

THE GENIUS GUIDE TO

MORE DRUID TALENTS



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MORE DRUID TALENTS

INTRODUCTION

The concept of druid talents (and why they are a good idea) is first presented in *The Genius Guide to the Talented Druid*, along with a large number of talents (many adapted from the abilities of druid archetypes). The new talents presented here can be used with that book, or added as new options for the traditional druid class.

To use these talents with the core druid class, simply allow a druid to replace any of the following class features with an edge or talent. Individual edges can be taken in place of the nature bond, spontaneous casting, or wild shape class features. Alternately, the nine separate word of creation edges could completely replace a druid's spellcasting, with the druid gaining one word of creation at 1st level, and a new word of creation every two levels thereafter (to a maximum of nine at 17th level). Talents can be taken in place of wild empathy, resist nature's lure, venom immunity, a thousand faces, or timeless body. Alternately, the druid can gain two talents instead of gaining additional uses

per day and alternatives for the wild shape ability. This option is only available at druid levels when the druid gains new shapes for the wild shape ability (6th, 8th, 10th, and 12th level). In this case, the druid uses wild shape as a druid 2 levels lower, and this decrease is cumulative. A druid that takes an edge in place of wild shape would thus gain two talents at 6th level, 8th level, 10th level, and 12th level.

DRUID EDGES

Edges are similar to druid talents, but are more fundamental to her background and worldview. They define a druid in very distinct and permanent ways. As a result, there's a limit to how many edges a druid can have. Even edges taken later in a druid's career represent refinements to abilities the druid has long studied, possibly even for her entire life.

A druid may not take an edge more than once unless specified otherwise.



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SAVE VS WALL OF TEXT

The edges and talents listed in this book have been categorized by purpose for easier reference during character creation. Each option gives its name and notes if it is a talent or edge. The talent purposes include: Combat, Elemental (commanding elemental

forces or nature), Fey, Shapeshifting, Spellcasting, Trained, and Word (see the word of creation edge). Some of the options fall under more than one potential category and so are listed multiple times.

COMBAT

Armor (talent, and improved, greater, superior)

Rooted (talent)

Weapon

(talent, and improved, greater)

ELEMENTAL

Bind (talent)

Blue skies (talent)

Dark skies (talent)

Demolish (talent)

Elemental aegis (talent, and lesser, improved, greater)

Form (talent)

Weather (talent)

FEY

Fey trait

Fey token

SHAPESHIFTING

Curse of lycanthropy (talent)

Fast change (talent)

Force change (talent)

Lycanthropy (edge)

Monstrous hybrid

(talent, and improved, greater)

Natural attack (talent)

Shifter's skin (talent, and greater)

SPELLCASTING

Guardian (talent)

Ley lines (edge)

Monument (edge)

Wild magic (talent)

TRAINED

Astrology (edge)

Decompose (talent)

Diurnal (talent)

Fog sight (talent, and improved)

Greenskin (talent)

Legendary herbalist (talent)

Moon (talent)

Nocturnal (talent)

Planets (talent)

Reincarnated (edge)

Sea tamer (talent)

Signs (talent)

Stars (talent)

Sun (talent)

Swarm chosen (talent)

Unnatural aura (talent)

Vermin mind (talent)

Weathered (talent)

WORD

Armor (talent, and improved, greater, supreme)

Awaken (talent)

Bind (talent)

Breath (talent)

Burrow (talent)

Comfort (talent)

Creation (talent)

Curse (talent)

Flight (talent)

Forge (talent)

Form (talent)

Growth (talent)

Hibernation (talent)

Move (talent)

Sand (talent)

Steam (talent)

Stench (talent)

Stoke (talent)

Swim (talent)

Tomb (talent)

Void (talent)

Weapon

(talent, and improved, greater)

Words of creation (edge)

Astrology (Su): The druid draws knowledge on earthly matters by studying the motions of celestial bodies. The druid can consult the heavens on a clear night when the stars are visible for 1d4 hours. This allows the druid to make an untrained Knowledge check with a DC higher than 10. The druid may retry a failed Knowledge check once per day in this manner. The druid gains a bonus on these Knowledge checks equal to half her class level (minimum 1).

At 8th level, the druid can glean greater information from the stars. This functions as the *legend lore* spell, except the druid's casting time is always 1d10 days regardless of the druid's information or location. A day when the druid does not spend at least 1 hour looking at the stars on a clear night does not count as a day spent toward the casting. The druid may only seek the answer to one question at a time.

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At 16th level, the druid can discern the weave of the future written in the stars above. This functions as the *divination* spell, except the druid's casting time is 1d4 days. A day when the druid does not spend at least 1 hour looking at the stars on a clear night does not count as a day spent on the casting. This has a 100% chance of offering correct information and can provide useful information regarding any specific goal, event, or activity with no limit on the timeframe. However, the further into the future the druid peers, more cryptic the information becomes. Events occurring within 1 week are likely to be simple straightforward information. Events within 1 year are likely to be unclear short phrases. Events beyond a year are always vague prophecy, rhymes, and omens.

Ley Lines (Su): Conduits of magical power crisscross the world along lines of force, shaped by physical features like rivers and mountains, or bent by the acts of civilization. While these lines often coincidentally intersect, or can become drawn to particularly resonant locations, it is rare for more than two to combine naturally. Some druids learn

to manipulate ley lines, moving them in order to temporarily heighten or remove raw magical power from a location of their choosing.

A druid with this edge and the druid spells edge can move a single ley line, transporting it from its natural location to a relatively close area of her choosing. Each time the druid gains access to a new level of spellcasting by selecting the druid spells edge she can move and combine an additional ley line into an intersection, to a maximum of nine ley lines if the druid can cast 9th level spells. Moving or intersecting ley lines requires a minimum of one day of effort per ley line (to a maximum of 9 days). The ley lines remain in place for one week per druid level before naturally snapping back to their original locations. The druid can then recreate the effect if she wishes.

When combining ley lines in this manner, the druid can cause an area with a radius of up to 100-ft. per ley line involved (maximum 900-ft. radius) to have different beneficial or detrimental effects. Ley line effects on spellcasting affect any spell cast from within the area or that targets anything within the area.



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TABLE: LEY LINES

# of Ley Lines	Effect
+1	<i>Descriptive</i> : Minor but notable non-mechanical effects to the local environment. The area might have relatively pleasant weather, seem haunted, or inspire healthy plant growth.
+1	<i>Caster Level</i> : +1/-1 to caster level for one school of magic. This effect may be selected multiple times, the effects are either cumulative, or apply to different schools of magic. The effect may apply a maximum of a +2 or -2 to caster level for a single school of magic.
+1	<i>Saving Throw</i> : +1/-1 to save DCs for one school of magic. This effect may be selected multiple times, the effects are either cumulative, or apply to different schools of magic. The effect may apply a maximum of a +2 or -2 to save DCs for a single school of magic.
+1	<i>Impeded Spell</i> : Select one spell. Casting that spell is impeded within the area of effect, requiring the caster to make a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally. This effect may be selected multiple times, each time applying to a different spell.
+1	<i>Simplified Spell</i> : Select one spell. Casting that spell is simplified within the area of effect, and spellcasters never need to make concentration checks when casting that spell. A spell cannot be both impeded and simplified. If it is for some reason covered by both effects, it is cast as normal.
+2	<i>Weather</i> : Weather in the area is always one step more extreme or calm (whichever the druid prefers) than the surrounding area on the following progression: normal weather, inclement weather, storm, or powerful storm.
+3	<i>Fog</i> : The area is covered in a thick magical fog (as the <i>fog cloud</i> spell). If dispersed by a moderate or strong wind, the fog returns after 10 minutes.
+3	<i>Impeded School</i> : As the impeded spell effect, but applies to an entire school of magic (abjuration, evocation, transmutation, etc.). This effect may be selected multiple times, with the effects applying to a different school of magic.
+3	<i>Simplified School</i> : As the simplified spell effect, but applies to an entire school of magic. This effect may be selected multiple times, with the effects applying to a different school of magic.
+4	<i>Diminish Plants</i> : Plants in the area are stunted or pruned, as a <i>diminish plants</i> spell effect.
+4	<i>Lightning</i> : A 5-foot-wide, 30-foot-long, vertical bolt of lightning dealing 3d6 points of electricity damage strikes a random creature within the area each minute. If no creatures are present, the lightning strikes the tallest inanimate object. This ability does not affect creatures beneficially affected by electricity damage.
+4	<i>Wild Magic</i> : Spellcasting functions as if the area was affected by the wild magic planar trait (see <i>Pathfinder Roleplaying Game: GameMastery Guide</i> for details).
+5	<i>Blight</i> : Plants within the area are killed off and cannot regrow. Any plant creature within or entering the area takes 9d6 damage each round it remains within the area. A DC 17 Fortitude save halves this damage.
+6	<i>Blessed/Cursed</i> : The area is saturated with positive or negative energy. This acts as either a <i>hallow</i> or <i>unhallow</i> spell effect, with no additional spell effect tied to it.
+6	<i>Impeded Caster</i> : As impeded spell effect, but applies to a specific spellcasting class (cleric, druid, sorcerer, wizard, etc.).

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- +6 *Simplified Caster*: As simplified spell effect, but applies to a specific spellcasting class (cleric, druid, sorcerer, wizard, etc.).
- +6 *Lightning Storm*: As the lightning effect, except the electricity damage is 5d6 or 5d10 if during stormy weather, and strikes each round.
- +7 *Animal Growth*: All creatures with the animal type in the area are affected by an *animal growth* spell effect. The druid is granted no control over animals affected by this effect. This effect on an individual animal ends if the animal leaves the area.
- +8 *Animate Plants*: Inanimate plants within the area are affected by an *animate plants* spell effect (to either animate plant creatures or *entangle*). The druid is granted no control over plant creatures created by this effect. This effect on an individual plant ends if the animal leaves the area.
- +8 *Control Weather*: The weather within the area is shaped to the druid's desires for the duration of the ley line intersection. This otherwise functions as a *control weather* spell effect.
- +9 *Dead Magic*: The area functions in all respects like an *antimagic field* spell. Divination spells cannot detect subjects within a dead magic area, nor can a spellcaster use *teleport* or another spell to move in or out. The only exception to the "no magic" rule is permanent planar portals, which still function normally.

