

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.