Nerirel Birchdreamer, Deepforest Warden

Nerirel Birchdreamer is a 250 year old elf and devoted follower of Ehlonna. She hails from a warmer, more southerly elven city, but moved north as a young adult after a visit to the area revealed that she liked both the surroundings and the company in the local druid's circle. She's since moved away, and lives primarily alone, but is still in regular contact with both the circle and several local tribes.

Nerirel has a particularly close connection to the Silent Crow tribe, who helped her to vanquish a gigantic snowcloak some hundred and twenty years ago; she still grants the several-times-great grandchildren of those hunters the blessing of becoming wereotters.

- This blessing is imparted by a 5th-level spell that costs 250 exp; she doesn't offer it for sale, but may grant it to someone who does her a similarly important good deed.

Size/Type: Medium Humanoid (elf) Druid 5/Holt Warden 5/Master of Many Forms 4; Middle-aged
Elven form (baseline)
Hit Dice: 9d8+5d6 (58 hp)
Initiative: +0
Speed: 40'
Armor Class: 16 (+0 dex, +5 +2 beastskin leather scale, +1 natural), touch 10, flat-footed 16
Base Attack/Grapple: +9/+12
Attack: Mwk elvencraft longbow +13 melee (1d6+4) or +2 elvencraft composite (+3) longbow +16 ranged (1d8+5/x3)
Full Attack: Mwk elvencraft longbow +13/+8 melee (1d6+4) or +2 elvencraft composite (+3) longbow +16 ranged (1d8+5/x3)
Space/Reach: 5'/5'
Special Attacks: Spells, wild empathy, wild shape, rebuke plants, earth's communion, hawk's vision
Special Qualities: Low-light vision, secret passage awareness, trackless step, plant affinity, animal companion, nature sense, woodland stride, resist nature's lure, improved woodland stride, improved trackless step, venom immunity, zen archery, natural bond
Spells per day: 6, 5+1, 5+1 (p), 4+1 (p), 4+1, 2+1
Spell DC: 14 + spell level
Saves: Fort +12, Ref +7, Will +13
  immune to magic sleep effects
  immune to poison
  +2 racial saving throw bonus against enchantment spells or effects
  +4 bonus on saving throws against the spell-like abilities of fey
Abilities: Str 16, Dex 11, Con 10, Int 15, Wis 17, Cha 12
  in armor, max dex +6
Skills: Concentration +10, Handle Animal +18, Heal +11, Knowledge (nature) +23, Listen +23, Search +4, Spot +23, Survival +25
  -1 acp
  +4 bonus on Hide and Move Silently checks while in natural surroundings
Feats: Alertness, Endurance, Hawk's Vision, Natural Bond, Zen Archery
Gear: +2 (bow only) elvencraft composite (+3) longbow w/arrows, +2 beastskin leather scale armor, lesser bracers of archery, pearl of power III, pearl of power II, amulet of natural armor +1
Alignment: NG
Languages: Common, Druidic, Elven, Goblin, Sylvan

Low-Light Vision

Nerirel can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Secret Passage Awareness

Nerirel is entitled to a Search check to notice any secret or concealed door that she passes within 5 feet of, as if she were actively looking for it.

Hawk's Vision

Nerirel can expend one of her daily uses of wild shape to gain a +8 bonus on Spot checks for 1 hour per Hit Die. While this benefit is in effect, she takes only half the normal penalty for range increment (-1 on ranged attacks per range increment instead of -2), and takes a -1 penalty on Spot checks per 20 feet of distance (rather than per 10 feet). She retains these benefi ts regardless of what form she is in.

Natural Bond

Nerirel functions as a druid three levels higher for the purpose of determining the bonus Hit Dice, extra tricks, special abilities, and other bonuses that her animal companion receives. This bonus can never make her effective druid level exceed your character level.

Zen Archery

Nerirel can use her Wisdom modifier instead of her Dexterity modifier when making a ranged attack roll.

Weapon and Armor Proficiency

Nerirel is proficient with the following weapons: longsword, rapier, longbow (including composite longbow), shortbow (including composite shortbow), club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. She is also proficient with all natural attacks (claw, bite, and so forth) of any form she assumes with wild shape.