The druid selects from the ley line attributes added to the area (see Table: Ley Lines). A druid may have any number of separate ley line area effects at one time. When creating a ley line effect, sum the total of all numbers of ley lines required to determine the final number of ley lines required. Unless otherwise noted, each option may be selected once and the effects are not cumulative. An area cannot be affected by multiple overlapping ley line effects. If multiple areas of ley lines intersect, any lesser area's effects are suppressed.

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

Lycanthropy (Su): The druid embraces the primal power of the moon—developing natural gifts, unlocking hidden potential, or mastering an inflicted curse. If the druid is an afflicted lycanthrope, she is immediately "cured" of her affliction, using the following rules in place of the cursed disease. She can transform three forms: a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. The druid can shift to any of its three alternate forms as a standard action, and remain in any form indefinitely. In any form, the druid gains low-light vision and scent. While in animal or hybrid form, the druid gains +2 Strength and Constitution, and a +2 natural armor bonus. The druid selects one type of lycanthropy, gaining additional abilities in

animal or hybrid form based on the lycanthrope selected. The druid deals damage appropriate for her size with any natural attacks.

In any form, the druid can communicate and empathize with animals related to her animal form. She can use Diplomacy, Handle Animal, or wild empathy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check.

- *Werebat*: Bite attack and fly speed equal to land speed (average maneuverability).
- *Werbear*: Bite attack and grab universal monster ability with bite attack.
- *Wereboar*: Gore attack and ferocity universal monster ability.
- *Werecocodile*: Bite attack and grab universal monster ability with bite attack.
- *Wereshark*: Bite attack and blindsense 30 feet.
- *Wererat*: Bite attack and disease with successful bite attack. The disease is filth fever (DC 10 +1/2 the druid's level + druid's Constitution modifier).
- *Weretiger*: Bite attack and grab universal monster ability with bite attack.
- *Werewolf*: Bite attack and trip universal monster ability with bite attack.

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

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Monument (Su): The druid can erect monuments in the form of obelisks, standing stones, altars, or other large permanent structures in order to anchor ley lines. A monument can be constructed after ley lines have been moved (per the ley line edge). The monument must incorporate natural non-magical materials (expensive or inexpensive) gained from the area the ley line is drawn from with a minimum weight equal to 100 pounds per ley line the monument is anchoring. Materials can include or incorporate large stones, living trees, uncut gems, or even fossilized animal bones. Creating a monument does not require gold, but does require time and a Craft or Spellcraft skill check to complete. Erecting a monument requires an additional day per ley line, beyond the time spent moving the ley lines into position. The DC of the Craft or Spellcraft skill check is equal to 10 + 2 per ley line anchored to the monument (minimum DC 12, maximum DC 28). The druid may retry on a failed check, although the time and materials are wasted.

On a successful check, the monument anchors the ley lines to the area. The selected effects become permanent and can only be ended with the destruction of the monument or its removal from the area. However, the ley lines harshly snapping back into their natural state then has a catastrophic effect on the monument's surroundings (see below). This often prompts druids erecting monuments to ensure they are difficult to destroy or transport, although some creative druids have been known to use monuments as traps, dead man's switches, or indiscriminate weapons. If a monument is destroyed or removed from the area, the following effects occur based on the number of ley lines anchored. The effect is centered on the monument. At the GM's discretion, alternate disastrous effects may occur with an equivalent spell level (with minimum caster level) equal to the number of ley lines anchored. The catastrophic effect affects the spell's area or the area affected by the ley lines, whichever is greater.

A monument appears as a magical item of the abjuration school and a caster level equal to the druid's class level for the purposes of *detect magic* and similar effects. A monument cannot be dispelled, but can be destroyed by a *break enchantment* spell or similar magic.

A druid must be at least 4th level, and have the druid spells and ley lines edge to select this edge.

TABLE: CATASTROPHIC EFFECTS

# of Ley Lines	Effect
1	A <i>burning hands</i> spell effect (CL 1st, Reflex DC 11).
2	A <i>shatter</i> spell effect (CL 3rd, Will or Fortitude DC 13).
3	A <i>lightning bolt</i> spell effect (CL 5th, Reflex DC 14).
4	An <i>ice storm</i> spell effect (CL 7th) except the snow and hail do not disappear at the effect's end.
5	A <i>cloudkill</i> spell effect (CL 9th, Fortitude DC 17), except the cloud remains stationary within the area.
6	A <i>circle of death</i> spell effect (CL 11th, Fortitude DC 19), except the highest HD creatures are affected first.
7	A <i>fire storm</i> spell effect (CL 13th, Reflex DC 20) except the initial damage is electricity and not fire. Creatures that catch on fire still take fire damage.
8	An <i>earthquake</i> spell effect (CL 15th).
9	A <i>storm of vengeance</i> spell effect (CL 17th, saving throws DC 23) that lasts for 10 rounds without concentration.

Reincarnated: The druid has lived many lives, potentially even as dozens or hundreds of different creatures. Returned to the world in a new body, she slowly recovers her memories as she ages. Each night the druid dreams of her past lives, seeing visions that aid her for the day's trials. Once per day the druid selects a Knowledge skill. She gains that skill as a class skill, and adds ranks in the skill equal to 1/2 her druid level (minimum +1, to a maximum number of ranks equal to her character level). Each day, the druid can change the Knowledge type this ability applies to.

At 8th level, the druid's connection to the memories of countless past lives deepens. She can gain bonus ranks in any skill instead of only Knowledge skills. She treats this skill as a class skill, but still only applies the bonus to one skill per day and her ranks in the skill are limited to her character level.

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At 16th level, the druid fully masters the memories of her past lives, but it can take time to sift through them for something useful. After meditating uninterrupted for one hour the druid can alter the skill she applies her bonus ranks to and treats as a class skill. She may use this ability at will, but each time it requires 1 hour of uninterrupted meditation.

Word of Creation (Su): There were nine words spoken at the dawn of creation, which brought the cosmos into being. By attempting to learn one or more of these words, a druid masters underpinning facets of reality that run deeper than mere spells. The druid gains Linguistics as a class skill, a bonus language, and a special ability based on the word of creation selected as an edge (see below). The druid may select more than one word of creation edge, each time learning a new word of creation and increasing the power of all other word of creation edges she has selected. A druid may select a second word of creation edge 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). The Difficulty Class for a saving throw against a word of creation is 10 + the spell level + the druid's Wisdom modifier.

For any word of creation spell effect, the druid uses her class level as her caster level unless otherwise specified. Words of creation abilities function as spell-like abilities, except each always requires a verbal component. A druid that is unable to speak or verbalize cannot ever activate any word of creation ability, but may continue to direct or use an active effect. A druid with the Natural Spell feat can use any of these abilities while in wild shape.

The druid cannot activate any word of creation ability while a different word of creation effect has an ongoing duration, and must dismiss an ongoing effect before she can use a different ability. A druid may dismiss any ongoing word of creation effect as a free action. A druid may not activate more than one word of creation effect on her turn, although can learn talents used to combine multiple words of creation for unique effects (see talents).

Word of creation effects can be identified with a Spellcraft skill check. The DC is equal to 15 + the number of words of creation edges required to use the ability. Using a word of creation ability

provokes an attack of opportunity and requires concentration checks as casting a spell. The equivalent spell level is equal to the number of words of creation edges required to use the ability.

Air: The druid learns the word spoken at creation that created breath and breeze. The druid gains Auran as a bonus language. The druid can summon or banish winds, creating or dismissing any light (0–10 mph), moderate (11–20 mph), or strong wind (21–30 mph) as a swift action at will within a radius of up to 20 feet per druid level, centered on the druid. A light wind has no mechanical effects. A moderate wind has a 50% chance of extinguishing small, unprotected flames. A strong wind automatically extinguishes unprotected flames and imposes a –2 penalty on ranged attack rolls, Fly checks, and Perception checks. Creatures of Tiny size or smaller are unable to move toward the druid unless they succeed on a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check if airborne.

- If the druid knows at least two words of creation, she can cast *gust of wind* as an at will spell-like ability.
- If the druid knows at least three words of creation, her *gust of wind* spell-like ability lasts for 1 round per druid level or until dismissed. She may direct the wind in a new direction for the effect each round as a swift action. The area of effect moves with the druid.
- If the druid knows at least four words of creation, her *gust of wind* can be windstorm or severe force, whichever she prefers. Windstorm force acts as *gust of wind*, except creatures are treated as one size category less than their actual size for the purposes of the spell's effects, and ranged attacks within the area are impossible (siege weapons suffer a –4 on attacks). Perception checks that rely on sound within the area are at a –8 penalty due to the howling of the wind.
- If the druid knows at least five words of creation, her *gust of wind* spell-like ability is cast as a swift action.
- If the druid knows at least six words of creation, the range of her *gust of wind* spell-like ability increases to medium range (100 ft. + 10 ft./level).

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- If the druid knows at least seven words of creation, her *gust of wind* can be hurricane, windstorm, or severe force, whichever she prefers. A hurricane force *gust of wind* acts as *gust of wind*, except creatures are treated as two size categories less than their actual size for the purposes of the spell's effects and ranged attacks are impossible (siege weapons suffer a -8 on attacks). Perception checks that rely on sound are impossible.
- If the druid knows at least eight words of creation, her *gust of wind* spell-like ability has a permanent duration, and it no longer has to move with the druid. However, it still counts as an ongoing word of creation spell effect until dismissed.
- If the druid knows all nine words of creation, her *gust of wind* can be a tornado, hurricane, windstorm, or severe force, whichever she prefers. A tornado force *gust of wind* acts as *gust of wind*, except creatures are treated as three size categories less than their actual size for the purposes of the spell effects. All ranged

attacks and sound-based Perception checks are impossible. Large-sized or smaller creatures take 6d6 damage each round they remain within the wind unless they succeed on a Fortitude save.

