

THE GENIUS GUIDE TO

# THE TALENTED DRUID



STEPHEN ROWE





## CREDITS

**Author:** Stephen Rowe

**Developer/Editor:** Justin Sluder

**Cover Illustration:** GrandFailure, Lisa McSherry

**Interior Illustration:** Amy Nagi, Brett Neufeld, Brian Brinlee, CJ Marsh, Crystal Frasier, Frank Hessefort, Gary Dupuis, GrandFailure, Ivan Dixon, Jacob E. Blackmon, JESockart, Jesus Blones, Joe Slucher, Liz Courts, Matt Morrow, Michael Scotta, Publishers Choice, Ryan Rhodes, Storn Cook

**Graphic Design and Layout:** Lj Stephens

**Publisher:** Owen K.C. Stephens

**Produced by:** Rogue Genius Games

**Project Manager:** Lj Stephens

**Consigliere:** Stan!

Contents **Copyright 2019** Rogue Genius Games

For more information about Rogue Genius Games,  
follow us on Facebook:

[www.Facebook.com/RogueGeniusGames](http://www.Facebook.com/RogueGeniusGames)  
on Twitter: @Owen\_Stephens

All logos are the trademark of Rogue Genius Games  
All rights reserved.

**Product Code:** RGG0217

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

com/pathfinderRPG/compatibility for more information on the compatibility license.

### DESIGNATION OF PRODUCT IDENTITY:

The Rogue Genius Games (RGG) company name and logo; the “The Genius Guide to the Talented Druid” name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

### DECLARATION OF OPEN CONTENT:

All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.



# TABLE OF CONTENTS

INTRODUCTION .....	5
Table: Druid .....	6
Class Skills .....	7
Class Features .....	7
DRUID EDGES .....	7
Save vs. Wall of Text .....	8
Table: Druid Bite Attacks .....	10
Table: Druid Claw Attacks .....	10
Domains .....	11
DRUID TALENTS .....	23
Save vs. Wall of Text .....	24
APPENDIX ONE: ANIMAL COMPANIONS .....	44
Table: Animal Companion Options .....	46
APPENDIX TWO: DRUID SPELLS .....	49
APPENDIX THREE: DRUID DOMAINS .....	51
Alternate Domain Options .....	56
OGL .....	57







# THE TALENTED DRUID

## INTRODUCTION

Druids are one of the most versatile characters in the Pathfinder Roleplaying Game. Combining powerful spellcasting and shapeshifting alone allows for a plethora of options when facing any difficult situation. On top of this, druids receive animal companions or domain, and a large number of flavorful abilities. The druid can rely on spells, tear into enemies with tooth and claw, or have a mighty ally in battle.

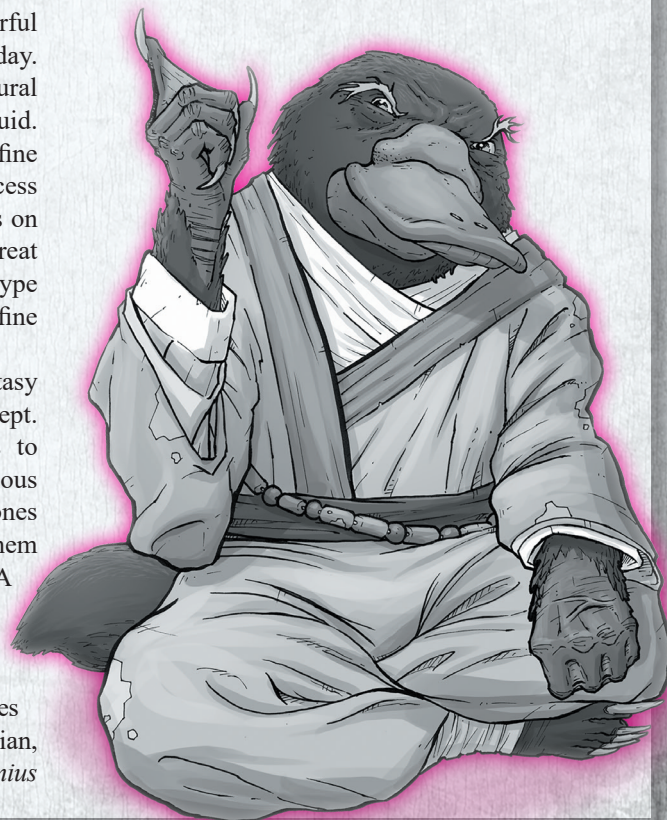
If there is a downside to the druid, it's that by being decent at so many varied things, it makes it more difficult to specialize in one area. A druid can end up being a jack of many trades, but a master of none. Beyond that, most druids end up with the same core assumptions. They are always going to be some divine primary spellcaster with a general or specific connection to nature. In essence, every druid has the same archetype—the spellcaster.

Of course, there is nothing wrong with that! Any primary spellcaster is incredibly powerful with a carefully chosen spell selection each day. Certainly, a connection to the ancient natural magic fits well with the core concept of a druid. However, it should not be the only thing to define them. Unfortunately, giving any character access to magic on par with the druid sets hard limits on additional options. Spellcaster druids are a great iconic character concept, but they should be a type of druid, not the only option. If spells don't define a druid, what does?

Druids in popular culture, history, and fantasy can be a confused and difficult to navigate concept. A “druid” can mean many different things to many people. For some they might be mysterious robed strangers chanting within standing stones and drawing on ley lines. Others might see them as moon-maddened lycanthrope worshipers. A druid should be whatever is appropriate for a character or campaign.

With the edge and talent system that has already been applied to so many other classes (see *The Genius Guide to the Talented Barbarian*, *The Genius Guide to the Talented Bard*, *The Genius*

*Guide to the Talented Cavalier*, *The Genius Guide to the Talented Cleric*, *The Genius Guide to the Talented Fighter*, *The Genius Guide to the Talented Monk*, *The Genius Guide to the Talented Rogue*, *The Genius Guide to the Talented Witch*, *The Genius Guide to More Barbarian Talents*, *The Genius Guide to More Bard Talents*, *The Genius Guide to More Cavalier Talents*, *The Genius Guide to More Cleric Talents*, *The Genius Guide to More Fighter Talents*, *The Genius Guide to More Monk Talents*, and *The Genius Guide to More Rogue Talents*), we've built a new talented druid class that can take on any of a large number of roles. While these most certainly include a number of things that could be considered some form of spellcaster, they also allow for druids skilled in stealth and assassination, vicious saurian battle-shifters, or blighted vermin-masters seeking civilization's downfall.





# THE GENIUS GUIDE TO

**TABLE: DRUID**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Druid edge x4, druid talent x2
2nd	+1	+3	+0	+3	Druid talent
3rd	+2	+3	+1	+3	Druid edge, druid talent
4th	+3	+4	+1	+4	Druid edge, druid talent x2
5th	+3	+4	+1	+4	Druid edge
6th	+4	+5	+2	+5	Druid talent x2
7th	+5	+5	+2	+5	Druid edge
8th	+6/+1	+6	+2	+6	Druid talent x3
9th	+6/+1	+6	+3	+6	Druid edge
10th	+7/+2	+7	+3	+7	Druid talent x2
11th	+8/+3	+7	+3	+7	Druid edge
12th	+9/4	+8	+4	+8	Druid talent x2
13th	+9/+4	+8	+4	+8	Druid edge, druid talent
14th	+10/+5	+9	+4	+9	
15th	+11/+6/+1	+9	+5	+9	Druid edge, druid talent
16th	+12/+7/+2	+10	+5	+10	
17th	+12/+7/+2	+10	+5	+10	Druid edge
18th	+13/+8/+3	+11	+6	+11	
19th	+14/+9/+4	+11	+6	+11	Druid edge
20th	+15/+10/+5	+12	+6	+12	Druid talent

Many of the edges and talents presented below are adapted from druid archetypes, and playtesting has revealed no balance issues with allowing druids to select from talents derived from multiple archetypes.

However, there is a broad segment of players who prefer strong niche protection and might prefer even a talent-based druid be restricted to one archetype-related concept. For campaigns where this is the standard, talents developed from archetype abilities note what archetype they are adapted from.

**Alignment:** Any neutral.

**Hit Die:** d8.

**Starting Wealth:** 2d6 x 10 gp (average 70 gp).





# THE TALENTED DRUID

## CLASS SKILLS

The druid's class skills are 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.

## CLASS FEATURES

**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 nondruids.

Druidic has its own alphabet.

**Weapon and Armor Proficiency:** Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) they gain through shapechanging.

Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they 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. Druids are proficient with shields (except tower shields) but must use only those crafted from wood.

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.

## DRUID EDGES

Every druid develops a unique set of abilities that evolve from her experiences and temperament, as well as the specific aspects to nature she venerates. The core of a druid's abilities are known as edges. Edges help a

druid connect with her environment in a manner other characters might have trouble appreciating. A druid might develop powerful spellcasting, shapeshifting, or elemental powers as a result of edge selection. A druid gains four edges at 1st level. She gains an additional edge at 3rd level and every two levels thereafter plus an edge at 4th level (to a maximum of 14 edges at 19th level). If a druid selects an edge with benefits that improve as she increases in level, the druid gains all the edge's lower level benefits retroactively immediately upon gaining the edge.

Talents are similar to druid edges, but are more fundamental to her background and personal worldview. Edges by contrast define a druid's base abilities in distinct and permanent ways. A druid may not take an edge more than once unless specified otherwise. Some edges are taken from various druid archetypes. These edges include the name of their originating archetype as a descriptor, to allow GMs to limit characters to edges from a single archetype (if desired).

Unless otherwise noted, an edge may not be taken more than once.

**Alien Form (Ex):** [Visitor] The druid is a strange or even alien creature that perfectly emulates an ordinary race in order to understand the beings it intends to befriend or enslave. However, the facade is merely that, and the druid can reveal her true nature as she grows in power. At 1st level, the druid appears for all intents and purposes as a member of any one humanoid race, and gains all racial traits as normal. If the druid was a monstrous or non-humanoid race previously, she loses all traits from her former race. The player should work with the GM to define the exact nature of the druid's true species. While this edge may be selected after 1st level, the player should likewise work with the GM to create an explanation for why the druid has been unable to access her true form.

At 1st level, the druid chooses additional racial traits worth a total of 2 or less Racial Points (see the *Pathfinder Roleplaying Game Advanced Race Guide*). The druid can gain or lose these racial traits as a standard action. The visitor must meet any prerequisites for this racial trait. The druid can gain these traits while using the wild shape ability as long as the form taken meets any prerequisites. The druid may not select any advanced or monstrous traits.



# THE GENIUS GUIDE TO

## SAVE V8 WALL OF TEXT

Spellcasting makes for a heady sacrifice and a lot of potential edges for any druid build. With at least 47 unique edges, selecting the basic abilities of a druid can become a daunting task. Once a character has been written up, it's easy to look up any selected edges and talents if they are presented alphabetically, but when thinking about what edges and talents to take next, the abilities can form a hard to navigate "wall of text."

To help with this issue we've categorized all of the edges in the following section by purpose. The beginning of the talents section includes a similar list organizing talents. The themes for edges include: Combat, Companion, Elemental, Shapeshifting, Spellcasting, and Trained. Some of the options fall under more than one potential category and so are listed multiple times.

### COMBAT

Bite  
Claws  
Grab  
Greater rage  
Rage  
Reflexes  
Rend  
Studied target  
Tough  
Vicious

### COMPANION

Animal companion  
Animal focus  
Elemental companion  
(and improved)  
Familiar  
Second animal focus  
Superior companion

### ELEMENTAL

Elemental companion  
(and improved)  
Pierce resistance

### SHAPESHIFTING

Alien form  
Animal focus  
Chimera shape  
Greater wild shape  
Merge forms  
Naga shape  
Second animal focus  
Totem transformation  
Wild shape

### SPELLCASTING

Aspirant's bond  
Domain  
Druid spells

Many lives  
Occultist  
Orisons (and improved)  
Pierce resistance  
Rapid summons  
Spell-like ability  
Spontaneous casting  
Spontaneous domain casting  
Unlife

### TRAINED

Bonus feat  
Favored terrain  
Inspiration  
Ironborn  
Native cunning  
Nature's extreme  
Senses  
Skilled  
Studied target  
Talent  
Trap

At 4th level, and every 4 levels thereafter (8th, 12th, 16th, and 20th), the druid gains an additional 2 RP to spend on racial traits, which may represent new racial abilities or improved racial abilities. At any level the druid gains additional RP, she may redefine how her RP is allocated. The druid can gain or lose all racial traits as a standard action.

*Animal Companion (Ex):* The druid forms a close bond with an animal companion. A druid may begin play with any of the creatures listed in Appendix One. 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 (see *Pathfinder Roleplaying Game: Core Rulebook* for details). 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 their 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



# THE TALENTED DRUID

hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

*Animal Focus (Su):* [Feral Shifter] As a swift action, the druid can take on the aspect of an animal, gaining a bonus or special ability based on the type of animal emulated and her druid level. The druid can use this ability for a number of minutes per day equal to her level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Normally, the druid can emulate only one animal at a time.

The druid can also apply one of these aspects to her animal companion, if she has one. Unlike with the druid herself, there is no duration on the animal aspect applied to her animal companion. An aspect applied in this way does not count against the druid's minutes of duration per day—it remains in effect until the druid changes it. The companion's aspect can be the same aspect the druid has taken on, or a different one. The druid can select or change the animal aspects on both herself and her animal companion as part of the same swift action.

If a druid has an animal companion, and it is dead, the druid can apply her companion's animal aspect to herself instead of her animal companion. This is in addition to the normal animal aspect she can choose, and (as with a companion's focus) remains in effect until the druid changes it instead of counting against her minutes per day.

- *Bat:* The creature gains darkvision out to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsense with a range of 10 feet.
- *Bear:* The creature gains a +2 enhancement bonus to Constitution. This bonus increases to +4 at 8th level and +6 at 15th level.
- *Bull:* The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level.
- *Falcon:* The creature gains a +4 competence bonus on Perception checks. This bonus increases to +6 at 8th level and +8 at 15th level.
- *Frog:* The creature gains a +4 competence bonus on Swim checks and on Acrobatics checks to jump. These bonuses increase to +6 at 8th level and +8 at 15th level.
- *Monkey:* The creature gains a +4 competence bonus on Climb checks. This bonus increases to +6 at 8th level and +8 at 15th level.

- *Mouse:* The creature gains evasion, as the rogue class feature. At 12th level, this benefit becomes improved evasion, as the rogue advanced talent.
- *Owl:* The creature gains a +4 competence bonus on Stealth checks. This bonus increases to +6 at 8th level and +8 at 15th level.
- *Snake:* The creature gains a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity. These bonuses increase to +4 at 8th level and +6 at 15th level.
- *Stag:* The creature gains a 5-foot enhancement bonus to its base land speed. This bonus increases to 10 feet at 8th level and 20 feet at 15th level.
- *Tiger:* The creature gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th level and +6 at 15th level.
- *Wolf:* The creature gains the scent ability with a range of 10 feet. The range of this sense increases to 20 feet at 8th level and 30 feet at 15th level. The range doubles if the opponent is upwind, and is halved if the opponent is downwind.

A druid must have the animal companion edge to select this edge.





# THE GENIUS GUIDE TO

**Aspirant's Bond (Ex):** [Naga Aspirant] The druid gains a spiritual connection to the serpentine deities worshiped by the nagas. At 1st level, and each time she gains a druid level, she may add one of the following spells to her druid spell list.

0th—*acid splash, bleed, daze, mage hand, open/close, ray of frost*;

1st—*charm person, divine favor, expeditious retreat, mage armor, magic missile, ray of enfeeblement, shield, shield of faith, silent image, true strike*;

2nd—*acid arrow, detect thoughts, invisibility, mirror image, scorching ray, see invisibility*;

3rd—*dispel magic, displacement, fireball, lightning bolt, suggestion*;

4th—*divine power, greater invisibility*.

A druid must have the druid spells edge to select this edge.

**Bite (Ex):** The druid gains a natural bite attack that deals greater damage as she increases in level; see the table given below. If the druid polymorphs into a form that does not possess a bite attack she loses this ability. If the druid polymorphs into a form that possesses a bite attack, she can choose to deal the form's bite damage or her base bite damage (unmodified by her altered form's size), whichever she prefers.

**TABLE: DRUID BITE ATTACKS**

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st-3rd	1d4	1d6	1d8
4th-7th	1d6	1d8	2d6
8th-11th	1d8	1d10	2d8
12-15th	1d10	2d6	3d6
16th-19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

**Bonus Feat:** The druid gains a bonus feat. The druid must still meet all prerequisites for the bonus feat. This edge may be taken more than once.

**Chimera Shape (Su):** When using wild shape, the druid can combine two creatures into a hybrid form. Creatures of any available type can be combined into a single hybrid, but the creatures

contributing to the hybrid must be of the same size. Bonuses to Strength, Dexterity, Constitution, and natural armor do not stack, and the druid takes the worse of the two contributing creature's bonuses to each statistic. So, for example, a druid becoming a hybrid of a Large fire elemental and a Large magical beast would gain a +0 size bonus to Strength, a -2 penalty to Dexterity, +2 size bonus to Constitution, and a +4 natural armor bonus. However, the druid gains any available abilities belonging to each contributing creature. To wild shape into a hybrid creature, the druid must be familiar with each contributing creature and possess appropriate talents with wild shape as a prerequisite.

A druid must be at least 11th level and have the wild shape edge to select this edge.

**Claws (Ex):** The druid gains two natural claw attacks that deal greater damage as she increases in level; see the table given below. If the druid polymorphs into a form that does not possess claws she loses this ability. If the druid polymorphs into a form that possesses claws, she can choose to deal the form's normal claw damage or her base claw damage (unmodified by her altered form's size), whichever she prefers.

**TABLE: DRUID CLAW ATTACKS**

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st-3rd	1d2	1d3	1d4
4th-7th	1d3	1d4	1d6
8th-11th	1d4	1d6	1d8
12-15th	1d6	1d8	1d10
16th-19th	1d8	1d10	2d6
20th	1d10	2d6	2d8

**Domain:** The druid selects a domain from the list of available druid domains (see sidebar). These are the domains most often attributed to druids, but other domains might be available at GM discretion (see Appendix Three for details on druid domains and domain options for various druid archetypes). The druid gains all abilities associated with the domain as a cleric of her druid level.

Each domain grants a number of bonus spells. A druid with the druid spells edge gains one domain



# THE TALENTED DRUID

## DOMAINS

The following domains and accompanying domain spells are commonly available to druids, which includes animal and terrain domains not normally available to clerics. Other domains may be allowable with GM discretion. For example, it might be appropriate for a vermin-focused druid to take the Vermin domain or a druid focusing on pack animals to take the Community domain. See Appendix Three for domain powers.

**Air Domain Spells:** 1st—*obscuring mist*, 2nd—*wind wall*, 3rd—*gaseous form*, 4th—*air walk*, 5th—*control winds*, 6th—*chain lightning*, 7th—*elemental body IV* (air only), 8th—*whirlwind*, 9th—*elemental swarm* (air spell only).

**Animal Domain Spells:** 1st—*calm animals*, 2nd—*hold animal*, 3rd—*dominate animal*, 4th—*summon nature's ally IV* (animals only), 5th—*beast shape III* (animals only), 6th—*antilife shell*, 7th—*animal shapes*, 8th—*summon nature's ally VIII* (animals only), 9th—*shapechange*.

**Aquatic Domain Spells:** 1st—*hydraulic push*, 2nd—*slipstream*, 3rd—*water breathing*, 4th—*freedom of movement*, 5th—*black tentacles*, 6th—*freezing sphere*, 7th—*animal shapes* (aquatic creatures only), 8th—*seamantle*, 9th—*tsunami*.

**Arctic Domain Spells:** 1st—*frostbite*, 2nd—*aspect of the bear*, 3rd—*sleet storm*, 4th—*wall of ice*, 5th—*aspect of the wolf*, 6th—*freezing sphere*, 7th—*wind walk*, 8th—*polar ray*, 9th—*polar midnight*.

**Badlands Domain Spells:** 1st—*cloak of shade*, 2nd—*feast of ashes*, 3rd—*cloak of winds*, 4th—*spike stones*, 5th—*wind blades*, 6th—*find the path*, 7th—*fire storm*, 8th—*earthquake*, 9th—*storm of vengeance*.

**Cave Domain Spells:** 1st—*detect aberration*, 2nd—*stone call*, 3rd—*deeper darkness*, 4th—*echolocation*, 5th—*wall of stone*, 6th—*conjure black pudding*, 7th—*statue* (looking like a stalagmite or stalactite), 8th—*earthquake*, 9th—*imprisonment*.

**Crocodile Domain Spells:** 1st—*touch of the sea*, 2nd—*savage maw*, 3rd—*water walk*, 4th—*strong jaw*, 5th—*legend lore*, 6th—*mass owl's wisdom*, 7th—*true seeing*, 8th—*mass heal*, 9th—*regenerate*.

**Desert Domain Spells:** 1st—*cloak of shade*, 2nd—*shifting sand*, 3rd—*cup of dust*, 4th—*hallucinatory terrain*, 5th—*transmute rock to mud* (creates loose sand instead of mud), 6th—*sirocco*, 7th—*sunbeam*, 8th—*sunburst*, 9th—*horrid wilting*.

