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ABANDONED ARTS® PRESENTS:

# CLASS ACTS: DRUID ARCHETYPES

THREE NEW ARCHETYPES FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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## ARCHETYPES

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As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

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### THE EARTHSPEAKER (DRUID ARCHETYPE)

The stoic circle of druids known as the earthspeakers take the concept of communing with nature to an extraordinary extreme, developing supernatural means of communicating – in a very literal way – with the earth itself.

An earthspeaker has the following class features.

**Ask the Stone (Su):** The earthspeaker can communicate on a rudimentary level with non-magical, unworked stones and rocks of Colossal size or smaller. This ability functions as a *speak with plants* effect, except that the earthspeaker may speak with stone, instead. Like plants, stones cannot sense their surroundings very well. The GM may treat stone and rock as though it had tremorsense with a range equal to twenty times the width of the rock. Stone always has an indifferent attitude, and this cannot be improved. Even so, stone and rock are typically content to answer simple questions to the best of their very limited ability. Rocks might know if creatures have passed by recently. They might also know a very little bit about the area in their immediate surroundings, such as the presence or absence of caves or buried things. A druid must speak in Druidic to use this ability.

This ability can also be used to influence the attitudes of creatures with the earth subtype. Against creatures with Intelligence scores of 3 or higher, this allows the earthspeaker to communicate with earth creatures, even if he does not share a language with those creatures. Against mindless earth creatures, or earth creatures with an Intelligence score of 1 or 2, this ability works like a druid's wild empathy class feature.

This ability replaces wild empathy.

**Walk the World (Su):** At 2nd level, the earthspeaker suffers no penalty to speed or on Acrobatics or Stealth checks when walking across steep slopes, rubble, or scree. Furthermore, the druid may not be tracked in mountainous or rocky terrain.

This ability replaces woodland stride and trackless step.

**Move the Earth (Sp):** At 4th level, the earthspeaker can coax the earth itself to move and reshape itself at his direction. To use this ability, the earthspeaker makes a special Charisma check, adding his druid level to the roll. The result determines the spell-like abilities that the druid can manifest. Each ability functions at a caster level equal to the druid's class level. Each use of this ability a standard action regardless of the success or failure of the check or the normal casting time of the spell effect produced, and the druid may choose to use any spell-like ability that his check would allow. A druid must speak in Druidic to use this ability.

A natural 1 or a check result of 20 or less causes the druid to lose access to this ability for 24 hours.

A DC 25 check can produce an *expeditious excavation* effect (see the *Pathfinder® Roleplaying Game: Advanced Player's Guide*).

A DC 27 check can produce a *soften earth and stone* effect.

A DC 29 check can produce a *meld into stone* effect.

A DC 31 check can produce a *spike stones* effect (affecting bare earth only, not vegetation).

A DC 33 check can produce a *transmute mud to rock* or *transmute rock to mud* effect.

A DC 35 check can produce a *move earth* effect. This spell-like ability affects only a 15-foot square.

This ability replaces wild shape.

## THE FAERIE THRALL (DRUID ARCHETYPE)

While most druids enjoy a friendly relationship with many faerie creatures, some druids pledge their efforts (or submit their wills) as much to the furthering of ancient fey agendas as to the laws of nature or the cycles of the seasons.

A faerie thrall has the following class features.

**Alignment:** Any neutral and non-lawful

**Class Skills:** A faerie thrall adds Bluff and Knowledge (arcana) to their list of class skills.

**Fey Thrall (Ex):** A faerie thrall venerates and is subject to the will of faeries and fey creatures of one kind or another. At 1st level, the fey thrall must choose the seelie path or the unseelie path. A faerie thrall who chooses the seelie path takes a -4 penalty on saving throws against the spell-like and supernatural abilities of good-aligned fey. A faerie thrall who chooses the unseelie path takes a -4 penalty on saving throws against the spell-like and supernatural abilities of evil-aligned fey.

At 4th level, a faerie thrall gains a +4 bonus on saving throws against arcane spells, and against non-fey spell-like abilities.

This ability replaces resist nature's lure.

**Magic Darts (Su):** At 6th level, the faerie thrall gains the ability to transform thrown darts into magical projectiles. Using this ability is a free action as a part of an attack action with a dart (or with a blowgun (if the druid is proficient)). If the attack hits, the weapon deals no damage. Instead, the projectile explodes in a shower of pixie dust that causes the target to be affected by a *charm monster* effect (if the druid chose the seelie path at 1st level) or a *sleep* effect that can affect creatures with any number of Hit Die (if the druid chose the unseelie path at 1st level) unless that creature succeeds at a Will saving throw with a DC equal to the amount of damage that the weapon would have dealt. Do not apply damage reduction when determining the DC of this effect. In either case, the projectile does have no effect on creatures with a challenge rating greater than the druid's class level, or on fey creatures of any challenge rating. The effects of the dart last for a number of minutes equal to the druid's class level. This ability is usable a number of times per day equal to half the druid's class level.

This ability replaces wild shape.

**Fey Manifestation (Su):** At 9th level, the faerie thrall can call upon the power of his fey patrons in order to manifest a number of fey qualities. As a full-round action that does not provoke an attack of opportunity, the druid may gain the benefits of the fey creature template (see the *Pathfinder® Roleplaying Game: Bestiary III™* sourcebook for a description of this template). The variable special abilities granted by this template can be chosen and changed each time that the faerie thrall adopts this form. The faerie thrall may remain in this form for a number of rounds per day equal to his druid level. This duration does not need to be consecutive, but must be spent in 1-round increments. A faerie thrall that chooses an animal companion may impart the benefits of this ability to his animal companion instead.

This ability replaces venom immunity.

**Faerie Tongue (Su):** At 20th level, any creature that the faerie thrall successfully deceives with a Bluff skill check may be affected by a *modify memory* effect (no save), believing that the druid's description of events truly did take place as described.

## THE GREENMIND (DRUID ARCHETYPE)

An ascetic and sage kind of druid, the greenmind pursues divine illumination and spiritual balance through a meditative process that brings him ever closer to the unknowable enlightenment of all things green and growing.

A greenmind has the following class features.

**Weapon and Armor Proficiency:** Greenmind are not proficient with scimitars or with any type of armor.

**Verdant Armor (Su):** As long as a greenmind does not wear armor of any kind, he gains *barkskin* as a constant spell-like ability with a caster level equal to his druid level, except that the granted natural armor bonus can reach as high as at +7 as 18th level. In addition, the greenmind gains a circumstance bonus equal to his current natural armor bonus on Stealth skill checks made to hide in forests, tall grass, undergrowth, or any other sort of natural foliage.

**Greenmind (Ex):** At 4th level, a greenmind gains a +2 bonus on saving throws against the paralysis, poison, polymorph effects, sleep effects, and stunning. A greenmind gains a +4 bonus on saving throws against spells and effects that target plants.

This ability replaces resist nature's lure.

**Plant Shape (Su):** A greenmind gains access to the wild shape class feature at 8th level, and may only take the form of plant creatures. The druid may use wild shape once per day, plus one additional time per day for every two druid levels after 8th level.

This ability alters wild shape.

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