

# DRUID (LEVEL 1)

The gnome Lini has a way with wild creatures, but seems eccentric to people—as evidenced by the bundle of sticks she guards closely. A faithful snow leopard, Droogami, stalks near her.

## LINI

Female gnome druid 1

N Small humanoid (gnome)

**Init** +1; **Senses** low-light vision; Perception +9

## DEFENSE

**AC** 14, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 size); +4 dodge vs. giants

**hp** 11 (1d8+3)

**Fort** +5, **Ref** +1, **Will** +5; +2 vs. illusions

## OFFENSE

**Speed** 20 ft.

**Melee** sickle –1 (1d4–2)

**Ranged** sling +2 (1d3–2)

**Special Attacks** +1 on attack rolls against goblinoid and reptilian humanoids

**Gnome Spell-Like Abilities** (CL 1st)

1/day—*dancing lights*, *ghost sound* (DC 12), *prestidigitation*, *speak with animals*

**Druid Spells Prepared** (CL 1st; concentration +4)

1st—*entangle* (DC 14), *goodberry*

0 (at will)—*detect magic*, *know direction*, *resistance*

## STATISTICS

**Str** 6, **Dex** 12, **Con** 16, **Int** 12, **Wis** 16, **Cha** 15

**Base Atk** +0; **CMB** –3; **CMD** 8

**Feats** Self-Sufficient\*

**Skills** Craft (jewelry) +3, Handle Animal +6, Heal +9, Knowledge (geography) +6, Knowledge (nature) +8, Perception +9, Spellcraft +5, Survival +7; **Racial Modifiers** +2 Craft (jewelry), +2 Perception

**Traits** animal friend, devotee of the green\*

**Languages** Common, Druidic, Gnome, Goblin, Sylvan

**SQ** nature bond (animal companion), nature sense\*, wild empathy +3

**Combat Gear** *scroll of cure light wounds*, *scroll of magic fang*, acid;

**Other Gear** leather armor, sickle, sling with 10 bullets, antitoxin, belt pouch, mistletoe, spell component pouch, stick collection, sunrods (2), trail rations (2), 13 gp

\* The effects of this ability have already been calculated into Lini's statistics.

## SPECIAL ABILITIES

**Animal Companion** Lini's snow leopard animal companion, Droogami, has the following statistics:

**Size** Small; **AC** 17; **hp** 11; **Fort** +4, **Ref** +8, **Will** +1; **Speed** 50 ft.; **Melee** bite +7 (1d4+1 plus trip), 2 claws +7 (1d2+1); **Str** 12, **Dex** 21, **Con** 13,

**Int** 2, **Wis** 12, **Cha** 6; **Feats** Weapon Finesse; **Skills** Perception +5, Stealth +13; **SQ** link, low-light vision, scent, share spells, tricks (attack [all creatures], come, defend, fetch, guard, heel)

**Animal Friend** Lini gains a +1 trait bonus on Will saving throws while an animal is within 30 feet.

**Spell-Like Abilities** Because she's a gnome, Lini can use four spell-like abilities, each once per day. For full spell descriptions, see Chapter 10 of the *Pathfinder RPG Core Rulebook*.

*Dancing Lights*: Creates torches or other lights.

*Ghost Sound*: Create illusory sounds.

*Prestidigitation*: Perform minor magical tricks.

*Speak with Animals*: Allows the caster to talk to animals for 1 minute.

**Spells** Lini can cast the following spells she has memorized. For full spell descriptions for these and other spells she can prepare, see Chapter 10 of the *Pathfinder RPG Core Rulebook*.

*Detect magic*: Detects all spells and magic items within a 60-foot cone.

*Entangle*: Plants in a 40-foot-radius area within 440 feet of Lini entangle creatures that fail their Reflex saving throws (DC 14). This lasts for 1 minute, and makes the area difficult terrain. Any creature that moves into the area must immediately attempt a saving throw; any creature that succeeds at a saving throw against *entangle* but remains in the area must attempt another saving throw at the end of each of Lini's turns.