**Eagle Domain Spells:** 1st—*aspect of the falcon*, 2nd—*eagle's splendor*, 3rd—*fly*, 4th—*river of wind*, 5th—*overland flight*, 6th—*eagle aerie*, 7th—*animal shapes* (birds only), 8th—*sunburst*, 9th—*winds of vengeance*.

**Earth Domain Spells:** 1st—*magic stone*, 2nd—*soften earth and stone*, 3rd—*stone shape*, 4th—*spike stones*, 5th—*wall of stone*, 6th—*stoneskin*, 7th—*elemental body IV* (earth only), 8th—*earthquake*, 9th—*elemental swarm* (earth spell only).

**Fire Domain Spells:** 1st—*burning hands*, 2nd—*produce flame*, 3rd—*fireball*, 4th—*wall of fire*, 5th—*fire shield*, 6th—*fire seeds*, 7th—*elemental body IV* (fire only), 8th—*incendiary cloud*, 9th—*elemental swarm* (fire spell only).

**Frog Domain Spells:** 1st—*jump*, 2nd—*delay poison*, 3rd—*lily pad stride*, 4th—*shout*, 5th—*blessing of the salamander*, 6th—*confusion*, 7th—*animal shapes* (amphibians only), 8th—*greater shout*, 9th—*summon froghearth*.

**Jungle Domain Spells:** 1st—*glide*, 2nd—*tar ball*, 3rd—*venomous bolt*, 4th—*arboreal hammer*, 5th—*blessing of the salamander*, 6th—*swarm skin*, 7th—*creeping doom*, 8th—*wall of lava*, 9th—*shambler*.

**Monkey Domain Spells:** 1st—*beguiling gift*, 2nd—*spider climb*, 3rd—*cacophonous call*, 4th—*freedom of movement*, 5th—*summon nature's ally V* (dire ape or girallon only), 6th—*confusion*, 7th—*animal shapes* (apes and monkeys only), 8th—*clenched fist*, 9th—*foresight*.

**Mountain Domain Spells:** 1st—*stone fist*, 2nd—*stone call*, 3rd—*cloak of winds*, 4th—*stoneskin*, 5th—*geyser*, 6th—*suffocation*, 7th—*flesh to stone*, 8th—*reverse gravity*, 9th—*clashing rocks*.

**Panther Domain Spells:** 1st—*true strike*, 2nd—*darkness*, 3rd—*deeper darkness*, 4th—*moonstruck*, 5th—*commune with nature*, 6th—*mislead*, 7th—*true seeing*, 8th—*nine lives*, 9th—*greater spell immunity*.



# THE GENIUS GUIDE TO

## DOMAINS

**Plains Domain Spells:** 1st—*mount*, 2nd—*chameleon stride*, 3rd—*haste*, 4th—*aspect of the stag*, 5th—*control winds*, 6th—*find the path*, 7th—*whirlwind*, 8th—*animal shapes*, 9th—*worldwave*.

**Plant Domain Spells:** 1st—*entangle*, 2nd—*barkskin*, 3rd—*plant growth*, 4th—*command plants*, 5th—*wall of thorns*, 6th—*repel wood*, 7th—*animate plants*, 8th—*control plants*, 9th—*shambler*.

**Serpent Domain Spells:** 1st—*charm animal*, 2nd—*animal trance*, 3rd—*poison*, 4th—*strong jaw*, 5th—*snakestaff*, 6th—*charm monster*, 7th—*animal shapes* (reptiles and snakes only), 8th—*scintillating pattern*, 9th—*crushing hand*.

**Swamp Domain Spells:** 1st—*hydraulic push*, 2nd—*burst of nettles*, 3rd—*lily pad stride*, 4th—*cape of wasps*, 5th—*insect plague*, 6th—*mass fester*, 7th—*animate plants*, 8th—*blood mist*, 9th—*shambler*.

**Vulture Domain Spells:** 1st—*deathwatch*, 2nd—*glide*, 3rd—*death knell*, 4th—*death ward*, 5th—*breath of life*, 6th—*circle of death*, 7th—*resurrection*, 8th—*finger of death*, 9th—*winds of vengeance*.

**Water Domain Spells:** 1st—*obscuring mist*, 2nd—*fog cloud*, 3rd—*water breathing*, 4th—*control water*, 5th—*ice storm*, 6th—*cone of cold*, 7th—*elemental body IV* (water only), 8th—*horrid wilting*, 9th—*elemental swarm* (water spell only).

**Weather Domain Spells:** 1st—*obscuring mist*, 2nd—*fog cloud*, 3rd—*call lightning*, 4th—*sleet storm*, 5th—*ice storm*, 6th—*control winds*, 7th—*control weather*, 8th—*whirlwind*, 9th—*storm of vengeance*.

**Wolf Domain Spells:** 1st—*hunter's howl*, 2nd—*bloodhound*, 3rd—*aspect of the wolf*, 4th—*strong jaw*, 5th—*tireless pursuers*, 6th—*find the path*, 7th—*animal shapes* (canines only), 8th—*phantasmal revenge*, 9th—*freedom*.

spell slot for each level of druid spells she can cast, from 1st on up. Each day, a druid can prepare one of the spells from her available domains in these spell slots. If a domain spell is not on the druid spell list, a druid can prepare it only in her domain spell slot. Domain spells cannot be used to cast spells spontaneously.

A druid may select this edge multiple times, subject to the same restrictions on available domains. Each time it is selected beyond the first, the druid gains a new domain, new domain spells available to prepare in her domain spell slots, and additional domain abilities. She does not gain any additional domain spell slots.

**Druid Spells:** The druid gains the ability to cast divine spells drawn from the druid spell list (see Appendix Two). Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs. She is considered to have all 1st-level druid spells on her spell list (for spell-completion magic items and other purposes). A druid must choose and prepare her spells in advance. To prepare or cast a spell, a druid must have a Wisdom score equal to at least 10 + the

spell level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom modifier.

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Druid Spells per Day. In addition, she receives bonus spells per day if she has a high Wisdom score (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on bonus spells). The druid's caster level is equal to her class level.

A druid must spend 1 hour each day in a trance-like meditation on the mysteries of nature to regain her daily allotment of spells. A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

While the druid gains additional spells per day as she increases in level for the spell levels she can cast, she does not automatically gain access to higher level spells. A druid may select this edge a second time if she is 3rd level, and one additional time every two class levels thereafter (to a maximum of nine total times at 17th level or higher). Each time, she gains access to druid spells of one higher level



# THE TALENTED DRUID

**TABLE: DRUID SPELLS PER DAY**

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1	—	—	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—	—
4th	4	3	2	—	—	—	—	—	—	—
5th	4	3	2	1	—	—	—	—	—	—
6th	4	3	3	2	—	—	—	—	—	—
7th	4	4	3	2	1	—	—	—	—	—
8th	4	4	3	3	2	—	—	—	—	—
9th	4	4	4	3	2	1	—	—	—	—
10th	4	4	4	3	3	2	—	—	—	—
11th	4	4	4	4	3	2	1	—	—	—
12th	4	4	4	4	3	3	2	—	—	—
13th	4	4	4	4	4	3	2	1	—	—
14th	4	4	4	4	4	3	3	2	—	—
15th	4	4	4	4	4	4	3	2	1	—
16th	4	4	4	4	4	4	3	3	2	—
17th	4	4	4	4	4	4	4	3	2	1
18th	4	4	4	4	4	4	4	3	3	2
19th	4	4	4	4	4	4	4	4	3	3
20th	4	4	4	4	4	4	4	4	4	4

(2nd-level spells if taken twice, 3rd-level spells if taken three times, and so on). The druid's spells per day for those levels of spell she can cast are always determined by Table: Druid Spells per Day.

If the druid possesses the domain edge, she gains a bonus domain spell for each level of spell she is capable of casting which is not shown in Table: Druid Spells per Day.

**Elemental Companion (Su):** The druid's animal companion takes on some of the abilities and features of a single type of elemental. The type of elemental is decided when this edge is gained, but can be altered with a 24 hour ritual. This ritual must be performed if a new animal companion is gained for any reason in order to bestow the elemental powers upon it, and the time required is in addition to the ritual required to gain the animal companion. Elemental abilities based on size, such

as burn, vortex, and whirlwind, use the size of the animal companion as the size of the elemental (see *Pathfinder Roleplaying Game: Bestiary*) to determine their effect.

**Air:** The animal companion gains fly 60 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

**Earth:** The animal companion gains +2 natural armor, darkvision 60 feet, and the ability to earth glide.

**Fire:** The animal companion gains darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

**Water:** The animal companion gains swim 60 feet, darkvision 60 feet, the ability to create a vortex, and the amphibious ability.

A druid must be at least 7th level and have the animal companion edge to select this edge.



# THE GENIUS GUIDE TO

*Elemental Companion, Improved (Su):* Whenever the druid's animal companion possesses elemental abilities from the elemental companion edge, the animal companion is also immune to bleed damage, critical hits, and sneak attacks, and gains DR 5/—.

A druid must be at least 11th level and have the animal companion and elemental companion edges to select this edge.

*Familiar (Ex):* [Blight Druid, Leshy Warden] The druid gains a familiar as the wizard arcane bond class feature. She uses her druid level as her wizard level. A druid with a familiar may not also have an animal companion, and an animal companion cannot also be a familiar.

At 4th level, the druid's familiar gains a +2 increase to Strength and Dexterity. Alternately, the familiar transforms or is replaced by any appropriate CR 1 creature with the animal or plant type.

At 8th level, the druid's familiar gains a +2 increase to Strength and Dexterity. Alternately, the familiar transforms or is replaced by any appropriate CR 2 creature with the animal or plant type.

At 12th level, the druid's familiar gains a +2 increase to Strength and Dexterity. Alternately, the familiar transforms or is replaced by any appropriate CR 3 creature with the animal or plant type.

If the familiar is transformed or replaced, it gains the normal ability scores of its new form—the ability score increases granted by this ability don't carry over to a new form or familiar.

*Favored Terrain (Ex):* [Feral Child, World Walker] The druid may select a type of terrain from the ranger Favored Terrains table (see *Pathfinder Roleplaying Game: Core Rulebook*). The druid gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth,

and Survival skill checks when she is in this terrain. A druid traveling through his favored terrain normally leaves no trail and cannot be tracked (though she may leave a trail if he so chooses).

At 8th level and every five 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; she simply uses whichever bonus is higher. If the druid has levels in ranger, both class levels stack for determining the druid's level for this ability. These bonuses stack with any talent bonuses that apply to specific terrains.

*Grab (Ex):* When the druid hits with her bite natural attack she deals damage normally and may attempt to start a grapple as a free action without provoking an attack of opportunity as the grab ability. The druid can only grab creatures of her size category or smaller. If the druid polymorphs into a form with a bite attack she retains this ability.

A druid must have the bite edge to select this edge.





# THE TALENTED DRUID

**Greater Rage (Ex):** When the druid enters rage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

A druid must be at least 11th level and have the rage edge to select this edge.

**Greater Wild Shape (Su):** The druid can wild shape as a move action. At 13th level or higher, the druid can wild shape as a swift action. At 15th level or higher, the druid can wild shape as a free action. At 17th level or higher, the druid can wild shape as an immediate action.

A druid must be at least 11th level and have the wild shape edge to select this talent.

**Inspiration (Ex):** [Wild Whisperer] The druid gains an inspiration pool used to augment skill checks and ability checks. The druid has an inspiration pool equal to 1/2 her druid level + her Intelligence modifier (minimum 1). A druid's inspiration pool refreshes each day, typically after she prepares spells. As a free action, she can expend one use of inspiration from her pool to add 1d6 (her inspiration die) to the result of that check, including any on which she takes 10 or takes 20. This choice is made after the check is rolled and before the result is revealed. The druid can use inspiration once only per check or roll. The druid can use inspiration on any Handle Animal, Heal, Knowledge (geography), Knowledge (nature), Ride, Sense Motive, and Survival checks without expending a use of inspiration, provided she's trained in the skill.

Inspiration can also be used on attack rolls and saving throws, at the cost of two uses of inspiration each time from the druid's pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.

**Ironborn (Ex):** The druid or nature itself recognizes that forged metal is little different than carved wood. The druid may use metal shields and wear metal armor, and not simply those crafted from wood (or altered by the *ironwood* spell). Doing so does not cause the druid to become unable to cast druid spells or use any supernatural or spell-like class abilities.



**Many Lives (Ex):** [Reincarnated Druid] If the druid is killed, she may automatically *reincarnate* (as the spell) 1 day later. The druid appears in a safe location within 1 mile of her previous body. At will for the next seven days, she can sense the presence of her remains as if using *locate object* as a spell-like ability. If she is killed during these seven days, she remains dead and does not *reincarnate*. The many lives ability does not function if the druid is slain by a death effect. The druid cannot be raised from the dead or resurrected, though she can be reincarnated.

A druid must be at least 5th level to select this edge.



# THE GENIUS GUIDE TO

*Merge Forms (Su):* As a full-round action, the druid can touch her animal companion and the two can merge forms. This transformation includes all of the druid's gear. While merged in this way, the druid is protected from harm and cannot be the target of spells or effects. All effects and spells currently targeting the druid are suspended until the druid emerges from the animal companion (although durations continue to expire).

The druid can cast spells while inside the animal companion by taking control of the animal companion for the duration of the casting. Any material components used for these spells are taken from the druid's gear, even though they are otherwise inaccessible. The druid can direct all of the animal companion's actions while merged and can perceive through its senses.

The druid can use this ability for a number of rounds per day equal to her druid level. She can end this effect at any time as a swift action. The druid emerges in a square adjacent to the animal companion if able. If the animal companion is

killed while the druid is merged with it, the druid is immediately ejected, taking 4d6 points of damage, and is stunned for 1 round.

A druid must be at least 15th level, and have the animal companion and wild shape edges to select this edge.

*Naga Shape (Su):* [Naga Aspirant] The druid can assume the form of a true naga. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to naga or back) is a standard action and doesn't provoke an attack of opportunity. The druid can use this ability twice per day. A druid can use this ability an additional time per day at 8th level and every two levels thereafter, for a total of eight times at 18th level. This effect functions in a similar manner to a *shapechange* spell with the following exception. The druid's true naga form is unique, representing her personal evolution. When taking naga form, the druid's body transforms into that of a large serpent, though she keeps her own head. The druid loses her limbs and her size increases by one category, granting her a +4 size bonus to Strength and Constitution, a -2 penalty to Dexterity, and a +2 enhancement bonus to her natural armor bonus. She gains a +10 enhancement bonus to land speed and a bite attack that deals 1d6 points of damage. She can cast verbal spells in this form, but cannot cast spells with other components without metamagic or feats such as Natural Spell. At 20th level, the druid metamorphoses into a unique naga. Her wild shape form becomes her natural form, though she can transform into her original shape at will. Her creature type permanently changes to aberration.

A druid must be at least 6th level and cannot have or gain the wild shape edge to select this edge.

*Native Cunning (Ex):* [Feral Child] The druid gains trap sense as a barbarian of her druid level. While in her favored terrain, she immediately receives a Perception check to notice traps within 10 feet, as the trap spotter rogue talent. In addition, at 3rd level and every three levels thereafter, she may choose one combat maneuver, and gains a bonus equal to her trap sense bonus to her CMD against that maneuver.

A druid must be 3rd level and have the favored terrain edge to select this edge.





# THE TALENTED DRUID

*Nature's Extremes (Ex):* The druid reveres extreme aspects of nature's peace and fury. Her alignment does not have to have a neutral aspect, allowing the druid to have an alignment of chaotic evil, chaotic good, lawful evil, or lawful good without losing any spells or druid abilities. If the druid is capable of casting druid spells, she can cast druid spells of any alignment descriptor.

*Occultist (Ex):* The druid's connection to nature unlocks her hidden psychic potential. The druid gains the Psychic Sensitivity feat as a bonus feat. The druid casts divine spells using psychic power. Any divine spell the druid casts loses any somatic and verbal spell components. Somatic components are replaced by emotion components and verbal components are replaced by thought components. Likewise, when a divine spell calls for a material component, the druid can instead use any item with both significant meaning and a value greater than or equal to the spell's component cost. See the *Pathfinder Roleplaying Game: Occult Adventures* for details on psychic magic.

If the druid possesses domain bonus spell slots she may prepare any of the following spells of a level she can cast as a domain spell. These spells act as domain spells.

**Psychic:** 2nd—*psychic reading*, 4th—*object reading*, 6th—*analyze aura*, 8th—*mind probe*, 10th—*retrocognition*, 12th—*psychic surgery*, 14th—*dream council*, 16th—*greater possession*, 18th—*dream voyage*.

A druid must have the druid spells edge to select this edge.

**Orisons:** The druid can cast orisons, or 0-level spells. These spells are cast like any other spell, but they are not expended when cast and may be used again. Orisons prepared using other spell slots due to metamagic feats for example, are expended normally. If the druid possesses the druid spells edge, the orisons she knows and can cast each day are determined by that edge. If the druid does not possess the druid spells edge, she can use one orison drawn from the druid spell list each day after meditating. If the druid gains the druid spells edge, these rules are superseded by the rules for orisons detailed under the druid spells edge.



*Orisons, Improved:* The druid can use a number of orisons each day equal to her Wisdom modifier (minimum 1) after meditating. If she possesses the druid spells edge she adds her Wisdom modifier to the number of orisons she can prepare each day. At each druid level (including 1st), the druid learns one new 0-level spell as an orison, which may be drawn from any spell list. Arcane spells drawn from arcane spell lists are cast as divine spells by the druid.

As she increases in level, her orisons become more powerful. At 5th level, the druid's orisons no longer possess material, somatic, or verbal components. At 10th level, the druid adds 1/2 her level to the damage of any orisons she casts, and any saving throw DCs for her orisons increases to 10 + 1/2 her druid level + her Wisdom modifier. At 15th level, the druid may quicken (as the Quicken Spell feat) one orison each round without increasing the spell level.

A druid must have the orisons edge to select this edge.



# THE GENIUS GUIDE TO



**Pierce Resistance (Su):** [Wildfire Druid] The druid's elemental magic is inherently superior, overwhelming the defenses of creatures normally resistant or even immune to the damage. The druid selects one of the following types of elemental damage: acid, cold, electricity, or fire. Druid spells she casts that deal damage of this type treat any energy resistance the target may have to the damage as 5 points lower than normal. At 8th, 12th, and 16th level, the target's resistance is lowered by a further 5 (10 at 8th, 15 at 12th, and 20 at 16th level). At 20th level, the druid's spells of that type ignore any target's immunity to damage of that type. This edge may be selected multiple times, each time applying to a different type of elemental damage.

A druid must be at least 5th level and have the druid spells edge to select this edge.

**Quick:** The druid is impressively fast and agile. At 1st level she adds the Acrobatics skill to her list of class skills. At 5th level, her land speed is increased by +10 feet when she is wearing no armor or light armor and not carrying a medium or heavy load. At 10th level, she gains the uncanny dodge ability. At 15th level, she gains the improved uncanny dodge ability as a rogue of her druid level.

**Rage (Ex):** The druid can call upon the fury of the storm or a vicious beast, granting her additional combat prowess. The druid can rage for a number of rounds per day equal to her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like *bear's endurance*, do not increase the total number of rounds that the druid can rage per day. A druid can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, the druid gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the druid 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a druid cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride), cast spells, or use any ability that requires patience or concentration.

A druid can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A druid cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If the druid falls unconscious, her rage immediately ends, placing her in peril of death.

**Rapid Summons (Su):** When the druid casts a prepared *summon nature's ally* spell of any level, the spell is cast as a standard action. A prepared *summon nature's ally* spell can be prepared with the Quicken Spell feat to cast it as a swift action. A



## THE TALENTED DRUID

*summon nature's ally* spell cast spontaneously does not have the casting time reduced in this manner.

A druid must be at least 5th level, and have the druid spells and spontaneous casting edges to select this edge.

**Reflexes (Ex):** The druid replaces her weak Reflex saving throw progression with a strong base saving throw progression. This gives her a base saving throw of +2 at 1st level, which increases by +1 at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.).

**Rend (Ex):** If the druid hits with both claw attacks in 1 round, she can rend (as the rend ability) for additional damage once per round. The additional damage is equal to the damage for her claw attack plus 1-1/2 her Strength bonus. If the druid polymorphs into a form with claw attacks she retains this ability.

A druid must have the claws edge to select this edge.

**Second Animal Focus (Su):** [Feral Shifter] When the druid uses her animal focus ability, she selects two different animal aspects for herself instead of one.

A druid must be at least 9th level and have the animal focus edge to select this edge.

**Senses (Ex):** The druid gains improved sensory abilities as she increases in level. At 1st level, she gains low-light vision and darkvision 60 feet. At 5th level, her darkvision improves to a range of 120 feet. At 10th level, she gains the scent universal monster ability. At 15th level, she gains the see in darkness ability.

**Skilled:** The druid gains two additional skill ranks at 1st level, and two additional ranks whenever she gains a druid level. If this edge is taken after 1st level, the druid gains two skill ranks for each druid level, and then gains two additional ranks whenever she gains a druid level. The druid also adds a number of skills to her list of class skills equal to her Intelligence modifier (minimum 1).

