

**Loni** - 43439-59, Grand Lodge  
NG Gnome Druid 4  
Small humanoid (gnome)  
**Init** +3; **Senses** low-light vision; Perception +14

---

## Defense

---

**AC** 15, touch 12, flat-footed 14 (+2 armor, +1 size, +1 shield, +1 dex)  
**hp** 35 (4d8+12)  
**Fort** +7, **Ref** +3, **Will** +10; +2 vs. illusions; +4 against SLAs and SUs of fey, and spells that target plants  
**Defensive Abilities** defensive training (+4 dodge bonus to AC against giant subtype)

---

## Offense

---

**Speed** 20 ft.  
**Melee** club +2 (1d4-2/B)  
**Special Attacks** hatred (+1 against goblinoids/reptilian)  
**Druid Spells Prepared** (CL 4th, concentration +9)  
2nd—*barkskin*, *heat metal* (DC 17), *soften earth & stone* (DC 17)  
1st—*endure elements* (x2), *entangle* (DC 16), *faerie fire*, *produce flame*  
0 (at will)—*detect magic*, *guidance*, *read magic*, *stabilize*  
**Gnome Spell-Like Abilities** (CL 4th; concentration +6)  
1/day—*dancing lights*, *ghost sound* (DC 12), *prestidigitation*, *speak with animals*

---

## Statistics

---

**Str** 7, **Dex** 12, **Con** 14, **Int** 12, **Wis** 18 (20), **Cha** 14  
**Base Atk** +3; **CMB** +0; **CMD** 11  
**Feats** Augment Summoning, Spell Focus (Conjuration)  
**Traits** Dangerously Curious (+1 UMD and class skill), Reactionary (+2 Initiative)  
**Skills** Handle Animal +9 (+13 vs. animal companion), Knowledge (Nature) +7, Linguistics +2, Perception +14, Profession (Scribe) +14, Survival +12, Use Magic Device +10; **Racial Modifiers** +2 Perception, +2 Profession (Scribe); **Nature Sense** +2 Knowledge (Nature), +2 Survival **Armor Check Penalty** -0  
**Languages** Common, Druidic, Dwarven, Gnome, Sylvan, Terran  
**SQ** resist nature's lure, spontaneous casting (Summon Nature's Ally), trackless step (leave no trail in natural surroundings if desired), wild empathy +5, wild shape, woodland stride  
**Combat Gear** *oil of daylight*, *scroll of comprehend languages* (not on druid list), *scroll of delay poison*, *scroll of faerie fire*, *scroll of gust of wind*, *scrolls of lesser restoration* (x5), *scroll of magic fang*, *scroll of obscuring mist*, *scroll of tree shape*, *wand of cure light wounds*, *wand of mage armor* **Other Gear** backpack, masterwork buckler, candle (w/ spell level 3rd CL 6 heightened continual flame), *cloak of resistance* +1, cold weather outfit, club, *headband of inspired wisdom* +2, masterwork leather armor, spell component pouch, waterskin, 147 gp  
**Equipment Weight** 16 lbs; **Carrying Capacities** Light: 17.25 lbs, Medium: 34.5 lbs, Heavy: 52.5 lbs  
**Skill Points:**  
Handle Animal: 4  
Knowledge (Nature): 1  
Linguistics: 1  
Perception: 4  
Profession (Scribe): 4  
Survival: 2  
Use Magic Device: 4



**Drootina** - Boar Animal Companion

N Small animal

**Init** +3 **Senses** low-light vision, scent; Perception +5

---

**Defense**

---

**AC** 22, touch 14, flat-footed 19 (+8 natural armor, +1 size, +3 dex)

**hp** 30 (4d8+12)

**Fort** +7, **Ref** +7, **Will** +4

**Defensive Abilities** evasion

---

**Offense**

---

**Speed** 40 ft.

**Melee** *Power Attack* - gore +5 (1d6+6/P)

---

**Statistics**

---

**Str** 14, **Dex** 16, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

**Base Atk** +3; **CMB** +4; **CMD** 17 (21 vs. trip)

**Feats** Iron Will, Power Attack

**Skills** Climb +6, Perception +5, Swim +5

**Tricks** Attack, Attack Any Target, Defend, Down, Fetch, Guard, Heel, Stay

**Carrying Capacities** Light:43.5 lbs, Medium: 87 lbs, Heavy: 131.25 lbs

**Skill Points:**

Climb: 2

Perception: 1

Swim: 1