude save (DC 14) to avoid taking one hit point of heat damage from the hot liquid.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, cure light wounds, delay poison, lesser restoration, remove disease, speak with animals, water breathing; *Market Price:* 13,000 gp.

The Circle of Life

The notion that druids abhor sharing their lives with other humanoids remains a prevalent perception among the general populace. Although their aloofness to sedentary society in general widely promotes this belief, nothing is farther from the truth. While it is true that druids abstain from the endless machinations and countless intrigues of the civilized world's political arena, social structure and community remain essential ingredients in their lives. At the very heart of their belief system, druids perceive themselves as part of nature's great communion, exalted members of an eternal and boundless union unfettered by military boundaries or property ownership. They challenge the illegitimate authority of a temporal monarch claiming dominion over a pristine tract of unspoiled wilderness. In the druid's mind, an omnipresent community of wild beasts and flourishing fauna surrounds and nurtures him. Society's misconceptions emanate from the druid's communal bond with the inhabitants of the uncivilized world rather than any misanthropy on the druid's part.

Despite often dwelling outside of or along the boundaries of established settlements, druids do not dismiss the necessity for political and social structure. In fact, virtually all druids belong to a druidic circle, a loose confederation of individuals sharing a common goal and territory. Remarkably, the circle mirrors many of the functions and trappings of civilized government, although it usually dispenses with its formality and rigidity. It provides military protection against hostile interlopers and intruders, ensuring the safety of its members as well as the indigenous inhabitants of the circle's territory. It also acts as a commercial center, facilitating the trade and manufacture of various commodities and finished goods. It performs numerous religious ceremonies ranging from solemn burial rites to joyous marriages among its members. Lastly and possibly most importantly, it functions as a social outlet for its members, enabling druids to share their experiences, thoughts and emotions with their brethren. The circle acts as a surrogate family, dedicated to ensuring the continued survival of its members and its territory.

Inherently nomadic, druids wander throughout the expenses of their territory, repelling any threats to the sanctity of the area. Unlike sedentary civilization, the circle's territorial boundaries rarely remain static. The migration of herd animals, predators and birds in addition to the expanded proliferation of various plant species constantly mutate the ever shifting borders. Druids scoff at the territorial ambitions of civilized rulers that squabble over the proprietary rights to the land. In accordance with their views of





the natural world, druids envision themselves as the land's caretaker rather than its owner. Druids staunchly defend the rights of all living creatures within their territory against the forces seeking to pervert and despoil the natural order. As a result of these beliefs, the territories of rival druid circles frequently overlap with hostilities remaining uncommon.

The druidic circle occupies a unique duality incorporating elements of the tangible and intangible. The term, circle itself, refers both to a particular group of druids as well as their spiritual gathering place. Originally, the circle only described the physical site where druids performed their religious rituals, deriving the name from its circular configuration. Whether it consists of a copse of trees or massive stone monoliths, the circle represents nature's ceaseless pattern of birth, life, death and renewal. Eventually, the druids also adopted the title, viewing themselves as an embodiment of life's endless cycle. For druids, the circle is hallowed ground.

Creating the Circle

Like many of nature's social animals, a new circle usually traces its origins to an old circle. Just as a young queen bee leaves the colony to begin her own hive and young male lions leave the pride to find their own place in the world, druids propagate their numbers in similar fashion. Naturally suspicious of large, amorphous organizations, ambitious druids wracked by angst and driven by a pioneering spirit gather together a small group of like-minded individuals in the endeavor of creating a new circle. Usually against the determined pleas and passionate arguments of the circle's elders, the erstwhile band amasses together all of their worldly possessions and sets forth in search of their own territory and a location for their sacred circle.

Despite the omnipresent marvels of the natural world, the creation of the sacred circle requires some mortal intervention. Two primary factors determine the site's suitability for its intended purpose, setting and view. The circle must be built within a wilderness environment, however there are no specific requirements regarding its distance from civilization. In most instances, this decision is a matter of personal preference. Some druidic circles engaged in commercial activities with local populations build their sacred worship center within relatively close proximity to farms, towns and even cities. Most though select a more secluded spot, far removed from the prying eyes of the curious and suspicious. Although the circle's territorial boundaries constantly evolve, the site must be located within those boundaries. For this reason, the vast majority of druids construct the circle at the center of their territory not

only for its inherent symbolism but also to ensure that the circle remains part of their territory for the foreseeable future. In addition, the location must have an unobstructed view of the sky. Perilous mountain peaks, the crest of small hills and forest clearings serve as ideal locations for the druidic circle.

After selecting an appropriate location for the circle, the task of collecting raw materials for the site's construction begins. Commensurate with their nomadic traditions and self-reliant attitude, druids often utilize the materials readily at hand. The procurement costs depend largely upon the druids' environment and climate. A fledgling circle in a lush and verdant forest has access to more materials than one in an arctic or desert environment. In addition to the material costs, the circle's formation includes other costs. Cultivating saplings, carving wooden totems, and quarrying massive stones require additional labor, resources usually unavailable to most druids. As a result, costs fluctuate wildly. The following subsections provide some guidance regarding these costs based upon the materials used to build the circle and its environment. The costs appear in the following format.

Material: Self-explanatory

WLDC: The difficulty class needed to locate the product using the Wilderness Lore skill. The druid must make a successful skill check after determining the circle's location. If he fails, he must purchase the raw materials using the figures provided under the heading MC.

SDC: The skill and difficulty class needed to create the finished product. The druid must make a successful skill check when commencing construction. If he fails, he must hire someone else to complete the work, using the figures provided under heading LC.

FC: The final cost to create the circle. All costs are measured in gold pieces.

MC: Material cost in gold pieces to purchase the ingredients if they cannot be located. This figure is always added to the final cost.

LC: Labor cost in gold pieces to create the finished product if the druids cannot create it themselves. This figure is always added to the final cost and is calculated per week.

Time: The length of time measured in days necessary to complete the creation of the circle.

Aquatic

Whether residing along the banks of a mighty river or along the shores of a placid lake, aquatic druids encounter many hazards alien to their land-based counterparts. Floods, tidal surges, treacherous currents, powerful storms and vicious creatures such as the kuo-toa and sahuagin all plague the inhabitants

of waterborne environments. They consciously avoid civilization's shipping lanes and inhabited beaches, normally selecting more secluded locales. For these reasons, druids construct their mystical circles on higher ground or within the shallow, protective waters of a natural harbor. Obtaining an unobstructed view of the sky rarely proves troublesome except for druids dwelling in mossy bayous. In addition, raw materials are usually plentiful and readily available. Because of water's erosive properties, aquatic druids prefer using stone, scrimshaw and coral in lieu of trees and wood. Nonetheless, some circles craft totems from water-resistant wood such as alder wood and mangrove, while most swamp dwelling druids utilize copes of mangrove trees.

Stone: Although stone also erodes, it remains a far better alternative than wood. Natural harbors, the banks of isolated rivers and especially desolate islands at the heart of a tranquil lake are ideal locations for a stone circle. The height and type of stone vary tremendously among druidic circles, however the quantity of stones comprising the circle changes constantly. The circle always contains one stone for each member.

Scrimshaw: Only used by oceanic druids, scrimshaw proves durable and resilient. Oceanic druids construct their circle along the ocean shore, preferably atop a rocky outcropping or a sheltered cove. The circle contains ten five-foot high totems carved into the likeness of various sea creatures including whales, dolphins and sharks.

Coral: Although readily abundant, coral requires expert care and maintenance. Unlike virtually all other raw materials, coral cannot be transported. For this reason, the usage of this material remains restricted to oceanic druids. Most coral circles are located offshore although some lie tucked within a lagoon or natural harbor.

Totems: Most druids residing in the vicinity of bodies of fresh water construct their circles using water resistant woods such as alder and mangrove. Carved in the likeness of native animals and fish, the totems stand no more than ten feet high with twenty totems completing the circle. Isolated islands, murky swamps and the shallow banks of lakes and rivers are excellent locations for the circle.

Trees: Few trees survive while submersed in water, however a few resilient species thrive in such an environment. The mangrove is the best example of such a tree. Primarily confined to bayous, these circles usually consist of fifteen trees reaching a maximum height of fifteen feet.

Arctic

Constantly buffeted by chilling, blustery winds and frigid, cold temperatures, druids residing within this harsh environment suffer hardships unknown to most of their fellow druids. Survival remains a constant battle, not only against the awesome forces of nature, but also against the rugged terrain's most dangerous inhabitants, frost giants and white dragons. Druids consigned to the frozen expanses usually have little difficulty finding an appropriate site for their circle. Civilization remains largely absent from their brutal environment, and most locations possess an unobstructed view of the sky. Druids establishing a circle within this terrain encounter greater obstacles locating suitable building materials and craftsmen. As a result, they rely on three primary materials to create their circle, native trees, ice and scrimshaw.

Native Trees: Despite the bone-chilling temperatures, several species thrive throughout the barren tundra. Hardy varieties of evergreens are most common. Druids relocate the trees, replanting them as part of a large circle. Most circles consist of ten to twenty trees. Some circles prefer to carve totem poles rather than uproot the trees. These circles usually comprise ten to fifteen totem poles, many of which are carved in the likeness of polar bears, walruses, seals and caribou. Glaciers are incapable of supporting any plants other than simple, cellular organisms.