**Spell-Like Ability (Sp):** The druid gains a spell-like ability usable 1/day. The spell selected must be drawn from the druid spell list and cannot have any costly material components (costing more than 1 gp). The maximum spell level for the spell-like ability is equal to ½ the druid's class level (minimum 1, maximum 9). The druid uses her class level as her caster level, and the saving throw

DC for any spell-like ability is equal to 10 + the druid's Charisma modifier + the spell's level.

This edge may be taken multiple times, each time granting a new spell-like ability. A druid must meditate for 1 hour to regain her spell-like abilities. If the druid also prepares druid spells, she may prepare druid spells and spell-like abilities within the same 1 hour period.

Upon reaching 4th level, and at every even-numbered druid level thereafter (6th, 8th, and so on), the druid can choose to learn a new spell-like ability in place of one she already knows. The new spell-like abilities' level must be the same as that of the spell being exchanged. A druid may swap only





# THE GENIUS GUIDE TO

a single spell-like ability at any given level, and must choose whether or not to swap the spell-like ability when she gains the level.

A druid must have the cantrips edge to select this edge.

*Spontaneous Casting:* The druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower. If a druid has the domain edge, they can't lose a prepared domain spell to spontaneously cast a *summon nature's ally* spell.

A druid must have the druid spells edge to select this edge.

*Spontaneous Domain Casting:* [Storm Druid, Tempest Druid, Urban Druid] The druid can channel stored spell energy into domain spells that she has not prepared ahead of time. She can "lose" a prepared spell in order to cast any domain spell of the same level or lower.

A druid must have the druid spells and domain edges to select this edge.

*Studied Target (Ex):* [Nature Fang] The druid can study an opponent she can see as a move action. The druid then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack rolls and weapon damage rolls against it. The DCs of druid class abilities and spells against that opponent increase by 1. A druid can maintain these bonuses against only one opponent at a time; these bonuses remain in effect until either the opponent is dead or the druid studies a new target.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the druid's bonus against her studied target increases by 1 (to a maximum of +5 at 20th level).

*Superior Companion (Ex):* The druid's animal companion increase in size and power, or is a superior example of the species. The animal companion gains either the advanced creature simple template or the giant creature simple template, whichever the druid prefers. This edge may be taken a second time, granting the animal companion both the advanced creature and giant creature simple templates.

A druid must be at least 9th level and have the animal companion edge to select this edge.

*Talent:* The druid may select a druid talent. She must meet any requirements for this talent. This edge may be selected more than once. Each time it is selected, it grants a different talent.

*Totem Transformation (Su):* [Ape Shaman, Bat Shaman, Bear Shaman, Boar Shaman, Dragon Shaman, Eagle Shaman, Lion Shaman, Saurian Shaman, Serpent Shaman, Shark Shaman, Wolf Shaman] The druid may adopt an aspect of a totem while retaining her normal form. She selects one of the following totems and can gain one of the listed bonuses as a standard action.

## APE

- Movement (climb speed 20 ft., +4 racial bonus on Climb checks)
- Senses (low-light vision, scent)
- Natural weapons (2 slams [1d6 for a Medium druid], +2 on combat maneuver checks to grapple)
- Toughness (+2 natural armor bonus to AC, Endurance feat)

## BAT

- Movement (fly speed 30 ft. [average]; the druid must be at least 5th level to select this bonus)
- Senses (blindsight 20 ft.)
- Natural weapons (bite [1d4 for a Medium druid])

## BEAR

- Movement (+10 enhancement bonus to land speed, +4 racial bonus on Swim checks)
- Senses (low-light vision, scent)
- Toughness (+2 natural armor bonus to AC, Endurance feat)
- Natural weapons (bite [1d6] and 2 claws [1d4] for a Medium druid, +2 to CMB on grapple checks)

## BOAR

- Movement (+10 enhancement bonus to land speed)
- Senses (low-light vision, scent)
- Natural weapons (gore [1d8 for a Medium druid], +2 on combat maneuver checks to overrun)
- Toughness (+2 natural armor bonus to AC, Endurance feat)



# THE TALENTED DRUID

## DRAGON

- Movement (fly speed 30 feet [average], the druid must be 5th level to select this bonus)
- Senses (low-light vision, +4 racial bonus to Perception)
- Toughness (+2 natural armor bonus to AC, Endurance feat)
- Natural weapons (bite [1d6] and 2 claws [1d4] for a Medium druid, +2 bonus on CMB on grapple checks)

## EAGLE

- Movement (fly speed 30 feet [average], the druid must be 5th level to select this bonus)
- Senses (low-light vision, +4 racial bonus to Perception)
- Natural weapons (bite [1d4], 2 talons [1d4] for a Medium druid)

## LION

- Movement (+20 enhancement bonus to land speed)
- Senses (low-light vision, scent)
- Natural weapons (bite [1d4], 2 claws [1d4] for a Medium druid, rake, +2 CMB to grapple).

## SAURIAN

- Movement (+10 enhancement bonus to land speed)
- Scales (+2 natural armor bonus to AC)
- Senses (low-light vision, scent)
- Natural weapons (bite [1d6], 2 claws [1d4] for a Medium druid, rake, +2 CMB to grapple)

## SERPENT

- Movement (climb speed 20 feet, swim speed 20 feet)
- Scales (+2 natural armor bonus to AC)
- Senses (low-light vision, scent)
- Natural weapons (bite [1d4], *poison* [frequency 1 round (6), effect 1 Con damage, Cure 1 save, Con-based DC] for a Medium druid, +2 CMB to grapple).

## SHARK

- Movement (can breathe water, swim speed 30 feet)
- Senses (scent 30 feet, scent 90 feet in water)
- Natural weapons (bite 1d6 for a Medium druid), or shark skin (+2 natural armor, creatures grappling the druid take 1 point of slashing damage per round of grapple)

## WOLF

- Movement (+20 enhancement bonus to land speed)
- Senses (low-light vision, scent, +4 racial bonus to Survival when tracking by scent)
- Natural weapons (bite [1d4 plus trip] for a Medium druid, +2 CMB to trip).

While using totem transformation, the druid may speak normally and can cast *speak with animals* for her animal totem type and related animals only (such as birds for eagle or lizards for dragon) at will. Using this ability is a move action at 7th level, and a swift action at 12th level. The druid can use this ability for a number of minutes per day equal to her druid level. These minutes do not need to be consecutive, but they must be used in 1-minute increments. This is a polymorph effect and cannot be used while the druid is using another polymorph effect, such as wild shape.

If the druid possesses an animal companion, it must be of the same type as her totem. If the druid has the wild empathy talent, she may use wild empathy to influence her animal totem type and related animals as a full-round action and gains a +4 bonus to the checks.

**Tough:** The druid gains additional hit points equal to her class level plus her base Fortitude save from her druid class levels. Each time she gains a new druid level, her bonus hit points are recalculated.

**Trap:** [Survivor] The druid learns how to create a snare trap and one other ranger trap of her choice (see *Pathfinder Roleplaying Game: Ultimate Magic* for details). At 6th level and every 2 levels thereafter, she learns another trap. The druid can use these traps a total number of times per day equal to 1/2 her druid level + her Wisdom modifier.



# THE GENIUS GUIDE TO

Once a trap is learned, it can't be unlearned and replaced with a different type of trap. The druid cannot select an individual trap more than once.

A druid must be at least 4th level to select this edge.

*Unlife:* Nature represents death as often as life, and the druid draws power from rot or extinction. The druid is healed by negative energy and harmed by positive energy, as if she was an undead creature. She gains a +1 bonus on saving throws against spells or spell-like abilities of the necromancy school, the special abilities of undead, and affects that cause ability damage or drain. This bonus to saves increases by +1 at 4th level, and every four levels thereafter (to a maximum of +6 at 20th level).

If the druid has the druid spells edge, she removes all cure spells (spells with "cure" in the

name) from the druid spell list, and replaces them with inflict spells (spells with "inflict" in the name) of the equivalent level.

*Vicious (Ex):* The druid's base attack bonus increases by +1, possibly granting her additional attacks in a full attack action (depending on her total base attack bonus, as normal). The druid gains proficiency in any single martial or exotic weapon.

This edge may be taken a second time if the druid's class level is 5th or higher, a third time at 9th level or higher, a fourth time at 13th level or higher, and a fifth time at 17th level.

*Wild Shape (Su):* The druid gains the ability to change her shape into innumerable forms with myriad possibilities. She gains a bonus talent, used with this edge, when the edge is gained. The

bonus talent selected must be one of the following: lesser beast shape, lesser dragon shape, lesser elemental shape, lesser giant shape, lesser monstrous shape, lesser plant shape, or lesser vermin shape.

The druid must meet all prerequisites for the talent selected. 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 a creature with which the druid is familiar.

A druid might lose her ability to speak while in wild shape, because she is limited to the sounds that a normal, untrained creature of that type can make, but she can communicate normally with other creatures 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 6th level and every two levels thereafter, for a total of eight times at 18th level. At 20th level, a druid can use wild shape at will.

A druid must be at least 4th level to select this edge.





# THE TALENTED DRUID

## DRUID TALENTS

As a druid gains experience she learns a number of talents that expand her access to nature's power. A druid gains two talents at 1st level. She then gains additional talents as she progresses in druid levels (to a maximum of 18 talents at 20th level). Many talents require certain edges as a prerequisite.

Some talents are taken from various druid archetypes. These talents include the name of their originating archetype as a descriptor to allow GMs to limit characters to talents from a single archetype, if desired.

Unless otherwise noted, a druid cannot select an individual talent more than once, and using a talent is a standard action that does not provoke an attack of opportunity.

*A Thousand Faces (Su):* The druid gains the ability to change her appearance at will, as if using the *alter self* spell, but only while her shape is not otherwise altered.

A druid must be at least 6th level and have the wild shape edge to select this talent.

*A Thousand Voices (Su):* [Green Faith Initiate] The druid can communicate with any creature with a language or any stone, as if using *tongues* and *stone tell*, for up to 1 minute per druid level per day. These minutes do not need to be consecutive, but must be spent in 1-minute increments.

A druid must be at least 13th level to select this talent.

*Amphibious (Su):* [Undine Adept] The druid gains the aquatic subtype and the amphibious universal monster ability, allowing her to breathe water or air.

A druid must be at least 2nd level to select this talent.

*Ancient Ways (Ex)* [Ancient Guardian] The druid increases any climb, fly, or swim speed she has or gains from any spell or ability by 10 feet.

*Aquatic Adaptation (Ex):* [Aquatic Druid] The druid gains an insight bonus on Initiative checks and Knowledge (geography), Perception, Stealth, Survival, and Swim checks equal to 1/2 her druid level in aquatic terrain, and she cannot be tracked in such environments.

A druid must be at least 2nd level to select this talent.

*Arctic Endurance (Ex):* [Arctic Druid] The druid ignores the effects of a cold climate as if using *endure elements*. She is also immune to being dazzled.

A druid must be at least 4th level to select this talent.

*Aspirant's Enlightenment (Ex):* [Naga Aspirant] The druid gains a +4 bonus on saving throws against the spell-like abilities, supernatural abilities, and poison of aberrations.

A druid must be at least 4th level to select this talent.

*Arctic Native (Ex):* [Arctic Druid] The druid gains a bonus on Initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks equal to 1/2 her druid level in cold or icy terrain, and she cannot be tracked in cold or icy terrain.

A druid must be at least 2nd level to select this talent.





# THE GENIUS GUIDE TO

## SAVE VS WALL OF TEXT

Similar to the edge section, the over 160 talents listed in this book have been categorized by purpose for easier reference during character creation. The talent purposes include: Combat, Communication,

Companion, Elemental, Resistance, Shapeshifting, Spellcasting, Summoning, Terrain, and Training. Some of the options fall under more than one potential category and so are listed multiple times.

### COMBAT

Canny charger  
Dragon bite  
Improved miasma  
Improved unarmed strike  
Inspire fervor  
Launch trap  
Miasma  
Plaguebearer  
Proficiencies  
Rage power  
Wolfsbane

### COMMUNICATION

A thousand voices  
Beast family  
Spirit whisperer  
Tongue of the sun and moon  
Wild empathy  
Zephyr message

### COMPANION

Fury's mark  
Grave companion  
Improved empathic link  
Pack bond  
Seasonal spirits  
Seasonal spirits  
(and lesser, improved, greater)  
Steady mount

### ELEMENTAL

Bend element  
Elemental magic  
Elemental resistance  
Elemental shape  
(and lesser, improved, greater)

### RESISTANCE

Cheat death  
Elemental resistance  
Eyes of the moon  
Face nature's might  
Immunity to disease  
Mental strength  
Patience of nature  
Resist call of the wild  
Resist darkness  
Resist death's touch  
Resist nature's lure  
Resist ocean's fury  
Resist storm  
Resist subterranean corruption  
Resist temptation  
Resist water's call  
Resistance  
Shaded vision  
Slippery  
Timeless body  
Unimpeachable

### SENSORY

Secrets across lifetimes  
Spirit sense (and improved)  
Unlife sense

### SHAPESHIFTING

A thousand faces  
Augmented form  
Beast shape (and lesser, improved)  
Dragon bite  
Dragon shape  
(and lesser, improved)  
Dunemeld  
Elemental shape  
(and lesser, improved, greater)  
Empty body

Flurry form  
Giant shape (and lesser)  
Magical beast shape  
(and improved)  
Monstrous shape  
(and lesser, improved, greater)  
Plant shape (and lesser, improved)  
Primal size  
Totemic wild shape  
Undead anatomy  
(and lesser, improved, greater)  
Undo artifice  
Verdant sentinel  
Vermin shape (and lesser)

### SPELLCASTING

Aspirant's enlightenment  
Commune with spirits  
Dispel hostility  
Steady mount

### SUMMONING

Augment summoning  
Improved native call  
Leshy caller  
Native call  
Primal summons  
Totemic summons

### TERRAIN

Amphibious  
Ancient ways  
Aquatic adaptation  
Arctic endurance  
Arctic native  
Canny charger  
Cavesense  
Chosen prey  
Commune with spirits



# THE TALENTED DRUID

Countercurrent  
Deep breath  
Deep diver  
Desert endurance  
Desert native  
Dunemeld  
Eyes of the storm  
Firesight  
Flurry form  
Fury's mark  
Icewalking  
Improved native call  
Into the wild blue  
Jungle guardian  
Lightfoot  
Marshwight  
Mountain stance  
Mountain stone  
Mountaineer  
Native fortitude  
Natural swimmer  
Nature sense  
Night sight

Path of trees (and improved)  
Path to refuge  
Place magic  
Plains traveler  
Pond scum  
Read the currents  
Sandwalker  
Savanna ambush  
Seaborn  
Skymaster  
Sky's embrace  
Snowcaster  
Soaring form  
Sodden shore sense  
Spire walker  
Storm lord  
Stormvoice  
Sure-footed  
Swamp strider  
Terraforming  
Torrid endurance  
Trackless step  
Tunnelrunner

Walk the lines  
Windwalker  
Woodland stride

## TRAINING

Element of surprise  
Evasion  
Ferrier  
Investigator talent  
Lorekeeper  
Mediator's ear  
Mysterious stranger  
Natural expertise  
Proficiencies  
Rage power  
Read the currents  
Run like the wind  
Shaman bonus feats  
Slayer talent  
Sneak attack  
Swift studied target

*Augmented Form (Su):* [Naga Aspirant] The druid can choose one of the following abilities to enhance her naga form. Once chosen, this augmentation cannot be changed and always applies to her naga form. The caster level for these abilities is equal to her druid level, and unless otherwise stated, the DC is equal to 10 + 1/2 the druid's class level + the druid's Charisma bonus. This talent may be selected multiple times, each time granting a different ability.

- *Charming Gaze (Sp):* The druid gains a gaze attack that affects creatures within 30 feet as a *charm person* spell.
- *Darkvision (Su):* The druid gains darkvision with a range of 60 feet.
- *Detect Thoughts (Su):* The druid can use *detect thoughts* at will.
- *Guarded Thoughts (Ex):* The druid gains a +2 racial bonus on saves against charm effects and immunity to any form of mind reading (such as *detect thoughts*).

- *Poison Immunity (Ex):* The druid gains immunity to all poisons. The druid's naga form must have at least one poison-based natural attack in order to select this ability.
- *Poisonous Sting (Ex):* The druid's stinger becomes venomous. The naga form must have a tail stinger to take this ability. Sting—injury; save Fortitude DC 10 + 1/2 the druid's class level + the druid's Constitution modifier; frequency 1 round; effect *sleep* for 2d4 minutes; cure 1 save.
- *Spit Venom (Ex):* The naga form can spit her venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Any opponent hit by this attack must make a successful save (see above) to avoid the effect. The naga form must have a venomous bite to take this ability.
- *Sting (Ex):* The naga form grows a stinger on the end of her tail, granting her a sting natural attack that deals 1d6 points of piercing damage.



# THE GENIUS GUIDE TO

- *Swim (Ex)*: The naga form gains a swim speed equal to her base speed.
- *Tough Scales (Ex)*: The druid's enhancement bonus to her natural armor increases by +2. The druid may select this ability more than once. Its effects stack.
- *Venomous Bite (Ex)*: The naga form's bite attack becomes poisonous. Bite—injury; save Fortitude DC 10 + 1/2 the druid's class level + the druid's Constitution modifier; frequency 1/round for 6 rounds; effect 1 Constitution damage, cure 1 save.

A druid must be at least 9th level and have the naga shape edge to select this talent.

*Augment Summoning (Su)*: [Undine Adept] The druid selects one of the following subtypes: air, earth, fire, or water. Any creature with that subtype the druid summons with either *summon monster* or *summon nature's ally* gains the benefits of the Augment Summoning feat. This talent counts as the Augment Summoning feat for the purposes of any prerequisites.

A druid must be at least 3rd level and have the druid spells edge to select this talent.

*Beast Family (Ex)*: [Feral Child] The druid may choose one specific type of animal. The druid has a particularly close bond to animals of this type, and may have even been raised by them. She gains a +2 circumstance bonus on Handle Animal and wild empathy checks with animals of that type, and she can communicate with them as if using a continual *speak with animals* spell-like ability, but this ability is non-magical.

*Beast Shape (Su)*: The druid can use wild shape to change into a Tiny or Large animal. When taking the form of an animal, the druid's wild shape functions as *beast shape II*.

A druid must be at least 6th level and have the wild shape edge to select this talent.

*Bend Element (Su)*: [Tempest Druid] The druid selects one of the following damage types: acid, cold, electricity, or fire. The druid can redirect a nearby spell, spell-like ability, or supernatural ability that deals damage of that type. As an immediate action, the druid can shift the area or target of the ability by 5 feet in any direction. If the effect affects an area, the druid selects one square to be unaffected and an adjacent square to be affected (if this square is already in the area, this has no additional effect in that area). If the effect affects a target, the druid selects an adjacent target. She cannot redirect damage conducted to her by physical contact with an object or creature (such as a *shocking grasp* or a *flaming weapon*). For example, if she were in the line of a wizard's *lightning bolt*, she could have the spell skip her square and instead affect an adjacent square, even if this meant the spell did not form a continuous line. If another druid attacked her with *call lightning*, she could shift the targeted bolt to an adjacent





# THE TALENTED DRUID

square, hitting a creature in that square (if any). She can use this ability a number of times per day equal to her Charisma bonus (minimum 1).

A druid must be at least 9th level to select this talent.

*Canny Charger (Ex):* [Plains Druid] The druid can charge through allies' squares without difficulty (whether mounted or afoot) and can turn up to 90 degrees once during a charge, provided the last 10 feet toward the target are in a straight line. She also gains a +4 dodge bonus to AC against enemy charge attacks and a +4 bonus to damage with a readied action against a charging foe.

A druid must be at least 9th level to select this talent.

*Cavesense (Ex):* [Cave Druid] The druid gains Knowledge (dungeoneering) as a class skill and gains a +2 bonus on Knowledge (dungeoneering) and Survival skill checks.

*Cheat Death (Ex):* [Reincarnated Druid] The druid may reroll a save against a death effect, energy drain, or necromancy effect before the result of the roll is revealed, or reroll a failed stabilization check while dying. She must take the result of the second roll, even if it is worse than the original roll.

A druid must be at least 9th level to select this talent.

*Chosen Prey (Ex):* [Troll Fury] The druid can select one creature type from the ranger's favored enemy list (see *Pathfinder Roleplaying Game: Core Rulebook* for details) and gains a favored enemy bonus against that creature type with an effective ranger level equal to her druid level. This ability never grants the favored enemy bonuses against a second favored enemy creature type. The druid can change her favored enemy type once per week by performing a ritual that takes 1 hour to perform. If the druid already has a favored enemy from another class, the levels from the classes that grant favored enemies stack with druid to determine the favored enemy bonuses, and in this case she can gain other favored enemy creature types.

A druid must be at least 4th level to select this talent.

*Commune with Spirits:* [Undine Adept] The druid adds *commune* to her druid spell list. She may use this spell whether she worships a deity or elemental forces.

