

Cultivator

Most druids prefer to become one with nature, bringing themselves to a balance with the world around them. For a very rare few, the idea that nature is separate from civilization is foolishness. These rare few call themselves cultivators, and they have a notion that the wild can be tamed but every bit as beautiful and bountiful and powerful as ever.

Role: Cultivators encourage nature to grow, but also encourages the progress of civilization, while trying to convince both that they can work together to achieve the same goals.

Alignment: Any neutral. A cultivator must be fair to all parties involved in any dispute.

Hit Die: d8

Requirements:

To become a cultivator, the character must fulfill all the following criteria.

Alignment: Any neutral.

Skills: Knowledge (nature) 5 ranks, Perform (sing) 2 ranks

Special: Bardic Performance, Wild Shape

Class Skills:

The cultivator's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Fly (Dex), Jump (Str), Knowledge (all, taken separately) (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Swim (Str), Use Magic Device (Cha)

Skill Ranks at Each Level: 4 + Int modifier.

Table: Cultivator

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells per Day
1	+0	+1	+0	+1	Bardic Song +1/day, Vine Song, Wild Shape, Animal Companion, Bard Spell Knowledge	-
2	+1	+1	+1	+1	Inspire the Beast +1 (+2)	+1 level of existing divine
3	+2	+2	+1	+2	Roaring Courage, Inspire Diplomacy	+1 level of existing divine
4	+3	+2	+1	+2	Companion Wild Shape	+1 level of existing divine
5	+3	+3	+2	+3	Inspire the Beast +2 (+4)	-
6	+4	+3	+2	+3	Vine Song (2x)	+1 level of existing divine
7	+5	+4	+2	+4	Beast Song (Animal Companion)	+1 level of existing divine
8	+6	+4	+3	+4	Inspire the Beast +3 (+6)	+1 level of existing divine
9	+6	+5	+3	+5	Brutal Nature's Ally	-

10	+7	+5	+3	+5	Beast Song (Ally)	+1 level of existing divine
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Class Features:

All of the following are class features for the cultivator prestige class.

Weapon and armor proficiency: Cultivators gain no additional proficiency with weapons or armor. A multiclass druid may still only wear non-metal armors and use non-metal shields. A multiclass bard gains the ability to cast his spells in medium armor without the chance of arcane spell failure as long as he maintains the druid armor restrictions.

Spells per Day: At the indicated levels, a cultivator gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous caster), and an increased effective level of spellcasting. If the character had more than one divine spellcasting class before becoming a cultivator, she must decide to which class she adds the new level for the purpose of determining spells per day.

Bardic Performance (Su): The cultivator continues to practice her craft. At each level, the cultivator gains an additional round of bardic performance. Levels of cultivator stack with levels of bard to determine her effective bard level for the purpose of which bardic performances she may use and their effectiveness.

Vine Song (Su): At level 1, a cultivator can encourage plants to grow at an accelerated rate for a short time. As a standard action, the cultivator may start a bardic performance to begin a vine song. When starting and maintaining a vine song, the cultivator targets one plant of size small or medium. The targeted plant is subject to a *liveoak* spell. The treant created by this ability remains as long as the vine song is maintained and takes root in the square it resides in when the vine song is ended.

At 6th level a cultivator may begin her performance as a move action, and she targets two plants with this ability to duplicate two simultaneous instances of the *liveoak* spell.

Wild Shape (Su): Levels of cultivator stack with levels of druid to determine the cultivator's effective druid level for the effects of her wild shape ability.

Animal Companion (Ex): Levels of cultivator stack with levels of druid to determine the cultivator's effective druid level for the effects of her animal companion.

Bard Spell Knowledge (Ex): At level 1 and every level thereafter, a cultivator selects one spell from the bard spell list and adds it to her spell list for a divine spellcasting class the cultivator belonged to before taking this class. These spells can be of any level the cultivator can cast. The spells selected must have verbal and somatic components.

Inspire the Beast (Su): At second level, a cultivator increases the effect of her inspire courage by +1. This increases by an additional +1 at level 5 and level 8. Animal companions and creatures summoned by a *summon nature's ally* spell gain double this bonus.

Roaring Courage (Su): At third level, the cultivator gains the Natural Spell feat if she does not already have it. Additionally, she may begin and maintain a bardic performance while maintaining a wild shape. Her bardic performance takes the grunts, growls, roars, or otherwise the voice of her selected wild shape.

Inspire Diplomacy (Ex): At third level the cultivator gains a bonus to Diplomacy skill checks equal to 1/2 her cultivator level when negotiating differences between a civilized group and nature's interests. If she has the wild empathy class feature, she also gains a bonus to her wild empathy ability by this same amount.

Companion Wild Shape (Su): At fourth level, a cultivator may spend four rounds of bardic performance and a daily use of wild shape as a full-round action to transform one of her allies into any creature the cultivator can wild shape into, using her effective druid level -4 to determine the creature's form. This form of wild shape lasts for 10 minutes. When this effect wears off the ally is sickened for one hour as his body readjusts itself to its old form.

Beast Song (Su/Sp): At seventh level, the cultivator may expend four rounds of her bardic performance and a daily use of her wild shape as a full-round action. For a number of hours equal to her cultivator level, whenever the cultivator uses her wild shape, the cultivator's animal companion is subject to an *animal growth* spell. This effect lasts as long as the cultivator is wild shaped.

At tenth level the cultivator may choose to expend four rounds of her bardic performance and a daily use of her wild shape to grant this benefit to an ally transformed by companion wild shape. When used in this way, whenever the cultivator wild shapes, her selected ally also wild shapes and maintains this form for as long as the cultivator does, and her ally is no longer sickened at the end of his transformation.

Brutal Nature's Ally (Sp): At ninth level, the cultivator may expend three rounds of her bardic performance and a daily use of wild shape to cast *Summon Nature's Ally* as a swift action. The level of this spell is determined by adding her full cultivator level to her druid level to determine her effective druid level for this spell. This is always cast at the highest level possible. The cultivator may only summon one creature with this ability. The creature summoned with this ability is subject to an *animal growth* spell, even if the summoned creature would otherwise not be a valid target for the spell. This creature lasts for a number of rounds equal to 1/2 her cultivator level before being dismissed. Using this ability does not consume the cultivator's spell slots.