Ice: Obviously ice is abundant, but the formation of totems from ice requires time and skilled craftsmanship. Ice totems stand between six and eight feet tall. A typical circle usually contains eight to ten totems, each depicting a different animal native to the immediate area. Ice totems remain vulnerable to melting during the summer months. For this reason, they are rarely used except in the coldest environments.



Table 4.6 Aquatic

Material	WDC	SDC	FC	MC	LC	Time
Stones	5	Knowledge (engineering) 10	7	+22	+10	8
Scrimshaw	15	Craft (sculpture) 20	17	+77	+20	22
Coral	25	Knowledge (nature) 15	19	N/A	N/A	375
Wooden Totem	10	Craft (sculpture) 20	14	+63	+20	20
Trees	10	Knowledge (nature) 10	10	+31	+10	10



Table 4.7 Artic

Material	WDC	SDC	FC	MC	LC	Time
Ice	0	Craft (sculpture) 25	5	0	+25	5
Scrimshaw	20	Craft (sculpture) 20	20	+90	+20	30
Trees	5	Knowledge (nature) 10	7	+22	+10	7
Wooden Totem	5	Craft (sculpture) 20	10	+45	+20	17

Scrimshaw: Scrimshaw (whalebone) is most prevalent along coastal regions. Unlike ice, totems carved from scrimshaw are exceptionally durable and aesthetically pleasing. Scrimshaw totems stand between four and six feet high, usually consisting of ten individual totems. Scrimshaw totems resemble the circle's favorite weapon with spears being the most common variety. Unfortunately, scrimshaw totems require expert craftsmanship and usually prove very difficult to obtain.

Desert

Scorching heat and swirling sandstorms are constant dangers plaguing druids eking an existence in this arid and desolate climate. Water, usually confined to the desert's isolated oases, is the well spring of life in this challenging terrain. Druids occupying this barren landscape always choose oases as the site of their sacred circle for a number of factors. Although some species of plant survive in the forbidding environment, the lack of water and prevalence of sand prevent most trees from taking roots. More importantly though, oases serve a vital role in the desert's ecosystem, providing nature's most precious gift, water. Druids undertake the perpetuation of the oases as their solemn duty, a necessity to ensure their continued survival as well as that of the indigenous inhabitants. Unlike most of their counterparts, new druidic circles do not require raw materials or labor. However, locating an oasis presents its own challenges. Traveling through the desert is an arduous and dangerous journey. In many cases, the closest oasis may be as little as ten miles away or as distant as a thousand miles away from the druid's present location. For every ten miles traveled, the druid has a 10% chance of passing within close proximity of an oasis. The druid must make a successful Wilderness Lore check (DC 20) to identify the presence of a nearby oasis and locate its precise location. A failed check causes the druid to travel past the oasis, oblivious to its existence. Consistent with the desert's harsh realities of survival, fledgling druids either find a suitable oasis or die in the process of trying.

Forests

The substantial majority of druids inhabit the vibrant, lush forests prevalent throughout most worlds. Unlike the harsher, more remote environments, druids dwelling within the pristine woodlands often find themselves at odds with the demands of adjacent humanoid settlements. Civilization, covetous of the forest's vast resources of timber and game animals, constantly butts heads with druids struggling to maintain the sanctity of their territory. While druids respect the rights of farmers, hunters and trappers to make a living, they vehemently oppose the wholesale destruction of wilderness in the name of progress. For security reasons, most druids establish their sacred circles far beyond the walls and roads of towns and cities. However, not all druids distrust sedentary society. A small percentage of druidic circles earn a living manufacturing natural commodities such as leather clothing, wooden weapons, herbal medicines and even honey. These druids build their sacred circle in the general vicinity of a nearby town or city, enabling some of its members to establish temporary residence within the town or city. Virtually all circles of forest based druids utilize living trees as its primary components. Totems and stone monoliths are rare, but do exist. Because the forest's canopy usually blocks the view of the sky, druids must often fell trees to create a clearing large enough to allow an unobstructed view.

Common Trees: This category includes a number of species native to virtually every temperate forest such as oak, pine, and walnut. Druids plant these trees as saplings, utilizing their divine powers to hasten their growth. Most circles consist of a ring of approximately twenty trees standing no higher than thirty feet tall.

Uncommon Trees: Uncommon trees occupy virtually every forest as well, however they are not as plentiful as many of their cousins. The category includes birch, poplar, aspen, and hickory. The circle contains fifteen trees standing no more than twenty feet high. Druids often plant the trees as saplings, however some circles transplant the trees from another location.

Exotic Trees: Usually confined to a particular climate or geographical region, exotic trees increase

Table 4.8 Forest

Material	WDC	SDC	FC	MC	LC	Time
Common Trees	5	Knowledge (nature) 5	5	+11	+5	4
Uncommon Trees	10	Knowledge (nature) 10	10	+31	+10	10
Exotic Trees	20	Knowledge (nature) 15	17	+67	+15	18
Wooden Totem	5	Craft (sculpture) 20	10	+45	+20	17
Stone Monolith	8	Knowledge (engineering) 25	14	+70	+25	24

the circle's prestige among fellow druids. Examples of this category include tamarind and mahogany. Because of their remote location, druids always nurture these species from acorns. Ten trees comprise most circles, reaching a height no greater than thirty feet.

Totems: Rather than growing and maintaining living trees, some circles carve totems instead. The totems depict various species of animals dwelling in the immediate vicinity. Twenty totems standing no higher than ten feet high are the average for a circle.

Stones: Forest dwelling druids occasionally use massive blocks of granite, limestone and even quartz to construct their sacred circle. Although plentiful, the sheer logistics and mechanics of transporting enormous stones weighing several tons each frequently dissuades druids from using them. Because of the aforementioned difficulties, druidic circles constructed from stone normally contain no more than ten monoliths.

Mountains

High atop the forbidding peaks of perilous mountaintops, a hardy breed of stalwart druids defends their rugged terrain against malevolent intruders. Their treacherous fortress high above the ground offers a blissful solitude far removed from the intrusiveness of civilization. Unfortunately, wicked, monstrous beings also dwell within the mountainous environment. Haughty dragons, savage tribes of giants, families of trolls and other unspeakable abominations covet the secluded recesses of these rocky fortresses beyond the reaches of humanoid adventurers and authority. Despite the daunting odds against them, druids manage to maintain the sanctity of the wilderness through a unique combination of diplomacy and divine might. Realizing that direct confrontation with such powerful creatures is a

foolhardy endeavor, they frequently negotiate informal agreements with the mountains' vile inhabitants trying to pit their rivals' interests against one another. In addition to the aforementioned creatures, these druids maintain a wary eye on prospectors, especially dwarves searching for minerals. In fact, it is not unheard of for a circle of druids to inform giants and even dragons about the presence of these erstwhile miners, hoping to placate these vile creatures while ridding the mountain of unwanted intruders. Druids conduct these clandestine operations from the security of their druidic circle at the summit of an ominous mountain. They construct their circles exclusively from large stone blocks within the vicinity.

Stone: Unlike most of their counterparts, these druids construct their circles not only for religious purposes but also for military defense. The circles are usually much smaller than traditional circles, measuring only twenty feet in diameter. The massive stones comprising the circle rest adjacent to one another, providing formidable cover against marauding giants and trolls. Limestone and sandstone are most commonly used.

Savanna

Gentle slopes and rolling grasslands stretch for countless miles in all directions as immense herds of migratory grazing animals timidly feast on the bountiful food supply, ever vigilant for opportunistic predators. Life within the seemingly tranquil confines of the savanna revolves around the perpetual quest for food and water; a fact not lost on its druidic inhabitants. Druids residing within this idyllic paradise realize that a moment of apathy or carelessness could result in their demise by the jaws of its ferocious predators. Lions, tigers, hyenas and crocodiles – among others – all inhabit the savanna,

Table 4.9 Mountains

Material	WDC	SDC	FC	MC	LC	Time
Stones	5	Knowledge (engineering) 10	7	+22	+10	8





Table 4.10 Savanna

Material	WDC	SDC	FC	MC	LC	Time
Stones	5	Knowledge (engineering) 10	7	+22	+10	8
Wooden Totem	5	Craft (Sculpture) 20	10	+45	+20	17
Bone	5	Knowledge (nature) 8	6	+17	+8	6

congregating primarily around watering holes in an endless search for prey. Nowhere else is nature's cycle of birth, life, death and renewal more evident than the savanna. For that very reason, many druids brave the savanna's dangers to witness the physical manifestation of their most treasured beliefs. Accordingly, most druids construct their circles in the immediate vicinity of the watering hole, the hub of all activity. Principally relying on three basic materials, they build their circles with stones, wooden totems and bones.

Stones: Massive stones, sometimes standing as high as fifteen feet and weighing more than five tons, are the most common building material for druidic circles within the savanna. Usually found in the immediate vicinity of the watering hole, the enormous monoliths intimidate some predators while affording a modest degree of cover against their assaults.

Wooden Totems: Carved from the native mahogany trees, the wooden totems comprising the druid's circle depict the animals native to the region. Druids prefer constructing these circles atop a small hill several miles from the watering hole. The twenty totems forming the druidic circle stand eight feet high.

Bones: Druids mount the skulls of larger animals, preferably elephants and rhinoceroses, atop six-foot high mahogany poles. The circle normally consists of twenty skulls, although the numbers tend to vary wildly depending on the local populations. They construct the circles several hundred yards from the savanna's watering hole.