A druid must be at least 9th level and have the druid spells edge to select this talent.



*Countercurrent (Ex):* [River Druid] The druid takes no penalty to speed or on Acrobatics or Stealth checks in shallow water up to 2 feet deep (1 foot deep for Small characters), such as streams, shallow bogs, shorelines, and partially flooded areas. The druid (and any vehicle she pilots) isn't moved by flowing water unless she allows it.

Water that has been magically manipulated to impede or boost motion still affects her.

A druid must be at least 3rd level to select this talent.

*Deep Breath (Ex):* [River Druid] The druid can hold her breath for a number of minutes equal to her Constitution score (after this, she must begin making Constitution checks or risk suffocation).



---

A druid must be at least 13th level to select this talent.

A druid must be at least 4th level to select this talent.

A druid must be at least 2nd level to select this talent.

A druid must be at least 5th level and have the druid spells edge to select this talent.

A druid must be at least 8th level and have the totem transformation (dragon) edge to select this talent.

A druid must be at least 12th level, have the wild shape edge, and the lesser dragon shape talent to select this talent.

This is equivalent to *gaseous form*, but the druid gains a land and burrow speed of 10 feet rather than a fly speed. While in this form, the druid gains a circumstance bonus on Stealth checks made in desert terrain equal to her druid level.

*Element of Surprise (Ex):* [Survivor] If the druid makes a successful attack during a surprise round against a target that is unaware of her, her victim takes a penalty on its initiative check during the following round equal to half the damage dealt by the druid's attack (minimum 0, maximum equal to the druid's level). This cannot reduce an initiative result below 1.

*Elemental Magic (Ex):* [Elemental Ally]  
The druid can target elementals with any spell she casts that targets animals, even though elementals can't normally be targeted by such spells.





# THE TALENTED DRUID

*Elemental Resistance (Ex):* [Elemental Ally] The druid gains resist acid, cold, electricity, and fire 5. This talent may be selected multiple times, up to once per four druid levels. Each time this talented is selected, the druid's resistance to acid, cold, electricity, and fire increases by 5. This resistance does not stack with any other form of resistance.

A druid must be at least 4th level to select this talent.

*Elemental Shape (Su):* The druid can use wild shape to change into a Medium elemental. When taking the form of an elemental, the druid's wild shape functions as *elemental body II*.

A druid must be at least 8th level, have the wild shape edge, and lesser elemental shape talent to select this talent

*Empty Body (Su):* [Menhir Savant] The druid can become ethereal as a standard action, as if using *ethereal jaunt*. She can remain ethereal for a number of rounds per day equal to her druid level. These rounds do not need to be consecutive.

A druid must be at least 13th level to select this talent.

*Evasion (Ex):* [Plains Druid] The druid gains evasion when wearing light or no armor and carrying a light load. This functions as the rogue ability of the same name.

A druid must be at least 13th level to select this talent.

*Eyes of the Moon (Su):* [Lunar Guardian] The druid gains the see in darkness ability, allowing her to see perfectly in darkness, including supernatural darkness created by effects like *deeper darkness*.

A druid must be at least 13th level to select this talent.

*Eyes of the Storm (Ex):* [Storm Druid, Tempest Druid] The druid can see through 10 feet of magical fog, mist, gas, wind, rain, or similar inclement weather conditions, ignoring any concealment it might grant. This distance increases by 5 feet for every 4 levels beyond 4th.

A druid must be at least 4th level to select this talent.

*Face Nature's Might (Ex):* The druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of giants.

A druid must be at least 4th level to select this talent.

*Ferrier (Ex):* [River Druid] The druid adds Diplomacy to her class skills and gains a +2 bonus on Diplomacy and Knowledge (nature) skill checks.

*Firesight (Ex):* [Wildfire Druid] The druid can see through natural fire, smoke, and fog without penalty.

A druid must be at least 2nd level to select this talent.

*Flurry Form (Ex):* [Arctic Druid] The druid can assume the form of a swirling column of snow equivalent to *gaseous form* at will. While in this form, she gains a circumstance bonus on Stealth checks made in cold terrain equal to her druid level.

A druid must be at least 13th level to select this talent.

*Fury's Mark (Su):* [Troll Fury] Each time the druid or her animal companion (if any) damages a creature with a natural attack, the druid gains a +10 insight bonus on Survival checks to track that creature for 24 hours. The duration of this ability does not stack with itself. Each time the druid or her animal companion hits the target this ability lasts for the next 24 hours.

A druid must be at least 9th level to select this talent.

*Giant Shape (Su):* The druid can use wild shape to change into a Large humanoid of the giant subtype. When taking the form of a giant, the druid's wild shape functions as *giant form I*.

A druid must be at least 14th level, have the wild shape edge, and the lesser giant shape talent to select this talent.

*Grave Companion (Su):* [Ossuarite] The druid's skeletal animal companion radiates necrotic energy that causes living creatures to decompose and crumble to dust. Creatures adjacent to the skeletal beast feel crawling necrotic energy radiating from it. Anyone that touches the skeletal beast or strikes it with an unarmed strike or natural weapons takes 1d4 points of damage +1 for every two druid levels. The druid is immune to this effect. The druid can cease this effect as a full round action, or resume it as a swift action.

A druid must be at least 5th level, have the animal companion edge, and the skeletal beast talent to select this talent.

*Greater Elemental Shape (Su):* The druid can use wild shape to change into a Huge elemental. When taking the form of an elemental, the druid's wild shape functions as *elemental body IV*.

A druid must be at least 12th level, have the wild shape edge, and improved elemental shape talent to select this talent



# THE GENIUS GUIDE TO

*Greater Monstrous Shape (Su):* The druid can use wild shape to turn herself into any Diminutive or Huge monstrous humanoid. When taking the form of monstrous humanoid, the druid's wild shape functions as *monstrous physique IV* (see *Pathfinder Roleplaying Game: Ultimate Magic* for details).

A druid must be at least 10th level, have the wild shape edge, and the lesser monstrous shape talent to select this talent.

*Greater Seasonal Spirits (Su):* [Season Keeper] The druid's imbued spirit of summer or spirit of winter becomes more powerful.

*Spirit of Summer:* The duration of the fast healing effect increases to 2 rounds per spell level and affected allies can ignore difficult terrain caused by natural undergrowth such as non-magical thorns, briars, overgrowth, and similar terrain.

*Spirit of Winter:* Affected allies gain resistance 20 to cold and can ignore difficult terrain caused by ice or snow.

A druid must have the animal companion and druid spells edges, and improved seasonal spirit talent to select this talent.

*Greater Undead Anatomy (Su):* The druid can use wild shape to turn herself into any Diminutive or Huge corporeal creature of the undead type, which must be vaguely humanoid in shape. When taking the form of an undead, the druid's wild shape functions as *undead anatomy IV* (see *Pathfinder Roleplaying Game: Ultimate Magic* for details).

A druid must be at least 14th level, have the wild shape and unlife edges, and the improved undead anatomy talent to select this talent.

*Icewalking (Ex):* [Arctic Druid] The druid suffers no penalty to speed or on Acrobatics, Climb, or Stealth checks in snowy or icy terrain or weather conditions and can walk across snow crusts or thin ice without breaking through.

A druid must be at least 3rd level to select this talent.

*Immunity to Disease (Ex):* [Blight Druid, Mooncaller] The druid gains immunity to all diseases, including supernatural and magical diseases.

A druid must be at least 4th level to select this talent.





# THE TALENTED DRUID

*Improved Beast Shape (Su):* The druid can use wild shape to change into a Diminutive or Huge animal. When taking the form of an animal, the druid's wild shape functions as *beast shape III*.

A druid must be at least 8th level, have the wild shape edge, and improved beast shape talent to select this talent.

*Improved Dragon Shape (Su):* The druid can use wild shape to change into a Huge chromatic or metallic dragon. When taking the form of a dragon, the druid's wild shape functions as *form of the dragon III*.

A druid must be at least 14th level, have the wild shape edge, and the lesser dragon shape talent to select this talent.

*Improved Elemental Shape (Su):* The druid can use wild shape to change into a Large elemental. When taking the form of an elemental, the druid's wild shape functions as *elemental body III*.

A druid must be at least 10th level, have the wild shape edge, and elemental shape talent to select this talent.

*Improved Empathic Link (Su):* [Pack Lord] The druid gains an empathic link with her animal companion. This functions like an empathic link with a familiar. In addition, as a swift action the druid can shift her perception to her companion, allowing her to experience what it sees, hears, and so on. She can maintain this connection as long as she likes (as long as the companion is within 1 mile) and end it as a free action. The druid can only use this ability on one animal companion at a time (if she has more than one), and cannot see, hear, or smell with her own body while maintaining this connection.

A druid must be at least 6th level and have the animal companion edge to select this talent.

*Improved Magical Beast Shape (Su):* The druid can use wild shape to change into a Large or Tiny magical beast. When taking the form of magical beasts, a druid's wild shape functions as *beast shape IV*.

A druid must be at least 10th level, have the wild shape edge, and magical beast shape talent to select this talent.

*Improved Miasma (Ex):* [Blight Druid] A creature of the animal, fey, or plant type that fails its save against the druid's miasma is nauseated for 1 round and sickened for 1 minute thereafter.

A druid must be at least 5th level and have the miasma talent to select this talent.

*Improved Monstrous Shape (Su):* The druid can use wild shape to turn herself into any Diminutive or Huge monstrous humanoid. When taking the form of an elemental, the druid's wild shape functions as *monstrous physique III* (see *Pathfinder Roleplaying Game: Ultimate Magic* for details).

A druid must be at least 8th level, have the wild shape edge, and the lesser monstrous shape talent to select this talent.

*Improved Native Call (Su):* [Feral Child] When the druid is in one of her favored terrains, any animals she summons native to that terrain gain a +2 bonus to both their Strength and Constitution ability scores. This stacks with the effects of the Augment Summoning feat.

A druid must be at least 15th level, have the favored terrain edge, and the native call talent to select this talent.

*Improved Path of Trees (Su):* [World Walker] As the path of trees talent, except the druid can also use the ability to *teleport* to any other tree of its type up to 100 miles away.

A druid must be at least 13th level to select this talent.

*Improved Plant Shape (Su):* The druid can use wild shape to change into a Huge plant creature. When taking the form of a plant creature, the druid's wild shape functions as *plant shape III*.

A druid must be at least 12th level, have the wild shape edge, and plant shape talent to select this talent.

*Improved Seasonal Spirits (Su):* [Season Keeper] The druid's imbued spirit of summer or spirit of winter becomes more powerful.

*Spirit of Summer:* Allies within the animal companion's aura leave no trails in natural grassy or forest environments, thus can't be tracked in such terrain.

*Spirit of Winter:* Allies within the animal companion's aura leave no trails in natural snow or ice, thus can't be tracked in such terrain.

A druid must have the animal companion and druid spells edges, and seasonal spirit talent to select this talent.

*Improved Spirit Sense (Sp):* [Menhir Savant] The druid detects all the creatures noted in the spirit sense talent at once rather than trying to detect one kind.

A druid must have the spirit sense talent to select this talent.



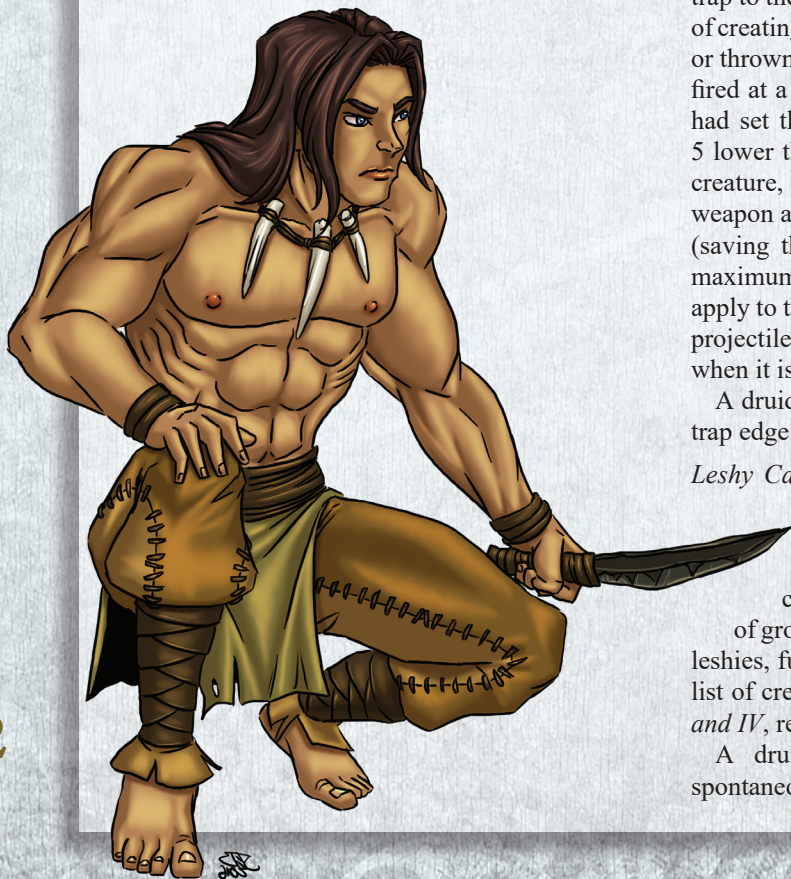
# THE GENIUS GUIDE TO

*Improved Unarmed Strike*: [Feral Child] The druid gains Improved Unarmed Strike as a bonus feat.

*Improved Undead Anatomy* (Su): The druid can use wild shape to turn herself into any Diminutive or Huge corporeal creature of the undead type, which must be vaguely humanoid in shape. When taking the form of an undead, the druid's wild shape functions as *undead anatomy III* (see *Pathfinder Roleplaying Game: Ultimate Magic* for details).

A druid must be at least 10th level, have the wild shape and unlife edges, and the undead anatomy talent to select this talent.

*Inspire Fervor* (Ex): [Troll Fury] Once per day as a standard action, the druid can chant over another creature sharing her creature type (and any subtypes) within 30 feet, bolstering it against fear and improving its combat abilities. This works like the inspire courage bardic performance ability, but affects only one target and lasts 1 minute. The druid uses her druid level as her bard level to determine the effects of this ability.



*Into the Wild Blue* (Su): [Sky Druid] The druid gains a fly speed equal to twice her base land speed (good maneuverability).

A druid must be at least 13th level and have the sky's embrace talent to select this talent.

*Investigator Talent*: [Wild Whisperer] The druid selects an investigator talent (see *Pathfinder Roleplaying Game: Advanced Class Guide* for details). This talent can be selected multiple times, each time gaining a new investigator talent.

A druid must be at least 8th level and have the inspiration edge to select this talent.

*Jungle Guardian* (Ex): [Jungle Druid] The druid gains a bonus on Initiative checks and Climb, Knowledge (geography), Perception, Stealth, and Survival checks equal to 1/2 her druid level in jungle terrain, and she cannot be tracked in such environments.

A druid must be at least 2nd level to select this talent.

*Launch Trap* (Su): [Survivor] The druid can affix a magical trap (per the trap edge) to an arrow or thrown weapon, allowing her to set the trap remotely or use it as a direct attack. Attaching the trap to the projectile is part of the full-round action of creating a new trap. The trapped projectile is fired or thrown in the normal manner. If the projectile is fired at a square, the trap is treated as if the druid had set the trap in that square, except the DC is 5 lower than normal. If the projectile is fired at a creature, the target takes damage from the ranged weapon and is treated as if it had triggered the trap (saving throw applies, if any). The attack has a maximum range of 60 feet, and range increments apply to the attack roll. The duration of the trapped projectile starts from when it is created, not from when it is used.

A druid must be at least 9th level and have the trap edge to select this talent.

*Leshy Caller* (Ex): [Leshy Warden] The druid is an expert at summoning and growing leshies (see *Pathfinder Roleplaying Game: Bestiary 3* for details). She counts as a plant creature for the purpose of growing leshies. She adds leaf leshies, gourd leshies, fungus leshies, and seaweed leshies to her list of creatures for *summon nature's ally I, II, III, and IV*, respectively.

A druid must have the druid spells and spontaneous spells edges to select this talent.



# THE TALENTED DRUID

*Lesser Beast Shape (Su):* The druid can use wild shape to turn herself into any Small or Medium animal. When taking the form of an animal, the druid's wild shape functions as *beast shape I*.

A druid must have the wild shape edge to select this talent.

*Lesser Dragon Shape (Su):* The druid can use wild shape to change into a Medium chromatic or metallic dragon. When taking the form of a dragon, the druid's wild shape functions as *form of the dragon I*.

A druid must be at least 10th level and have the wild shape edge to select this talent.

*Lesser Elemental Shape (Su):* The druid can also use wild shape to change into a Small elemental. When taking the form of an elemental, the druid's wild shape functions as *elemental body I*.

A druid must be at least 6th level and have the wild shape edge to select this talent

*Lesser Giant Shape (Su):* The druid can use wild shape to change into a Large humanoid of the giant subtype. When taking the form of a giant, the druid's wild shape functions as *giant form I*.

A druid must be at least 12th level and have the wild shape edge to select this talent.

*Lesser Monstrous Shape (Su):* The druid can use wild shape to turn herself into any Small or Medium monstrous humanoid. When taking the form of a monstrous humanoid, the druid's wild shape functions as *monstrous physique I* (see *Pathfinder Roleplaying Game: Ultimate Magic* for details).

A druid must have the wild shape edge to select this talent.

*Lesser Plant Shape (Su):* The druid can use wild shape to change into a Small or Medium plant creature. When taking the form of a plant creature, the druid's wild shape functions as *plant shape I*.

A druid must be at least 8th level and have the wild shape edge to select this talent.

*Lesser Seasonal Spirits (Su):* [Season Keeper] Each day when the druid prepares spells, she can imbue her animal companion with the spirit of summer or the spirit of winter.

*Spirit of Summer:* The season keeper's animal companion projects a 15-foot-radius aura of cooling and vigor. Allies in the aura can exist comfortably in hot conditions (as the *endure elements* spell).

*Spirit of Winter:* The season keeper's animal companion projects a 15-foot-radius aura of warmth and calm. This aura allows allies to exist comfortably in cold conditions (as the *endure elements* spell).

A druid must have the animal companion and druid spells edges to select this talent.

*Lesser Undead Anatomy (Su):* The druid can use wild shape to turn herself into any Small or Medium corporeal creature of the undead type, which must be vaguely humanoid in shape. When taking the form of an undead, the druid's wild shape functions as *undead anatomy I* (see *Pathfinder Roleplaying Game: Ultimate Magic* for details).

A druid must have the wild shape and unlifelike edges to select this talent.

*Lesser Vermin Shape (Su):* The druid can use wild shape to change into a Medium or Small vermin. When taking the form of a vermin, a druid's wild shape functions as *vermin shape I* (see *Pathfinder Roleplaying Game: Ultimate Magic* for details).

A druid must be at least 6th level and have the wild shape edge to select this talent.

*Lightfoot (Ex):* [Cave Druid] The druid cannot be detected with tremorsense.

A druid must be at least 3rd level to select this talent.

*Lorekeeper (Ex):* [Urban Druid] The druid adds Diplomacy, Knowledge (history), Knowledge (local), and Knowledge (nobility) skills to her list of class skills. She also receives a +2 bonus on these skill checks.

A druid must be at least 2nd level to select this talent.

*Magical Beast Shape (Su):* The druid can use wild shape to change into a Small or Medium magical beast. When taking the form of magical beasts, a druid's wild shape functions as *beast shape III*.

A druid must be at least 8th level, have the wild shape edge, and beast shape talent to select this talent.

*Marshwight (Ex):* [Swamp Druid] The druid gains a bonus on Initiative checks and Knowledge (geography), Perception, Stealth, Swim, and Survival checks equal to 1/2 her druid level in swamp terrain, and she cannot be tracked in such an environment.

A druid must be at least 2nd level to select this talent.



# THE GENIUS GUIDE TO

*Mediator's Ear (Ex):* [Green Faith Initiate] The druid becomes respected for her neutrality and even-handed attitude toward all people as well as other living things. She quickly develops some sense for others' attitudes, much as she does with animals. She gains a bonus on Diplomacy and Sense Motive checks equal to half her druid level.

A druid must be at least 3rd level to select this talent.

*Mental Strength (Ex):* The druid gains immunity to charm and compulsion effects.

A druid must be at least 9th level to select this talent.

*Miasma (Ex):* [Blight Druid] If the druid is adjacent to a creature at the beginning of the creature's turn, the creature must succeed at a Fortitude save with a DC of 10 + 1/2 the druid's level + the druid's Wisdom modifier or become sickened for 1 round. If the creature makes its save, it is immune to this effect for 24 hours. This is a disease effect.

A druid must be at least 4th level to select this talent.

*Monstrous Shape (Su):* The druid can use wild shape to turn herself into any Tiny or Large monstrous humanoid. When taking the form of a monstrous humanoid, the druid's wild shape functions as *monstrous physique II* (see *Pathfinder Roleplaying Game: Ultimate Magic* for details).

A druid must be at least 6th level, have the wild shape edge, and the lesser monstrous shape talent to select this talent.