*Goodberry*: This spell makes 2d4 fresh berries magical. When eaten, they provide nourishment like a full meal and cure 1 point of damage.

*Know Direction*: The caster instantly knows which direction is north.

*Resistance*: Grants one creatures touched a +1 bonus on saving throws.

**Spontaneous Casting** Lini can exchange any prepared spell that is not an orison for a *summon nature's ally* spell of the same spell level or lower as she casts the spell.

**Wild Empathy** Lini can improve the attitude of an animal using wild empathy (like how using Diplomacy works with people). Her bonus on this check is +3. She can try influencing a magical beast with an Intelligence score of 1 or 2, but takes a –4 penalty.

Lini always had a way with wild creatures. More than once, her enclave was threatened by some great bear or razor-clawed cat, yet each time she soothed the beast and sent it on its way. The snow leopard Droogami was the first animal to threaten her, but Lini beseeched the cat to help her instead, and they quickly became companions. In the years since her departure from the Lands of the Linnorm Kings, Lini has collected more than a dozen sticks—one from each forest she has visited. These sticks are a road map of her experiences, and each holds a wealth of memories for the gnome druid.



“Yes, Droogami, they do seem friendly. But let me know if you smell trouble.”

# DRUID (LEVEL 4)

The gnome Lini has a way with wild creatures, but seems eccentric to people—as evidenced by the bundle of sticks she guards closely. A faithful snow leopard, Droogami, stalks near her.

## LINI

Female gnome druid 4

N Small humanoid (gnome)

**Init** +1; **Senses** low-light vision; Perception +12

## DEFENSE

**AC** 16, touch 13, flat-footed 15 (+3 armor, +1 deflection, +1 Dex, +1 size); +4 dodge vs. giants

**hp** 35 (4d8+12)

**Fort** +8, **Ref** +3, **Will** +8; +4 vs. fey and plant-targeted effects, +2 vs. illusions

## OFFENSE

**Speed** 20 ft.

**Melee** mwk sickle +3 (1d4–2)

**Ranged** sling +5 (1d3–2)

**Special Attacks** +1 on attack rolls against goblinoid and reptilian humanoids, wild shape 1/day

**Gnome Spell-Like Abilities** (CL 1st)

1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

**Druid Spells Prepared** (CL 4th; concentration +7)

2nd—*barkskin*, *bull's strength*, *flaming sphere* (DC 15)

1st—*entangle* (2, DC 14), *goodberry*, *speak with animals*

0 (at will)—*detect magic*, *know direction*, *light*, *resistance*

## STATISTICS

**Str** 6, **Dex** 12, **Con** 16, **Int** 12, **Wis** 16, **Cha** 16

**Base Atk** +3; **CMB** +0; **CMD** 12

**Feats** Natural Spell, Self-Sufficient\*

**Skills** Craft (jewelry) +3, Handle Animal +10, Heal +11, Knowledge (geography) +9, Knowledge (nature) +11, Perception +12, Spellcraft +8, Survival +11; **Racial Modifiers** +2 Craft (jewelry), +2 Perception

**Traits** animal friend, devotee of the green\*

**Languages** Common, Druidic, Gnome, Goblin, Sylvan

**SQ** nature bond (animal companion), nature sense\*, trackless step, wild empathy +7, woodland stride

**Combat Gear** *scroll of barkskin*, *scrolls of owl's wisdom* (2), *scroll of spider climb*, *wand of cure light wounds* (30 charges), *wand of magic fang* (7 charges), *wand of produce flame* (20 charges), acid;

**Other Gear** +1 leather armor, mwk sickle, sling with 10 bullets, cloak of resistance +1, ring of protection +1, antitoxin, belt pouch, mistletoe, spell component pouch, stick collection, sunrods (2), trail rations (2), 8 gp

\* The effects of this ability have already been calculated into Lini's statistics.

