

Lily Oleander

Female half-elf druid 16

N Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +29

Languages Common, Draconic, Druidic, Elven, Sylvan

DEFENSE

AC 23, touch 15, flat-footed 18 (+8 armor, +5 Dex)

hp 130 (16 HD)

Fort +13, **Ref** +11, **Will** +19

Defensive Abilities resist nature's lure; **Immune** aging, magical sleep, poison

OFFENSE

Speed 30 ft. (6 squares)

Melee +4 *guided spell storing scorpion whip* +24/+19/+14 (1d4+12 plus poison) or
+3 *guided armor spikes* +23/+18/+13 (1d6+11 plus poison) or
wooden fists +17/+12/+7 (1d3+8 plus poison)

Ranged +1 *seeking spell storing blowgun* +18/+13/+8 (1d2+1 plus poison)

Special Attacks bramble armor 1d6+8 (17 rounds/day), wild shape 7/day, wooden fist +8 (11 rounds/day)

Druid Spells Prepared (CL 16th, CL 17th with plant-based spells; Concentration +24)

8th (4/day) – *blood mist*^{UM}, *control plants*^D, *deadly kiss* (as *finger of death*) (2)

7th (5/day) – *animate plants*^D (2), *changestaff*, *control weather*, *heal*

6th (5/day) – *liveoak*, *mass cure light wounds*, *repel wood*^D, *transport via plants* (2)

5th (6/day) – *awaken*^M, *commune with nature*, *cure critical wounds*, *treestride*, *wall of thorns*^D (2)

4th (7/day) – *arboreal hammer*^{UM}, *command plants*^D, *cure serious wounds* (2), *freedom of movement* (2), *repel vermin*

3rd (7/day) – *burrow*^{UM}, *burst of nettles*^{UM}, *daylight*, *fungal infestation*^{UM}, *plant growth*^D, *poison*, *wall of spores* (as *wind wall*)

2nd (7/day) – *barkskin*^D (2), *delay poison*, *resist energy*, *pernicious poison*^{UM}, *spore cloud* (as *fog cloud*), *tree shape*

1st (7/day) – *endure elements*, *entangle*^D (5), *pass without trace*

0 (at will) – *create water*, *detect magic*, *detect poison*, *light*

^D Domain spell; **Domain** Plant

STATISTICS

Abilities Str 10 (+0), Dex 20 (+5), Con 14 (+2), Int 14 (+2), Wis 26 (+8), Cha 10 (+0)

Base Atk +12; **CMB** +12 (+26 disarm/trip with whip); **CMD** 27

Feats Craft Magic Arms and Armor, Exotic Weapon Proficiency (scorpion whip), Greater Disarm, Greater Trip, Improved Disarm, Improved Trip, Master Alchemist, Skill Focus (craft: alchemy^B)

Skills Craft (alchemy) +29, Heal +27, Knowledge (nature +23), Perception +29, Ride +24, Spellcraft +21, Survival +29

SQ a thousand faces, elf blood, nature bond (plant domain), nature sense, resist nature's lure, timeless body, trackless step, venom immunity, wild empathy +16, woodland stride

Combat Gear blowgun darts (100), poisons (black lotus extract 5, oil of taggit 50), *wand of cure light wounds* (40 charges); **Other Gear** +1 *seeking spell storing blowgun* (imbued with *fungal infestation*), +5 *wild ironwood studded leather* with +3 *guided armor spikes* (armor spike studs are made of greenwood enchanted by the *ironwood* spell and look like thorns), +4 *guided spell storing scorpion whip* (looks like a thorny vine, often contains the *poison* spell along with real poison), *all tools vest*, *apples of eternal sleep* (3), *belt of incredible dexterity* +6, *cloak of resistance* +1 (doubles as *muleback cords*), *hollywreath band* (doubles as a *headband of inspired wisdom* +4), quarterstaff, tender (905gp)

Encumbrance light 100 lb., medium 200 lb., heavy 300 lb.; **Weight Carried** 46 lb. (excluding tender)



SPECIAL ABILITIES

- A Thousand Faces (Su)** You can change your appearance at will, as if using the *alter self* spell, but only while in your normal form.
- Bramble Armor (Su)** You can cause a host of wooden thorns to burst from your skin as a free action. While bramble armor is in effect, any foe striking you with an unarmed strike or a melee weapon without reach takes 1d6 points of piercing damage + 1 point per two druid levels you possess. You can use this ability for a number of rounds per day equal to your druid level. These rounds do not need to be consecutive.
- Nature Sense (Ex)** You gain a +2 bonus to knowledge: nature checks and Survival checks (included above).
- Poisons** You carry a variety of poisons, primarily for use with your poisoner's glove:
- Black lotus extract—contact; *save* Fort DC 20, *onset* 1 minute, *frequency* 1/round for 6 rounds, *effect* 1d3 Str, *cure* 2 consecutive saves.
 - Oil of taggit—ingested; *save* Fort DC 15, *onset* 1 minute, *effect* unconsciousness for 1d3 hours, *cure* 1 save.
- Resist Nature's Lure (Ex)** You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize or target plants, such as blight, entangle, spike growth, and warp wood.
- Timeless Body (Ex)** You do not take ability score penalties for aging and cannot be magically aged. Any penalties you may have already incurred, however, remain in place. Bonuses still accrue, and you still die of old age when your time is up.
- Trackless Step (Ex)** You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.
- Wild Empathy (Ex)** You can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. You roll 1d20 and add your druid level and your Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, you and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. Additionally, you may also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a –4 penalty on the check.
- Wild Shape (Su)** You have the ability to turn yourself into a variety of creatures and back again seven times per day. Your options for new forms include animals of Diminutive to Huge size, elementals of Small to Huge size, and plant creatures of Small to Huge size. This ability functions like the *beast shape III* spell (for animals), the *elemental body IV* spell (for elementals) or as the *plant shape III* spell (for plant creatures), except as noted here. The effect lasts for 1 hour per druid level, or until you change back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal, elemental, or plant creature with which you are familiar. You lose your ability to speak while in animal form because you are limited to the sounds that a normal, untrained animal can make, but you can communicate normally with other animals of the same general grouping as your new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)
- Wooden Fist (Su)** As a free action, your hands can become as hard as wood, covered in tiny thorns. While you have wooden fists, your unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a bonus on damage rolls equal to ½ your druid level (minimum +1). You can use this ability for a number of rounds per day equal to 3 + your Wisdom modifier. These rounds do not need to be consecutive.
- Woodland Stride (Ex)** You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.