Death: The druid learns the word spoken at creation that brought about decay and entropy. The druid gains Abyssal as a bonus language. The druid can cause a living creature that is below 0 hit points but stabilized to resume dying. This acts as the *bleed* spell cast as a spell-like ability, except the target creature does not receive a save to negate the effect.

- If the druid knows at least two words of creation, she can kill a weakened creature as a standard action at will. The target must be a living creature at negative hit points within close range (25 ft. + 5 ft./2 levels). If the creature fails a Fortitude save, it dies. A creature that currently has 0 or more hit points is unaffected. Whether or not the save is successful, the creature is immune to any further uses of this edge for 24 hours.



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- If the druid knows at least three words of creation, a creature that fails its save but is unaffected by this edge because of its current hit points becomes fatigued. The fatigued condition does not count as an ongoing word of creation effect.
 - If the druid knows at least four words of creation, she can kill living creatures with 10 or less hit points if they fail a Fortitude save. A creature that currently has 11 or more hit points is unaffected. Whether or not the save is successful, the creature is immune to any further uses of this edge for 24 hours.
 - If the druid knows at least five words of creation, a creature that fails its save but is unaffected by this edge because of its current hit points becomes exhausted. The exhausted condition does not count as an ongoing word of creation effect.
 - If the druid knows at least six words of creation, she can kill living creatures with 40 or less hit points if they fail a Fortitude save. A creature that currently has 41 or more hit points is unaffected. Whether or not the save is successful, the creature is immune to any further uses of this edge for 24 hours.
 - If the druid knows at least seven words of creation, a creature that fails its save but is unaffected by this edge because of its current hit points becomes stunned for 1 round in addition to the being exhausted. The stunned or exhausted conditions do not count as an ongoing word of creation effect.
 - If the druid knows at least eight words of creation, she can kill living creatures with 70 or less hit points if they fail a Fortitude save. A creature that currently has 71 or more hit points is unaffected. Whether or not the save is successful, the creature is immune to any further uses of this edge for 24 hours.
 - If the druid knows all nine words of creation, once per day she can kill a living creature with 100 or less hit points without the creature being allowed a saving throw to negate the effect. A creature that currently has 101 or more hit points is still unaffected. A surviving creature is immune to any further uses of this edge for 24 hours.
- Earth:* The druid learns the word spoken at creation that summoned and shaped rock and soil. The druid gains Terran as a bonus language. The druid can control the ground as a swift action at will. This allows the druid to create difficult terrain in a 5-ft. square at close range (25 ft. + 5 ft./2 levels). Alternately, the druid can make difficult terrain no longer difficult terrain within this space. The druid can only affect natural ground, soil, or stone in this manner. Difficult terrain caused by other sources cannot be eliminated. The change to the terrain is permanent and does not count as an ongoing word of creation effect.
- If the druid knows at least two words of creation, she can spend 10 minutes to move mass quantities of dirt (clay, loam, sand, and soil). This acts as the *move earth* spell, except it only affects a 10-foot cube per 10 minutes.
 - If the druid knows at least three words of creation, she can create or remove difficult terrain up to medium range (100 ft. + 10 ft./level).
 - If the druid knows at least four words of creation, she can affect a 50-foot square (up to 10 feet deep) as the *move earth* spell per 10 minutes. Additionally, she can create or remove difficult terrain in up to a 10-ft. square.
 - If the druid knows at least five words of creation, she can affect rock and stone formations as the *move earth* spell with this edge. Additionally, she can create or remove difficult terrain up to long range (400 ft. + 40 ft./level).
 - If the druid knows at least six words of creation, she can affect a 150-foot square (up to 10 feet deep) as the *move earth* spell per 10 minutes. Additionally, she can create or remove difficult terrain in up to a 15-ft. square.
 - If the druid knows at least seven words of creation, she can affect a 150-foot square (up to 10 feet deep) as the *move earth* spell per minute. Additionally, she can create or remove difficult terrain in up to a 20-ft. square.
 - If the druid knows at least eight words of creation, she can affect a 150-foot square (up to 10 feet deep) as the *move earth* spell as a standard action.
 - If the druid knows all nine words of creation, once per day she can cause the ground to violently move as the *earthquake* spell cast as a spell like ability.

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Fate: The druid learns the word spoken at creation that wove the threads of destiny. The druid gains Draconic as a bonus language. As an immediate action, the druid may grant herself or an ally within 30 feet a bonus to any ability check, attack roll, saving throw, or skill check. This bonus is equal to +1 per four druid levels (to a maximum of +5 at 20th level). This bonus may be granted after the check is made, but must be granted before the result is determined. A creature cannot be the target of this edge more than once within a 24 hour period. Note the druid cannot use this ability if she has any other active word of creation effect.

- If the druid knows at least two words of creation, she can inflict a penalty to a foe within 30 feet on an ability check, attack roll, saving throw, or skill check as an immediate action. This penalty is equal to -1 per four druid levels (to a maximum

of -5 at 20th level). This penalty may be granted after the check is made, but must be granted before the result is determined. A creature cannot be the target of this edge more than once within a 24 hour period. A penalty to saving throws from this edge cannot apply to any saving throw caused by any word of creation edge that allows a saving throw. Note the druid cannot use this ability if she has any other active word of creation effect.

- If the druid knows at least three words of creation, the range for granting a bonus or inflicting a penalty increases to 60 feet.
- If the druid knows at least four words of creation, the duration of the bonus granted by this edge is 1 round. It applies to all ability checks, attack rolls, saving throws, or skill checks made by the target.



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- If the druid knows at least five words of creation, the duration of the penalty inflicted by this edge is 1 round. It applies to all ability checks, attack rolls, saving throws, or skill checks made by the target. If the creature succeeds on a Will save, it only affects the next check of that type made within 1 round (if any).
 - If the druid knows at least six words of creation, the range for granting a bonus or inflicting a penalty increases to 120 feet.
 - If the druid knows at least seven words of creation, the duration of the bonus granted by this edge is 1 minute.
 - If the druid knows at least eight words of creation, the duration of the penalty inflicted by this edge is 1 minute. If the creature succeeds on a Will save, the duration is reduced to 1 round. It applies to all ability checks, attack rolls, saving throws, or skill checks made by the target.
 - If the druid knows all nine words of creation, she can grant a target a bonus or inflict a penalty on the next ability check, attack roll, saving throw, or skill check they make within the next 24 hours. This does not count as an ongoing effect for the purposes of the word of creation edge, but a creature still cannot be the target of this edge more than once within a 24 hour period.
- If the druid knows at least three words of creation, directing the *flaming sphere* is a move action.
 - If the druid knows at least four words of creation, the *flaming sphere* does not allow spell resistance.
 - If the druid knows at least five words of creation, the flaming sphere is a 5- or 10-ft.-diameter sphere, whichever the druid prefers when activating this edge.
 - If the druid knows at least six words of creation, the *flaming sphere* can move 60 feet per round.
 - If the druid knows at least seven words of creation, directing the *flaming sphere* is a swift action.
 - If the druid knows at least eight words of creation, the flaming sphere is a 5-, 10-ft., or 20-ft.-diameter sphere, whichever the druid prefers when activating this edge.
 - If the druid knows all nine words of creation, she can control any fire spell within close range (25 ft. + 5 ft./2 levels) as a standard action at will. This ability allows her to move any fire effect in the area, as if she were the caster. This ability also allows her to reposition a stationary fire effect, although the new placement must be one allowed by the spell.

Fire: The druid learns the word spoken at creation to ignite the furnaces within the sun and stars. The druid gains Ignan as a bonus language. The druid can control any natural fire within close range (25 ft. + 5 ft./2 levels) as a standard action at will. This edge allows her to move any fire within the area, within the limits of the fire's natural ability to spread. The druid may automatically extinguish any natural fire within this range. This ability has no effect on magical fire, but may affect natural fires ignited by magical flame.

- If the druid knows at least two words of creation, she can conjure fire as a standard action. This acts as the *flaming sphere* spell, cast as a spell-like ability at will. The *flaming sphere* deals an additional 1d6 damage per additional word of creation the druid learns, to a maximum of 10d6 damage if the druid knows every word of creation. Directing the *flaming sphere* is a standard action.

Life: The druid learns the word spoken at creation to draw forth life from the primordial ooze. The druid gains Celestial as a bonus language. As a standard action, the druid can create a life-saving aura that affects all allies within 30 feet of the druid. Any ally in the aura at negative hit points gains fast healing 1. The fast healing only functions while the ally is at negative hit points, and can only heal the creature to a maximum of 0 hit points. This aura lasts until dismissed.

- If the druid knows at least two words of creation, she can grant a touched living creature fast healing 3 as a standard action for a number of rounds equal to her druid class level. A creature cannot be the target of this effect more than once within a 24 hour period and it does not stack with any other form of fast healing. The fast healing increases by +1 for each additional word of creation the druid learns, to a maximum of fast healing 10 if the druid knows every word of creation.

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- If the druid knows at least three words of creation, a creature with fast healing from this edge has the fatigued condition suppressed for the duration of the fast healing.
- If the druid knows at least four words of creation, a creature with fast healing from this edge has the sickened condition suppressed for the duration of the fast healing.
- If the druid knows at least five words of creation, a creature with fast healing from this edge has the staggered condition suppressed for the duration of the fast healing.
- If the druid knows at least six words of creation, a creature with fast healing from this

edge has the exhausted condition suppressed for the duration of the fast healing.

- If the druid knows at least seven words of creation, a creature with fast healing from this edge has the nauseated condition suppressed for the duration of the fast healing.
- If the druid knows at least eight words of creation, a creature with fast healing from this edge has the stunned condition suppressed for the duration of the fast healing.
- If the druid knows all nine words of creation, a creature with fast healing from this edge ignores any penalties caused by ability damage, ability drain, or negative levels for the duration of the fast healing. The creature cannot die from having Constitution damage or drain equal to his Constitution score or negative levels equal to his Hit Dice for the duration of the fast healing.