Consecrating the Circle

After completing the circle's physical construction, its sacred consecration rites begin. The druid undertaking the ceremonial rituals must possess the Construct Circle feat, otherwise the attempt automatically proves unsuccessful. The process includes three stages: blessing, sacrifice and hallowing. The entire circle actively participates in the first two steps, however only the druid overseeing the construction performs the final stage. Consecration requires strict adherence to a specific protocol inherited from countless past generations.

Blessing

For seven days at sunrise and sunset, the circle's members bless the site with fresh water, dowsing its perimeter. Druids collect the water in small wooden bowls resembling mortars, and they sprinkle the water over the site using a wooden or bone pestle. Detailed carvings of native animals or plants often adorn these ceremonial instruments. A minimum of four druids, each representing one of the four seasons, must partake in the daily rituals, although there are no limits on the maximum number. Joyous songs and poems written and performed by the circle's members accompany the druids as they bless the sacred site. During the ritual's final day the entire circle abstains from speech, conducting their sacred duties in absolute silence allowing them to contemplate the solemnity of the consecration's next stage, sacrifice.

Sacrifice

In stark contrast to the blessing's frivolity and mirth, the rite's second stage emphasizes deep introspection and thought. At sunrise the morning following completion of the blessing stage, the membership selects four druids from among its ranks to participate in a ceremonial hunt. After determining the composition of the hunting party, the circle's remaining members gather kindling and large blocks of wood for a ceremonial fire pit constructed in the center of the circle. In addition, all of the circle's members including the hunting party fast during the daylight hours, abstaining from food and water. Unarmed and minimally equipped, the group immediately departs in search of suitable prey. Unlike traditional hunting expeditions, the druids rely entirely upon their magical abilities to capture, not kill, their quarry, utilizing spells such as *animal trance*, *hold animal* and *invisibility to animals* for this unique purpose. After subduing or pacifying the animal, the druids and their prey return to the circle. At sunset, silence envelops the circle as its members fan out and form a circular perimeter around the fire pit. With a single thrust, one of the hunters slays the sacrifice while the other three collect its blood using the same wooden bowls from the blessing stage. In a manner identical to the blessing stage, the four hunters douse the circle's perimeter with the sacrificial blood.

Afterward, one of the hunters places a drop of the animal's blood on each member's forehead, while the three remaining hunters prepare the animal for consumption by the circle. Everyone partakes in the ensuing meal, although the feast remains devoid of a celebratory atmosphere. The circle repeats the process for three more days before the hallowing stage commences.

Hallowing

While the first two stages of the consecration rite consist of non-magical rituals and ceremonies, the final stage depends entirely on divine magic. Beginning at sunrise following the final day of the sacrifice stage, the circle begins the last stage of the consecration rite. Unlike the blessing and sacrifice, only one druid conducts the hallowing, while the circle's remaining members act solely as bystanders. Prior to commencement, the druid performing the hallowing must anoint the circle with herbs, oils and incense worth at least 1,000 gp. After anointing the circle, the druid then casts *hallow* completing the ritual. At the time of casting, the druid may fix another spell effect to the circle as described under the *hallow* spell in the PHB. However, doing so requires an additional 1,000 gp of herbs, oils and incense per spell level. After completing the ceremony, the druids engage in a ribald feast, freely imbibing beer, ale, wine and occasionally honey liquors. The feast lasts for the remainder of the day, and usually does not wind down until the early morning hours of the following day.

The Circle's Leadership

Lacking the vast support system found throughout civilized society and devoid of a regular army as well as legions of lesser officials and minor bureaucrats, the circle's leadership exerts little influence in the daily affairs of its members. The circle's leaders levy no taxes on the membership, pass no laws and rarely exact punishment on the circle's constituents for their transgressions. They devote their attentions largely to the spiritual world, presiding over numerous rites and rituals. They are not, however, without any temporal concerns. The circle's leaders define the constantly mutating boundaries of their territory in addition to managing the defense of the circle's territory and inhabitants.

Despite their inherent independence, most recognize and accept the necessity of political and social organization. Consistent with sedentary society, the structure of the circle's leadership varies tremendously dependent upon a number of factors such as geographical location, ethos and race. However, one crucial difference exists between the

societal structure of civilization and the circle. Druids rarely attain leadership positions and exalted status amongst their peers solely on the basis of birthright. In accordance with the laws of the natural world, druids acquire power based upon their physical and intellectual prowess, not inheritance. With that said, their political and social hierarchy somewhat resembles that of their sedentary counterparts.

For the most part, autocracies and oligarchies are the most pervasive forms of government among druids. In this case, autocracy refers to the circle's leadership by a single individual rather than the despotic connotations associated with the term in most sedentary societies. In accordance with their fierce independence, the autocrat's authority rarely remains unchecked or unbridled. The autocrat frequently discusses all vital decisions including territorial concerns and imminent threats by hostile interlopers with a counsel of elders, a small group of the circle's senior druids. Under most circumstances, the autocrat and the counsel of elders reach a mutual consensus on most important decisions, however there are exceptions. Deluded by an inflated ego, a handful of naive leaders adopt the trappings and mentality of their sedentary counterparts, attempting to transform the circle into a political state. Unfortunately for these misguided individuals, their tenure rarely lasts long. Unrest quickly foment within the circle, forcing the leader to acquiesce to the membership's demands or forfeit his position and face expulsion from the circle. In light of these grave consequences, only the most foolhardy and incompetent leaders refuse the generous offer and attempt to forcefully resist. However, such circumstances remain extremely remote, enabling most autocracies to survive without incident for multiple generations.

Oligarchy, leadership by a group of individuals, is the more popular alternative. Most oligarchies possess an average of five members, although they frequently range between two and ten individuals. While less vulnerable to the temptations that plague the autocrat, oligarchies possess several drawbacks. Crucial decisions often take more time and cantankerous debates between fellow druids fuel petty personal rivalries amongst the leadership. Nonetheless, this system of government expresses and understands the needs and concerns of the circle's members much better than an autocratic system.

Succession

The circle's initial leader virtually always proves an obvious choice. The druid that initiated the separation from their parent circle dons the mantle of leadership, although he usually relies upon the counsel of a handful of other seasoned druids. In most





circumstances, the leader's appointment lasts for the remainder of his natural life. The difficulties arise when the circle's original leader dies. While the matter of succession usually resolves itself in an amicable fashion, violence and casualties sometimes accompany the transition of power. This crucial event often sets a precedent for future generations. A circle teeming with treasonous intrigues and violent power struggles rarely survives as long as a circle with a smooth and relatively painless transfer of authority. In the end, the membership's ethos often determines the political path that the circle follows.

Regardless of ideology, the circle's leadership nearly always rests in the hands of no more than a few individuals. In most cases a single individual or a small group exercises political authority over the circle. The difference between various circles, however, lies in the methods for selecting its leadership. The mechanisms of achieving power within the circle better reflect the membership's ethos and outlook rather than the political structure itself. Although not all inclusive, most druid circles utilize the following means to determine the circle's leadership.

Democracy

Despite its contentious nature and the abundance of slanderous insults and scurrilous muck raking, the process of electing the circle's leadership proves far less lethal than other methods. Regardless of whether its leadership consists of one individual or a group of individuals, the procedures remain virtually identical. Whenever a vacancy arises, nominees publicly announce their candidacy at a gathering attended by the entire circle. Each nominee's declaration must be approved by a majority of the circle's members; otherwise he is precluded from seeking the office. After completing the nomination process, the circle sets a date for the election, usually no more than a week after the nominations. During this interim, the candidates publicly and proudly demonstrate their leadership qualities and skills through a variety of means. Some partake in extraordinary hunts seeking an exotic or magical beast. Others craft marvelous items from wood, leather and bone. However, the public displays of individual abilities remain secondary to the candidates' impassioned speeches, fabulous boasts and constant cajoling directed at their constituency. The campaigning always ceases at sunset, the day before the election. At sunrise the next morning, the circle publicly or secretly elects the successor, an event immediately followed by a raucous feast intended to celebrate the ascension of a new leader as well as diffuse some of the simmering animosity from the campaign. Fortunately, tensions between the victor

and his adversaries subside over the course of several months. Lawful neutral and neutral druids usually select their leadership utilizing this method.

Druids seeking public office in this manner may use the following formulas to determine the election results. Each day, the candidate must make a Diplomacy check, recording the modified result. On a daily basis, the candidate adds the following modifiers to his result. He may only perform one of these activities each day.

Successfully hunting an exotic animal or magical beast: + creature's HD. (The candidate may receive this modifier only once per day).

Crafting an item: + DC of the item created. (The candidate may only use this skill once for each specialty during the course of the election. For example, the druid may use Craft (carpentry) and Craft (leatherworking) to create two distinct items, but he could not use Craft (carpentry) twice during the election.

Creating a magic item: + 1/100th of the item's market value.

Making a public speech: + Charisma check. (The character may only make one speech per day).

Circumstance bonuses may be awarded for innovative and exceptional ideas. The results are then tallied, and the druid with the highest score wins the election.