*Mountain Stance (Ex):* [Mountain Druid] The druid gains immunity to petrification and receives a +4 bonus on saving throws or to CMD to resist any attempt to push, pull, bull rush, or drag her, or to resist any other effect that would physically move her from her position (e.g., *repel wood*, *reverse gravity*, or being blown away by high winds). This does not protect her against being tripped, grappled, or overrun.

A druid must be at least 9th level to select this talent.

*Mountain Stone (Ex):* [Mountain Druid] The druid can transform her body into a weathered stone outcrop and back at will. This effect functions as the *statue* spell.

A druid must be at least 13th level to select this talent.

*Mountaineer (Ex):* [Mountain Druid] The druid gains a bonus on Initiative checks and Climb, Knowledge (geography), Perception, Stealth, and

Survival checks equal to half her druid level in mountainous terrain, and she cannot be tracked in such an environment.

A druid must be at least 2nd level to select this talent.

*Mysterious Stranger (Ex):* [Reincarnated Druid] The druid adds 1/2 her druid level to the DC of Sense Motive, Diplomacy, and Knowledge checks to learn about her.

A druid must be at least 2nd level to select this talent.

*Natural Expertise (Ex):* [Wild Whisperer] The druid's powers of observation give her an advantage when she's fighting natural creatures. When using inspiration on an attack roll against an animal or a vermin or on a saving throw against an effect from an animal or a vermin, the druid has to expend only one use of inspiration instead of two.

A druid must be at least 6th level and have the inspiration edge to select this talent.

*Native Call (Su):* [Feral Child] When the druid is in one of her favored terrains and uses any *summon nature's ally* spell to summon animals that are native to that terrain, she treats the duration of the spell as if she were 2 caster levels higher.

A druid must have the favored terrain edge to select this talent.

*Native Fortitude (Ex):* [Feral Child] The druid recovers from ability damage, exhaustion, and fatigue at twice the normal rate. The druid gains a +1 bonus on saving throws against disease, exhaustion, fatigue, *fear*, and poison. When she is in her favored terrain, she instead applies her favored terrain bonus on such saving throws.

A druid must be at least 4th level and have the favored terrain edge to select this talent.

*Natural Swimmer (Ex):* [Aquatic Druid] The druid gains a swim speed equal to half her land speed.

A druid must be at least 3rd level to select this talent.

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

*Night Sight (Ex):* [Mooncaller] The druid gains low-light vision. If she already has low-light vision, she gains darkvision with a range of 30 feet. If she already has darkvision, the range of her darkvision is increased by 30 feet.

A druid must be at least 2nd level to select this talent.



# THE TALENTED DRUID

*Pack Bond (Ex):* [Pack Lord] The druid gains a +2 bonus on wild empathy and Handle Animal checks made regarding her animal companion. The druid may have more than one animal companion, but she must divide up her effective druid level between her companions to determine the abilities of each companion. For example, a 4th-level druid can have one 4th-level companion, two 2nd-level companions, or one 1st-level and one 3rd-level companion.

Each time a druid's class level increases, she must decide how to allocate the increase among her animal companions (including the option of adding a new 1st-level companion). Once a druid level is allocated to a particular companion, it cannot be redistributed while that companion is in the druid's service (she must release the companion or wait until the companion dies to allocate its levels to another companion, which she can do the next time she prepares spells). The share spells animal companion ability only applies to one animal companion at a time—the druid cannot use it to cast a one-target spell and have it affect all of her animal companions.

A druid must have the animal companion edge to select this talent.

*Path to Refuge (Sp):* [Green Faith Initiate] Once per day, the druid can travel to any major druid circle or important holy site (as the *transport via plants* spell). These sites are usually marked with special standing stones that allow druids to sense their distance and direction. The druid can erect such a site in an appropriate natural location with a 24-hour long ritual. At 14th level and again at 19th level, she can use this ability one additional time per day.

A druid must be at least 9th level to select this talent.

*Path of Trees (Su):* [World Walker] Once a day, the druid steps within a tree and then teleports 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 12th level, and a third use of this ability at 15th level.

A druid must be at least 9th level to select this talent.

*Patience of Nature (Ex)* [Ancient Guardian] The druid adds Diplomacy, Perform (oratory) and Sense Motive to her list of class skills, and gains an insight bonus equal to 1/2 her druid level on these skill checks.

*Place Magic (Su):* [Menhir Savant] The druid learns to identify and tap into ley lines in different types of terrain. As a free action, she can tap into the magic of a nearby ley line and increase her caster level by +1 for 1 round. She can use this ability a number of times per day equal to 3 + her Wisdom bonus.

A druid must be at least 2nd level to select this talent.

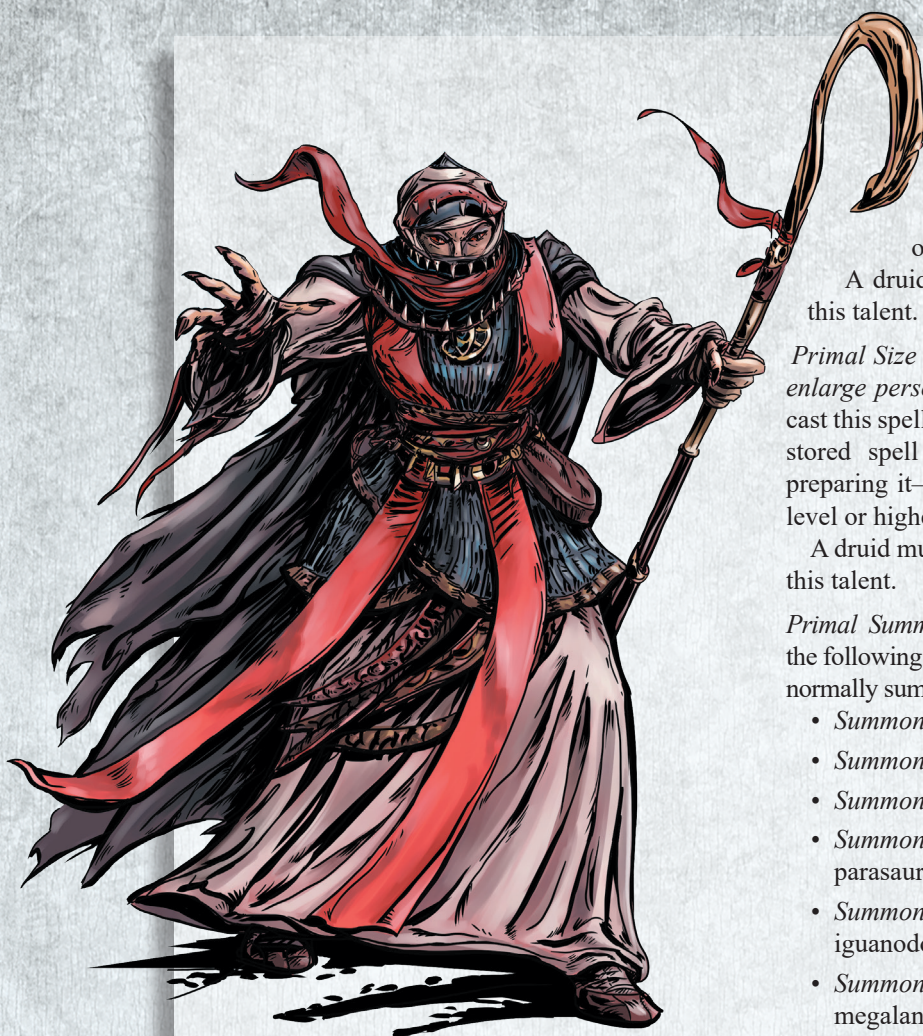
*Plaguebearer (Su):* [Blight Druid] Any creature that strikes the druid with a touch attack, unarmed strike, or natural weapon must succeed at a Fortitude save (DC of 10 + 1/2 the druid's level + the druid's Wisdom modifier) or contract a disease, as the *contagion* spell. If the creature makes its save, it is immune to this effect for 24 hours.

A druid must be at least 13th level to select this talent.





# THE GENIUS GUIDE TO



**Plains Traveler (Ex):** [Plains Druid] The druid gains a bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks equal to 1/2 her druid level in plains terrain, and she cannot be tracked in such an environment.

A druid must be at least 2nd level to select this talent.

**Plant Shape (Su):** The druid can use wild shape to change into a Large plant creature. When taking the form of a plant creature, the druid's wild shape functions as *plant shape II*.

A druid must be at least 10th level, have the wild shape edge, and lesser plant shape talent to select this talent.

**Pond Scum (Ex):** [Swamp Druid] The druid gains a +4 bonus on saves against disease and the exceptional, supernatural, and spell-like abilities of monstrous

humanoids. The druid also gains DR/— equal to half her druid level against attacks by swarms. If this damage resistance prevents damage, the druid is unaffected by distraction or other special attacks of the swarm.

A druid must be at least 4th level to select this talent.

**Primal Size (Ex):** [Goliath Druid] The druid adds *enlarge person* to her list of class spells. She can cast this spell only on herself. She can also channel stored spell energy to cast this spell without preparing it—she can lose a prepared spell of 1st level or higher to cast *enlarge person*.

A druid must have the druid spells edge to select this talent.

**Primal Summons:** [Goliath Druid] The druid adds the following creatures to the list of creatures she can normally summon using *summon nature's ally* spells.

- *Summon Nature's Ally I:* Compsognathus.
- *Summon Nature's Ally II:* Dimorphodon.
- *Summon Nature's Ally III:* Velociraptor.
- *Summon Nature's Ally IV:* Ogre, parasaurolophus.
- *Summon Nature's Ally V:* Glyptodon, iguanodon.
- *Summon Nature's Ally VI:* Baluchitherium, megalania.
- *Summon Nature's Ally VII:* Cliff giant.
- *Summon Nature's Ally VIII:* Spinosaurus.
- *Summon Nature's Ally IX:* Diplodocus.

A druid must have the druid spells and spontaneous spells edges to select this talent.

**Proficiencies:** [Survivor] The druid adds any two simple or martial weapon proficiencies to her weapon proficiencies. She also adds any one skill of her choice to her list of class skills.

**Rage Power (Ex):** The druid may select a rage power as a talent. She counts as a barbarian of her druid level for the purposes of the rage power use or prerequisites. This talent may be selected multiple times, each time granting a new rage power.

A druid must be at least 5th level and have the rage edge to select this talent.



# THE TALENTED DRUID

*Read The Currents (Ex):* [River Druid] The druid gains a bonus on initiative checks and Acrobatics, Knowledge (geography), Perception, Stealth, Survival, and Swim checks equal to 1/2 her druid level when she is in, on, or adjacent to flowing water. Additionally, she cannot be tracked in such environments.

A druid must be at least 2nd level to select this talent.

*Resist Call of the Wild (Ex):* [Mooncaller] The druid gains a +4 bonus on saving throws to avoid *confusion*, *daze*, *feeblemind*, and *insanity* effects. She also gains a +4 bonus against the extraordinary, spell-like, and supernatural abilities of creatures with the shapechanger subtype.

A druid must be at least 4th level to select this talent.

*Resist Darkness (Ex):* [Lunar Guardian] The druid gains a +4 bonus on saving throws against spells with the [light], [darkness], or [shadow descriptor] or spells of the shadow subschool.

A druid must be at least 4th level to select this talent.

*Resist Death's Touch (Ex):* [Reincarnated Druid] The druid gains a +4 bonus on saving throws against death effects, energy drain, and necromancy effects, and on stabilization checks when dying.

A druid must be at least 4th level to select this talent.

*Resist Nature's Lure (Ex):* The 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 utilize or target plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*.

A druid must be at least 4th level to select this talent.

*Resist Ocean's Fury (Ex):* [Aquatic Druid] The druid gains a +4 bonus on saving throws against spells of the water descriptor or the exceptional or supernatural abilities of creatures with the aquatic or water subtype.

A druid must be at least 4th level to select this talent.

*Resist Storm (Ex):* [Sky Druid] The druid gains a +4 bonus on saving throws against spells with the air or electricity descriptors and against effects that control or modify the weather (such as *sleet storm*).

A druid must be at least 4th level to select this talent.

*Resist Subterranean Corruption (Ex):* [Cave Druid] The druid gains a +2 bonus on saves against the extraordinary, supernatural, and spell-like abilities of oozes and aberrations.

A druid must be at least 4th level to select this talent

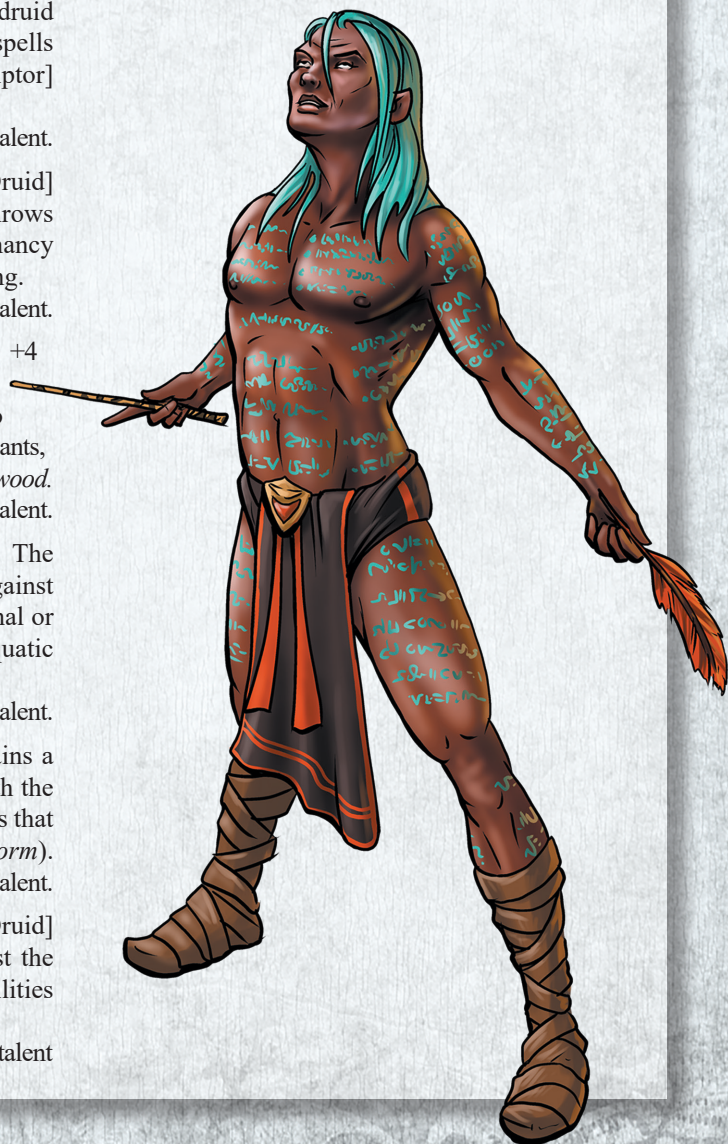
*Resist Temptation (Ex):* [Urban Druid] The druid gains a +2 bonus on saves vs. divinations and enchantments.

A druid must be at least 4th level to select this talent.

*Resist Water's Call (Su):* [Undine Adept] The druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of outsiders with the aquatic or water subtype, fey with the aquatic or water subtype, and spells and effects with the [water] descriptor.

A druid must be at least 4th level to select this talent.

*Resistance (Ex):* [Tempest Druid] The druid gains acid, cold, electricity, or fire resistance 5. As a standard action, she can transfer this resistance to another creature for 1





# THE GENIUS GUIDE TO



hour, after which time it reverts to her. This talent may be selected multiple times, each time gaining a new type of resistance or adding 5 to a resistance the druid has already selected (up to a maximum of resistance 30). Resistance gained from this talent does not stack with any other form of resistance.

A druid must be at least 3rd level to select this talent.

**Run Like the Wind (Ex):** [Plains Druid] The druid gains +10 feet to her land speed when wearing light or no armor and carrying a light load, and once per hour, she may run or charge at double the normal speed for 1 round. If the druid is riding her animal companion, it gains this ability instead.

A druid must be at least 3rd level to select this talent.

**Sandwalker (Ex):** [Desert Druid] The druid suffers no penalty to speed or on Acrobatics or Stealth checks when moving through sandy or desert terrain.

A druid must be at least 3rd level to select this talent.

**Savanna Ambush (Ex):** [Plains Druid] The druid gains concealment whenever she is prone in natural surroundings, and can make Stealth checks at no penalty when prone and not moving or at -5 when crawling. The druid can stand up from prone as an immediate action during a surprise round.

A druid must be at least 4th level to select this talent.

**Seaborn (Ex):** [Aquatic Druid] The druid gains the aquatic descriptor, the amphibious trait, and a swim speed equal to her land speed. She also can endure cold climate effects as if using *endure elements*.

A druid must be at least 9th level to select this talent.

**Seasonal Spirits (Su):** [Season Keeper] The druid's imbued spirit of summer or spirit of winter becomes more powerful.

**Spirit of Summer:** The aura increases the power of the season keeper's healing magic—whenever the druid targets an ally with a spell that has the healing descriptor, the target also gains fast healing 2 for a number of rounds equal to the spell's level.

**Spirit of Winter:** Allies gain resistance 10 to cold as long as they remain within the animal companion's aura.

**Secrets Across Lifetimes (Sp):** [Green Faith Initiate] The druid can use *legend lore* once per week as a spell-like ability, drawing upon the knowledge of archdruids recorded in secret across the generations in places where the wise can retrieve it. This ability does not require material components.

A druid must be at least 10th level to select this talent.

**Shaded Vision (Ex):** [Desert Druid] The druid becomes immune to blinding and dazzling effects and gains a +2 bonus on saving throws against gaze attacks and illusions of the figment and pattern subschools.

A druid must be at least 9th level to select this talent.

**Shaman Bonus Feats:** [Ape Shaman, Bat Shaman, Bear Shaman, Boar Shaman, Dragon Shaman, Eagle Shaman, Lion Shaman, Saurian Shaman, Serpent Shaman, Shark Shaman, Wolf Shaman] The druid gains a bonus feat chosen from the following based on her totem. The druid gains a second bonus feat from the list at 13th level and a third feat at 17th level.



# THE TALENTED DRUID

She must meet the prerequisites for these bonus feats.

- *Ape*: Diehard, Endurance, Great Fortitude, Improved Bull Rush, and Toughness.
- *Bat*: Acrobatic, Agile Maneuvers, Improved Initiative, Lightning Reflexes, or Skill Focus (Perception).
- *Bear*: Diehard, Endurance, Great Fortitude, Improved Great Fortitude, Toughness.
- *Boar*: Bleeding Critical, Blind-Fight, Diehard, or Improved Overrun.
- *Dragon*: Combat Casting, Dazzling Display, Magical Aptitude, Skill Focus (Knowledge [arcana]), and Spell Penetration.
- *Eagle*: Flyby Attack, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Perception), or Wind Stance.
- *Lion*: Dodge, Lunge, Improved Iron Will, Iron Will, or Skill Focus (Acrobatics).
- *Saurian*: Improved Overrun, Nimble Moves, Power Attack, Skill Focus (Intimidate), or Vital Strike.
- *Serpent*: Combat Expertise, Improved Feint, Skill Focus (Bluff), Stealthy, or Strike Back.
- *Shark*: Bleeding Critical, Improved Initiative, Lightning Reflexes, Self-Sufficient, or Skill Focus (Swim).
- *Wolf*: Greater Trip, Improved Trip, Mobility, Skill Focus (Stealth), or Spring Attack.

A druid must be at least 9th level and have the totem transformation edge to select this talent.

*Skeletal Beast (Su)*: [Ossuarite] The druid's animal companion is a skeletal undead creature (see *Pathfinder Roleplaying Game: Bestiary* for details). The animal companion gains the skeleton template (gaining immunity to cold; claw attacks if applicable; +2 Dexterity bonus and Improved Initiative as a bonus feat). However, it retains the base creature's Intelligence ability score, skills, feats and any other special abilities. It has a natural armor bonus based on its size (+0 if tiny, +1 if Small, +2 if Medium, etc.), but does not gain DR 5/bludgeoning until the druid reaches 5th level. While the skeletal beast is adjacent to the druid, it gains +4 channel resistance.

A druid must have the animal companion edge to select this talent.

*Sky's Embrace (Su)*: [Sky Druid] The druid no longer takes falling damage, as though she were constantly under the effect of the *feather fall* spell. Additionally, she may take ranks in the Fly skill regardless of whether she has a natural fly speed, and may use her Fly skill in place of Acrobatics when making jump checks.

*Skymaster (Su)*: [Sky Druid] The druid can use the *fly* spell (self only) for a number of minutes per day equal to her druid level. These minutes do not need to be consecutive.

A druid must be at least 5th level to select this talent.





# THE GENIUS GUIDE TO



**Slayer Talent:** [Nature Fang] The druid selects a slayer talent (see *Pathfinder Roleplaying Game: Advanced Class Guide* for details). At 12th level or higher, the druid can select an advanced slayer talent. She uses her druid level as her slayer level to determine what talents she can select. This talent can be selected multiple times, each time gaining a new slayer talent.

A druid must be at least 4th level to select this talent.

**Slippery (Ex):** [Swamp Druid] The druid gains the benefits of a continuous *freedom of movement* spell.

A druid must be at least 13th level to select this talent.