Space: The druid learns the word that defined distance and void. The druid gains Aklo as a bonus language. As a move action, she can increase her reach with melee attacks by 5 feet for 1 round.

- If the druid knows at least two words of creation, she can increase or decrease the size category of a humanoid. This acts as the *enlarge person* or *reduce person* spell cast as a spell-like ability. An unwilling creature may negate this effect with a Fortitude save. A humanoid cannot be the target of this edge more than once within a 24 hour period. This cannot affect a creature already subject to any polymorph spell or effect (including change shape, the lycanthropy, or wild shape).
- If the druid knows at least three words of creation, she can increase or decrease the size of any object within close range (25 ft. + 5 ft./2 levels) by one size category for 1 minute per druid level. If the object does not have statistics based on size, this multiplies or divides its weight by 8. An attended object receives a Will saving throw to negate this effect. An object must be a separate discrete item to be affected, and its size cannot be increased beyond Colossal or reduced to less than Fine. Any alteration beyond these sizes have no effect.

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- If the druid knows at least four words of creation, she can increase or decrease the size of any creature (as the *enlarge person* or *reduce person* spells), not just humanoids.
- If the druid knows at least five words of creation, she can increase or decrease a creature or object's size with a permanent duration until the effect is dismissed.
- If the druid knows at least six words of creation, she can increase or decrease the size of any creature or object by up to two categories. Increasing a creature or object's size quadruples its height/volume and multiplies its weight by 16. A creature gains a +4 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC. Decreasing a creature or object's size divides the creature's height/volume by 4 and divides its weight by 16. A creature gains a +4 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +2 bonus on attack rolls and AC.
- If the druid knows at least seven words of creation, she may alter a creature or object's size as a swift action.
- If the druid knows at least eight words of creation, she can increase or decrease the size of any creature or object by up to three categories. Increasing a creature or object's size multiplies its height/volume by 8 and multiplies its weight by 32. A creature gains a +8 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum of 1), and a -2 penalty on attack rolls and AC. Decreasing a creature or object's size divides the creature's



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height/volume by 8 and divides its weight by 32. A creature gains a +8 size bonus to Dexterity, a -4 size penalty to Strength (to a minimum of 1), and a +2 bonus on attack rolls and AC.

- If the druid knows all nine words of creation, she can alter physical traits and appearance independently, allowing her to create super dense objects or miniscule creatures at full power. The druid can alter a creature or object's weight without altering its size. An increase in weight grants a size bonus to Strength and a size penalty to Dexterity, but no penalty to attack rolls and AC. A decrease in weight grants a size bonus to Dexterity and a size penalty to Strength, but no bonus to attack rolls and AC. An increase in size grants reach and a penalty to attack rolls and AC, but no bonuses to Strength or penalties to Dexterity. A decrease in size decreases reach and grants a size bonus to attack rolls and AC, but no penalty to Strength or bonus to Dexterity.

Time: The druid learns the word that set cause and effect into motion. The druid gains Sylvan as a bonus language. As a standard at will, the druid can allow an ally within close range (25 ft. + 5 ft./2 levels) to make one extra attack as part of a full attack action with one natural or manufactured weapon for 1 round.

- If the druid knows at least two words of creation, as a standard at will, the druid can cause one enemy within close range (25 ft. + 5 ft./2 levels) to become staggered for 1 round on a failed Will save. On a successful save, the creature is immune to further uses of this ability for 24 hours.
- If the druid knows at least three words of creation, an ally granted an extra attack with this edge also adds 30 feet to all modes of movement, gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves (as the *haste* spell). An enemy staggered by this edge also moves at half its normal speed, and takes a -1 penalty on attack rolls, AC, and Reflex saves (as the *slow* spell).



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- If the druid knows at least four words of creation, the *haste* or *slow* effect lasts for up to 1 round per druid level.
- If the druid knows at least five words of creation, she can affect a number of creatures with the *haste* or *slow* effect equal to her druid level. No two targets can be more than 30 feet apart.
- If the druid knows at least six words of creation, the bonuses from the *haste* effect increase to +2 and the penalties from the *slow* effect increase to -2.
- If the druid knows at least seven words of creation, the range of the *haste* or *slow* effect increases to medium range (100 ft. + 10 ft./level), with no two targets more than 60 feet apart.
- If the druid knows at least eight words of creation, the bonuses from the *haste* effect increase to +3 and the penalties from the *slow* effect increase to -3.
- If the druid knows all nine words of creation, she can both *haste* her allies and *slow* her enemies with a single use of this ability. She can still affect only a number of creatures equal to her druid level, and no two targets can be more than 30 feet apart.

Water: The druid learns the word spoken at creation to summon forth and set the seas in motion. The druid gains Aquan as a bonus language. The druid can cast *create water* as an at will spell-like ability, except the druid creates up to one cubic foot of water per druid level. Water created does not disappear if it is not consumed. The druid can attempt to create water inside of a creature's lungs in this manner. The druid must succeed on a melee or ranged touch attack and the target can make a Fortitude save to negate. On a failed save, the target is sickened for 1d4 rounds or until they take a standard action to cough up the water. The sickened condition caused by this effect does not count as an ongoing word of creation effect. This only affects living creatures that must breathe air.

- If the druid knows at least two words of creation, as a standard action she can raise

or lower the level of water. This acts as the *control water* spell, except the range is close (25 ft. + 5 ft./2 levels), the duration is only 1 round per druid level, and it has no effect on water elementals or water-based creatures.

- If the druid knows at least three words of creation, the range of this edge increases to medium (100 ft. + 10 ft./level) and the duration increases to 1 minute per druid level. Additionally, if the druid creates water within a creature's lungs and the target fails the Fortitude save by 5 or more, they are nauseated for 1 round then sickened for 1d4 rounds.
- If the druid knows at least four words of creation, the range of this edge increases to long (400 ft. + 40 ft./level) and the duration increases to 10 minutes per druid level.
- If the druid knows at least five words of creation, she can use this edge to *slow* (as the spell) water elementals and other water-based creatures for up to 1 round per druid level. A Will save negates this effect. Additionally, if the druid creates water within a creature's lungs and the target fails the Fortitude save, they are nauseated for 1 round then sickened for 1d4 rounds.
- If the druid knows at least six words of creation, the duration of the lowering or raising of water level is increased to permanent until dismissed.
- If the druid knows at least seven words of creation, she doubles the volume of water she can raise or lower with this edge. Additionally, if the druid creates water within a creature's lungs and the target fails the Fortitude save, they are nauseated for 1d4 rounds.
- If the druid knows at least eight words of creation, she can create a powerful and immobile whirlpool (as the *vortex* spell) as a standard action at will.
- If the druid knows all nine words of creation, she can create a massive destructive wave (as the *tsunami* spell) once per day.

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DRUID TALENTS

As a druid gains experience, she learns a number of talents that expand her access to her nature's powers.

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. The save to resist a druid's talent is equal to $10 + 1/2$ the druid's level + the druid's Wisdom modifier. A druid's caster level for any spell-like or supernatural abilities is equal to her class level.

Some but not all druid talents utilize one or more words of creation, and are marked with an asterisk (*). Unless otherwise noted, use of these talents functions exactly like an ability granted by the word of creation edge.

*Armor (Su)**: The druid can summon armor with any word of creation she knows as a standard action. The armor must be of a type the druid is proficient in, and is mundane and nonmagical. The armor has an additional effect based on the word of creation used. This effect lasts until dismissed. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects. While the druid is wearing the armor, it does not count as an ongoing word of creation effect, and the druid may use other word of creation effects without dismissing the armor. The druid can allow another creature to wear armor she creates in this manner, but it functions as an ongoing word of creation effect when she is not wearing it.

- *Air*: Ranged attacks against the wearer have a 20% miss chance.
- *Death*: The wearer gains spell resistance 15 against any spells or spell-like abilities with the death descriptor.
- *Earth*: The wearer doesn't leave tracks in natural terrain, but may leave tracks if so desired.
- *Fate*: The wearer gains spell resistance 15 against any spells or spell-like abilities with the curse descriptor.
- *Fire*: The wearer gains evasion (as the rogue ability) against spells and effects with the fire descriptor.
- *Life*: The wearer automatically stabilizes when at negative hit points.
- *Time*: The wearer cannot be magically aged.
- *Water*: The wearer can breathe both air and water.

A druid must have the word of creation (space) and any other word of creation edge to select this talent.

*Armor, Greater (Su)**: The druid can summon more powerful armor combining several words of creation. The armor gains a +4 enhancement bonus and may have any four effects. This otherwise functions as the armor talent.

A druid must be at least 13th level, have the word of creation (space) and any three other word of creation edges, and the improved armor talent to select this talent.

*Armor, Improved (Su)**: The druid can summon more powerful armor combining several words of creation. The armor gains a +2 enhancement bonus and may have any two effects. This otherwise functions as the armor talent.

A druid must be at least 6th level, have the word of creation (space) and any two other word of creation edges, and the armor talent to select this talent.

*Armor, Supreme (Su)**: The druid can summon armor combining all nine words of creation. The armor gains a +5 enhancement bonus and possesses all nine armor effects. This otherwise functions as the armor talent.

A druid must be at least 20th level, have all nine word of creation edges, and the improved armor talent to select this talent.

*Awaken (Su)**: The druid can grant a portion of her sentience to animals and plants, by speaking to them the words of life and fate. This functions as the *awaken* spell, except the druid does not require any expensive material components and may use the ability as a standard action. When rolling 3d6 for the awakened animal or plant's Intelligence ability score, the druid takes half of the result as Intelligence ability damage. Ability damage gained in this way cannot be recovered by any spell or effect, and can only be healed naturally. Using this talent functions as using the word of creation edge for the purposes of casting, but the effect cannot be dismissed and does not count as an ongoing effect.

A druid must be at least 10th level, and have the word of creation (fate) and word of creation (life) edges to select this talent.