Contests

In a similar vein, some circles utilize a single or series of contests to determine its future leadership. Unlike the democratic method, the entire membership is eligible to partake in the events, although in many instances less experienced druids defer the honor to their elders. Each event takes place over the course of a single day, beginning promptly at sunrise and ending before sunset. Some contests emphasize combat prowess such as dart and spear hurling events, while others rely on physical skills including swimming and occasionally mounted races. Many also utilize subjective contests including the creation of various items in addition to intellectual jousts testing the subject's knowledge of the natural world. The winner of the most events fills the vacancy in the circle's leadership. Neutral good and chaotic neutral druids often utilize this method.

Adjudicating the results of most contests remains relatively simple, however the following guidelines are intended to assist in adjudicating the results of these events.

Hurled weapons: Most circles use darts, daggers and half spears because of their limited range. The contestants receive ten opportunities to hurl a weapon at the target. The success of each throw depends on the AC that the attack would hit. Points are awarded

Table 4.11 Mounted Races Contest

Modified Ride check result	Mount's Base Speed				
	0-15 ft.	16-30 ft.	31-45 ft.	46-60 ft.	61 ft. +
0-4	-1 ft.	-2 ft.	-3 ft.	-4 ft.	-5 ft.
5-8	0	0	0	0	0
9-12	+1 ft.	+2 ft.	+3 ft.	+4 ft.	+5 ft.
13-16	+1 ft.	+3 ft.	+4 ft.	+6 ft.	+7 ft.
17-20	+2 ft.	+4 ft.	+6 ft.	+9 ft.	+10 ft.
21-24	+2 ft.	+6 ft.	+9 ft.	+13 ft.	+15 ft.
25+	+3 ft.	+9 ft.	+13 ft.	+19 ft.	+22 ft.

based upon following chart. The druid with the most points wins. A natural "1" always results in no points irrespective of the druid's modified result.

Modified attack results	Points awarded
AC 30+	15
AC 25-29	12
AC 20-24	10
AC 15-19	7
AC 10-14	5
AC 5-9	2
AC 4 or less	0

Mounted races: Most mounted races are held over a large expanse of flat ground at a set distance. As a general rule, a mount can travel up to four times its normal speed per round if its rider is not wearing heavy armor and is at least one size category smaller than the mount. Otherwise, the mount's movement is generally restricted to three times its normal speed. Each round, the rider must make an unopposed Ride check to determine if he saved ground for his mount, thus increasing its movement during the round. The following chart details the results.

This additional movement is only received if the mount is running, and the additional movement received in a single round cannot exceed the mount's Constitution score. Furthermore the mount's total additional movement cannot exceed its Constitution score multiplied by four. A mount may only run for a number of rounds equal to its Constitution score; otherwise it must succeed at a Constitution check (DC 10) to continue running. The difficulty class of the Constitution check cumulatively increases by one each round. A failed Constitution check forces the mount to return to its normal movement rate for at least one minute. The mount that reaches the finish line first wins the race.

Combat

Although rare, trial by combat remains the exclusive method of succession for gnoll druids as well as many


neutral evil druid circles. Commensurate with the philosophy of survival of the fittest, lethal combat leaves no sore losers, but also results in the demise of the circle's ablest leaders. Poisoned daggers and spears remain commonplace especially among gnolls, while others resort to poisoning their foes with tainted drinks and food. Participation in the brutal contest is open to all druids, however only the most powerful accept the deadly invitation. The tournament always begins at noon, preceded by a communal meal of fresh meat sprinkled with myrrh, a symbol of the carnage awaiting the circle. Prior to the actual battle, the combatants engage in a menacing staring match, attempting to intimidate their opponent prior to the commencement of hostilities. Occasionally, the tactic proves highly effective as the demoralized foe withdraws from the contest, immediately disgracing himself in the eyes of his circle but probably saving his life. Once the fight begins, the combat proceeds uninterrupted and without interference until a survivor emerges from the battle. Normally, the winner receives a respite between combats, enabling him to heal any injuries sustained during the bout as well as mentally prepare for the next fight. The tournament continues until only one victor emerges.

Most battles are simple, brutal affairs that occur within the confines of the circle itself, however a few unique variations of violent, but non-lethal combat do exist. A few examples of such combats are presented here.

The Totem Pole: A forty-foot high totem pole stands in the center of the circle. The combatants are not permitted to use magic or *wild shape* during the combat. The pole possesses some handholds and footholds enabling a druid to climb the pole with a successful Climb check (DC 15). A small item is placed on top of the pole. The first one to grab the object wins the battle.

Key to the Kingdom: Each end of a twenty-foot long leather strap is firmly secured around the waist of each combatant using an ornate wooden lock. The wooden key required to open the lock rests on the ground in the center of the circle. The first person to





open the lock attached to his opponent's waist wins the battle.

Joining the Circle

Unlike the trade guilds and other institutions of conventional society, erstwhile druids seeking membership in a druidic circle often face an arduous test that sometimes result in the forfeiture of the suitor's life. Commensurate with the natural world's laws of survival, druids readily accept and adopt nature's philosophy that only the strongest survive. Entry into the brotherhood of druids must be earned, remaining a privilege reserved only for those capable of persevering through tremendous hardship. Once achieved, it is an eternal bond invulnerable to sundering except in the direst circumstances.

Druids rely on a variety of methods and techniques to test prospective members of their circle. Many tests focus on the individual's inner fortitude and survival skills, pitting the druid against the omnipotent forces of the natural world. Others test the druid's physical stamina and mental attributes through incredible feats of endurance and tactical contests. A small minority determines the druid's worthiness through trial by combat, although lethal combats are extremely rare. Regardless of the methodology the tests function as a rite of passage, a collective experience shared by all of the circle's members. The following examples detail some of the many initiation rites used by druidic circles.

The Serpent's Tooth

Utilized primarily in desert locales or circles closely attuned to snakes, the serpent's tooth challenges the individual's ability to placate a hostile serpent and resist the painful ravages of its venomous bite. The prospective druid enters a confined chamber measuring no more than one hundred square feet where a large venomous serpent, usually a king cobra, rests in an open wicker basket in the center of the room. The prospective druid cannot attack the serpent or use magic against it. Rather the initiate must either placate the venomous serpent with a successful Animal Empathy skill check (DC 20), or he must resist the serpent's venomous bite. The druid passes the test by remaining in the room for two minutes or enduring a single bite without any ill effects. In the event that the druid succumbs to the poison, one of the circle's senior druids neutralizes the poison prior to the secondary damage taking effect unless the druid committed a major transgression such as attacking the serpent or attempting to flee.

The Breath of Life

Employed exclusively by druids residing within aquatic environments, the test measures the initiate's swimming prowess in addition to his physical endurance. The prospective druid begins the test at the shore or bank of a river, lake or other large body of water. He must then swim to a predetermined location within an allotted amount of time. Distances fluctuate greatly between circles, however 1,500 feet is the average distance with twelve minutes as the average time. Each round, the swimmer must make a successful Swim check (DC 10) for calm water and (DC 15) for rough water. He swims one-half his speed as a full round action or one-quarter his speed as a move-equivalent action. A failed check prevents him from moving, whereas failing the check by five or more submerges him. A submerged character begins to drown. The DMG provides the details for drowning. While underwater, the druid suffers a cumulative -1 penalty to his Swim check for each consecutive round spent underwater. A successful skill check restores the character to the surface, enabling him to continue swimming. In some instances, druids race against one another rather than against the clock. A successful Swim check adds an additional amount of movement each round based upon the difference between the druid's modified skill check and the Swim check's DC. The Table 4.12 describes the results.

During the course of a minute, a druid cannot receive additional movement greater than his Strength score.

The Prized Boar

Hunting is an integral part of a druid's life, a task essential for survival within the wilderness. This test measures the initiate's competence at this vital skill. With the aid of a rudimentary map of the circle's territory, the erstwhile druid receives an allotted amount of time to capture and kill a specific species of animal within the circle's territory. A minimum size requirement for the quarry is not uncommon, and the initiate is precluded from using divine spells to locate the prey. The druid may use his Knowledge (nature) skill (DC 15) or his Wilderness Lore skill (DC 10) to gather basic information about the animal including its diet, activity cycle and preferred habitat. With this information and the map, the druid identifies the animal's probable location, although reaching the intended destination requires an Intuit Direction skill check (DC 15). Additionally, he may also utilize the Track feat in an effort to discern the animal's tracks. After locating its probable lair or picking up its trail, the druid must find and then slay the animal. Using a myriad of skills such as Listen, Search and Spot, the druid pinpoints the target's location and engages the animal in combat. If he kills

Table 4.12 Breath of Life Test

Difference between the druid's modified Swim check and the Swim check's DC

Full round action Move-equivalent action

0 through +4	+1 foot	—
+5 through +8	+2 feet	+1 foot
+9 through +12	+3 feet	+1 foot
+13 through +16	+4 feet	+2 feet
+17 or greater	+5 feet	+2 feet

his prey, he must return his prize to the test's starting point.

Completing the Test

After successfully overcoming the rigorous rites of initiation, the circle openly welcomes the apprentice druid into its ranks. In accordance with druidic traditions, an elaborate ceremony commemorates his acceptance into the circle. The ritual begins promptly at sunset the following day. Similar to the rites of consecration, it begins with the circle's existing members sprinkling fresh water upon its newest member. In turn, the initiate pricks his finger with a sharp instrument and places a drop of his own blood on each member's forehead, while they join in a chorus of joyful hymns and prayers. When finished, the entire circle including the initiate celebrates with a raucous feast usually lasting well into the early morning hours.