**Sneak Attack (Ex):** [Nature Fang] The druid gains sneak attack +1d6. This functions as the rogue sneak attack ability. This talent may be selected

multiple times, but no more than once per two druid levels. If the druid gets a sneak attack bonus from another source or from taking this talent multiple times, the bonuses on damage stack.

A druid must be at least 5th level to select this talent.

**Snowcaster (Su):** [Arctic Druid] The druid can see normally in *ice storm*, *sleet storm*, or similar natural snowstorms. In addition, she can prepare any druid spell with the fire descriptor as a cold spell, with an identical effect but inflicting cold damage instead of fire damage.

A druid must be at least 9th level and have the druid spells edge to select this talent.

**Soaring Form (Ex):** [Sky Druid] The druid is no longer affected by altitude sickness or natural or magical wind.

A druid must be at least 9th level to select this talent.

**Sodden Shore Sense (Ex):** [Tempest Druid] The druid gains a +4 bonus on Knowledge (nature) and Survival checks in coastal and marshy lands.

A druid must be at least 2nd level to select this talent.

**Spire Walker (Ex):** [Mountain Druid] The druid does not lose her Dexterity bonus when climbing.

A mountain druid is immune to altitude sickness and ignores the effects of a cold climate as if under the effects of *endure elements*.

A druid must be at least 4th level to select this talent.

**Spirit Sense (Sp):** [Menhir Savant] The druid can detect the presence of undead; fey; outsiders; and astral, ethereal, or incorporeal creatures. This ability otherwise functions like *detect undead*, and the druid can only sense one type of creature at a time.

**Spirit Whisperer (Su):** [Leshy Warden] The druid's connection to the spirits of nature becomes strong enough that she can always hear them 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 spirits to learn the answers to her questions, as *commune with nature*.

A druid must be at least 13th level to select this talent.

**Steady Mount (Ex):** The druid's animal companion is trained to not disrupt her spellcasting. The druid is not required to make concentration checks while mounted on her animal companion due to vigorous or violent motion.

A druid must be at least 3rd level to select this talent.



# THE TALENTED DRUID

*Storm Lord (Ex):* [Storm Druid] The druid is unaffected by natural and magical wind effects. She also becomes immune to deafness and gains +2 bonus on saving throws against sonic effects.

A druid must have the windwalker talent and be at least 13th level to select this talent.

*Stormvoice (Ex):* [Storm Druid] The druid's voice can magically carry over howling winds and peals of thunder. Whenever a Perception check is needed to hear the druid's voice, the DC is reduced by an amount equal to the druid's level.

*Sure-Footed (Ex):* [Mountain Druid] The druid suffers no penalty to speed or on Acrobatics or Stealth checks when walking across steep slopes, rubble, or scree.

A druid must be at least 3rd level to select this talent.

*Swamp Strider (Ex):* [Swamp Druid] The druid suffers no penalty to speed or on Acrobatics or Stealth checks in bogs and undergrowth.

A druid must be at least 3rd level to select this talent.

*Swift Studied Target:* [Nature Fang] The druid can use the studied target edge as a move or swift action.

A druid must be at least 9th level and have the studied target edge to select this talent.

*Terraforming (Su):* [Visitor] The druid can alter an area's terrain and climate to include or eliminate troublesome features. The druid affects a 40 foot radius around her once per day as a full round action. She may make the area difficult terrain or remove any difficult terrain in the area. She may reduce or increase the force of wind by two steps (such as from light to strong or severe to moderate). She may increase or decrease the temperature in the area by up to 40° F, which may cause cold or heat dangers. The climate and terrain type remain the same (for example, a warm forest remains a warm forest). This effect is permanent and dismissible, but can be dispelled as a spell with the druid's class level as her caster level.

A druid must be at least 13th level to select this talent.

*Timeless Body (Ex):* The 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.

A druid must be at least 15th level to select this talent.

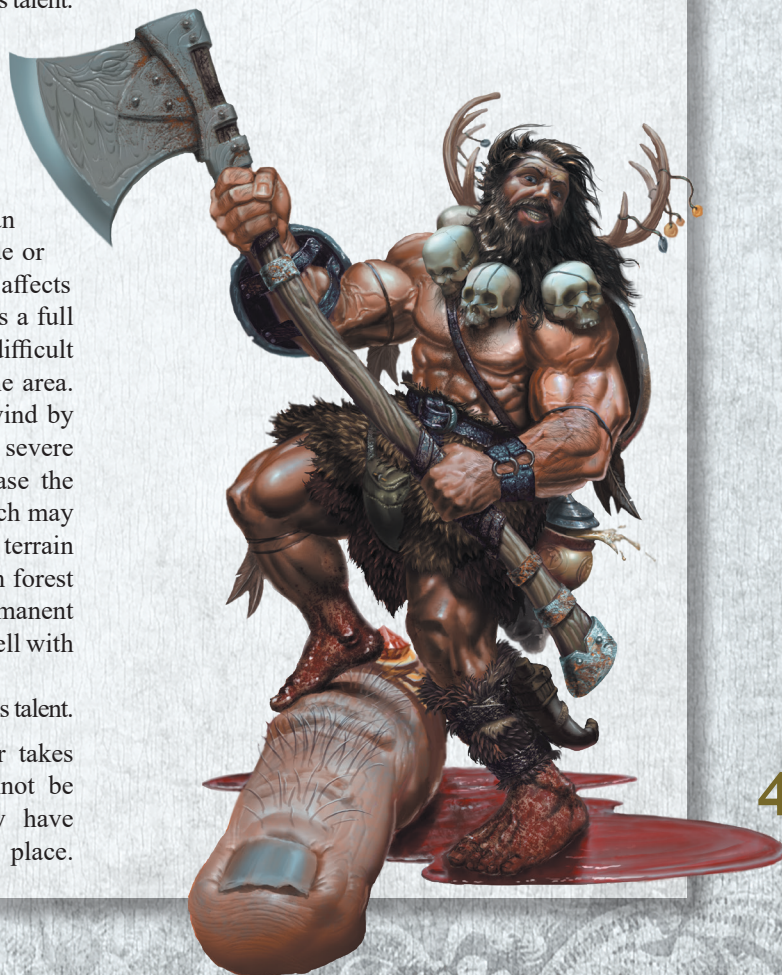
*Tongue of the Sun and Moon (Ex):* [Reincarnated Druid, River Druid] The druid can speak with any living creature.

A druid must be at least 5th level to select this talent.

*Torrid Endurance (Ex):* [Jungle Druid] The druid ignores the effects of a hot climate as if under the effects of *endure elements*. She also gains a +4 bonus on saves against disease and the exceptional abilities of animals and magical beasts.

A druid must be at least 4th level to select this talent.

*Totemic Summons (Su):* [Ape Shaman, Bat Shaman, Bear Shaman, Boar Shaman, Dragon Shaman, Eagle Shaman, Lion Shaman, Saurian Shaman, Serpent Shaman, Shark Shaman, Wolf Shaman] The druid may cast *summon nature's ally* as a standard action when summoning her animal totem type and related





# THE GENIUS GUIDE TO

animals only (such as birds for eagle or lizards for dragon), and these summoned creatures gain temporary hit points equal to her druid level. She can apply the young template to any such creature to reduce the level of the summoning spell required by one. She can also increase the level of summoning required by one in order to apply either the advanced or the giant template, or increase it by two to apply both the advanced and giant templates.

A druid must be at least 5th level, have the druid spells and spontaneous spells edges, and have the totem transformation edge to select this talent.

*Totemic Wild Shape (Su):* [Ape Shaman, Bat Shaman, Bear Shaman, Boar Shaman, Dragon Shaman, Eagle Shaman, Lion Shaman, Saurian Shaman, Serpent Shaman, Shark Shaman, Wolf Shaman] The druid's wild shape ability functions at her druid level -2. If she takes on the form of her animal totem type and related animals only (such as birds for eagle or lizards for dragon), she instead uses her druid level +2.

A druid must be at least 5th level, have the wild shape, and have the totem transformation edge to select this talent.

*Trackless Step (Ex):* The druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

A druid must be at least 3rd level to select this talent.

*Tunnelrunner (Ex):* [Cave Druid] The druid can move through areas of rubble or narrow passages that require squeezing at her normal movement rate and without penalty.

A druid must be at least 2nd level to select this talent.

*Undead Anatomy (Su):* The druid can use wild shape to turn herself into any Tiny or Large corporeal creature of the undead type, which must be vaguely humanoid in shape. When taking the form of an undead, the druid's wild shape functions as *undead anatomy II* (see *Pathfinder Roleplaying Game: Ultimate Magic* for details).

A druid must be at least 8th level, have the wild shape and unlife edges, and the lesser undead anatomy talent to select this talent.

*Undo Artifice (Sp)* [Ancient Guardian] The druid gains the ability to reduce a nonliving item to its

component raw materials. This acts as the spell *polymorph any object*, but works on magical or non-magical nonliving objects. The duration is always permanent. Unlike *polymorph any object*, this ability can't be used to mimic the effects of other spells. Items subject to this effect receive a Fortitude saving throw to negate the effect. Magic items receive a circumstance bonus on this save equal to +1 for every 5,000 gp of the item's value. The druid can use undo artifice a number of times per day equal to her Wisdom modifier (minimum 1).

A druid must be at least 13th level to select this talent.

*Unimpeachable (Ex)* [Ancient Guardian] The druid gains a +4 bonus on saves against enchantment spells and effects.

A druid must be at least 4th level to select this talent.

*Unlife Sense (Su):* [Ossuarite] The druid can *detect undead* (as the spell) a number of times per day equal to 3 + her Wisdom modifier.

*Verdant Sentinel (Ex):* [Jungle Druid] The druid can cast *tree shape* at will.

A druid must be at least 13th level to select this talent.

*Vermin Shape (Su):* The druid can also use wild shape to change into a Tiny or Large vermin. When taking the form of a vermin, a druid's wild shape functions as *vermin shape II* (see *Pathfinder Roleplaying Game: Ultimate Magic* for details).

A druid must be at least 8th level, have the wild shape edge, and lesser vermin shape talent to select this talent.

*Walk the Lines (Su):* [Menhir Savant] The druid can cast *transport via plants* a number of times per day equal to her Wisdom bonus (minimum 1).

A druid must be at least 9th level to select this talent.

*Wild Empathy (Ex):* The druid can improve the attitude of one type of certain creatures depending on her background and affinity. This ability functions just like a Diplomacy check made to improve the attitude of a person (as the Diplomacy skill). The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

To use wild empathy, the druid and the target must be within 30 feet of one another under normal conditions. Generally, influencing a creature in this



# THE TALENTED DRUID

way takes 1 minute but, as with influencing people, it might take more or less time.

When she gains wild empathy, the druid selects two of the following creature types or subtypes: air, aquatic (and water), animal, cold, earth, fire, ooze, magical beast, plant, reptilian, undead, and vermin. If magical beast is selected as an option, the magical beast must have an Intelligence score of 1 or 2. If undead are selected, the undead must be mindless. The druid makes wild empathy checks against the first selected creature type or subtype at no penalty, and the second selected type or subtype at a -4 penalty on the check.

This talent may be selected multiple times, each time allowing the druid to use wild empathy on new creature types (or subtypes), or adding a +4 bonus to the druid's wild empathy check if the same creature type or subtype is selected twice. This bonus is not cumulative and does not stack.

*Windwalker (Ex):* [Storm Druid] The penalties from natural or magical wind effects are treated as one step less severe for the druid.

*Wolfsbane (Su):* [Mooncaller] The druid gains DR 3/silver, increasing to DR 4/silver at 16th level and DR 5/silver at 19th level.

A druid must be at least 13th level to select this talent.

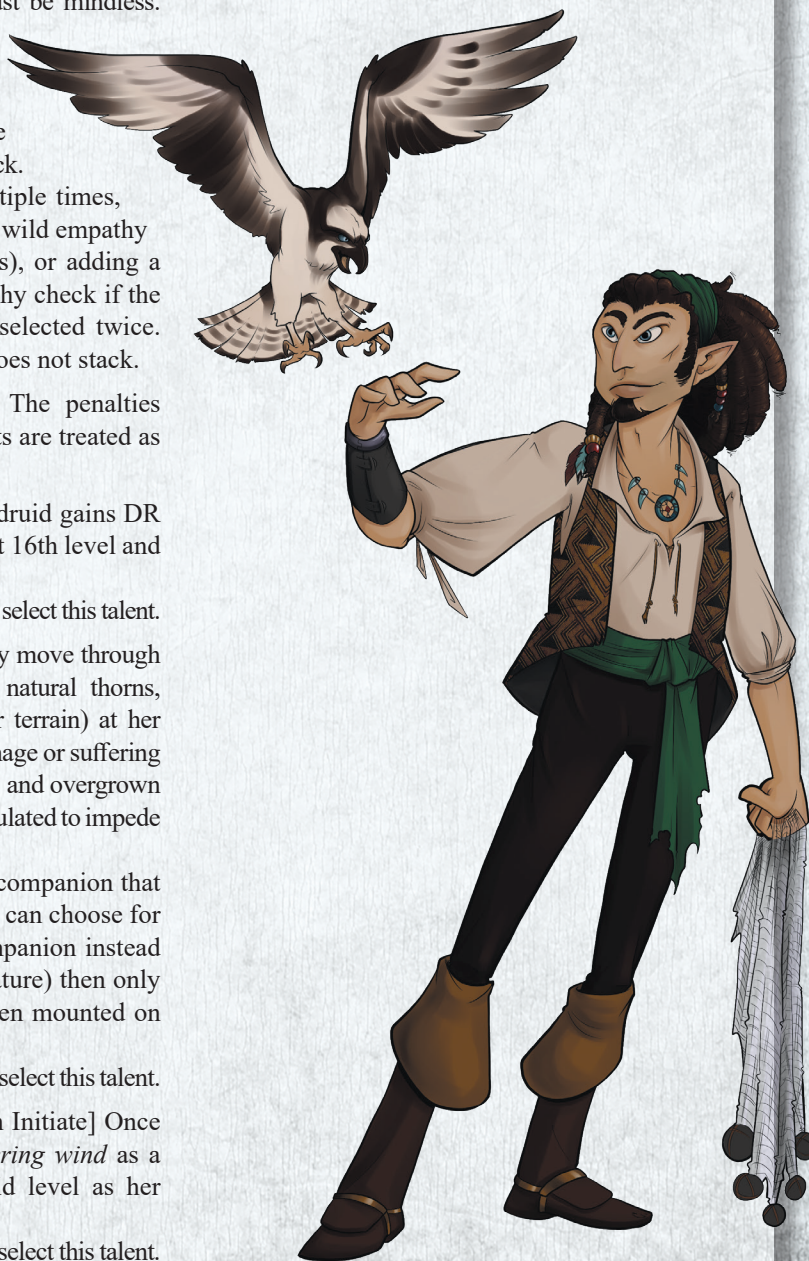
*Woodland Stride (Ex):* The druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to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

If the druid possesses an animal companion that is capable of acting as a mount, she can choose for this talent to affect her animal companion instead of her. The druid (or any other creature) then only gains the benefits of this talent when mounted on the animal companion.

A druid must be at least 2nd level to select this talent.

*Zephyr Message (Sp):* [Green Faith Initiate] Once per day, the druid can cast *whispering wind* as a spell-like ability, treating her druid level as her caster level.

A druid must be at least 6th level to select this talent.





# THE GENIUS GUIDE TO

## APPENDICES

The following sections compile and detail useful information for the talented druid including alternate forms of channeled energy and a compiled druid spell list.

### APPENDIX ONE: ANIMAL COMPANIONS

The following is a list of available animal companion options for a druid with the animal companion edge. Each includes a reference to the book the animal companion can be found in. These include the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game Bestiary*, *Pathfinder Roleplaying Game: Bestiary 2*, *Pathfinder Roleplaying Game: Bestiary 3*, *Pathfinder Roleplaying Game: Bestiary 4*, *Pathfinder Roleplaying Game: Bestiary 5*, and *Pathfinder Roleplaying Game: Ultimate Magic*. Animal companions drawn from Pathfinder Roleplaying Game Adventure Path (noted with PAP followed by the adventure path number) supplements are included below for ease of reference.

#### BARBED RAM

##### STARTING STATISTICS

**Size** Small; **Speed** 40 ft.; **AC** +1 natural; **Attack** gore (1d4); **Ability**

**Scores** Str 10, Dex 17, Con 11, Int 2, Wis 14, Cha 7; **Special Qualities** low-light vision, scent.

##### 4TH-LEVEL ADVANCEMENT

**Size** Medium; **Attack** gore (1d6); **Ability Scores** Str +4, Dex -2, Con +2; **Special Attacks** bleed (gore, 1), powerful charge (gore, 1d8).

#### BLACKWISP EGRET

##### STARTING STATISTICS

**Size** Small; **Speed** 30 ft., fly 30 ft. (poor); **AC** +1 natural; **Attack** bite (1d4); **Ability Scores** Str 8, Dex 17, Con 8, Int 2, Wis 13, Cha 5; **Special Qualities** low-light vision.

##### 4TH-LEVEL ADVANCEMENT

**Size** Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** deceptive target.

**Deceptive Target (Ex)** A blackwisp egret's glowing eyes belie its true position at night. In areas of dim light or darkness, ranged attacks against a blackwisp egret suffer a 20% miss chance.

#### CHALICOTHERIUM

##### STARTING STATISTICS

**Size** Medium; **Speed** 30 ft., climb 30 ft.; **AC** +4 natural; **Attack** 2 claws (1d4); **Ability Scores** Str 12, Dex 14, Con 13, Int 2, Wis 13, Cha 3; **Special Qualities** low-light vision, scent.

##### 7TH-LEVEL ADVANCEMENT

**Size** Large; **AC** +2 natural; **Attack** 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attack** rend (2 claws, 1d6).

#### DEINOTHERIUM

##### STARTING STATISTICS

**Size** Medium; **Speed** 30 ft.; **AC** +4 natural; **Attack** slam (1d6), gore (1d8); **Ability Scores** Str 14, Dex 10, Con 15, Int 2, Wis 13, Cha 3; **Special Qualities** low-light vision, scent.

##### 7TH-LEVEL ADVANCEMENT

**Size** Large; **AC** +2 natural; **Attack** slam (1d8), gore (2d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** sweep, trample.

#### EMBOLOTHERIUM

##### STARTING STATISTICS

**Size** Medium; **Speed** 30 ft.; **AC** +6 natural; **Attack** bite (1d6); **Ability Scores** Str 14, Dex 10, Con 13, Int 2, Wis 13, Cha 3; **Special Qualities** low-light vision.

##### 7TH-LEVEL ADVANCEMENT

**Size** Large; **AC** +2 natural; **Attack** bite (1d8); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** trample.

#### HERON, YOLUBILIS

##### STARTING STATISTICS

**Size** Medium; **Speed** 30 ft., fly 60 ft. (average); **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str 13, Dex 15, Con 14, Int 2, Wis 12, Cha 9; **Special Qualities** low-light vision.



# THE TALENTED DRUID

## 7TH-LEVEL ADVANCEMENT

**Size** Large; **AC** +2 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex -2, Con +2; **Special Attacks** still predator.

**Still Predator (Ex)** A Yolubilis heron has the ability to stand perfectly still for hours at a time while awaiting prey, making it easy to mistake the bird's legs for slim tree trunks. A Yolubilis heron can use the freeze ability while adjacent to trees or any vegetation that could conceal its upper body. While standing in water, it can use the freeze ability against submerged creatures. Other creatures with low Intelligence scores or poor senses might be tricked by this ability as well.

## QUETZALCOATLUS

### STARTING STATISTICS

**Size** Medium; **AC** +2 natural armor; **Speed** 30 ft., fly 50 ft. (clumsy); **Attack** bite (1d8); **Ability Scores** Str 9, Dex 21, Con 10, Int 2, Wis 14, Cha 12; **Special Qualities** low-light vision, scent.

## 9TH-LEVEL ADVANCEMENT

**Size** Large; **AC** +3 natural armor; **Attack** bite (2d6/x3), 2 wings (1d4); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** razor-sharp beak.

**Razor-Sharp Beak (Ex)** A quetzalcoatlus's razor-sharp beak has a critical modifier of x3.

## RAVEN, GIANT

### STARTING STATISTICS

**Size** Small; **Speed** 20 ft., fly 50 ft. (average); **Attack** bite (1d4); **Ability Scores** Str 8, Dex 13, Con 10, Int 2, Wis 15, Cha 7; **Special Qualities** low-light vision, scavenger.

## 4TH-LEVEL ADVANCEMENT

**Size** Medium; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str +4, Dex +2, Con +2.

## SHRIKE, IMPALER

### STARTING STATISTICS

**Size** Small; **Speed** 10 ft., fly 60 ft. (average); **Attack** bite (1d4); **Ability Scores** Str 12, Dex 13, Con 13, Int 2, Wis 14, Cha 7; **Special Qualities** low-light vision.