*Bind (Su)**: The druid can control the actions of elementals by combining words of creation. To bind an elemental, the druid must know the word of creation corresponding to the elemental's subtype (air, earth, fire, or water). The elemental must be

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within 30 feet and is allowed a Will save to negate. On a failed save, the elemental is affected by a *dominate monster* effect using the druid's class level as her caster level. This effect lasts until dismissed. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects.

A druid must be at least 10th level and have the word of creation (fate) and word of creation (air, earth, fire, or water) edges to select this talent.

Blue Skies (Su): The weather around the druid is always a little nicer than it would normally be for the season and climate. This affects a 2 mile radius around the druid. The specifics of the

improved weather is subject to GM discretion and the climate, but generally reduces powerful storms to normal storms, storms to inclement weather, inclement weather to normal weather, and normal weather to relatively perfect conditions. This does not cause less precipitation for the benefit of plants and animals, but most precipitation falling in normal or perfect weather is light and pleasant. This ability has no effect on weather that is supernaturally or magically altered (such as the *control weather* spell or similar magic). The druid may cease or resume this ability as a free action.

A druid must be at least 8th level to select this talent.

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*Breath (Su)**: The druid can breathe vitality into a touched living creatures with the words for life and air as a standard action. The creature must have had fast healing from the word of creation (life) edge when it died and have been dead for no longer than 1 round. The druid restores the creature back to life. If the healed creature's hit point total is at a negative amount equal to or greater than its Constitution score, it comes back to life and stabilizes at negative hit points equal to its Constitution score -2. Creatures brought back to life through this talent gain a temporary negative level that lasts for 1 day. Creatures slain by death effects cannot be saved by this talent. Using this talent functions as using the word of creation edge for the purposes of casting. A creature cannot be the target of this ability more than once in a 24 hour period.

A druid must be at least 10th level and have the word of creation (air) and word of creation (life) edges to select this talent.

*Burrow (Su)**: The druid can move through the ground with words of earth and water. As a swift action, the druid can gain a burrow speed equal to her land speed for 1 round. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects. If the druid ceases having a burrow speed while still within the ground she can hold her breath as normal, but then potentially begins suffocating.

A druid must be at least 6th level and have the word of creation (earth) and word of creation (water) edges to select this talent.

*Comfort (Su)**: The druid can grant herself or another touched creature protection from temperature extremes. The creature gains cold and fire resistance 5, and is protected from all environmental hazards resulting from cold or heat. This effect lasts until dismissed. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects.

A druid must have the word of creation (fire) and word of creation (water) edges to select this talent.

*Creation (Su)**: The druid can perfectly pronounce all nine words of creation at once, bringing into being a miniature universe. This acts as the *create greater demiplane* spell except it only requires verbal components and has a casting time of 1 minute. The druid uses her class level as her caster level. The effect

is permanent, but the druid may only ever have a single demiplane created in this manner at one time. If the druid creates a new demiplane, the previous demiplane effect is immediately ended. Using this talent functions as using the word of creation edge for the purposes of casting and dismissal, but does not count as an ongoing effect, and the druid may use another word of creation edge ability while this ability is in effect.

A druid must be at least 20th level and have all nine word of creation edges to select this talent.

*Curse (Su)**: The druid can curse a creature within 30 feet with the word of fate and any other word of creation as a standard action. The creature is permitted a Will save to negate this effect. On a failed save, the creature gains one of the following curses. The druid must have the corresponding word of creation to inflict the accompanying curse. This effect lasts until dismissed. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects. Whether or not the saves are successful, a creature cannot be the target of this talent again for 1 day.

- *Air*: The creature gains a vulnerability to electricity, taking half again as much damage (+50%) from electricity spells and effects. If the creature already possesses a vulnerability to electricity, it instead takes double damage (+100%) from electricity spells and effects.
- *Death*: The creature's Constitution ability score is halved for the purposes of determining the creature's negative hit points. If the creature's negative hit points equal or exceed half its Constitution score, it dies. Additionally, if using the massive damage optional rule, the creature must save against massive damage when a single attack deals an amount of damage equal to 1/2 its total hit points (minimum 40 points of damage). If not using the massive damage optional rule, this instead works as if the creature was subject to the massive damage optional rule.
- *Earth*: The creature gains a vulnerability to acid, taking half again as much damage (+50%) from acid spells and effects. If the creature already possesses a vulnerability to acid, it instead takes double damage (+100%) from acid spells and effects.

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- **Fire:** The creature gains a vulnerability to fire, taking half again as much damage (+50%) from fire spells and effects. If the creature already possesses a vulnerability to fire, it instead takes double damage (+100%) from fire spells and effects.
- **Life:** The creature feels the pain of child birth, taking a -4 penalty on attack rolls, saves, ability checks, and skill checks. This is a pain effect.
- **Time:** Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.
- **Space:** The creature takes a -6 penalty to Strength, Dexterity, or Constitution.
- **Water:** The creature gains a vulnerability to cold, taking half again as much damage (+50%) from cold spells and effects. If the creature already possesses a vulnerability to

cold, it instead takes double damage (+100%) from electricity spells and effects.

A druid must be at least 8th level and have the word of creation (fate) and any other word of creation edge to select this talent.

Curse of Lycanthropy (Su): The druid's bite attack in animal or hybrid form infects a humanoid target with lycanthropy per the *Pathfinder Roleplaying Game: Bestiary*. A Fortitude save (DC 10 + 1/2 the druid's level + the druid's Wisdom modifier) negates this cursed disease. If the victim's size is not within one size category of the druid, this ability has no effect. Note a druid with the monstrous hybrid talents might have an alternate size while in hybrid form.

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



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Dark Skies (Su): The weather around the druid is always a little worse than it would normally be for the season and climate. This affects a 2 mile radius around the druid. The specifics of the worsened weather is subject to GM discretion and the climate, but generally causes normal weather to be inclement weather, inclement weather to be storms, and storms to be more powerful. In general, the environment around the druid is almost always overcast, wet, and miserable. This ability has no effect on weather that is supernaturally or magically altered (such as the *control weather* spell or similar magic). The druid may cease or resume this ability as a free action.

A druid must be at least 8th level to select this talent.

Decompose (Ex): The druid can gain energy from rapidly decaying and absorbing the corpses of living creatures. Decomposing requires 1 minute of concentration while the druid touches the corpse. After 1 minute, the corpse is destroyed (as the *disintegrate* spell). For 1 day per Hit Die of the dead creature the druid does not require food, drink, or sleep. She can still gain beneficial effects from consumable items (such as potions or *heroes' feast*).

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

Demolish (Su): The druid is adept at tearing down the paltry structures of civilization. As a full-round action, the druid can call upon nature to rise up and reclaim an adjacent building. Great tree-sized vines grow and tear apart the structure, pulling it to the earth. The structure takes 100 points of damage, which is enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature (potentially including the druid) caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble. Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead. The druid may use this ability once every 1d4 hours.

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

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Diurnal (Ex): The druid gains a +2 morale bonus to saves during daylight hours. She does not need to be exposed to sunlight to gain this bonus, but loses it during nighttime hours.

A druid must be at least 4th level to select this talent and may not possess the nocturnal talent.

Elemental Aegis (Ex): The druid's elemental features become more pronounced, but still easily hidden. For example, an earth druid's skin might become rough to the touch or a druid with the water domain might lose all bone rigidity. She no longer requires sleep and is immune to bleed and poison effects. The druid's bonus to Charisma-based checks and skill checks with creatures with her chosen subtype increases to +2.

A druid must be at least 8th level and have the lesser elemental aegis talent to select this talent.

Elemental Aegis, Greater (Ex): The druid's elemental features become distinct and impossible to conceal. A fire druid might be continually bathed in heatless flame, or an earth druid might appear composed of gemstones. The druid becomes immune to flanking. She has a 50% chance to ignore any critical hit or additional damage from precision-based attacks, such as sneak attack. The druid's bonus to Charisma-based checks and skill checks with creatures with her chosen subtype increases to +4.

A druid must be at least 15th level and have the improved elemental aegis talent to select this talent.

Elemental Aegis, Improved (Ex): The druid's elemental features become distinct and difficult to conceal. A fire druid might fill the air around her with heat mirages or a druid with the air domain might become partially translucent. She becomes immune to paralysis and stunning. The druid's bonus to Charisma-based checks and skill checks with creatures with her chosen domain prerequisite as a subtype increases to +3.

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

Elemental Aegis, Lesser (Ex): The druid on some elemental features corresponding to a single elemental subtype (air, earth, fire, or water). For example, a druid of fire might gain flame-red hair or a druid of air might always seem to be struck by a light breeze. The druid gains immunity to sleep



effects and does not need to breathe or eat. She can still gain beneficial effects from consumable items (such as potions or *heroes' feast*). She gains a +1 bonus on Charisma-based checks or skill checks when dealing with creatures with her chosen subtype as a subtype.

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

Fast Change (Ex): The druid can switch between humanoid, hybrid, and animal form as a move action.

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

Fey Traits (Su): The druid forms a connection to the fey (whether intentionally or not), which alters her in some permanent fashion. The druid may retain these traits in wild shape or when subject to any beneficial polymorph spell or effect, if she wishes. This talent may be selected multiple times, each time granting a new trait as a result of contact with the fey.

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- *Beauty*: The druid becomes stunningly beautiful, but in an alien way which most humanoids find disconcerting. The druid gains Intimidate as a class skill and may demoralize any humanoid if that can clearly see the druid, and not necessarily hear her. Creatures with the fey type always begin with a starting attitude of one step higher (to a maximum of helpful) for the druid (per the Diplomacy skill).
- *Changeling*: The druid discovers she isn't actually a creature of her race at all, and was a shapeshifted fey-child replacing some babe in the crib like a cuckoo's egg. The druid's creature type is changed to fey, although she keeps her normal racial traits and does not recalculate any statistics. Her appearance is usually somewhat subtly unnatural for a creature of her false race, betraying her true nature. She gains the Use Magic Device skill as a class skill and the Magical Aptitude feat as a bonus feat.
- *Faun's Legs*: The druid gains hairy legs with backward-bending knees and hooves. While the druid is in a bipedal shape, her movement speed increases by 10 feet. A druid must be at least 6th level to select this talent.
- *Fearsome*: The druid exudes fear as a nearly palpable force that unsettles everyone around her, or else possesses a horrid and startling appearance. Creatures with the humanoid type always begin with a starting attitude of one step lower (to a minimum of hostile) for the druid (per the Diplomacy skill). The druid gains Intimidate as a class skill and always counts



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as larger than targets for the purposes of the Intimidate skill. Using the Intimidate skill to force an opponent to act friendly lasts for 1d4 hours with a successful check instead of 1d6 x 10 minutes. When using the Intimidate skill to demoralize, creatures become shaken for a minimum of 2 rounds on a successful check plus 1 round for every 5 by which the druid beats the DC. A druid must be at least 6th level to select this talent.

