



DRUID

This section contains a selection of new feats that allow druids of all orders to literally grow their own weapons or plant spells in the ground like seeds.

DRUID FEATS

1ST LEVEL

VERDANT WEAPON

FEAT 1

DRUID EXPLORATION

You cultivate a seed that can sprout into a wooden staff, vine whip, or another weapon. You spend 10 minutes focusing primal energy into a seed, imprinting it with the potential of a single level 0 weapon you are trained with and that has no mechanical parts or metal components. When holding the imprinted seed, you can spend a single Interact action to cause it to immediately grow into that weapon; a second Interact action returns it to seed form. Your verdant weapon functions as the imprinted weapon and can be etched with runes or affixed with talismans as normal, which are suppressed when the weapon is in seed form. It also becomes a primal focus.

You can have only one verdant seed at a time. If you prepare a second, your first verdant seed immediately becomes a mundane specimen; any runes on the previous seed that are valid for the new seed transfer between them at no cost, but you lose any inapplicable runes unless you transfer them to a *runestone* or another weapon.

4TH LEVEL

ELEMENTAL SUMMONS

FEAT 4

DRUID

You can call the four elements to you. You can spend 10 minutes in concert with nature to replace one of the spells you've prepared in one of your druid spell slots with a *summon elemental* spell of the same level.

LESZY FAMILIAR SECRETS

FEAT 4

DRUID METAMAGIC

Prerequisites leaf order

The leaf order's secrets allow your familiar to take advantage of its leszy form. You can select one additional familiar ability each day, which must be one of the following leszy familiar abilities. You can't select more than one leszy familiar ability at a time.

- **Grasping Tendrils** Your familiar can extend vines or similar tendrils, increasing its reach to 15 feet.
- **Purify Air** Your familiar recycles air, providing enough oxygen for a Medium creature in areas with stale air, such as a sealed chamber or extradimensional space. If the leszy is within the area of an inhaled poison effect or an effect that relies on smell, creatures within a 15-foot

emanation from the leszy gain a +2 circumstance bonus to their saving throws against the effect.

- **Verdant Burst** When your familiar dies, it releases its primal energy to cast the 3-action version of *heal*, heightened to a level 1 lower than your highest-level spell slot. The *heal* spell gains a status bonus equal to twice the spell's level to the Hit Points it restores to plants. You must be able to cast 2nd-level spells using spell slots to select this familiar ability.

6TH LEVEL

CURRENT SPELL

FEAT 6

ABJURATION CONCENTRATE DRUID METAMAGIC

As you use your magic to manipulate air or water, you divert some of its currents to form a barrier around you. If your next action is to Cast a Spell with the air or water trait, until the start of your next turn, you gain a +1 circumstance bonus to AC or a +2 circumstance bonus against ranged attacks. This effect has the air or water trait, or both, depending on the traits of the spell you cast. You also gain a +1 circumstance bonus to all saves against effects with the air trait, water trait, or both until the start of your next turn, depending on the spell's traits.

8TH LEVEL

DEIMATIC DISPLAY

FEAT 8

DRUID

Prerequisites trained in Intimidation

Imitating animal threat displays, you make yourself appear larger and more imposing. Roll one Intimidation check to Demoralize and compare the result to the Will DC of each animal, fungus, and plant creature in a 15-foot cone. When you do, Demoralize gains the visual trait, and creatures are affected if they can see you. You don't take a penalty if the creature doesn't understand your language.

10TH LEVEL

PRISTINE WEAPON

FEAT 10

DRUID

Prerequisites Verdant Weapon

Your verdant weapon can cut through the resistances of magical creatures. The weapon is treated as cold iron and silver. If you critically hit a creature that has a weakness to cold iron or silver, the target takes 1d6 persistent bleed damage as the primal energies within your weapon slow its natural healing.



12TH LEVEL

WANDERING OASIS

FEAT 12

DRUID

Prerequisites master in Survival

You're surrounded by soothing energy. You and allies within 60 feet of you are protected from severe environmental heat and cold. If you're legendary in Survival, you and those allies are also protected from extreme environmental heat and cold.

14TH LEVEL

REACTIVE TRANSFORMATION

FEAT 14

DRUID

Prerequisites Wild Shape; Dragon Shape, Elemental Shape, Plant Shape, or Soaring Shape

Trigger varies

You transform reflexively when in danger. You cast *wild shape* to transform into one form granted by one of the prerequisite feats you have, depending on the trigger. Your form's resistances and weaknesses apply against the triggering damage.

- **Trigger** You fall 10 feet or more; **Effect** Choose a form from *aerial form*.
- **Trigger** You take acid, cold, electricity, fire, or poison damage; **Effect** Choose a form from *dragon form* that resists the triggering damage.

- **Trigger** You take fire damage; **Effect** Choose a fire elemental form from *elemental form*.
- **Trigger** You take poison damage; **Effect** Choose a form from *plant form*.

SOW SPELL

FEAT 14

CONCENTRATE DRUID METAMAGIC

You fold your spell into a seed. If your next action is to Cast a Spell using 1 action or 2 actions, the spell instead plants itself in an adjacent square. You must make all decisions regarding the spell at the time you cast it. Within the next 10 minutes, you can direct your sown spell to sprout and produce the spell's effects as a reaction, which is triggered when a creature enters the sown spell's space or a square adjacent to it. You can have only one sown spell at a time, and if you don't trigger the spell within 10 minutes, it dissipates and the spell is lost. A creature can notice the sown spell with a successful Perception check against your spell DC.

18TH LEVEL

PRIMAL AEGIS

FEAT 18

DRUID

You surround yourself with a thick field of protective primal energy. You and allies within 30 feet of you gain resistance equal to your Wisdom modifier to acid, cold, electricity, fire, negative, and positive damage.