## 7TH-LEVEL ADVANCEMENT

**Size** Medium; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str +2, Con +2; **Special Attacks** impale.

**Impale (Ex)** When an impaler shrike has a creature at least one size smaller than itself grappled in its beak, it can move the creature to a dangerous location, such as a spike or a broken tree limb. This works like the reposition combat maneuver, except the shrike can move an opponent to an occupied square. An impaler shrike still provokes an attack of opportunity using this ability, so it typically pins its victim before attempting this maneuver. As part of this reposition, an impaler shrike can attempt a melee touch attack against an AC of 15 to impale the victim on a nearby spike or similar object. If this attack is successful, the victim takes an amount of piercing damage appropriate for the impaling object's size.

## SKITTERGOAT

### STARTING STATISTICS

**Size** Small; **Speed** 30 ft.; **AC** +1 natural; **Attack** gore (1d4); **Ability Scores** Str 13, Dex 14, Con 11, Int 2, Wis 10, Cha 5; **Special Qualities** low-light vision.

## 4TH-LEVEL ADVANCEMENT

**Size** Medium; **Attack** gore (1d6); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** egg cracker.

**Egg Cracker (Ex)** A skittergoat's horns are able to crack through the tough shells of ankheg eggs. When a skittergoat charges, its gore attack is resolved against the target's touch AC. In addition, when breaking an object, a skittergoat ignores 1 point of the object's hardness.

## WOLLIPED

### STARTING STATISTICS

**Size** Medium; **Speed** 50 ft.; **AC** +1 natural armor; **Attack** gore (1d6); **Ability Scores** Str 14, Dex 16, Con 12, Int 2, Wis 11, Cha 4; **Special Qualities** low-light vision, scent.

## 7TH-LEVEL ADVANCEMENT

**Size** Large; **AC** +3 natural armor; **Attack** gore (1d8); **Ability Scores** Str +4, Dex -2, Con +4; **Special Abilities** spit, trample.



# THE GENIUS GUIDE TO

**TABLE: ANIMAL COMPANION OPTIONS**

Name	Size	Terrain	Source
Allosaurus	M	Forest (warm), Plains (warm)	PRPGB2
Ankylosaurus	M	Forest (warm), Plains (warm)	PRPGB1
Ant, giant	S	Any	PRPGUM
Antelope	S	Plains (temperate, warm)	PRPGB3
Ape	M	Forest (warm)	PRPGCR
Archelon	M	Coastlines (warm, temperate), Water (warm, temperate)	PRPGB3
Arsinoitherium	M	Plains (temperate)	PRPGB2
Aurochs (Buffalo/Bison)	M	Plains (cold, temperate)	PRPGB1
Axe beak	M	Plains (temperate)	PRPGB3
Baboon	S	Forest (warm)	PRPGB2
Badger (Wolverine)	S	Forest (temperate)	PRPGCR
Baluchitherium	M	Forest (warm)	PRPGB3
Barbed ram	S	Mountains (cold)	OS91
Basilosaurus	M	Ocean (any)	PRPGB3
Bat, dire	M	Any Terrain (temperate, warm)	PRPGB1
Bear	S	Forest (cold)	PRPGCR
Beetle, giant	S	Any	PRPGUM
Bird (Eagle/Hawk/Owl)	S	Mountains (temperate)	PRPGCR
Blackwisp egret	S	Swamps (temperate)	OS91
Boar	S	Forest (temperate)	PRPGCR
Brachiosaurus	M	Forest (warm), Plains (warm)	PRPGB1
Camel	L	Desert (warm)	PRPGCR
Cat, big (Lions/Tigers)	M	Plains (warm), Forest (cold)	PRPGCR
Cat, Small (Cheetahs/Leopards)	S	Plains (warm), Forest (warm)	PRPGCR
Centipede, giant	S	Forests or Underground (temperate or warm)	PRPGUM
Chalicotherium	M	Forests (temperate)	OS91
Chameleon, giant	M	Forest (warm), Mountains (warm)	PRPGB3
Crab, giant	S	Any aquatic	PRPGUM
Crocodile (Alligators)	S	Rivers/Lakes (Swamp [warm])	PRPGCR
Deinonychus (Velociraptors)	S	Forest (warm)	PRPGCR
Deinotherium	M	Forests or plains (any climate)	OS91
Dimetrodon	M	Forest (warm)	PRPGB3
Dimorphodon	S	Coastline or Forest (warm)	PRPGB4
Diplodocus	M	Plans (warm)	PRPGB4
Dog	S	Any	PRPGCR



# THE TALENTED DRUID

Dolphin	M	Ocean (cold, temperate, warm)	PRPGB1
Eel, electric	S	Warm fresh water	PRPGB1
Elasmosaurus	M	Ocean (warm)	PRPGB1
Elephant (Mastodons/Mammoths)	M	Plains (warm)	PRPGB1
Elk	M	Plains (temperate, cold)	PRPGB3
Embolotherium	M	Any	OS91
Frog, giant	M	Swamp (temperate, warm)	PRPGB1
Gar	M	Marshes and Aquatic (temperate, warm)	PRPGB2
Gecko, giant	S	Forest (warm), Mountains (warm)	PRPGB3
Giraffe	M	Plains (warm)	PRPGB4
Goblin dog	S	Forest (temperate), Swamp (temperate), Underground	PRPGB1
Gylptodon	M	Plains (temperate)	PRPGB2
Heron, yolubilis	M	Rivers and swamps (temperate)	OS97
Hippopotamus	M	Rivers (warm)	PRPGB2
Horse	L	Plains (temperate)	PRPGCR
Hyena	S	Plains (warm)	PRPGB1
Iguanodon	M	Forest (warm), Swamp (warm)	PRPGB3
Kangaroo	M	Hills (temperate), Plains (temperate)	PRPGB3
Leech, giant	S	Marsh (temperate or warm)	PRPGUM
Manta ray	M	Ocean (warm)	PRPGB2
Mantis, giant	M	Forest (temperate)	PRPGUM
Megalanina	M	Forest (warm), Plains (warm)	PRPGB3
Megaloceros (Giant Elk)	M	Forest (temperate, warm), Plains (temperate)	PRPGB2
Megatherium	M	Forest (temperate, warm)	PRPGB2
Monitor lizard	S	Forest (warm), Plains (warm)	PRPGB1
Moray eel, giant	M	Ocean (warm)	PRPGB1
Octopus	S	Ocean (cold, temperate)	PRPGB1
Orca (Killer Whale)	M	Ocean (cold)	PRPGB1
Pachycephalosaurus	M	Plains (warm, temperate)	PRPGB3
Parasaurolophus	M	Forest (warm), Plains (warm)	PRPGB2
Pony	M	Plains (temperate)	PRPGCR
Pteranodon	M	Coastline	PRPGB1
Quetzalcoatlus	M	Coastline, swamps, or plains (warm)	OS37
Ram	S	Mountains (temperate)	PRPGB2
Rat, dire	S	Urban	PRPGB1
Raven, giant	S	Any (temperate)	OS97
Rhinoceros	M	Plains (warm)	PRPGB1



# THE GENIUS GUIDE TO

Roc	M	Mountains (warm)	PRPGB1
Scorpion, giant	M	Deserts, forests, plains, or underground (warm or temperate)	PRPGUM
Seahorse	L	Ocean (any)	PRPGB4
Shark	S	Ocean (cold, temperate, warm)	PRPGCR
Shrike, impaler	S	Any (temperate)	OS97
Skittergoat	S	Hills or plains (temperate)	OS91
Slug, giant	M	Marshes or Underground (temperate or warm)	PRPGUM
Snake, constrictor	M	Rivers/Lakes, Swamp (warm), Forest (warm)	PRPGCR
Snake, viper	S	Any Terrain (temperate, warm)	PRPGCR
Snapping turtle	M	Coastline, Rivers/Lakes, Swamp (temperate, warm)	PRPGB2
Spider, giant	S	Any (warm)	PRPGUM
Spinosaurus	M	Forest (warm), Swamp (warm)	PRPGB3
Squid	M	Ocean (cold, temperate, warm)	PRPGB1
Stag	S	Forest (temperate)	PRPGB4
Stegosaurus	M	Plains (warm)	PRPGB1
Stingray	S	Ocean (warm)	PRPGB2
Styracosaurus	M	Forest (any), Plains (any)	PRPGB4
Thylacine	S	Hills (warm)	PRPGB3
Toad, giant	M	Forest (temperate), Plains (temperate, warm), Swamp (warm)	PRPGB2
Tortoise	M	Ocean (warm)	PRPGB4
Triceratops	M	Plains (warm)	PRPGB1
Trumpeter Swan	S	Rivers/Lakes (warm, temperate)	PRPGB4
Tylosaurus	M	Ocean (warm), Rivers/Lakes	PRPGB2
Tyrannosaurus	M	Forest (warm), Plains (warm)	PRPGB1
Vulture, giant	M	Plains (warm), Hills (warm)	PRPGB3
Wasp, giant	M	Forests (temperate)	PRPGUM
Weasel, giant	S	Forest (temperate)	PRPGB4
Wolf	M	Any, Forest (temperate)	PRPGCR
Wolliped	M	Hills (temperate)	OS70

PRPGB1 = Pathfinder Roleplaying Game Bestiary 1  
 PRPGB2 = Pathfinder Roleplaying Game PRPGB2  
 PRPGB3 = Pathfinder Roleplaying Game PRPGB3  
 PRPGB4 = Pathfinder Roleplaying Game PRPGB4  
 PRPGCR = Pathfinder Roleplaying Game PRPGCR  
 PRPGUM = Pathfinder Roleplaying Game PRPGUM

OS37 = Official Softback 37  
 OS70 = Official Softback 70  
 OS91 = Official Softback 91  
 OS97 = Official Softback 97



# THE TALENTED DRUID

## APPENDIX TWO: DRUID SPELLS

The druid spell list has been compiled from the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game: Advanced Class Guide*, *Pathfinder Roleplaying Game: Advanced Race Guide*, *Pathfinder Roleplaying Game: Occult Adventures*, *Pathfinder Roleplaying Game: Ultimate Magic*, and *Pathfinder Roleplaying Game: Ultimate Combat*, and have been grouped by school of magic.

### 0-LEVEL DRUID SPELLS

**Abjuration:** resistance.

**Conjuration:** create water, stabilize.

**Divination:** detect magic, detect poison, guidance, know direction, read magic.

**Evocation:** flare, light, spark.

**Transmutation:** mending, purify food and drink, virtue.

### 1ST-LEVEL DRUID SPELLS

**Abjuration:** cloak of shade, endure elements, hide from animals, wave shield.

**Conjuration:** air bubble, cure light wounds, nauseating dart, obscuring mist, remove sickness, summon minor ally, summon nature's ally I, thorn javelin.

**Divination:** deadeye's lore, detect aberration, detect animals or plants, detect snares and pits, diagnose disease, heightened awareness, speak with animals.

**Enchantment:** call animal, calm animals, charm animal.

**Evocation:** faerie fire, flare burst, gentle breeze, hydraulic push, produce flame, thunderstomp.

**Necromancy:** decompose corpse, ray of sickening, restore corpse.

**Transmutation:** alter winds, ant haul, aspect of the falcon, bristle, damp powder, entangle, expeditious excavation, feather step, frostbite, goodberry, jump, keen senses, liberating command, longstrider, magic fang, monkey fish, negate aroma, pass without trace, shillelagh, stone first, touch of the sea, weaken powder.

### 2ND-LEVEL DRUID SPELLS

**Abjuration:** communal endure elements, fire trap, forest friend, resist energy.

**Conjuration:** climbing beanstalk, delay poison, euphoric cloud, fog cloud, lesser restoration, slipstream, stone call, stone discuss, summon nature's ally II, summon swarm, web shelter, whip of spiders.

**Divination:** beastspeak, eagle eye, elemental speech, share language.

**Enchantment:** animal messenger, animal purpose training, animal trance, hold animal, wartrain mount.

**Evocation:** aggressive thundercloud, burning gaze, campfire wall, flame blade, flaming sphere, frigid touch, frost fall, gust of wind.

**Necromancy:** companion lifelink, pernicious poison, pox pustules, unshakable chill.

**Transmutation:** accelerate poison, air step, animal aspects, aspect of the bear, barkskin, bear's endurance, bull's strength, cat's grace, certain grip, chill metal, communal ant haul, feast of ashes, glide, heat metal, lockjaw, masterwork transformation, natural rhythm, owl's wisdom, reduce animal, scent trail, sickening entanglement, soften earth and stone, spider climb, tar ball, tree shape, warp wood, wilderness soldiers, wood shape.

### 3RD-LEVEL DRUID SPELLS

**Abjuration:** cloak of winds, communal resist energy, protection from energy.

**Conjuration:** apport animal, aqueous orb, ash storm, burst of nettles, communal delay poison, cure moderate wounds, mad monkeys, nauseating trail, neutralize poison, rain of frogs, remove disease, sleet storm, summon nature's ally III.

**Divination:** communal share language, create treasure map, speak with plants.

**Enchantment:** aversion, companion mind link, dominate animal.

**Evocation:** air geyser, call lightning, daylight, greater thunderstomp, hydraulic torrent, wind wall.

**Illusion:** hide campsite.

**Necromancy:** contagion, fungal infestation, poison.



# THE GENIUS GUIDE TO

**Transmutation:** anchored step, anthropomorphic animal, badger's ferocity, burrow, communal spider climb, cup of dust, diminish plants, greater animal aspect, greater longstrider, greater magic fang, lily pad strike, mass feather step, meld into stone, nature's exile, plant growth, pup shape, quench, resinous skin, shifting sand, snare, spike growth, spit venom, stench of prey, stone shape, thorny entanglement, vermin shape I, water breathing.

## 4TH-LEVEL DRUID SPELLS

**Abjuration:** antiplant shell, communal protection from energy, dispel magic, freedom of movement, life bubble, repel vermin, true form.

**Conjuration:** cape of wasps, cure serious wounds, geyser, grove of respite, slowing mud, summon nature's ally IV, touch of slime.

**Divination:** scrying.

**Enchantment:** moonstruck.

**Evocation:** ball lightning, creeping ice, flame strike, greater aggressive thundercloud, greater flaming sphere, ice storm, river of wind, volcanic storm.

**Necromancy:** absorb toxicity, blight, bloody claws, plague carrier.

**Transmutation:** air walk, aboreal hammer, aspect of the stag, atavism, command plants, control water, echolocation, giant vermin, lesser age resistance, obsidian flow, reincarnate, ride the waves, rusting grasp, spike stones, strong jaw, thorn body, vermin shape II.

## 5TH-LEVEL DRUID SPELLS

**Abjuration:** atonement, stoneskin.

**Conjuration:** cure critical wounds, insect plague, raise animal companion, summon nature's ally V, tree stride, wall of thorns, whip of centipedes.

**Divination:** commune with nature.

**Evocation:** call lightning storm, fire snake, hallow, unhallow, wall of fire.

**Necromancy:** death ward, greater contagion, rest eternal.

**Transmutation:** animal growth, aspect of the wolf, awaken, baleful polymorph, blessing of the salamander, communal air walk, control winds, fickle winds, reprobation, snake staff, threefold aspect, transmute mud to rock, transmute rock to mud.

## 6TH-LEVEL DRUID SPELLS

**Abjuration:** antilife shell, communal stoneskin, greater dispel magic.

**Conjuration:** eagle aerie, fire seeds, mass cure light wounds, summon nature's ally VI, transport via plants, wall of stone, whip of ants.

**Divination:** find the path, stone tell.

**Enchantment:** primal regression.

**Evocation:** blazing rainbow, sirocco.

**Necromancy:** epidemic, plague storm.

**Transmutation:** age resistance, dust form, ironwood, liveoak, mass bear's endurance, mass bull's strength, mass cat's grace, mass owl's wisdom, move earth, repel wood, spellstaff, swarm skin, tar pool.

## 7TH-LEVEL DRUID SPELLS

**Conjuration:** creeping doom, fairy ring retreat, heal, mass cure moderate wounds, rampart, summon nature's ally VII.

**Divination:** greater scrying, true seeing.

**Evocation:** fire storm, scouring winds, sunbeam, vortex.

**Transmutation:** animate plants, changestaff, control weather, greater age resistance, siege of trees, transmute metal to wood, wind walk.

## 8TH-LEVEL DRUID SPELLS

**Abjuration:** repel metal or stone.

**Conjuration:** blood mist, mass cure serious wounds, seamantle, summon nature's ally VIII, wall of lava, word of recall.

**Enchantment:** euphoric tranquility.

**Evocation:** earthquake, stormbolts, sunburst, whirlwind.

**Necromancy:** finger of death.

**Transmutation:** animal shape, control plants, frightful aspect, mass atavism, revers gravity.

## 9TH-LEVEL DRUID SPELLS

**Conjuration:** clashing rocks, elemental swarm, mass cure critical wounds, regenerate, shambler, storm of vengeance, summon elder worm, summon froghemoth, summon nature's ally IX, tsunami.

**Divination:** foresight.

**Enchantment:** antipathy, sympathy.

**Evocation:** winds of vengeance.

**Transmutation:** greater siege of trees, polar midnight, shapechange, world wave.



# THE TALENTED DRUID

## APPENDIX THREE: DRUID DOMAINS

The following are the domain abilities granted by the druid domain edge. A druid that gains an animal companion or a familiar through a domain cannot select or possess the animal companion or familiar edges.

### TALENTED CLERICS

Readers of the *Genius Guide to the Talented Cleric* might quickly note that domains and subdomains are handled in a different manner for the *Genius Guide to the Talented Druid*. In the *Talented Cleric*, the vast majority of cleric talents focus on the domain edge as a prerequisite. This is because clerical domains represent the most vital defining aspect to a cleric. Thus for domain abilities, the cleric should have more versatility than any other class that can simply gain a few domains from a more limited list (such as druid). The druid is not defined by a domain in the same way as the cleric, and so lacks the cleric's scope within the domain's edges and talents. Additionally, as many clerical domains have far more options available to them than many of the druid terrain or animal domains, it renders some clearly superior choices from a talent-prerequisite perspective. However, a GM who has the *Genius Guide to the Talented Cleric* and the *Genius Guide to More Cleric Talents* may wish to allow druids created with this book to take advantage of some of the domain versatility contained therein. In this case, a druid can take any clerical talent as a druid talent with a domain prerequisite, provided they possess the domain, and meet any other prerequisites. In this case, the druid's domain edge does not automatically grant any domain abilities, but the druid gains a bonus talent at 8th level when the domain edge is selected. The druid does not gain a bonus talent at 1st level.

### AIR DOMAIN

*Lightning Arc (Sp)*: As a standard action, you can unleash an arc of electricity targeting any foe within 30 feet as a ranged touch attack. This arc of electricity deals 1d6 points of electricity damage +

1 point for every two druid levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Electricity Resistance (Ex)*: At 6th level, you gain resist electricity 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to electricity.

### ANIMAL DOMAIN

*Speak with Animals (Sp)*: You can *speak with animals*, as per the spell, for a number of rounds per day equal to 3 + your druid level.

*Animal Companion (Ex)*: At 4th level, you gain the service of an animal companion. Your effective druid level for this animal companion is equal to your druid level – 3. (Druids who take this ability through their nature bond class feature use their druid level – 3 to determine the abilities of their animal companions).

### AQUATIC DOMAIN

*Sealord (Su)*: You can channel energy (as a cleric of your druid level) a number of times per day equal to 3 + your Charisma modifier, but only to heal creatures with the aquatic or water subtype or to command them (similar to using the Command Undead feat against undead). You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against this ability is equal to 10 + 1/2 your druid level + your Charisma modifier.

*Seastrike (Su)*: At 6th level, as a free action, you may use natural and manufactured weapons in water as if you had continuous *freedom of movement*. As a standard action, you can throw a weapon underwater without the normal penalties for *throwing* weapons; if your target is in or under the water, the weapon also acts as a *returning* weapon for that attack.

### ARCTIC DOMAIN

*Call Cold (Su)*: You can channel energy (as a cleric of your druid level) a number of times per day equal to 3 + your Charisma modifier, but only to heal creatures with the cold subtype or to command



# THE GENIUS GUIDE TO

them (similar to using the Command Undead feat against undead). You can take other feats that add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against this ability is equal to  $10 + 1/2$  your druid level + your Charisma modifier.

*Banish Flame (Su):* At 6th level, you may use your call cold ability to damage creatures with the fire subtype (as a cleric channeling negative energy) or to cause them to flee from you (as the Turn Undead feat). Alternatively, you may use this ability to negate magical fire effects as if using a targeted *dispel magic*; at 12th level, this functions as targeted or area *greater dispel magic* instead of *dispel magic*.

## BADLANDS DOMAIN

*Subsistence (Ex):* You can survive on very little food or water while helping others survive in harsh climates. When determining how long you can withstand starvation and thirst, including checks to avoid nonlethal damage, treat your Constitution score as though it were 10 points higher. Additionally, you gain a bonus equal to one half your druid level (minimum 1) on Survival checks in dry hills or desert terrain.

*Wasteland Stride (Ex):* At 2nd level, you may move through light or dense rubble, as well as up or down steep slopes, at your normal speed without suffering any impairment. Areas that have been magically manipulated to impede motion still affect you, however. This replaces woodland stride.