- *Gossamer Wings*: The druid grows delicate-looking wings that flutter like a butterfly's. The druid gains a flight speed equal to 1/2 her land speed with poor maneuverability. At 9th level, and every four levels thereafter (13th and 17th) the druid's maneuverability improves by one step, to a maximum of perfect maneuverability at 17th level. At 13th level, the druid's flight speed becomes equal to her land speed. A druid must be at least 6th level to select this talent.

- *Gremlin's Hands*: The druid grows a sixth finger on each hand, and all of her fingers are abnormally long with three joints. The druid gains the Disable Device skill as a class skill and can disarm magic traps. When attempting to use the Disable Device skill to sabotage, the druid never requires longer than a full-round action.
- *Liar's Tongue*: The druid finds herself nearly incapable of telling the truth, but discovers everyone around her is more willing to accept the lies she tells. The druid gains the Bluff skill as a class skill and the Deceitful feat as a bonus feat. The druid does not suffer a penalty on Bluff checks to deceive individuals after failing to deceive them, although some attempts may still be impossible at GM discretion. To tell a completely true statement, the druid must succeed on a Will save (DC 10 + 1/2 the druid's level + the druid's Wisdom modifier). On a failure, the druid must lie in some way, though she can intentionally tell grandiose or foolish lies to lower her chance of successfully lying.

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- *Lost Time*: The druid has slumbered away decades (or centuries), or is the victim of fey twisting of time. The druid appears to be aged to the equivalent of the venerable age category for a creature of her type, though this does not affect her ability scores in any way. 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.
 - *Odd Eyes*: The druid's eyes become mismatched or odd in color. She gains low-light vision and a +2 insight bonus on Will saves to disbelieve illusion effects. If the druid already possesses low-light vision, she gains darkvision 60 feet. If she already possesses darkvision, she adds 30 feet to her existing darkvision.
- Fey Tokens (Su)*: The druid gains a stolen, gifted, or claimed token imbued with fey power. The object itself is merely a focus, representing the ability gained by the druid. The druid must have the token to use the ability. If a token is lost or destroyed, the druid loses access to the granted abilities, but can gain or create a replacement with a 24 hour ritual. This talent may be selected multiple times, each time granting a new token from a fey creature.
- *Bloody Cap*: The druid forces a redcap or similar fey to surrender in battle, claiming his hat as a token. Whenever the druid deals the killing blow (a melee attack resulting in the creature's death) to a living foe, she may dip her cap in its blood as a standard action. This grants the druid a +2 bonus on damage rolls and fast healing 1 for 1 round per druid level. The druid must choose to use this



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ability within 1 minute of striking the killing blow. The bonuses from this ability are not cumulative, but the duration is.

- **Branch:** The druid gains a living branch of a dryad's tree as a token. Once per day she can *speak with plants* (as the spell) using her druid level as her caster level. If she possesses the wild empathy talent for plant creatures, she gains a +4 bonus on Diplomacy and wild empathy checks with plant creatures while *speak with plants* is active. If the druid is ever further than 300 feet from the branch, she immediately becomes sickened until it can be recovered or replaced.
- **Gold:** The druid gains a pouch or pot of fey gold as a token. Gold taken from the pouch seems to be in endless supply, but it doesn't hold up to scrutiny. While this gold can't be used to purchase goods, the illusion of wealth can open doors otherwise closed. While possessing the token, the druid treats every settlement as one size greater for the purposes of determining the gp limit of the base value of items for sale, as well as the number of minor, medium, and major magic items for sale in the settlement. If the settlement is already a metropolis, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful Diplomacy check, the druid can treat the settlement as two sizes larger. If the druid fails the check by 5 or more, someone sees the fey gold for what it is, alerting others to the truth. The druid treats the city as normal for 1 week, and could risk being arrested or mugged. The DC of the Diplomacy check is 5 for a thorp, and +5 DC for each larger settlement size (to a maximum of DC 40 for a metropolis).
- **Muse:** The druid gains a nymph or similar fey as a muse, and must prominently wear a token of the fey's affection (typically a lock of hair). The druid gains the Perform skill as a class skill, and a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. If the druid does not prominently display the token, she loses this bonus. A druid must be at least 6th level to select this talent.
- **Panpipes:** The druid gains a set of satyr's pipes as a token. The druid gains the Perform (wind) skill as a class skill. The druid adds the following spells to her class spell list as the indicated spell levels, but must play the panpipes to cast any of these spells (treat the pipes as a focus). This also adds a verbal component to the spell if it does not already possess one, and this verbal component cannot be removed by any means (such as the Silent Spell feat). The Natural Spell feat does not allow a druid to cast these spells while in wild shape. A druid must have the druid spells edge to select this talent, and adds the indicated spell whenever she gains an edge allowing her to cast spells of that level.
 - 1st — *charm person*
 - 2nd — *hideous laughter*
 - 3rd — *suggestion*
 - 4th — *confusion*
 - 5th — *feeblemind*
 - 6th — *mass suggestion*
 - 7th — *insanity*
 - 8th — *irresistible dance*
 - 9th — *dominate monster*.
- **Pixie Dust:** The druid gains a pouch of pixie dust as a token. She can sprinkle the pixie dust on a bolt or arrow as a free action. The druid's token can generate one use of dust per day and the pixie dust is useless to any other creature. Once pixie dust is applied, the chosen effect persists on the ammunition for only 1 round. As long as the ammunition is altered in this way, it does not inflict damage when it hits and only causes one of the following effects. The druid can choose any one of the following three effects when dusting an arrow. This talent may be selected multiple times, each time granting an additional use of pixie dust per day, up to a maximum number of times per day equal to the druid's Wisdom modifier. A druid must have proficiency in bows or crossbows to select this talent.
 - **Charm:** The target must succeed on a Will save or be affected as though by a *charm person* spell for 10 minutes. If the druid is 10th level or higher, this instead acts as *charm monster*.

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- *Memory Loss*: The target must succeed on a Will save or be affected by a *modify memory* spell (this effect can only eliminate the target's last minute of memory). If the druid is 10th level or higher, this instead affects 5 minutes of memory and can also implant a false memory chosen when the dust is applied to the ammunition.
- *Sleep*: The target must succeed on a Will save or fall asleep (as the *sleep* spell) for 5 minutes. If the druid is 10th level or higher, this instead lasts for 1 hour.
- *Tinker's Tools*: The druid gains a set of magical tools as a token that can actually work independently of her. The druid selects one Craft or Profession skill type. The druid gains a +2 bonus to this skill check, and can perform any work using the skill check in half the normal time. This cannot be used to lower the time to craft magical items. This talent may be selected multiple times, each time applying to a different Craft or Profession skill type.

Fog Sight (Su): The druid's sight is not obstructed by natural fog or mist. Magical fog or mist (as the *obscuring mist* or *fog cloud* spells) still obstructs her vision.

Fog Sight, Improved (Su): The druid's sight is no longer obstructed by magical fog or mist.

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

Force Change (Su): The druid can force a creature with the shapechanger subtype to revert to its natural form or appearance. This requires a melee touch attack and the target is entitled to a Fortitude save to negate. On a failed save the creature returns to its original or base form, and cannot change shapes for a number of hours equal to the druid's level. This is a polymorph effect. Using this ability counts as a daily use of the druid's wild shape ability.

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

*Forge (Su)**: The druid can coax metals into different shapes with spoken words of earth and fire. This grants the druid a +2 competence bonus on Craft skill checks made when working with metallic

objects, and allows her to forge metals without heat or tools (such as cold-forged iron). Additionally, the druid can damage or repair metallic objects, either dealing or healing 1d4 hit points of damage to the object. If an object is reduced to half its original hit points it gains the broken condition. This otherwise functions as the *mending* spell using the druid's class level as her caster level. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects.

A druid must have the word of creation (earth) and word of creation (fire) edges to select this talent.

*Form (Su)**: The druid can create elementals by combining words of creation. To summon a Small elemental, the druid must know the word of creation corresponding to the elemental's type (air, earth, fire, or water). This acts as a *summon nature's ally II* spell effect using the druid's level as her caster level, except this is a conjuration (creation) effect and not a conjuration (summoning) effect. The elemental remains indefinitely until dismissed. This talent may be selected a second time at 8th level, a third time at 10th level, a fourth time at 12th level, a fifth time at 13th level, and a sixth time at 15th level. Each time it is selected, the power of this ability increases by one spell level, allowing the druid to summon more powerful elementals or multiple elementals (to a maximum of *summon nature's ally VIII* at 15th level). Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects.

A druid must be at least 6th level and have the word of creation (life) and word of creation (air, earth, fire, or water) edges to select this talent.

Greenskin (Ex): The druid's skin turns a bright vibrant green color, and can gain most of the energy her body requires from exposure to light. As long as the druid has direct exposure to at least 1 hour of sunlight (or some equivalent, such as the *daylight* spell) she does not require food to survive, and gains a +4 bonus on Constitution checks to avoid nonlethal damage from thirst (this bonus stacks with the Endurance feat). If the druid eats food in addition to gaining direct exposure to sunlight for 1 hour, she gains a +1 morale bonus to ability checks, saves, and skill checks for 24 hours.

