

Druid

Within the order of the wilds lingers a power beyond the marvels of civilization. Furtive yet undeniable, these primal magics are guarded over by servants of philosophical balance known as druids. Allies to beasts and manipulators of nature, these often misunderstood protectors of the wild strive to shield their lands from all who would threaten them and prove the might of the wilds to those who lock themselves behind city walls. Rewarded for their devotion with incredible powers, druids gain unparalleled shape-shifting abilities, the companionship of mighty beasts, and the power to call upon nature's wrath.

Role: While some druids might keep to the fringe of battle, allowing companions and summoned creatures to fight while they confound foes with the powers of nature, others transform into deadly beasts and savagely wade into combat. Druids worship personifications of natural powers or nature itself. Typically, this means devotion to a nature deity, though druids are just as likely to revere vague spirits, animalistic demigods, or even specific awe-inspiring natural wonders.

Alignment: Any neutral

Hit Die: d8

Parent Classes: Beastmaster and Geomancer.

Starting Wealth: 2d6 × 10 gil (average 70 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The druid's class skills are (and the key ability for each skill) Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Table: The Druid							
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	MP	Spell Level
1 st	+0	+2	+0	+2	Nature Bond, Nature Sense, Wild Empathy, Cantrips, Spell Proficiency, Limit Breaks	1	1 st
2 nd	+1	+3	+0	+3	Druidic Talent, Woodland Stride	2	1 st
3 rd	+2	+3	+1	+3	Trackless Step, 1st Favored Terrain, Armored Mage (Light Armor)	3	2 nd
4 th	+3	+4	+1	+4	Druidic Talent, Resist Nature's Lure, Homefield Advantage	5	2 nd
5 th	+3	+4	+1	+4	Wild Shape (1/day), Clear Mind I	8	3 rd
6 th	+4	+5	+2	+5	Druidic Talent, Geosynchronous	11	3 rd
7 th	+5	+5	+2	+5	Wild Shape (2/day), 2nd Favored Terrain, Armored Mage (Medium Armor)	15	4 th
8 th	+6/+1	+6	+2	+6	Druidic Talent, Homefield Advantage (+10', Minute duration), Nature's Armor (+2)	20	4 th
9 th	+6/+1	+6	+3	+6	Wild Shape (3/day), Venom Immunity	26	5 th
10 th	+7/+2	+7	+3	+7	Druidic Talent, Clear Mind II, Armored Mage (Heavy Shields)	32	5 th
11 th	+8/+3	+7	+3	+7	Wild Shape (4/day), 3rd Favored Terrain, Nature's Resilience	39	6 th
12 th	+9/+4	+8	+4	+8	Druidic Talent, Homefield Advantage (+10'),	47	6 th

					Nature's Armor (+3)		
13 th	+9/+4	+8	+4	+8	Wild Shape (5/day), Plant Whisperer	56	7 th
14 th	+10/+5	+9	+4	+9	Druidic Talent, Path of Trees	65	7 th
15 th	+11/+6	+9	+5	+9	Wild Shape (6/day), A Thousand Faces, Clear Mind III, 4th Favored Terrain	75	8 th
16 th	+12/+7	+10	+5	+10	Druidic Talent, Homefield Advantage (+10'), Nature's Armor (+4)	86	8 th
17 th	+12/+7	+10	+5	+10	Wild Shape (7/day), Timeless Body	98	9 th
18 th	+13/+8	+11	+6	+11	Druidic Talent, Geostep	110	9 th
19 th	+14/+9	+11	+6	+11	Wild Shape (at will), 5th Favored Terrain	122	9 th
20 th	+15/+10/+5	+12	+6	+12	Druidic Talent, Home Ground, Homefield Advantage (10 minute duration), Nature's Armor (+5), Clear Mind IV	135	9 th

Class Features

All of the following are class features of the druid.

Weapon and Armor Proficiency: The druid is proficient with the following weapons: club, dagger, dart, quarterstaff, power rod, power staff, scimitar, scythe, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form she assumes with wild shape (see below).

The druid is proficient with light and medium armor but are prohibited from wearing metal armor; thus, she may wear only padded, leather, or hide armor. A druid may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. The druid is proficient with shields (except tower shields) but must use only wooden ones. As long as the druid wears non-prohibited armor and shields, she can cast spells without spell failure.