## SPECIAL ABILITIES

**Wild Shape** Once per day, Lini can turn herself into a Small or Medium animal and back again, like the *beast shape I* spell (*Pathfinder RPG Core Rulebook* 247). This lasts 4 hours or until she changes back.

Changing to or back from an animal is a standard action that doesn't provoke attacks of opportunity. Lini can't speak while using wild shape, but can communicate with animals of the same general type.

**Animal Companion** Lini's snow leopard animal companion, Droogami, has the following statistics:

**Size** Medium; **AC** 18; **hp** 26; **Fort** +6, **Ref** +9, **Will** +2; **Defensive**

**Abilities** evasion; **Speed** 50 ft.; **Melee** bite +8 (1d6+3 plus trip), 2 claws +8 (1d3+3); **Str** 17, **Dex** 21, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6; **Feats** Skill Focus (Stealth), Weapon Finesse; **Skills** Acrobatics +9 (+17 when jumping), Climb +7, Perception +5, Stealth +12; **SQ** link, low-light vision, scent, share spells, sprint (move 500 feet when charging 1/hour), tricks (attack [all creatures], come, defend, down, fetch, guard, heel, stay)

**Animal Friend** Lini gains a +1 trait bonus on Will saving throws while an animal is within 30 feet.

**Natural Spell** While using wild shape, Lini can complete the verbal and somatic components of spells, and use material components or focuses that are melded into her form.

**Spontaneous Casting** Lini can exchange any prepared spell that is not an orison for a *summon nature's ally* spell of the same spell level or lower as she casts the spell.

**Trackless Step** Lini leaves no trail in natural surroundings and can't be tracked.

**Wild Empathy** Lini can improve the attitude of an animal using wild empathy (like how using Diplomacy works with people). Her bonus on this check is +7. She can try influencing a magical beast with an Intelligence score of 1 or 2, but takes a –4 penalty.

**Woodland Stride** Lini can move through nonmagical undergrowth at normal speed and without taking damage.

Lini always had a way with wild creatures. More than once, her enclave was threatened by some great bear or razor-clawed cat, yet each time she soothed the beast and sent it on its way. The snow leopard Droogami was the first animal to threaten her, but Lini beseeched the cat to help her instead, and they quickly became companions. In the years since her departure from the Lands of the Linnorm Kings, Lini has collected more than a dozen sticks—one from each forest she has visited. These sticks are a road map of her experiences, and each holds a wealth of memories for the gnome druid.



“Yes, Droogami, they do seem friendly. But let me know if you smell trouble.”



# DRUID (LEVEL 7)

The gnome Lini has a way with wild creatures, but seems eccentric to people—as evidenced by the bundle of sticks she guards closely. A faithful snow leopard, Droogami, stalks near her.

## LINI

Female gnome druid 7

N Small humanoid (gnome)

**Init** +1; **Senses** low-light vision; Perception +16

## DEFENSE

**AC** 17, touch 13, flat-footed 16 (+4 armor, +1 deflection, +1 Dex, +1 size); +4 dodge vs. giants

**hp** 59 (7d8+21)

**Fort** +9, **Ref** +4, **Will** +10; +4 vs. fey and plant-targeted effects, +2 vs. illusions

## OFFENSE

**Speed** 20 ft.

**Melee** +1 sickle +5 (1d4–1)

**Ranged** sling +7 (1d3–2)

**Special Attacks** +1 on attack rolls against goblinoid and reptilian humanoids, wild shape 3/day

**Gnome Spell-Like Abilities** (CL 1st)

1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

**Druid Spells Prepared** (CL 7th; concentration +11)

4th—*dispel magic*, *ice storm*

3rd—*daylight*, *neutralize poison*, *remove disease* (DC 18)

2nd—*barkskin*, *bull's strength*, *flaming sphere* (DC 16), *spider climb*

1st—*entangle* (2, DC 15), *goodberry*, *speak with animals* (2)