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

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*Growth (Su)**: The druid can summon animated entangling plants from barren earth with words for earth and life. This functions as the *entangle* spell, except it can be used on any natural earth or stone in addition to areas with plantlife. This effect lasts until dismissed. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects.

A druid must have the word of creation (earth) and word of creation (life) edges to select this talent.

Guardian (Su): The druid establishes an area of up to 40,000 square feet (approximately 200 feet by 200 feet) as her territory. Within this area, she can control some aspects of reality. To establish guardianship over an area, the druid must spend 1 day walking the periphery while performing a ritual. She cannot establish guardianship over an area containing unfamiliar or unexplored portions. At the ritual's completion, the druid alters one feature or planar trait (see *Pathfinder Roleplaying Game: Game Mastery Guide* for details on planar traits) within any bounds allowable by the *greater create demiplane* spell (see *Pathfinder Roleplaying Game: Ultimate Magic*) as if the area was her demiplane. Multiple uses of this ability in the same area allow the druid to alter additional planar traits. The druid may act as guardian over one area at a time. The effects are permanent until the druid establishes a new area as her territory, which immediately ends the first effect.

A druid must be at least 20th level to select this talent.

*Hibernation (Su)**: The druid can put herself into a state of eternal sleep as a standard action by speaking words of death and time. While in this state the druid can take no actions and is effectively helpless, as if she were in a deep sleep. The druid can remain in hibernation for as long as she wishes—while in this state, she does not need to eat or drink, nor does she age. Time effectively stands still for a hibernating druid. If she is jostled or damaged while hibernating, the druid can awaken from hibernation as a full-round action. Otherwise, the druid can set the length of her hibernation when she first enters this state, so that she can awaken after a set amount of time has passed. While hibernating the druid appears dead unless observers succeed on a DC 20 Heal check. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects.



A druid must be at least 6th level and have the word of creation (death) and word of creation (time) edges to select this talent.

Legendary Herbalist (Sp): The druid supports long-term healing with unmatched herbal magic. When providing long-term care to another creature with the Heal skill, the druid can use increasingly powerful spell-like abilities with a successful Heal check. This is in addition to the normal benefits for long-term care. A DC 20 check grants the creature the benefits of the *remove disease* or *delay poison* spells, a DC 25 check grants the benefits of the

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neutralize poison, or *remove curse* spells, a DC 30 check grants the benefits of the *restoration* spell, a DC 35 check grants the benefits of the *heal* spell, and a DC 40 check grants the benefits of the *regenerate* spell. The druid uses her class level as her caster level. The druid only gains a single spell-like ability in this manner, with the druid selecting which spell to use once she knows the result of her Heal check. The druid must provide rare herbs and poultices with a value equal to any costly material components of the spell effect desired. The druid can only care for one patient at a time in this manner, although may grant the mundane benefits of the Heal skill to other patients. A druid can use this talent once per day.

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

Monstrous Hybrid (Su): While in hybrid form, the druid becomes Large-sized, and gains a +4 bonus to Strength and a +2 bonus to Constitution, a -2 penalty to Dexterity, and a +4 natural armor bonus. The druid's equipment does not alter in size to fit her new form, but she can choose for any equipment to meld into her hybrid form. The druid adds a +10 enhancement bonus to speed in animal or hybrid form.

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

Monstrous Hybrid, Greater (Su): As the improved monstrous hybrid talent, except while in hybrid form the druid becomes Huge-sized, gains a +8 bonus to Strength and a +6 bonus to Constitution, a -4 penalty to Dexterity, and a +6 natural armor bonus. The druid adds a +30 enhancement bonus to speed in animal or hybrid form.

A druid must be at least 15th level and have the lycanthrope edge and greater hybrid talent to select this talent.

Monstrous Hybrid, Improved (Su): As the monstrous hybrid talent, except while in hybrid form, the druid becomes Large-sized, and gains a +6 bonus to Strength and a +4 bonus to Constitution, a -2 penalty to Dexterity, and a +6 natural armor bonus. The druid adds a +20 enhancement bonus to speed in animal or hybrid form.

A druid must be at least 10th level and have the lycanthrope edge and improved hybrid talent to select this talent.

Moon (Ex): The druid gains Knowledge (arcana) as a class skill. When making Knowledge (arcana) checks with the astrology edge (requiring 1d4

hours) the druid adds her class level to the result instead of 1/2 her class level. The druid can identify magical items by the light of the moon. This functions as the *identify* spell, except it requires 1d4 hours of concentration and moonlight.

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

*Move (Su)**: The druid can bend and shape the elements to her will with the word of space. This functions as the *telekinesis* spell, except the range is close (25 ft. + 5 ft./2 levels), and the druid can only affect objects or creatures attuned to other words of creation she has learned. Inanimate objects must be primarily composed of an element (air, earth, fire, or water) to be controlled in this manner and the druid must know the corresponding word of creation. If the druid knows the words of creation for air, earth, fire, and water, she can affect any inanimate objects and also constructs. To affect living creatures or plants, the druid must have the word of creation (life) edge. To affect undead or once living inanimate objects (such as a corpse or dead wood), the druid must have the word of creation (death) edge. To affect outsiders, the druid must have the word of creation (fate) edge. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects.

A druid must be at least 6th level and have the word of creation (space) and any other word of creation edge to select this talent.

Natural Attack (Ex): The druid grows an animalistic feature, gaining a single primary natural attack (bite, claw, gore, slam, sting, or talons) of her choice that deals damage as normal for a creature of her size. This talent may be taken multiple times, each time granting a new primary natural attack. However, the druid cannot select any natural attack more than twice or the bite and slam attack more than once. The druid may retain these natural attacks in wild shape or when subject to any beneficial polymorph spell or effect.

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

Nocturnal (Ex): The druid gains a +2 morale bonus to saves during nighttime hours. She does not lose this bonus if exposed to bright light, but loses it during daylight hours. She may not possess the diurnal talent.

A druid must be at least 4th level to select this talent and may not possess the diurnal talent.

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Planets (Ex): The druid gains Knowledge (planes) as a class skill. When making Knowledge (planes) checks with the astrology edge (requiring 1d4 hours) the druid adds her class level to the result instead of 1/2 her class level. When the druid can see due to any natural non-magical light source (such as the sun, moon, or stars), she can perceive ethereal creatures as translucent shapes, allowing her to easily discern their location and nature.

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

Rooted (Ex): The ground beneath the druid's feet unfailingly supports her. The druid gains a circumstance bonus to CMD when resisting bull rush, grapple, push, pull, or trip equal to 1/2 her

druid level whenever she is touching the ground and has not moved more than 5 feet for 1 round.

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

Sand (Su):* The druid's winds can carry blinding sands by uniting the words of air and earth. When using the word of creation (air) edge, the druid can choose for creatures failing the Fortitude save against the *gust of wind* spell effect to become blinded for 1 round. If the save is failed by 5 or more, the duration increases to 1d4 rounds. The duration of the blindness does not count as an ongoing effect for the purposes of the word of creation edge.

A druid must be at least 6th level and have the word of creation (air) and word of creation (earth) edges to select this talent.



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Sea Tamer (Ex): The druid is beloved by the wind and waves. The druid grants a +2 morale bonus to the Profession (sailor) checks of all allies within 30 feet. This bonus increases to +4 at a range of 60 feet at 8th level and +6 at a range of 90 feet 16th level. If using the vehicle rules from *Pathfinder Roleplaying Game: Ultimate Combat*, any sailing ship the druid is on always moves as if it was moving with the air current (double base speed).

Shifter's Skin (Ex): The druid gains damage reduction 5/silver while in animal or hybrid form.

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

Shifter's Skin, Greater (Ex): The druid gains damage reduction 10/silver while in animal or hybrid form.

A druid must be at least 20th level, have the lycanthrope edge, and the shifter's skin talent to select this talent.

Signs (Sp): The druid's astrological insight allows her to see grim omens in the everyday world. She gains the *augury* spell as an at will spell-like ability. The result is always meaningful, but only tells the druid if the action is woe or nothing. Results that would be weal and woe or weal register as a result of nothing. The druid must think to look for dire portents prior to taking a given action.

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

Stars (Ex): The druid gains Knowledge (history) as a class skill. When making Knowledge (history) checks with the astrology edge (requiring 1d4 hours) the druid adds her class level to the result instead of 1/2 her class level. The druid is aware of any attempt to observe her by means of a divination (scrying) spell or effect. This does grant the druid any information regarding the location of magical sensors or the caster of the effect.

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

*Steam (Su)**: The druid can create thick humid steam by combining the words of fire and water. This acts as a *fog cloud* spell effect, except creatures within the fog cloud must succeed on a Fortitude save or become fatigued. Creatures with fire resistance or immunity, or affected by an *endure elements* spell or effect are immune to this fatigue. This effect lasts until dismissed. Using this

talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects. However, the fatigue lasts until removed and is not an ongoing effect for the purposes of the word of creation edge.

A druid must be at least 6th level and have the word of creation (fire) and word of creation (water) edges to select this talent.

*Stench (Su)**: The druid can create a foul rotten scent with the words for death and air as a swift action. Living creatures other than the druid within 30 feet must succeed on a Fortitude save or become sickened for 1 round. If a creature fails the save by 5 or more the duration increases to 1d4 rounds. On a successful save, the creature is immune to this talent for 24 hours. This is a poison effect. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects. The duration of the sickness does not count as an ongoing effect for the purposes of the word of creation edge.

A druid must have the word of creation (air) and word of creation (death) edges to select this talent.

*Stoke (Su)**: The druid can heighten flames with the word of air. This functions as the *pyrotechnics* spell. The druid can use a *flaming sphere* created with the word of creation (fire) edge to activate this ability, although the *flaming sphere* is immediately extinguished. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects.

A druid must be at least 6th level and have the word of creation (air) and word of creation (fire) edges to select this talent.

*Sun (Ex)**: The druid gains Knowledge (religion) as a class skill. When making Knowledge (religion) checks with the astrology edge (requiring 1d4 hours) the druid adds her class level to the result instead of 1/2 her class level. The druid may use any ability granted by the astrology edge during the daytime without needing to see the stars at night.