A druid who wears prohibited armor or uses a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Limit Breaks (Su): At 1st level, the druid receives the Limit Breaks (Enlarging Protectors and Entanglement Field).

Enlarging Protectors (Su): This Limit Break allows the druid to enhance all allied animals within 30 feet, enlarging them by 1 size step. This lasts for a duration of 1 round + 1 round per four druid levels after 1st. This limit break only requires a swift action.

Entanglement Field (Su): This Limit Break causes the area around the druid in a 30-ft.-radius to erupt in a growth of grass and roots. All enemies within the area of effect are immobilized unless they make a Fortitude save (DC 10 + half of the druid's level + her Wisdom modifier) for a duration of 1 round + 1 round per four druid levels after 1st. All allies within the area of effect can ignore any difficult terrain for the duration of the limit break. This limit break only requires a swift action.

Spells: A druid casts druidic spells, which are drawn from the druid spell list. A druid begins play with 3 1st level druid spells of her choice. The druid also selects a number of additional 1st-level spells equal to her Wisdom modifier to add to her list of spells. Each time a character attains a new druid level, she gains two spells of her choice to add to her list of spells. The two free spells must be of spell levels she can cast. Like most mages, a druid can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom modifier. In addition, a druid gains additional MP for having a high attribute (Wisdom).

A druid must spend 1 hour each day in a trance-like meditation on the mysteries of nature to regain her daily allotment of MP.

Spell Proficiency (Ex): Druids are considered to have the Precise Shot feat while casting spells, using class features that require ranged touch or using any magical items that require ranged touch.

Cantrips: Druids learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Druids begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

Bonus Languages: A druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race.

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

Nature Bond (Ex): At 1st level, a druid forms a bond with nature. This bond can take one of two forms. The first is a close tie to the natural world, granting the druid two of the following cleric domains: Air, Animal, Earth, Erosion, Fire, Ice, Lightning, Plant, Sun, Water, or Weather. When determining the powers granted by this domain, the druid's effective cleric level is equal to her druid level.

The second option is to form a close bond with an animal companion. A druid may begin play with any of the animals listed in Animal Companions from beastmaster. However, the animal companion's BAB and HD is effectively 3/4ths and d8 hit points. This animal is a loyal companion that accompanies the druid on her adventures.

Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the druid advances in level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the statistics and abilities of the companion. Most animal companions increase in size when the druid reaches 4th or 7th level, depending on the companion. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a - 4 penalty on the check.

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

Druidic Talents (Su): Also, at 2nd level, a druid gains a set of talents that will boost her power and spells. Starting at 2nd level and every two druid levels thereafter, a druid gains a druidic talent. Unless specified otherwise, a druid cannot select an individual talent more than once.

Able Explorer (Ex): When making an Acrobatics, Climb, Fly, Ride, or Swim check in any of her favored terrains, a druid with this talent can make two skill checks and take the higher.

Adaptable Terrain (Ex): A druid with this talent can adapt and orient herself to new environments and new enemies. She gains a +1 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks whenever she is in a terrain she hasn't selected as one of her favored terrains. She leaves no trail and can't be tracked in any such terrain (though she can leave a trail if she so chooses). **Prerequisite:** A druid must be at least 8th level to select this talent.

Advantageous Terrain (Ex): When a druid with this talent is within one of her favored terrains, she can spend up to 3 consecutive rounds studying an area of terrain to gain the benefits below. Each round of studying terrain is a standard action. During the first round of studying terrain, the druid designates a 60-foot-radius-burst area from a single square within line of sight. Depending on how many rounds the druid spends studying the area, she or her allies gain the following benefits for 10 minutes per druid level she possesses.

- *1st Round:* Allies within line of sight and that can hear the druid gain a +2 bonus on initiative checks while within the advantageous terrain area.
- *2nd Round:* Allies within line of sight and that can hear the druid gain a +2 on Perception, Stealth, and Survival checks while within the advantageous terrain area.
- *3rd Round:* The druid's movement is not hampered by difficult terrain while within the advantageous terrain area. Furthermore, the druid can take 10 on Climb and Swim checks and checks to jump while within the area, even when in immediate danger or distracted.