Daily Life


The circle operates outside of the ideologies of conventional settlements, existing as a confederation of self-reliant individuals sharing a common belief and territory. Bereft of the sprawl commonly associated with urban environments, most druids lead solitary, introspective lives, although some dwell with a spouse or other immediate family member. Just like their sedentary counterparts, druids require shelter and sustenance to survive; however the difference between the two parties remains the means of acquisition. Druids subsist exclusively from the land, foraging and hunting for food and clothing, while city residents purchase these essential commodities from shops and traveling merchants. Usually living outside the dominion of political authorities and burgeoning populations, druids often go for weeks and even years without encountering another living person. While society views their isolation as a deliberate act, druids rarely understand the implications of the accusation. Because of their dogged independence and ability to procure food and

water from the surrounding wilderness, many druids view social interaction as a luxury rather than a necessity.

The druid's daily life revolves around the same struggles as every living being, finding sufficient food and water to sustain life. Although druids are not prohibited from cultivating farmland and domesticating animals, most druids prefer wild varieties. Foraging for wild fruits, vegetables and other plant products remains a daily occurrence, while hunting animals proves a more sporadic event depending upon the animal's size. An adult deer, for example, provides enough meat for several weeks, but a rabbit or small bird lasts only a few days. In addition to its meat, druids also utilize an animal's skin for leather and its bones for tools and weapons. Druids revere their prey, viewing the animal's death as a continuation of nature's inevitable cycle. Although druids hunt animals, the murder of an innocent creature for personal satisfaction or economic profit defies their most sacred tenets. Because of this belief, druids show no mercy towards poachers and sport hunters, fervently tracking and savagely killing these sacrilegious interlopers in an ironic twist of fate.

Druids perceive themselves merely as an extension of the natural world. No creature is subservient to a temporal ruler or nation; he owes his existence solely to nature's generosity and favor. They realize, however, that organized government is a formidable force capable of great deeds as well as unimaginable destruction. In light of these facts, druids create circles; an informal society of druids devoted to a common ethos and territory. Contrary to most sedentary societies, the circle rarely infringes on the druid's personal freedom. Bereft of a vast bureaucracy and the need for economic wealth, the circle resembles a secret brotherhood or guild more than an organized government. Druids partake in the circle's functions in a discretionary manner depending on the druid's needs and outlook at the time. Although the circle leaders encourage attendance and participation in its ceremonies and observances, there are no mandatory requirements. In most instances members





require little coaxing, voluntarily lending their assistance and energies to the circle's needs.

Rituals and Services

As previously mentioned, druids exercise and enjoy a tremendous amount of autonomy, existing largely unfettered by the codification of law that binds the citizens of a sedentary, political state to its leaders. The circle operates outside the boundaries of conventional government and authority, fulfilling its members' spiritual needs in preference to their economic and social wants. The circle emphasizes the ephemeral over the material, however it recognizes that temporal necessities cannot be neglected or ignored altogether. It provides its membership all of the trappings of a priestly temple, the social interaction of a tavern, the economic stimulus of a trading post and the security of a military barracks within the auspices of an untamed wilderness. Its members partake in an assortment of ceremonies and observances, further strengthening the spiritual bonds between them. It bestows a warm, welcome setting where fellow druids relax and reflect on their daily experiences and personal triumphs. Druids also utilize the circle as a marketplace and manufacturing center for various natural commodities including leather goods, wood products and foodstuffs. Lastly, it remains the territory's last line of defense against hostile intruders. Versatile and multi-faceted, the circle acts as a loosely organized but viable replacement to traditional government.

Ceremonies and Observances

Most societies fail to recognize the difference between ceremonies and observances, thrusting the two distinct rites in one amorphous category. Ceremonies are rituals performed on a specific individual, group of individuals or an entity such as marriage and consecration, while observances are rites conducted on the same day every year such as the solstices and equinoxes. In accordance with nature's perpetual cycle, virtually all ceremonies and observances celebrate or commemorate birth, life, death or renewal.

Acceptance

Although most druids acquire membership in a druidic circle only after passing an arduous test, one exception universally exists. A child conceived from a legitimate union between two members of the same circle automatically becomes a member of his parents' circle. Acceptance formally welcomes the infant into the circle.

The Acceptance ceremony itself is usually very brief, conducted by one of the circle's senior druids. Prior to the child's birth, the expectant parents weave

a wool blanket for use in the ceremony. Acceptance begins promptly at sunset the day following the child's birth with the entire circle in attendance. The ceremony begins when the parents place the swaddling infant in the center of the wool blanket and then lift the baby off the ground. The druid conducting the rite smears a few drops of oil, usually an exotic variety of plant oil, on the infant's head. With the child's head facing due north, the druid pricks his finger with a sharp bone needle and places a drop of his own blood on the baby's forehead, navel and both wrists. Meanwhile, the remaining circle members form two lines facing one another. The parents relinquish their grasp of the blanket to the circle as each member briefly holds the blanket suspending the child aloft before passing it on to the next in line. When the infant reaches the end of the line, the parents again reclaim their child. Unripe fruit and unleavened bread are usually served at the subsequent feast, although some circles traditionally serve calf or kid as a main course.

Druids never perform the ceremony of Acceptance on a child born out of wedlock or for the offspring of a circle member and a non-member. Acceptance only bestows membership to the infant. Positions of authority within the circle are rarely inherited.

Union

No druid ceremony approaches the festive atmosphere and exuberant joyfulness experienced during a wedding between two circle members. Druids call the actual rite, Union, rather than marriage, an intentional slight toward the ritual performed by clerics. Regardless of semantics, Union greatly resembles the traditional marriage ceremony, however the concepts surrounding the rite differ greatly. Druids gasp at the idea of marrying for personal wealth either through the acquisition of a dowry or an inheritance right. They especially frown upon marriages arranged solely for political alliances, considering them an affront to natural laws. Divorce, except in the most extreme circumstances, is completely alien to virtually all druids. Although they appear morally superior to their urban counterparts, druids are hardly perfect. Infidelity is hardly uncommon and often justified by its proponents with cliché arguments revolving around natural urges and the like. Regardless of its shortcomings, Union remains a stalwart druid institution lustfully celebrated by the circle.

Union is always performed in close conjunction with the lunar cycle. The betrothed couple must announce their intentions to wed during a full moon and in the presence of the entire circle. At that time, any circle member exercises their right to challenge the Union. Absent any objections, the infatuated couple and the circle's leadership schedule the

ceremony for the next full moon. In the interim, the couple and their closest friends and families attend to the logistical details including the procurement of food and drink as well as entertainment. The couple's wedding attire varies wildly depending upon the environment and climate, however they may only wear clothing crafted from natural materials with leather and silk as the most popular components.

The ceremony itself begins at sunset, preferably in the basking glow of a full moon. A senior druid selected by the couple presides over the ceremony. The couple, attired in their wedding garb and accompanied by at least two of their fellow druids, solemnly proceeds to the center of the circle where the senior druids awaits them. After arriving at their destination, the couple turns and faces each other. They exchange a handful of seeds gathered that morning as a symbol of fertility. The senior druid then douses them with water, another gesture emphasizing fertility. After several brief incantations and intercessions, the bride and groom recite their vows to one another pledging eternal love and devotion. The druid performing the Union then places a wreath of fresh leaves and herbs upon each of their heads while the couple places a ring fashioned from a lock of their own hair upon their partner's finger. After a final prayer, the lovers kiss and embrace. A wild festival immediately follows the ceremony including musical entertainment, dancing, drinking and a bountiful feast. The raucous affair rarely ends before sunrise the following morning while the newlyweds retreat to a secluded area of the circle's territory.

Renewal

Nature's cycle is inevitable. Druids view death as a natural process, devoid of the ominous sense of finality and despair pervasive through much of the civilized world. Although many perceive the druid's attitude toward death as heartless or illogical, druids believe that death is a transient rather than a permanent state. Despite the fact that most druids rarely display a cathartic outpouring of emotions, they certainly mourn and grieve the loss of one of their fellow brethren. In light of these beliefs, the Renewal ceremony serves two purposes, to say farewell to a departed friend and to offer solace in the fact that death is only a temporary setback.

Prior to the commencement of the ceremony, members of the circle cleanse the body with fresh water while coating the skin with a concoction of herbs and oils. His friends and family then seat the body in a mahogany litter before proceeding with the deceased through the circle's territory one final time. While the procession takes place, others gather kindling, leaves and fresh herbs, using the

components to create a bed in the center of the circle. When the procession is complete, they place the naked body on the makeshift bed. Like most other ceremonies, Renewal begins at sunset. Three druids bearing fiery torches doused in flammable oil perform the ceremony. After reciting a short incantation, they ignite the funeral pyre, incinerating the body in a smoldering conflagration of smoke and flame. When the flames subside, the circle gathers the ashes and spread them along the edges of their territory. They abstain from speech and fast for the remainder of the evening as a silent tribute to their fallen comrade.

Equinoxes

Throughout the druid community, the observance of the vernal and autumnal equinoxes possesses special importance. No climactic event better exemplifies nature's cycle of life than the transition from winter to spring and from summer to autumn. The vernal equinox represents rebirth when life again reasserts itself as winter relinquishes its frigid grasp. Vibrant colors return to the desolate landscape in the form of blooming flowers and budding trees. Hibernating animals emerge from their lairs, refreshed from months of icy captivity. The drone of flying insects and the fluttering of birds fill the warm, misty air, while streams and rivers thaw in the basking glow of the sun, once again meandering gently along their course. Regardless of their age or ethos, druids continually marvel at nature's amazing resiliency and perpetual renewal. For these reasons, the vernal equinox is the most anticipated observance of the calendar year.