0 (at will)—*detect magic*, *know direction*, *light*, *resistance*

## STATISTICS

**Str** 6, **Dex** 12, **Con** 16, **Int** 12, **Wis** 18, **Cha** 16

**Base Atk** +5; **CMB** +2; **CMD** 14

**Feats** Augment Summoning, Natural Spell, Self-Sufficient\*, Spell Focus (conjuration)\*

**Skills** Craft (jewelry) +3, Handle Animal +13, Heal +14, Knowledge (geography) +12, Knowledge (nature) +14, Perception +16, Spellcraft +11, Survival +13

**Traits** animal friend, devotee of the green\*

**Languages** Common, Druidic, Gnome, Goblin, Sylvan

**SQ** nature bond (animal companion), nature sense, wild empathy +10, woodland stride, trackless step

**Combat Gear** *potion of eagle's splendor*, *scrolls of call lightning* (2), *wand of cure moderate wounds* (32 charges), *wand of greater magic fang* (7 charges), *wand of produce flame* (43 charges), acid; **Other Gear** +2 leather armor, +1 sickle, sling with 10 bullets,

*cloak of resistance* +1, *headband of inspired wisdom* +2, *ring of protection* +1, *druid's vestment*, antitoxin, belt pouch, mistletoe, spell component pouch, stick collection, sunrods (2), trail rations (2), 63 gp

\* The effects of this ability have already been calculated into Lini's statistics.

## SPECIAL ABILITIES

**Wild Shape** Three times per day, Lini can turn herself into a Tiny, Small, Medium, or Large animal and back again, like the *beast shape II* spell (*Pathfinder RPG Core Rulebook* 247). She may instead use the wild shape ability to turn into a Small elemental as the *elemental body I* spell. This lasts 7 hours or until she changes back. Changing to or back from an animal is a standard action that doesn't provoke attacks of opportunity. Lini can't speak while using wild shape, but can communicate with animals of the same general type.

**Animal Companion** Lini's snow leopard animal companion, Droogami, has the following statistics:

**Size** Medium; **AC** 21; **hp** 39; **Fort** +7, **Ref** +11, **Will** +13; saves +4 vs. enchantment; **Defensive Abilities** evasion; **Speed** 50 ft.; **Melee** bite +10 (1d6+4 plus trip), 2 claws +11 (1d3+4); **Str** 18, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6; **Feats** Skill Focus (Stealth), Weapon Finesse, Weapon Focus (claws); **Skills** Acrobatics +10 (+18 when jumping), Climb +9, Perception +6, Stealth +13; **SQ** devotion, link, low-light vision, scent, share spells, sprint (move 500 feet when charging 1/hour), tricks (attack [all creatures], come, defend, down, fetch, guard, heel, stay)

**Animal Friend** Lini gains a +1 trait bonus on Will saving throws while an animal is within 30 feet.

**Augment Summoning** Each creature Lini conjures with any *summon* spell gains a +4 enhancement bonus to Strength and Constitution.

**Natural Spell** While using wild shape, Lini can complete the verbal and somatic components of spells, and use material components or focuses that are melded into her form.

**Spontaneous Casting** Lini can exchange any prepared spell that is not an orison for a *summon nature's ally* spell of the same spell level or lower as she casts the spell.

**Trackless Step** Lini leaves no trail in natural surroundings and can't be tracked.

**Wild Empathy** Lini can improve the attitude of an animal using wild empathy (like how using Diplomacy works with people). Her bonus on this check is +10. She can try influencing a magical beast with an Intelligence score of 1 or 2, but takes a –4 penalty.

**Woodland Stride** Lini can move through nonmagical undergrowth at normal speed and without taking damage.



“Yes, Droogami, they do seem friendly. But let me know if you smell trouble.”

Lini always had a way with wild creatures. More than once, her enclave was threatened by some great bear or razor-clawed cat, yet each time she soothed the beast and sent it on its way. In the years since her departure from the Lands of the Linnorm Kings, Lini has collected more than a dozen sticks—one from each forest she has visited. These sticks are a road map of her experiences, and each holds a wealth of memories for the gnome druid.