Camouflage (Ex): A druid with this talent can use the Stealth skill to hide in any of her favored terrains, even if the terrain doesn't grant cover or concealment.

Concentrate (Ex): The druid can reroll any concentration check she has just made with a +4 bonus. She must use this ability after the roll is made, but before the roll's outcome is determined. The druid must take the second roll, even if it is worse. The druid can use this ability once per day.

Easy Terrain (Ex): While in a favored terrain, the druid gains a +10 movement bonus to base land speed. **Prerequisite:** The druid must be at least 6th level to select this talent.

Empowered Magic (Su): The druid can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the MP cost or the level of the spell.

Extended Magic (Su): The druid can cast one spell per day as if it were modified by the Extended Spell feat. This does not increase the MP cost or the level of the spell.

Extra Favored Terrain (Ex): The druid gains an additional favored terrain that she doesn't already have.

Prerequisite: The druid must have two favored terrains to select this talent.

Feral Speech (Su): The druid gains the supernatural ability to speak with and understand the response of any animal as if using *speak with animals*, though each time she speaks to animals, she must decide to communicate with either amphibians, birds, fish, mammals, or reptiles, and can only speak to and understand animals of that type. She can make herself understood as far as her voice carries. This talent does not predispose any animal addressed toward the druid in any way. When the druid reaches 12th level, she can also use this ability to communicate with vermin.

Forest's Blessing (Su): If the druid cast any spells while on her favored terrain, she casts them at +1 caster level and with +1 to the save DC. **Prerequisites:** A druid must be at least 6th level and have favored terrain class feature to select this talent.

Hide in Plain Sight (Ex): While in any of her favored terrains, a druid with this talent can use the Stealth skill even while being observed. **Prerequisites:** A druid must be at least 12th level and have the camouflage druidic talent to select this talent.

Improved Easy Terrain (Ex): Allies within line of sight of the druid gain a +10 movement bonus to base land speed while in one of her favored terrains. **Prerequisite:** The druid must have the easy terrain druidic talent to select this talent.

*Improved Enhancements (Ex)**: When the druid casts an enhancement spell, its highly effective on the first round. During the first round that the enhancement spell was casted, the effects are doubled. She may use this ability a number of times per day equal to 3 + her Wisdom modifier.

Infiltration (Ex): Once per day, a druid with this talent can choose a single terrain type that is not her favored terrain. For the next hour per druid level, she treats that terrain as if it were one of her favored terrains.

Live in Comfort (Ex): A druid is truly at home within her favored terrains. She knows all the signs of the wilderness. She rarely gets lost. She can easily live off the land in comfort, and can provide for companions. The druid with this talent can take 10 on any Survival check involving any of her favored terrains, even when in immediate danger and distracted. If the druid is not in immediate danger and distracted, she can take 20 even if the check has a penalty for failure. **Prerequisite:** A druid must be at least 10th level to select this talent.

Mage Training: The druid may select an item creation or metamagic feat. The druid must still meet all prerequisites for a bonus feat, including caster level minimums. This talent may be taken more than once. Each time, a different feat must be selected.

Maximized Magic (Su): The druid can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the MP cost or the level of the spell. **Prerequisite:** The druid must be at least 12th level to select this talent.

Perfect Advantage (Ex): When using her advantageous terrain ability, a druid needs only to study the terrain as a standard action to gain all of the benefits. Furthermore, the area of her advantageous terrain increases to a 1-mile-radius spread from the single square within line of sight. **Prerequisites:** A druid must be at least 10th level and have the advantageous terrain and superior tactics druidic talents to select this talent.

Quickened Magic (Su): The druid can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the MP cost or the level of the spell. **Prerequisite:** The druid must be at least 12th level to select this talent.

Reach Magic (Su): The druid can cast one spell per day as if it were modified by the Reach Spell feat. This does not increase the MP cost or the level of the spell.

Silent Magic (Su): The druid can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the MP cost or the level of the spell.

Still Magic (Su): The druid can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the MP cost or the level of the spell.