Some druids determine the equinox's precise moment through the utilization of their astronomical expertise, while others rely on more conventional means such as balancing an egg upright. Regardless of the methodology, the observance commences when the circle's leadership releases captive birds. However, unlike most druid ceremonies, the celebration's protocol and events vary wildly among different circles. Despite the diversity, dancing and song remain the centerpieces of the observance throughout the druidic world. Dances frequently revolve around a maypole, an ornate wooden column adorned with flowers and leaves standing in the center of the circle. In contrast to the orchestrated steps and movements present in the dances of the civilized world, druids rarely indulge in structured dance. Instead, they express their gusto and verve with a dazzling array of acrobatic and spontaneous motions, leaping, twirling and spinning in a spectacular display of joy and exuberance. Despite the seemingly chaotic appearance, druids are usually blessed with an adept ear for music, choreographing their apparently random gestures in tune with the





pervading rhythm. Likewise, druids demonstrate a similar penchant for song, yet not in the same numbers as dance. Sopranos and altos dominate the ranks, although tenors and lower pitched voices are present in most circles. Most songs are fairly simple odes to boundless joy and frivolity, however they become bawdier and more ribald as the evening progresses and the performers imbibe copious amounts of beer, wine and liquor. The remaining events differ among druid circles, however most include an assortment of games and contests as well as a small feast. Surprisingly, druids rarely consume meat during the vernal equinox. Instead they prefer vegetable soups and unripe fruits. The festivities usually subside no more than twelve hours after the commencement of activities.

In stark contrast, the observance of the autumnal equinox lacks the gaiety of its vernal cousin. Life again begins the slow transition toward renewal as flowers wilt and leaves wither and fall to the ground. An unmistakable sense of urgency consumes the wild creatures while they feverishly gather provisions and burrow warm lairs for the impending onslaught of winter. In a similar manner, druids also prepare for the upcoming climactic change by harvesting their crops and preserving portions of meat. The observance of the autumnal equinox reflects this

change as an aura of solemnity and contemplation replaces the happiness and anticipation experienced during the vernal equinox.

Consistent with the pervading demeanor, the observance begins in a humble and telling manner. In unison, the circle's leadership drops a withered plant to the ground. The subsequent activities also differ between circles, however a communal hunt usually serves as the observance's focal point. Every druid participates as a symbolic gesture of unity required to overcome the hardships awaiting the circle. After obtaining their prey, the druids return to the circle and prepare the quarry for consumption. Unlike most feasts, an atmosphere of reverence and self-control fills the air. The circle severely frowns upon gluttonous consumption, viewing the usually small and rationed meal of meat and bread as a test of inner will for the dark days to come. Afterwards, the members quietly retire to their quarters.

Solstices

While the equinoxes represent the transition of the natural cycle, the solstices serve as markers along the journey. The summer solstice displays the culmination of rebirth eagerly anticipated during the vernal equinox. On the other hand, the winter solstice

confirms the grim and harsh reality forebode during the autumnal equinox. Although less important than the equinoxes, druids universally observe both solstices nonetheless.

During the summer solstice, the frenzied din of life resonates throughout the wilderness. Young animals tenaciously cling to their mothers, while pollinating insects harvest bright, blooming flowers for their sweet nectar. Melodious, lustful serenades fill the hot, humid air as hosts of animals and beasts entice one another in response to the primordial urge to procreate. The observance of the summer solstice celebrates these glorious events, irrefutable evidence of nature's eternal promise to replenish the land.

The observance begins quietly with the entire circle joining hands. After a few minutes of hushed silence, the circle's leadership begins the renewal of vows. Married members once again pledge their love for their respective spouses and parents reaffirm their devotion to their children and vice versa. After completing the exchanges, the circle disperses to the surrounding wilderness to gather ripe fruits and fresh vegetables. They return a short time later, joyfully indulging in the bountiful fruits of their harvest and engaging in a myriad of blissful activities including dancing, singing and athletic events. The observance continues unabated until midnight. At that time, the circle joins in prayer before retiring for the remainder of the evening.

On the other hand, a somber atmosphere encompasses the winter solstice. The tumult of activity omnipresent during the summer solstice disappears, replaced by a chilling silence and stillness. Instead of thriving, life frequently engages in a ceaseless battle for survival. Death and decay saturate the land, poignant reminders of life's inescapable fragility.

Druids observe the winter solstice by participating in rites emphasizing unity and cooperation. The ritual begins in an identical manner to the summer solstice with the entire circle joining hands. The leadership initiates the observance by dropping a cluster of seeds on the ground, as a portent that life will return. Rather than preparing a feast, each member of the circle brings a large piece of cured meat and bread. That individual passes the food to the person adjacent to him. Everyone consumes his meal in silence before scattering to the wilderness to engage in solitary contemplation until sunset. Afterwards, they return home, ending the observance of the winter solstice.

Commerce

Obviously, no druid can master every skill, therefore necessitating a marketplace for trade. Unlike their sedentary counterparts, druids do not issue currency or credit. Barter remains the only economic

system utilized by the druid community, although druids residing in close proximity to cities and towns often use money. Leather goods including clothing and armor, wooden weapons and timber, furs and food comprise much of the circle's makeshift bazaar of natural wonders. In addition, some circles welcome trade between themselves and the outside world, allowing access to exotic natural commodities previously unavailable to civilization in exchange for a myriad of finished goods. Regardless of the partners, trade remains an important means of acquiring raw materials and products for all druids.

Although the circle remains a vital component in the facilitation of trade, it is never the actual site of the transaction. Instead, it serves as a gathering place for potential buyers and sellers interested in plying their wares or obtaining valuable commodities. Druids occasionally negotiate commercial deals during the course of some observances and ceremonies, however most druids repudiate others engaging in economic concerns during sacred rituals. Instead, interested participants venture to the circle, hoping that a likeminded individual does the same. As a result, commercial activity remains an uncertain endeavor, sometimes requiring more than a week to initiate negotiations with a potential customer. Because of the aforementioned difficulties, some druids bypass the circle entirely, preferring the greater availability and certainty offered by sedentary merchants over the indeterminate prospect of locating suitable merchandise through the circle. In many remote areas, however, druids possess no alternative to the circle, ensuring the circle's enduring economic legacy.

Defense

Lacking a professional military, the circle relies upon its members for military assistance during troubled times. Because druids rarely wage the aggressive wars of expansion commonplace in the civilized world, many druids fortunately never witness the carnage of organized battle. However, the ruthless ambitions of sedentary leaders craving additional land or the ecological devastation wreaked by scores of bloodthirsty monsters necessitate a military response. In these instances, the circle's leaders assume their role as military commanders, forming makeshift units of militia in defense of the circle and its territory. While mobilized, the circle postpones all ceremonies and observances until the cessation of hostilities. Their animal companions are not exempt from duty either. The circle deploys them in a myriad of positions including cavalry mounts and infantry, however most function as spies and reconnaissance units. After defeating the threat, the unit immediately disbands.



The Druid Bond

Druids share a unique bond with nature. They pledge an unswerving allegiance to the land and its inhabitants, staunchly defending them against exploitive invaders and corruptive magic. They regard the animals and plants residing within their territory as brethren mutually devoted to the sanctity and preservation of their wild habitat. Druids envision themselves as members of nature's ecosystem, predators no different from lions, bears and other formidable carnivores. Like their wild cousins, they depend upon their senses and savvy to hunt prey. Druids embrace their feral lifestyle, refusing the involuntary confinement and regimentation imposed by civilization on its citizens.

Nature is a hospitable and welcome host, and all living beings are its guests. This simple concept permeates druidic philosophy. In accordance with this belief, druids treat the natural world with the utmost respect, carefully adhering to and upholding its incorruptible beauty and order. As incontrovertible evidence of their informal pact, nature bestows bountiful blessings upon its loyal caretakers, instilling potent supernatural abilities and access to nature's divine powers. Druids pass through formidable natural obstacles without hindrance, leaving no evidence of their presence to the untrained eye. Through force of will, they adopt the physical features and abilities of countless species of animals. Most importantly, nature's minions form an intractable alliance with them, assuming a subservient role in exchange for protection, food and friendship.

Nowhere is the inseparable bond between nature and the druid more evident than in the friendship between himself and his animal companions. While the sedentary farmer's relationship with his domesticated animals exists solely for the farmer's benefit, the druid's association with his animal companions is far more complex. Although magic initially forms the pact between the druid and his companion, the emotional and physical bond endures well after the magical compulsion subsides. In a largely solitary world, the druid's feral friend serves many vital roles, acting as a scout, spy, bodyguard or mount. Yet, despite its incredible diversity, the companion's most essential role remains being a trusted and beloved friend.

Selecting a Companion

The druid's selection of his animal companion is hardly a random act. An adage dating back to antiquity succinctly states that over time, friends begin to look and act alike. Naturally, druids also adhere to this notion, gravitating toward a species of animal

that best reflects their personality. The process of locating a suitable animal companion meeting these requirements demands tremendous patience, insight and introspection. They spend hours contemplating their choice, determining the ideal animal's features including size, appearance and disposition. After reaching a decision, the druid begins the sojourn to find his new companion.