*Badlands Spirit (Su):* At 8th level, whenever you use wild shape to take on the form of an earth elemental, you also gain the following spell-like abilities, depending on your druid class level: *geyser* (8th); *sirocco* (12th), *scouring winds* (15th). Each spell-like ability is usable once per day.

## CAVE DOMAIN

*Cavesight (Sp):* You can grant darkvision 60 feet to a willing creature you touch. This effect lasts 1 minute, or 1 hour if used on yourself. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Tremorsense (Ex):* At 6th level, you gain tremorsense 30 feet. At 12th level, you gain tremorsense 60 feet.

## CROCODILE DOMAIN

*Familiar:* You gain a dwarf caiman familiar. Your effective wizard level for this ability is equal to your druid level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

*Death Roll (Ex):* While grappling an enemy up to one size category larger than you, you may make a grapple check to roll wildly, knocking your enemy prone and dealing 1d8 points of damage. When using this ability, you gain a bonus to your CMB equal to one half your druid level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Ambush (Ex):* At 6th level, you gain sneak attack +1d6. This increase to sneak attack damage stacks with sneak attack damage you may have from other sources. This sneak attack damage increases by +1d6 for every 5 druid levels you possess beyond 6th, to a maximum of +3d6 at 16th level.

## DESERT DOMAIN

*Heat Shimmer (Su):* As a free action, you can surround yourself with heat distortion that acts as the *blur* spell. Creatures that strike you in melee while you're using this ability are dazzled for 1 round (Fortitude negates). You may use this ability for a number of rounds per day equal to 3 + your Wisdom modifier. These rounds need not be consecutive.

*Servant of the Sands (Sp):* At 8th level, once per day, you may call upon the aid of a janni as if using *lesser planar ally*. At 12th level, you may call upon the aid of any type of common (non-noble) genie as if using *planar ally*. At 16th level, you may call upon the aid of a noble genie as if using *greater planar ally*. If you use this power while in desert terrain, you need not make an offering to call the creature(s), and the cost of any service is halved.

## EAGLE DOMAIN

*Familiar:* You gain a hawk familiar. Your effective wizard level for this ability is equal to your druid



# THE TALENTED DRUID

level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

*Hawkeye (Su):* As a swift action, you may add a bonus equal to half your druid level (minimum +1) on one ranged attack or on one Perception check. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Aerial evasion (Ex):* At 6th level, you gain the evasion ability (as a rogue) when you are flying. At 12th level, you gain improved evasion while flying.

## EARTH DOMAIN

*Acid Dart (Sp):* As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. This acid dart deals 1d6 points of acid damage + 1 point for every two druid levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Acid Resistance (Ex):* At 6th level, you gain resist acid 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to acid.

## FIRE DOMAIN

*Fire Bolt (Sp):* As a standard action, you can unleash a scorching bolt of divine fire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6 points of fire damage + 1 point for every two druid levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Fire Resistance (Ex):* At 6th level, you gain resist fire 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to fire.

## FROG DOMAIN

*Familiar:* You may gain a toad familiar. Your effective wizard level for this ability is equal to your druid level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

*Sticky Strike (Su):* As a standard action, you can attempt a ranged touch attack with a sticky tendril

against a target up to 15 feet away, then use the pull universal monster ability to pull the target 5 feet toward you. You gain a bonus on the pull's combat maneuver check equal to 1/2 your druid level. If the target is larger than you, you may pull yourself 5 feet toward the target without making a check. The target can remove the tendril by making an opposed Strength check as a standard action, or by dealing enough slashing damage to the tendril (hit points equal to your druid level, Armor Class equal to your touch Armor Class). You can dissolve the tendril as a free action. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Webfoot (Ex):* At 6th level, you gain the amphibious special quality and a swim speed equal to your land speed. At 12th level, you gain a climb speed equal to your land speed.

## JUNGLE DOMAIN

*Brachiation (Ex):* As a free action for a number of rounds per day equal to your druid level, you may climb with a climb speed equal to your land speed, and gain a bonus on Acrobatics checks equal to your druid level. These rounds do not have to be consecutive.

*Trap Sense (Ex):* At 3rd level, you gain the trap sense ability. This is identical to the rogue class ability. Your effective rogue level is equal to your druid level for the purpose of determining your trap sense bonus. Trap sense bonuses gained from multiple classes stack.

## MONKEY DOMAIN

*Monkey Athletics (Su):* As a free action, you may add a competence bonus equal to half your druid level (minimum of +1) on one Acrobatics, Climb, Disable Device, or Sleight of Hand check. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Ranged Legerdemain (Su):* At 6th level, you can use the Disable Device and Sleight of Hand skills at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and you cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. You can only use this ability if you have at least 1 rank in the skill being used.



# THE GENIUS GUIDE TO

## MOUNTAIN DOMAIN

*Foothold (Su):* As a standard action, you can cause an adjacent stone surface up to 10 feet square to mold itself into ridges and creases. A foothold that is created on a horizontal surface is treated as difficult terrain, and a Medium or smaller creature standing in the area or moving through it takes a -2 penalty on Acrobatics checks and to CMD due to poor footing. A foothold that is created on a vertical surface grants a +10 bonus on Climb checks to climb it. The stone remains altered for 1 hour. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Thin Air (Su):* At 8th level, as a free action, you can surround yourself with a 5-foot aura of supernaturally thin air that draws the breath from creatures adjacent to you. Creatures beginning their turn in the aura are fatigued (Fortitude negates). A fatigued creature that begins its turn in the aura must save or suffer from altitude sickness, taking 1 point of ability damage to all ability scores. At 16th level, the aura increases to 10 feet. Creatures that do not breathe are immune to this aura. You can use this ability for a number of rounds per day equal to your druid level; the rounds need not be consecutive.

## PANTHER DOMAIN

*Hunter's Senses (Ex):* You gain the ability to augment your senses on command. As a standard action, you grant yourself the scent special ability and improved vision. If you have normal vision, you gain low-light vision. If you have low-light vision, you gain darkvision out to a range of 30 feet. If you have darkvision, the range of your darkvision increases by 30 feet. You may use this ability a number of minutes per day equal to your druid level, in 1 minute increments. Dismissing these augmented senses is a free action.

*Move in Darkness (Ex):* At 8th level, in areas of normal or magical darkness, you gain a +2 bonus on Stealth skill checks and initiative checks for every 4 druid levels you possess, to a maximum bonus of +10 at 20th level.

## PLAINS DOMAIN

*Migrating Herd (Su):* When you summon an aurochs, bison, elephant, horse, mastodon, pony, or similar quadruped herbivore with a summoning spell, the duration of the spell is increased by 100% (this does not stack with Extend Spell). The creature's land speed is increased by 10 feet.

*Pounce (Ex):* At 6th level, you may use the pounce special attack once per day. You may pounce one additional time per day for every 3 levels after 6th.

## PLANT DOMAIN

*Wooden Fist (Su):* As a free action, your hands can become as hard as wood, covered in tiny thorns. While you have wooden fists, your unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a bonus on damage rolls equal to 1/2 your druid level (minimum +1). You can use this ability for a number of rounds per day equal to 3 + your Wisdom modifier. These rounds do not need to be consecutive.

*Bramble Armor (Su):* At 6th level, you can cause a host of wooden thorns to burst from your skin as a free action. While bramble armor is in effect, any foe striking you with an unarmed strike or a melee weapon without reach takes 1d6 points of piercing damage + 1 point per two druid levels you possess. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

## SERPENT DOMAIN

*Familiar:* You gain a viper familiar. Your effective wizard level for this ability is equal to your druid level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

*Slither (Ex):* As a free action, you can distend and stretch your body to fit easily through narrow spaces for 1 round. You can move freely through a tight space that would normally require a creature of your size to squeeze through. While slithering, you gain a +2 dodge bonus to Armor Class against attacks of opportunity provoked by your movement and a +2 bonus on CMB and on Escape Artist



# THE TALENTED DRUID

checks made to escape from a grapple. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Venom Immunity (Ex):* At 6th level, you gain immunity to poisons from snakes, reptiles, and creatures with the reptilian subtype. At 12th level, you gain immunity to all poisons. This replaces venom immunity.

## SWAMP DOMAIN

*Natural Healing (Su):* You can channel energy (as a cleric of your druid level) a number of times per day equal to 3 + your Charisma modifier, but only to heal animals, plants, and vermin. You may reduce the number of dice healed to cure ability damage (your choice) to all affected creatures, curing 1 point of ability damage for each d6 that the channel energy is reduced. You can take other feats to add to this ability, such as Extra Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel.

*Reed Hunter (Ex):* At 6th level, you gain blindsense 30 feet with respect to concealment and cover from fog, vegetation, or water. At 12th level, this improves to blindsight 30 feet with respect to these conditions.

## VULTURE DOMAIN

*Death's Companion (Ex):* Your totem grants you protection from the harbingers of death. As an immediate action, you gain a +2 bonus on saving throws against disease, death spells, and death effects that lasts a number of rounds equal to your druid level. This bonus increases by 2 at 6th level and every 5 levels thereafter, to a maximum of +8 at 16th level. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Agent of Rebirth (Sp):* At 8th level, you may expend a quantity of special oils worth 1,000 gp to cast reincarnate as a spell-like ability usable once per day. Additionally, when using this ability or casting reincarnate as a prepared spell, you have some influence over the physical form that the reincarnated spirit will take. When rolling against the spell's incarnation table, you may roll twice and choose between the two results.

## WATER DOMAIN

*Icicle (Sp):* As a standard action, you can fire an icicle from your finger, targeting any foe within 30 feet as a ranged touch attack. The icicle deals 1d6 points of cold damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Cold Resistance (Ex):* At 6th level, you gain resist cold 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to cold.

## WEATHER DOMAIN

*Storm Burst (Sp):* As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6 points of nonlethal damage + 1 point for every two druid levels you possess. In addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on attack rolls for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Lightning Lord (Sp):* At 8th level, you can call down a number of bolts of lightning per day equal to your druid level. You can call down as many bolts as you want with a single standard action, but no creature can be the target of more than one bolt and no two targets can be more than 30 feet apart. This ability otherwise functions as *call lightning*.

## WOLF DOMAIN

*Improved Trip:* You gain Improved Trip as a bonus feat.

*Pack Tactics (Ex):* At 8th level, as a free action on your turn, you can designate an adjacent square; your attacks are treated as coming from that square for the purposes of determining whether or not you are flanking (this applies even if that square is occupied by an object or creature). This ends at the start of your next turn or if you move. If you are flanking a creature without using this ability, you may add your Wisdom bonus to your attack roll rather than the normal +2 flanking bonus. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.



# THE GENIUS GUIDE TO

---

## ALTERNATE DOMAIN OPTIONS

At the GM's discretion, alternative domains or subdomains may be available to a druid with the domain edge. For example, the following archetypes have the following domains instead of the standard druid domain options.

**Ancient Guardian:** Community, Healing, Knowledge, Protection, or Repose

**Blight Druid:** Darkness, Death, and Destruction

**Cave Druid:** Darkness

**Urban Druid:** Charm, Community, Knowledge, Nobility, Protection, Repose, Rune, or Weather.

**Ape Shaman:** Animal, Community (Family subdomain), Destruction (Rage subdomain), and Strength

**Bat Shaman:** Air, Animal, Darkness (Night subdomain), and Trickery (Deception subdomain)

**Bear Shaman:** Animal, Earth, Protection, and Strength

**Boar Shaman:** Animal, Destruction (Rage subdomain), Protection, and Strength

**Dragon Shaman:** Air, Animal, Destruction, Earth, Fire, War, and Water

**Eagle Shaman:** Air, Animal, Nobility, and Weather

**Lion Shaman:** Animal, Glory, Nobility, and Sun

**Saurian Shaman:** Animal, Destruction, Strength, and War

**Serpent Shaman:** Animal, Charm, Trickery, and Water

**Shark Shaman:** Animal, Death, War, or Water

**Sky Druid:** Air, Animal, Liberation, and Weather

**Undine Adept:** Community and Water

**Wolf Shaman:** Animal, Community, Liberation, and Travel



## 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 1.0a**, 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 material by E. Gary Gygax and Dave Arneson

**Pathfinder Roleplaying Game Core Rulebook**, Copyright 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder RPG Bestiary**, Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams

**Pathfinder Roleplaying Game Bestiary 4** Copyright 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurler, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

**Pathfinder Campaign Setting: Inner Sea Magic**, Copyright 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Nelson, Sean K Reynolds, Owen K.C. Stephens, Russ Taylor.

**Pathfinder Campaign Setting: Pathfinder Society Field Guide**, Copyright 2011, Paizo Publishing, LLC; Authors: Erik Mona, Mark Moreland, Russ Taylor, and Larry Wilhelm.

**Pathfinder Campaign Setting: Technology Guide** Copyright 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

**Pathfinder Player Companion: Undead Slayer's Handbook**, Copyright 2014, Paizo Publishing, LLC; Authors: Dennis Baker, Jay Loomis, Alex Putnam, Adam Roy, Tork Shaw, and Larry Wilhelm.

**Pathfinder Roleplaying Game Advanced Class Guide**, Copyright 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurler, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Advanced Player's Guide**, Copyright 2010, Paizo Publishing, LLC; Authors: Jason Bulmahn.

**Pathfinder Roleplaying Game Advanced Race Guide**, Copyright 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Combat**, Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Magic**, Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game: Ultimate Campaign**, Copyright 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townsend.

**Advanced Archetypes**, Copyright 2014, Flaming Crab Games; Authors: Tanner Wahlin, Alex Abel, and C. J. Withers  
**Advanced Archetypes II** Copyright 2014, Flaming Crab Games; Authors: Tanner Wahlin, C.J. Withers, and Alex Abel  
**Adventurer's Handbook: Genius Guide Volume 1**, Copyright 2010, Super Genius Games. Authors: Owen K.C. Stephens and Stan!

**Campaign Cogs: Morithral, Lord of Unceasing Hunger**, Copyright 2012, Allen Taliesin, All rights reserved.

**Divine Favor: the Cleric**, Author: Stefen Styrsky Copyright 2011, Open Design LLC, www.koboldquarterly.com.

**The Four Horsemen Present: Character Options - Gods in the Void**, Copyright 2015, Rogue Genius Games. Author: Steven T. Helt.

**Kitsune Compendium** Copyright 2014, Everyman Gaming, LLC; Authors: Alexander Augunas.

**Kobold Quarterly Web site** Copyright 2009, Open Design LLC.

**Orcus from the Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

**Pact Magic Unbound, Vol. 1**, Copyright, 2012, Radiance House, Author(s): Alexander Augunas, Dario Nardi

**Pact Magic Unbound, Vol. 1**, Copyright, 2012, Radiance House, Author(s): Alexander Augunas, Dario Nardi

**Path of Shadows**, Copyright 2015, Ascension Games, LLC; Author Christopher Moore

**Pathfinder Adventure Path #37: Souls for Smuggler's Shiv**, Copyright 2010, Paizo Publishing, LLC; Author: James Jacobs.

**Pathfinder Adventure Path #70: The Frozen Stars**, Copyright 2013, Paizo Publishing, LLC; Author: Matthew Goodall.

**Pathfinder Adventure Path #91: Battle of Bloodmarch Hill**, Copyright 2015, Paizo Inc.; Authors: Patrick Renie, with Tyler Beck, Adam Daigle, Richard Pett, Stephen Radney-MacFarland, and David Schwartz.

**Pathfinder Adventure Path #97 In Hell's Bright Shadow**, Copyright 2015, Paizo Publishing, LLC; Author: Crystal Fraiser.

**Pathfinder Campaign Setting: Inner Sea Gods** Copyright 2014, Paizo Publishing, LLC; Authors: Sean K Reynolds, with Amanda Hamon, James Jacobs, John Ling, Mark Moreland, David N. Ross, F. Wesley Schneider, Amber E. Scott, Tork Shaw, James L. Sutter, Jerome Virmich.

**Pathfinder Campaign Setting: Inner Sea Monster Codex**, Copyright 2015, Paizo Inc.; Authors: John Compton, Paris Crenshaw, Mike Myler, Tork Shaw, and Larry Wilhelm.

**Pathfinder Campaign Setting: The Inner Sea World Guide**, Copyright 2011, Paizo Publishing, LLC; Authors: Keith Baker, Wolfgang Baur, Clinton J. Boomer, Jason Bulmahn, Joshua J. Frost, Ed Greenwood, Stephen S. Greer, Jeff Grubb, James Jacobs, Michael Kortez, Tito Leati, Mike McArtor, Rob McCreary, Erik Mona, Jason Eric Nelson, Jeff Quick, Sean K Reynolds, F. Wesley Schneider, Leandra Christine Schneider, David Schwartz, Amber E. Scott, Stan!, Owen K.C. Stephens, Todd Stewart, James L. Sutter, Greg A. Vaughan, Jeremy Walker, and JD Wiker.

**Pathfinder Player Companion: Advanced Class Origins**, Copyright 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Tom Phillips, Stephen Radney-MacFarland, and Owen K.C. Stephens.

**Pathfinder Player Companion: Champions of Balance**, Copyright 2014, Paizo Publishing, LLC; Authors: Matt Goodall, Ron Lundeen, Philip Minchin, Patrick Renie, Jason Ridler, and David Schwartz.

**Pathfinder Player Companion: Champions of Purity**, Copyright 2013, Paizo Publishing, LLC; Authors: Jessica Blomstrom, Adam Daigle, Shaun Hocking, Daniel Marthaler, Tork Shaw, and Christina Stiles.

**Pathfinder Player Companion: Cohorts and Companions**, Copyright 2015, Paizo Inc.; Authors: Brian Duckwitz, Philip Minchin, and Jason Nelson.  
**Pathfinder Player Companion: Heroes of the Street**, Copyright 2015, Paizo Inc.; Authors: John Compton, Mikko Kallio, Nicolas Logue, Michael McCarthy, Mike Myler, and David N. Ross.

**Pathfinder Player Companion: Kobolds of Golarion**, Copyright 2013 Paizo Publishing, LLC; Authors: Tork Shaw, Mat Smith, and Jerome Virmich.  
**Pathfinder Player Companion: Weapon Master's Handbook**, Copyright 2015, Paizo Inc.; Authors: Alexander Augunas and David N. Ross.

**Rappan Athuk** Copyright 2012 Bill Webb, Frog God Games  
**Remarkable Races: Compendium of Unusual PC Races, Pathway to Adventure Edition**, Copyright 2009, Alluria Publishing; Author: J. Matthew Kubisz

**Strategists and Tacticians**, Copyright 2010, 4 Winds Fantasy Gaming; Author Ryan Costello, Jr.  
**The Book of Divine Magic**, Copyright 2009, 4 Winds Fantasy Gaming; Authors Connie J. Thomson and Robert W. Thomson, with Kathryn Bauer and Sean O'Connor.

**The Book of Divine Magic**, Copyright 2009, 4 Winds Fantasy Gaming; Authors Connie J. Thomson and Robert W. Thomson, with Kathryn Bauer and Sean O'Connor.  
**The Construct Companion**, Copyright 2015 Rogue Genius Games; Authors: The Four Horsemen: Steven T Helt, Stephen Rowe, Dan Dillon.

**The Genius Guide To: Air Magic**, Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens

**The Genius Guide To: Ice Magic**, Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens

**The Gods of Porphyr**, Copyright 2012, Purple Duck Games; Authors: Christopher Kaiser, Perry Fehr, Mark Gedak, August Hahn, John Hazen, Sean Holland, Mark Hing, James H. Lewis, Chris Longhurst, Scott Messer, Sean O'Connor, David Nicholas Ross, and Jeremy Whalen

**The Lost Lands: Stoneheart Valley** Copyright 2013 Frog God Games, LLC; Authors Clark Peterson and Bill Webb.

**The Secrets of Tactical Archetypes**, Copyright 2012 Steven D. Russell; Authors: Will McCardell and Benjamin Rombaut

**Tome of Horrors Complete**, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games.

**Way of the Wicked Book Five -- The Devil My Only Master**, Copyright 2012, Fire Mountain Games LLC; Author: Gary McBride.

**The Genius Guide to the Talented Bestiary**, © 2017, Rogue Genius Games; Authors: The Four Horsemen.

**The Genius Guide to the Talented Druid**, © 2019, Rogue Genius Games; Author: Stephen Rowe.



# THE GENIUS GUIDE TO THE TALENTED BESTIARY



STEPHEN ROWE  
STEVE HELT, DAN DILLON



**PATHTINDER**  
ROLEPLAYING GAME COMPATIBLE



# THE GENIUS GUIDE TO THE TALENTED CLERIC



STEPHEN ROWE



CLOWD



# COMMAND THE FORCES OF NATURE

Druids are masters of all aspects of nature, able to change shape, earn the loyalty of an animal companion, command elemental powers, and much, much more.

But... what if you just want to be a storm druid? Or want to focus on some of the more obscure aspects of the powers of nature? Or wish to command clerical forces of fire AND plants?

With the popular Edge and Talent System from the numerous previous Talented Class Guides, now your druid can focus on exactly what You want. Claws and a bite without shapeshifting? Sure. Eschew spells in favor of a familiar and the ability to wear metal armor? Go ahead. Take almost exclusively spells, including ALL the elemental domains?

Sure.

## It's YOUR CLASS NOW