

**Faithful:** Like a cleric, a nature sage must worship a deity and her alignment must be within one step of her deity's. This replaces the normal druid alignment restrictions.

**Tamed Faith:** A nature sage is proficient with her deity's favored weapon.

**Chosen Druid (Ex):** A nature sage must choose a domain for her nature bond. Her choice is limited to her deity's domains (or subdomains) in place of those typically available to a druid. This ability alters nature bond.

**Patience of Nature (Ex):** A nature sage adds Diplomacy, Perform (oratory), and Sense Motive to her list of class skills and gains an insight bonus equal to half her druid level on such checks. This ability replaces nature sense and trackless step.

**Dispel Hostility (Su):** A nature sage doesn't gain spontaneous casting at 1st level. Instead, she can channel stored spell energy into a spell capable of dispelling hostile thoughts and strong emotions. She can "lose" a prepared spell in order to cast *calm emotions* as a 1st level spell. Instead of the normal Will saving throw for that spell, the DC of a *calm emotions* spell cast with this ability is  $10 + \frac{1}{2}$  the ancient guardian's druid level + her Wisdom modifier. This ability replaces spontaneous casting.

**Clerical Sage (Su):** At 4th level and every 2 levels thereafter, a nature sage chooses two spells from the cleric/oracle spell list and adds them to her druid spell list. The chosen spells must be of a level she can currently cast. This ability replaces wild shape.

**Unimpeachable (Ex):** At 4th level, a nature sage gains a +4 bonus on saves against enchantments. This ability replaces resist nature's lure.

**Mental Strength (Ex):** At 9th level, a nature sage gains immunity to charm and compulsion effects. This ability replaces venom immunity.

**A Thousand Voices (Su):** At 13th level, the nature sage can communicate with any creature with a language, as if using *tongues*, for up to 1 minute per druid level per day. These minutes do not need to be consecutive, but must be spent in 1-minute increments. This ability replaces a thousand faces.