Nerirel is proficient with light and medium armor but is prohibited from wearing metal armor. She is proficient with shields (except tower shields) but must use only wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells

Nerirel casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. Nerirel must choose and prepare her spells in advance (see below).

To prepare or cast a spell, Nerirel must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against Nerirel's spell is 10 + the spell level + her Wisdom modifier.

Like other spellcasters, Nerirel can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Druid. (Nerirel casts spells as a 10th level druid.) In addition, she receives bonus spells per day if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does.

Nerirel prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a cure spell in its place (but see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Spontaneous Casting

Nerirel can channel stored spell energy into spells from the Plant domain that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any Plant domain spell of the same level or lower.

Chaotic, Evil, Good, and Lawful Spells

Nerirel can't cast Evil spells. These spells are indicated by the evil descriptor in their spell descriptions.

Druidic

Nerirel knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for Nerirel; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids.

Druidic has its own alphabet.

Animal Companion (Ex)

Nerirel may call an animal companion as if she were a druid of 8th level. She changes companions often; likely companions when she's found include:

1st: dog, riding dog, gyrfalcon (stats as hawk), raven, snowy owl (stats as owl), or wolf
4th: black bear, branta, snow leopard (stats as leopard), wolverine
7th: brown bear, dire wolf, dire wolverine, megaloceros, terror bird (from Fiend Folio)

An animal from the 1st-level list receives the following:

- +4 hit dice
- +4 natural armor
- +2 to strength and dexterity
- 3 bonus tricks
- Link, share spells, evasion, devotion

An animal from the 4th-level list receives the following:

- +2 hit dice
- +2 natural armor
- +1 to strength and dexterity
- 2 bonus tricks

- Link, share spells, evasion

An animal from the 7th-level list receives the following:

- 1 bonus trick
- Link, share spells

Link

Nerirel can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. She gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells

At Nerirel's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to Nerirel before the duration expires.

Additionally, Nerirel may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. Nerirel and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion

If an animal companion with evasion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion

An animal companion with devotion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Wild Empathy (Ex)

Nerirel can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. Nerirel rolls 1d20 and adds her druid level (+5) and her Charisma modifier (+0) 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, Nerirel and the animal must be able to study each other, which means that they 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.

Nerirel can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride (Ex)

Nerirel may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex)

Nerirel leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Wild Shape (Su)

Nerirel has the ability to turn herself into any Tiny, Small, Medium, or Large animal, humanoid, giant, monstrous humanoid, or fey and back again 5 times per day. This ability functions like the alternate form special ability, except as noted here. The effect lasts for 9 hours or until she changes back. Changing form (to animal or back) is a move action and doesn't provoke an attack of opportunity. Each time she uses wild shape, she regains lost hit points as if she had rested for a night.

Any gear Nerirel wears or carries melds into the new form and becomes nonfunctional. When she reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at her feet.

The form chosen must be that of a creature Nerirel is familiar with, and it may have no more than 9 hit dice.

Nerirel can speak in any form she takes, and she can communicate with other creatures of the same kind while in wild shape as long as such creatures are normally capable of communicating with each other using natural methods..

Plant Affinity (Ex)

Nerirel gains bonus spells from the Plant domain as if she were a cleric with access to that domain.

Rebuke Plants (Su)

Nerirel can channel the power of her faith through her holy symbol to rebuke or command plant creatures as though she was a level 5 cleric rebuking undead. See the cleric class feature rebuke undead (PH 33), and the Plant Domain granted power (PH 188).

Earth's Communion (Sp)

Nerirel has learned to heal and replenish herrself and others by communing with the earth twice day. At the end of 10 full minutes of concentration (as the skill), she is affected as if by a heal spell with a caster level equal to her character level. She can allow others to sit with her in a circle, holding hands, during her communion. In that case, she can choose to divide the hit points and other benefits provided by her communion among the people in the circle. She can divide hit points as if she were using the paladin class feature lay on hands (PH 44). Each other benefit of the heal spell can affect only one person in the circle, at her direction. Thus, only one person can be cured of blindness, and so forth. She does not gain the advantages of any healing benefits that she distributes to others.

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