To facilitate their goal, druids rely upon their knowledge, natural instincts and magical divination. Their intimate familiarity with animals and their habitats enables the druid to identify a specific species' general location. Utilizing their Knowledge (nature) skill and their Wilderness Lore skill, druids obtain valuable information to aid them in their quest. The first step in the process requires the usage of his Knowledge (nature) skill. If the check succeeds, the druid ascertains the animal's preferred environments and its general whereabouts, while failure indicates that the druid lacks the prerequisite knowledge necessary to make a determination. A successful check only yields very basic information. For example, a druid living near a savanna, forest and lake chooses to befriend a lion. If he succeeds at his Knowledge (nature) skill check, it reveals that the lion lives in the savanna but does not identify an exact location. If the same druid attempts to find a polar bear, a successful skill check only informs him that his target dwells in an arctic climate. The following chart determines the druid's chance of success based upon the animal's population.

Frequency	Knowledge (nature) DC
Common	DC 10
Uncommon	DC 15
Rare	DC 20
Exotic	DC 25

Common: Most animals fall into this category. As a general rule, any animal familiar to the local populace is a common animal. Bears, horses and wolves are all excellent examples of common animals.

Uncommon: Unusual varieties of common animals or animals confined to a large, but specific environment are considered uncommon animals. Although the horse is a common animal, a palomino horse is an uncommon animal. Virtually all fish fall into this category because they are confined to bodies of either fresh or salt water.

Rare: Animals are usually considered rare if they reside only within a limited habitat or are completely unfamiliar to the general populace. Creatures such as koala bears, snow leopards and monitor lizards fall into this category.

Exotic: Exotic animals are often unique specimens of their species. An albino tiger and a white

thoroughbred horse fit the criteria. Magical beasts are always considered exotic animals.

The preceding explanations are intended solely as guidelines. Ultimately, the animal's classification remains the sole discretion of the GM.

Just because a druid determines that an animal resides in a general locale does not mean that he automatically finds the animal. The details provided by his Knowledge (nature) skill often prove sketchy and inexact. As a result, he must travel to his intended location and verify the animal's presence within a specified area using his Wilderness Lore skill check. His chances for success depend upon the size of the species population as well as his ability to track the animal. Clearly, locating a herd of buffalo that leaves a wide swathe of destruction in its wake is much easier than finding a bird or small mammal. The druid's base chance to locate the animal within a twenty-five square mile area is DC 20 modified by the following factors.

Population	DC modifier
Common	-10
Uncommon	-5
Rare	0
Exotic	+5

Organization	DC modifier
Solitary	+3
Pair	+1
Company (3-5)	0
Colony (6-10)	-2
Herd (11-30)	-10

Animal's Size	DC modifier
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8

Habitat	DC modifier
Arctic	-15
Marsh	-10
Savanna	-5
Forest	-5
Desert	0
Mountainous	0
Aquatic	+5

A successful skill check verifies the animal's presence in the vicinity. Druids then cast *detect animals or plants* to pinpoint its exact location. After finding his animal companion, the process of establishing the bond ensues.

Acquiring a Companion

Despite the druid's best efforts to locate a desirable companion, achieving a lasting friendship with an animal is not a foregone conclusion. Because of their acute senses and inherent instinct, animals immediately detect danger or fear. As a result, success is attainable only if the druid's motivations are purely altruistic, any latent or subconscious intentions to harm the animal automatically result in failure. If the druid meets these requirements, he may attempt to win the trust and companionship of an animal via the *animal friendship* spell. An animal failing its saving throw against the spell immediately befriends the druid, cementing a permanent natural bond between the druid and the animal. A successful saving throw indicates that the animal resisted the druid's overtures. In this case, the animal's next action depends upon its demeanor. A timid, docile animal flees the vicinity, while an aggressive, belligerent animal may attack the druid. Despite his inability to befriend the animal, he may still utilize his Animal Empathy skill to placate the enraged creature.

Contrary to popular belief, establishing a friendship with an animal companion does not imbue the animal with increased intelligence or create a telepathic link between the druid and the animal. The animal's personality, intelligence and activity cycle remain unchanged, although many powerful druids

Table 4.13 Companions Foraging DC Modifier

Animal's native climate	Animal's current climate		
	Warm	Temperate	Cold
Warm	+0	+1	+3
Temperate	+1	0	+1
Cold	+3	+1	0





Table 4.13 The Companion's Daily Life

Modified Charisma Check	Animal's Attitude *
0-5	Hostile
6-15	Unfriendly
16-25	Indifferent
26-40	Friendly

Animal's native habitat	Animal's current habitat							
	Desert	Under Ground	Mountain	Hill	Plain	Forest	Marsh	Aquatic
Desert	0	+1	+2	+3	+4	+5	+6	+7
Under Ground	+1	0	+1	+2	+3	+4	+5	+6
Mountain	+2	+1	0	+1	+2	+3	+4	+5
Hill	+3	+2	+1	0	+1	+2	+3	+4
Plain	+4	+3	+2	+1	0	+1	+2	+3
Forest	+5	+4	+3	+2	+1	0	+1	+2
Marsh	+6	+5	+4	+3	+2	+1	0	+1

Modified Charisma Check	Animal's Attitude *
0-5	Hostile
6-15	Unfriendly
16-25	Indifferent
26-40	Friendly
41+	Helpful

Modifiers to the druid's Charisma check

Animal returned to its homeland:	+6
Domestic animal relocated in a loving home:	+4
Providing animal with food:	+2
Animal returned to a familiar environment:	+2
Animal at full health:	+2

**Animal well treated during its tenure with the druid:
+ druid's Charisma modifier**

Animal abandoned in a foreign environment:	-2
Animal poorly treated during its tenure with the druid:	-4
Animal injured, sick or diseased:	- # of hit points lost

utilize the spell, *awaken*, to vastly increase the companion's intellect and verbal capacities. In most instances the druid cannot verbally communicate with the animal, yet he may still train the animal to perform three simple, specific tasks or tricks for each point of Intelligence the animal possesses. The animal cannot perform complex orders such as scouting ahead and reporting the position and number of enemies in the general vicinity. Despite the bond's communicative limitations, the animal companion perceives the druid as a trusted friend and associate. Any hostile actions against the druid initiate an

appropriate response from his animal companion and vice versa.

Companion Types

As mentioned earlier, druids select animal companions that closely mirror their personality. Druids befriending the animal species presented below usually possess many of the same mannerisms and characteristics as their animal companions.

Aquatic (octopuses, porpoises, sharks, squids, whales): Possibly the most social variety of druids,

druids befriending aquatic animals demonstrate playful and mischievous characteristics uncommon in most druids. Although members of large druidic circles, they view themselves as free spirits.

Avian (wild birds, eagles, hawks, owls and ravens): Druids affiliated with avian companions are staunchly independent, usually leading solitary lives. They often belong to large, poorly organized druidic circles.

Canine (wild and domestic dogs, hyenas, wolves): Druids attracted to canine companions display remarkable loyalty and devotion to their animal companions. Despite their nomadic lifestyle, they interact extremely well with druids of a similar ilk. They usually participate in small, but close-knit druidic circles.

Equine (donkeys, horses, mules and ponies): Druids associated with equine companions prove a study in contradiction. Usually outgoing and jovial, they quietly resent authority and cooperation. They participate in large druidic circles.

Feline (wild and domestic cats, cheetahs, leopards, lions and tigers): Fiercely independent and often aloof, druids befriending felines demonstrate a rugged independent spirit. Less social than the majority of their counterparts, they usually belong to loosely organized druidic circles.

Pachyderm (camels and elephants): Distant and seemingly uncaring, the companions of these rugged animals rarely interest themselves in immediate concerns. Adept at surviving in harsh climates, they rarely exert tremendous quantities of energy. Their druidic circles gather on an infrequent basis.

Primate (apes, baboons, and monkeys): Introspective and intelligent, druids associated with primate companions often remain active with their humanoid families. If aroused, they attack with unbridled ferocity and savagery contrary to their normally placid demeanor. Their circles frequently consist of extended family members.

Reptilian (crocodiles, lizards, snakes): Relying more on guile than intelligence, druids affiliated with reptiles employ their combat skills more than their magical powers. Usually anti-social and very distrustful, they rarely form circles consisting of more than a few individuals.

Rodent (bats, rats and weasels): Sly and agile, these druids dwell in close proximity to sedentary society, scavenging for their needs. Wily and anti-social, they form extremely secretive druidic circles that often congregate in dark caves and warrens beneath the earth.

Ursa (black bears, brown bears and polar bears): Blessed with exceptional physical strength, these druids engage in unparalleled gluttony, especially when indulging fish. Like their animal companions,

they often hibernate for months at a time. Their circles meet very infrequently.

The Companion's Daily Life

Although both parties engage in an enduring friendship, the druid's companion is not tethered to his side. During the course of the day, the animal must attend to its own sustenance needs as well as other biological instincts. While the nutritional needs of smaller animals may be easily met by carrying a small packet of food, the requirements of a large carnivore or grazing animal prove far more costly and cumbersome. If the animal is traveling with the druid through a familiar wilderness area, it may utilize its Wilderness Lore skill to forage and hunt for food. For instance, a leopard journeying through a temperate forest may employ its Wilderness Lore skill to locate food because a forest is not an unfamiliar environment for a leopard. On the other hand, a leopard stranded in an arctic environment finds it far more difficult to hunt for food in such an alien environment. The following charts summarize the difficulty class modifiers for unfamiliar habitats and climates. If an animal resides in more than one habitat or climate, always use the more favorable result.