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

Swarm Chosen (Ex): The druid is not damaged by swarms with the vermin creature type, and is immune to the distraction ability of swarms. She does not require concentration checks for

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spellcasting or concentrating on spells when in the area of a swarm. She may use skills involving patience and concentration while within a swarm without a Will save.

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

*Swim (Su)**: The druid can move through the waves with words of water and space. As a swift action, the druid can gain a swim speed equal to her land speed and breathe water for 1 round. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects. If the druid ceases having a swim speed while underwater she can hold her breath as normal, but then potentially begins suffocating.

A druid must be at least 6th level and have the word of creation (space) and word of creation (water) edges to select this talent.

*Tomb (Su)**: As a standard action, the druid can call upon the ground to swallow a creature within 60 feet with words for death and earth. The creature receives a Reflex save to negate this effect. On a failed save, the creature gains the pinned condition, is in danger of suffocating, and is trapped within the earth. The creature can escape with a successful combat maneuver or Escape Artist check (CMD equals the Reflex save DC). This effect lasts until dismissed or escaped. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects.

A druid must be at least 10th level, and have the word of creation (death) and word of creation (earth) edges to select this talent.

Unnatural Aura (Su): The druid can cause a creature within 60 feet to be reviled and hated by animals. A Will save negates this effect. Most non-hostile animals do not willingly approach the creature unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check. Hostile animals can approach within 30 feet with no check necessary, and always attack the cursed creature unless the animal's master succeeds at the DC 25 check. The druid automatically succeeds on these checks for any animals she controls. This effect is permanent, but can be removed with a *remove curse* or similar, magic, using the using the save DC as the DC to remove the curse. Whether or not the save is successful, a creature cannot be



the target of this talent again for 1 day. The reaction of the animals is a mind-affecting charm effect, but the effect on the target is not.

A druid must be at least 8th level to select this talent.

Vermin Mind (Ex): The druid may temporarily surrender her mind in order to ignore mind-affecting effects. Whenever the druid fails a save against a mind-affecting effect, as an immediate action she may choose to gain immunity to the

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effect. However, she then becomes near-mindless for 1d4 rounds. Her Intelligence and Charisma scores each drop to 1 for the duration. She is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, she knows who her friends are and can follow them, and even protect them.

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

Void (Su):* The druid can speak words of death and space to survive in the void and fly at incredible speed between the stars. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the druid knows the way to her destination. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects. This effect lasts until dismissed, but a druid dismissing the effect while in space is subject to the normal dangers of the void.

A druid must be at least 13th level and have the word of creation (death) and word of creation (space) edges to select this talent.

Weapon (Su):* The druid can summon a melee weapon with any word of creation she knows as a standard action. The weapon appears composed of the element or is otherwise obviously connected to the force it represents, such as a green living quarterstaff or spear composed of bloody bone. The weapon must be of a type the druid is proficient in. The weapon counts as a magic weapon with a +1 enhancement bonus, and has an additional effect based on the word of creation used. This effect lasts until dismissed. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects. While the druid is wielding the weapon, it does not count as an ongoing word of creation effect, and the druid may use other word of creation effects without dismissing the weapon. The druid can allow another creature to wield a weapon she creates in this manner, but it then functions as an ongoing word of creation effect while she is not wielding it.

- *Air:* The weapon deals an additional 1d6 electricity damage.

- *Death:* The weapon deals an additional 1d4 negative energy damage. This has no effect on creatures normally healed by negative energy.

- *Earth:* The weapon deals an additional 1d6 acid damage.

- *Fate:* The weapon penetrates any alignment-based damage reduction (chaotic, good, evil, and lawful).

- *Fire:* The weapon deals an additional 1d6 fire damage.

- *Life:* The weapon deals can be used to deal nonlethal damage with no penalty to attack.

- *Time:* The weapon penetrates any material-based damage reduction (adamantine, cold iron, silver, etc.).

- *Water:* The weapon deals an additional 1d6 cold damage.

A druid must be at least 6th level, and have the word of creation (space) and any other word of creation edge to select this talent.

Weapon, Greater (Su):* The druid can summon more a powerful weapon combining three words of creation. The weapon incorporates all the forces involved in its creation, such as a club of screaming souls trapped in swirling eddies of air and water. The weapon gains a +5 enhancement bonus and may have any three weapon effects.

A druid must be at least 15th level, have the word of creation (space) and any three other word of creation edges, and the improved weapon talent to select this talent.

Weapon, Improved (Su):* The druid can summon a more powerful weapon combining several words of creation. The weapon incorporates both forces it is connected to, such as an impossibly ancient stone knife or a blade of cursed fire. The weapon gains a +3 enhancement bonus and may have any two weapon effects. This otherwise functions as the weapon talent.

A druid must be at least 10th level, have the word of creation (space) and any two other word of creation edges, and the weapon talent to select this talent.

Weather (Su):* The druid can bend the weather to her desires with the words of air and water. This functions as the *control weather* spell. Using

MORE DRUID TALENTS

this ability only requires a standard action, but the effects still require 10 minutes to manifest. This effect lasts until dismissed. Using this talent functions as using the word of creation edge for the purposes of casting, dismissal, and ongoing effects.

A druid must be at least 13th level and have the word of creation (air) and word of creation (water) edges to select this talent.

Weathered (Su): The druid is protected from natural weather effects. She suffers no penalties to attacks or Perception checks due to natural wind or rain. She does not take damage from storms or powerful storms. This ability does not protect the druid from unnatural weather caused by spells or supernatural effects.

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

Wild Magic (Su): The druid can empower her spells or spell-like abilities with fey magic, but risks losing control of the effect. To successfully use wild magic, the druid must succeed on a caster level check (DC 15 + the level of the spell or spell-like ability) when casting a spell or using a spell-like ability. On a failure, roll twice on the wild magic planar trait table (see *Pathfinder Roleplaying Game: GameMastery Guide*) and the GM selects whichever result they prefer. On a success, the druid may roll twice on the wild magic table and take whichever result she prefers. When on a plane with the wild magic trait, the druid gains a +5 bonus to caster level checks to make her magic function normally or attempts to use wild magic.

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



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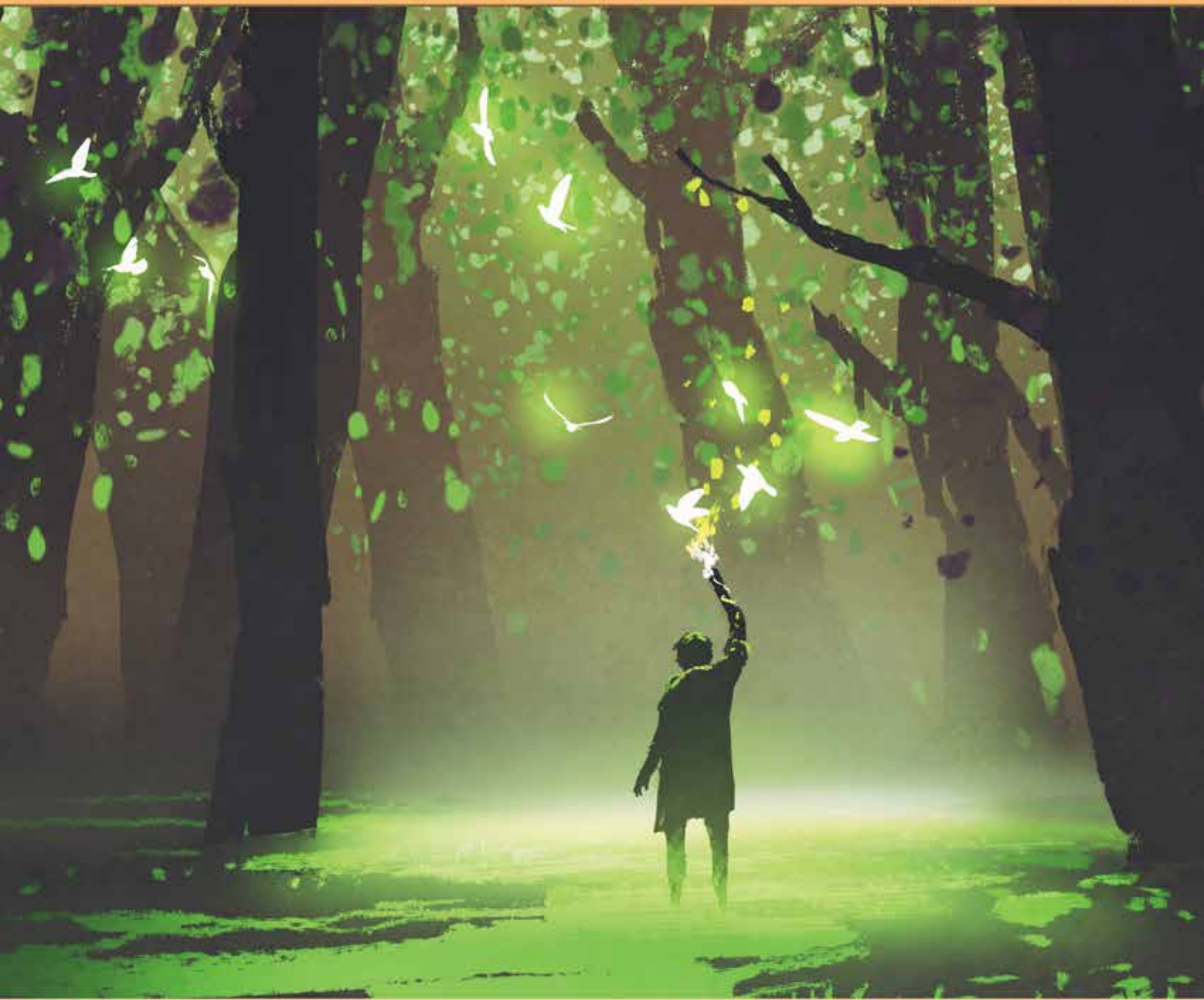


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