Subterranean Stride (Ex): A druid is never slowed by difficult terrain while underground. However, areas that are enchanted or magically manipulated to impede motion still affect her. **Prerequisites:** A druid must be at least 6th level to select this talent.

Superior Tactics (Ex): Once per day, after a druid and her allies roll initiative, the druid with this talent can arrange her and her allies' initiative rolls any way she wishes. If she has already taken 3 rounds to scout out the terrain with her advantageous terrain ability and both she and her allies are within the effect area, they gain a +2 bonus to initiative checks. Using this ability is not an action. **Prerequisites:** A druid must be at least 6th level and have the advantageous terrain druidic talent to select this talent.

Surecast (Su): The druid exercises caution when in danger, casting her spells with more care. While in a threatened square, she may choose to spend a full-round action to cast a spell, with a casting time of standard action or less. Doing so allows her to cast the spell without needing to cast defensively. **Prerequisite:** The druid must have the Combat Casting feat to select this talent.

Swift Tracker (Ex): A druid with this talent can move at her normal speed while using Survival to follow tracks without taking the normal –5 penalty. She takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking. **Prerequisites:** A druid must be at least 8th level and the track druidic talent to select this talent.

Terrain Bond (Ex): A druid with this talent forms a bond with the land itself, enabling her to direct others in such terrain. When in her favored terrain, the druid grants all allies within line of sight and that can hear her a +2 bonus on initiative checks and Perception, Stealth, and Survival skill checks. Also, as long as they travel with her, the druid's allies leave no trail and can't be tracked. The druid can choose for the group to leave a trail, or even for specific members of the group to leave a trail if she so desires. **Prerequisite:** A druid must be at least 8th level to select this talent.

Track (Ex): A druid with this talent adds half her druid level to Survival skill checks made to follow tracks.

Trailbreaker (Ex): A druid constantly works to obscure her trail. With this talent, she increases the Survival DC to track her, or a group of which she is a part, by an amount equal to half her druid level. This does not stack with similar abilities.

Werewolf Shape (Su): When the druid uses wild shape, she can choose to take the shape of a werewolf in addition to the other shapes available. While in werewolf shape, she gains all the effects of the werewolf template instead of the spell's normal benefits. She acts in all respects as a natural lycanthrope for the duration of the spell, including the ability to inflict the curse of lycanthropy using the DC (10 + half of the druid's level + her Wisdom modifier). **Prerequisite:** A druid must be at least 14th level to select this talent.

Wilderness Whispers (Su): A druid with this talent cannot be surprised and always acts as if she had rolled a natural 20 on any initiative check while within any of her favored terrains. A druid can always move at full speed while using Survival to follow tracks without penalty. **Prerequisites:** A druid must be at least 16th

level and have the adaptable terrain, advantageous terrain, track, and swift tracker druidic talents to select this talent.

Trackless Step (Ex): Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Armored Mage (Ex): At 3rd level, normally, armor of any kind interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component. A druid's limited focus and specialized training, however, allows her to avoid spell failure so long as she sticks to light armor and light shields. This training does not extend to medium armor or heavy shields. This ability does not apply to spells gained from a different spell-casting class. At 7th level, a druid learns to use medium armor with no chance of spell failure. At 10th level, a druid learns to use heavy shields with no chance of spell failure.

Favored Terrain (Ex): Starting at 3rd level, a druid may select a type of terrain from the table below. The druid gains a +2 bonus on Initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. While on one of her favored terrains, the druid suffers no impairment to movement from difficult terrain (this does not extend to abilities that duplicates the effects of difficult terrain).

At 7th level and every four druid levels thereafter, the druid may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the druid's bonuses do not stack; he simply uses whichever bonus is higher.

Table: Druid's Favored Terrains
Favored Terrains
Cold (ice, glaciers, snow, and tundra)
Desert (sand and wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Plains
Swamp
Underground (caves and dungeons)
Urban (buildings, streets, and sewers)
Water (above and below the surface)

Resist Nature's Lure (Ex): Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as blight, entangle, spike growth, and warp wood.

Homefield Advantage (Su): At 4th level, a druid has learned to access her favored terrain, wherever she may be. Once per day, as a swift action, she may treat the area within a 30-ft radius burst centered on her as one of her favored terrain (chosen upon activation). This ability lasts for 1 round per druid level. She gains an additional use of this ability at 8th, 12th, 16th and 20th level.