Animals not adapted for particular climates or habitats also sustain damage from cold, heat and altitude unless the druid protects them from the ravages of the environment through magical or conventional means. Unlike their humanoid companions, animals rarely devote their undivided attention to a specific goal or purpose. As a result, animals are easily distracted, temporarily occupying themselves with other activities, such as sleep and play. Whenever the druid and his companion engage in a mutual venture, the animal must roll a successful Will save every hour, otherwise it loses its focus, becoming distracted for 4d4 minutes. The saving throw's difficulty class is equal to the number of consecutive hours spent engaging in the mutual activity. For instance, a druid and his black bear companion travel for seven hours through a dense forest searching for the lair of a pack of wights. At the end of the first hour of the journey, the black bear must roll a successful Will save (DC 1) to continue the trek unabated. At the end of the second consecutive hour, the black bear must roll a successful Will save (DC 2) and so on. If the companion fails the saving throw at any point, it immediately becomes distracted. The druid may attempt to refocus his animal companion attention by defeating the animal at an opposed Will save. If the result of the druid's modified Will save equals or exceeds his animal companion's modified result, the animal ignores the distraction and continues to accompany the druid without incident. Otherwise, it remains distracted,





engaging in an ancillary activity appropriate to the situation. Animals foraging and hunting for food are not susceptible to distractions.

Severing the Bond

As the druid's powers progress, he sometimes deems it necessary to cease his friendship with his animal companion. The animal's reaction to the sudden termination of the relationship varies depending on the circumstances of its dismissal. Most druids attempt to palliate the animal's wounded feelings by returning it to its original homeland or finding a suitable home for a domestic animal. Ultimately, the druid's alignment determines the efforts he takes to effect an amicable separation. A good druid always endeavors to ease the animal's emotional trauma, while an evil druid often prioritizes his own convenience over the animal's needs. When the separation is complete, the druid must roll a Charisma check to determine the animal's reaction. Table 4.13 describes the results of that check.

After exchanging brief farewells, the animal departs and resumes its normal existence.

Druids and Deities

Although druids draw their divine powers from nature herself, they also revere deities closely affiliated with nature and its inhabitants. Deities associated with nature and fertility receive some veneration from druids as a form of celestial insurance. While not dependent upon deities for their personal power, druids enjoy the benefits of a potent ally and his worshippers. Despite their cooperation with the deity's clerics, they always detach themselves from the clergy's internal affairs.

In the eyes of some druids, deities closely associated with nature are actually omnipotent druids that achieved absolute communion with the natural world. Their lives, deeds and goals are used as examples for the entire druidic community, providing unquestionable proof of the link between the material and spiritual realms. Fellow druids endeavoring to experience sacred harmony with nature emulate the deity's earthly actions in an effort to attain the deity's omnipotence. In most instances, the deity's tenets and dogmas function as a guideline governing the druid's daily life rather than as a mechanism of subjugation to the deity's church. As such, the druid's reverence for deities never supercedes or replaces his need to worship nature herself. The bond between himself and nature remains paramount in his life; an inseparable union of amalgamated spirits.

The Abandoned

Sometimes, the rigors of druidism prove too burdensome for its adherents. Weary from a lifetime of constant struggle and hardship, some druids long for the comfort and security of a sedentary lifestyle. After losing faith in nature's serenity and power other druids journey down the path of despair and isolation. Occasionally, druids immerse themselves in the cosmic ideologies of good, evil, law or chaos, completely disregarding their neutrality. Regardless of the motivations, a handful of druids succumb to mortal temptations and fallibility. Hushed whispers and ghostly tales relayed among the circle's crackling embers describe the terrifying consequences bequeathed upon these fallen souls. Their former brethren call them the Abandoned.

While civilization lavishes itself in marvelous spectacle and incredible luxury, druids engage in a ceaseless battle for daily survival. Basic commodities readily available in cities and towns prove scarce in the untamed wilderness. Envy overcomes some druids, as they ponder the plentiful riches potentially available to them in a world bereft of the danger and hardships encountered in the wild. They find the avaricious lure of the material world too potent to resist. In a moment of moral weakness, they eagerly capitulate to earthly greed, deserting their eternal liege in favor of a gilded god.

As witnesses to nature's eternal cycle, druids encounter death far more often than most beings. Whether observing the demise of a beloved animal companion, or the destruction of a pristine forest at the hands of an unscrupulous landlord, druids experience death on a firsthand basis. The emotional ramifications are too much for some to bear. Unable to come to terms with the omnipresence of death, they intentionally progress down an irreparable road to despair. No longer finding solace in nature's promise of renewal and rebirth, they recklessly abandon their druidic beliefs in a senseless orgy of self-destructive behavior.

On the other hand, a small group of druids disregards their neutrality and instead embraces the tenets of good, evil, law or chaos. Disillusioned by a perceived lack of commitment by their fellow druids, they adopt the ideologies of their new belief in place of their reverence for nature. No longer content to act as aloof observers, they demand a proactive approach to crises regardless of the consequences. Unfortunately, they soon find themselves awash in a sea of conflicting priorities, unable to discern fact from fantasy while completely losing sight of nature's ultimate vision.

Frequently ostracized from the druidic community and inevitably abandoned by nature herself, many

find the life that awaits them even more difficult than the existence that they rejected. Precluded from utilizing their spells and magical abilities, they soon find themselves ill prepared to combat an often alien and unfeeling world. After an interval of contemplation and introspection, some experience genuine remorse, longing for reconciliation with nature and its inhabitants. The remainder on the other hand grew more bitter and resolute in their convictions, swearing vengeance against their former brethren and all that they hold sacred.

Reconciling with Nature

Despite their sincere intentions and genuine desire for forgiveness, restoring a druid to his former station requires external intervention from another druid. In most cases, the fallen druid seeks redemption from his former circle, however exigent circumstances may prevent the druid from returning to his former brethren. If the repentant druid's transgressions proved injurious to his former circle, a hostile and possibly violent reception awaits him. However, most circles graciously welcome a prodigal brother back into their ranks.

Acceptance and contrition is only the first step on the path to reconciliation. The full restoration of his communion with nature requires the intercession of a powerful druid willing to sacrifice his own strength and reputation on behalf of the penitent. In accordance with his bona fide desire for forgiveness, he must convince his benefactor of his true intentions through words or deeds. For most minor transgressions, an impassioned plea and a humble apology usually prove sufficient, however deliberate misdeeds require greater evidence of the transgressor's sincerity. In these instances, his confessor requires actions usually intended to mend the damage inflicted by the druid's actions. Replanting trees and tending to injured animals are common acts of contrition performed by repentant druids. After completing his penance, his benefactor restores his bond with nature by casting an *atonement* spell on him. The DMG describes the spell's exact effects upon its caster.

The Black Thumb

For others, the decision to abandon nature is a deliberate act, governing their actions for the remainder of the lives. While many sink into an irretrievable abyss of addictive excess and destructive self-loathing, a growing minority join a new brotherhood vulgarly referred to by its members as The Black Thumb, an obvious allusion to gardening terminology. Its constituency views nature as an unfeeling and uncaring abomination and its former brethren as needless obstacles inhibiting the

proliferation of civilization and the exploitation of its infinite resources. As a mockery of their previous beliefs, the members call their gathering a pentagram rather than a circle. Hardly contrite or repentant, The Black Thumb relishes in the wholesale destruction of vast tracts of virgin wilderness and the wanton desecration of druidic circles.

The Black Thumb carries out their mission in two manners. Chaotic branches of the organization prefer random and sporadic acts against their former brethren. Small and loosely organized, the members conduct a clandestine guerilla war against the forces of nature. Although less effective than their lawful cousins, the group's flexibility renders it more resistant to eradication by retaliating druidic circles. The lawful version possesses more cohesion and structure enabling it to partake in large-scale operations against natural targets. Unlike their chaotic counterparts, they conduct a traditional variety of warfare, eagerly and openly meeting their opposition on the battlefield. However, the elimination of several key members of its rigid chain of command irreparably disrupts its infrastructure, causing its immediate splintering and demise.

Regardless of their fledgling convictions or abrupt changes in ideology, all druids that abandon nature experience alienation unknown to members of all sentient cultures. By rejecting the motherly entity that bore them into physical existence, they ironically find themselves orphaned, hopelessly adrift on an ocean of confusion and disarray.





OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: *Open Game License v 1.0* Copyright 2000, Wizards of the Coast, Inc.; *System Reference Document* Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by Dave Arneson and E. Gary Gygax; *Druids & Druidism* Copyright 2003, Bastion Press, Inc.

Open Content: The entire contents of *Druids & Druidism* are Open Content, except for the cover, artwork, and other graphic elements. The cover, artwork, and graphic elements are Product Identity owned solely by Bastion Press, Inc.



Online Store

Can't find a local retailer that carries all of our products? If the wonder of the *Oathbound* campaign setting and other Bastion Press sourcebooks has escaped your grasp, visit our website and experience the joys of free shipping (worldwide), CD-ROM compilations of our electronic sourcebooks and adventures, and shelves that are filled with the best products in gaming.

www.bastionpress.com