At 8th level, a druid's homefield advantage radius increases by 10-ft.

At 12th level, the homefield advantage's radius increases by another 10-ft. The duration for this ability is now in minutes per druid level.

At 16th level, the homefield advantage's radius increases by another 10-ft.

At 20th level, the duration for this ability is now 10 minutes per druid level.

Wild Shape (Su): At 5th level, a druid gains the ability to turn herself into any small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability an additional time per day at 7th level and every two druid levels thereafter, for a total of seven times at 17th level. At 19th level, a druid can use wild shape at will. As a druid gains in levels, this ability allows the druid to take on the form of larger and smaller animals, and plants. Each form expends one daily usage of this ability, regardless of the form taken.

At 7th level, a druid can use wild shape to change into a Large or Tiny animal. When taking the form of an animal, a druid's wild shape now functions as *beast shape II*.

At 9th level, a druid can use wild shape to change into a Huge or Diminutive animal or a Small or Medium plant creature. When taking the form of animals, a druid's wild shape now functions as *beast shape III*. When taking the form of a plant creature, the druid's wild shape functions as *plant shape I*.

At 11th level, a druid can use wild shape to change into a Large plant creature. When taking the form of a plant, the druid's wild shape now functions as *plant shape II*.

At 13th level, a druid can use wild shape to change into a Huge plant creature. When taking the form of a plant, the druid's wild shape now functions as *plant shape III*.

Clear Mind (Ex): At 5th level, a druid can regain his MP quicker. The druid must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. For example, she could be riding in the back of a carriage and benefit from this ability. The druid does not gain this recovery if she is asleep or unconscious. The druid regains 1 MP per hour. This increases by 1 for every five druid levels after 5th.

Geosynchronous (Su): Starting at 6th level, while in any favored terrain that the druid has chosen, she gains a +1 insight bonus to attack rolls and saving throws against creatures and a +1 insight bonus to all skill checks used in that terrain. These bonuses last as long as she remains in the specific location. These bonuses increase by +1 at every five levels gained after 5th.

Nature's Armor (Ex): At 8th level, a druid learns to use the natural cover her favored terrain provides. Whenever she is on one of her favored terrains, a druid receives a +2 natural bonus to AC. This bonus increases by 1 at 12th, 16th and 20th level.

Venom Immunity (Ex): At 9th level, a druid gains immunity to all poisons, including the poison status effect.

Nature's Resilience (Su): At 11th level, whenever a druid is on one of her favored terrains, she gains a bonus equal to her favored terrain bonus on all saves against extraordinary, spell-like and supernatural abilities.

Plant Whisperer (Su): At 13th level, a druid's connection to nature becomes strong enough that she can always hear plants whispering. She is treated as constantly under the effects of *Speak with Plants*. Once per day, she can spend 10 minutes in communion with the plants to learn the answers to her questions, as *Commune with Nature*.

Path of Trees (Su): At 14th level, once a day, a druid can step within a tree and then teleport from that tree to another one in a manner similar to the *Tree Stride* spell. She gains an extra use of this ability each day at 17th level, and a third use of this ability at 20th level. Furthermore, a druid of 18th level or higher can use this ability to teleport to any other tree of its type up to 100 miles away.

A Thousand Faces (Su): At 15th level, a druid gains the ability to change her appearance at will, as if using the *Disguise Self* spell, but only while in her normal form.

Timeless Body (Ex): After attaining 17th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the druid still dies of old age when her time is up.

Geostep (Su): At 18th level, a druid's connection with the earth is so great that she is able to move through it with unparalleled ease. In a favored terrain she has chosen, she is able to teleport a distance equal to her movement speed as a move action.

Home Ground (Su): At 20th level, the druid knows every tree, every deer, every blade of grass, and every scuttling beetle of her home. The druid selects a specific area relevant to the campaign, such as a prominent forest, mountain, or even a patch of sea. The druid is constantly under the effect of *Commune with Nature* with regards to that area and can change the facts she gleans from the spell when she gains her MP each day. In addition, while on her home ground, the druid gains a +4 bonus to her caster level.