

WYLDER (HD D8)

By Christopher Campbell
(planehopping@hotmail.com)

Barton gave a low, mournful howl that echoed through the forest, then shifted to wolf form. Minutes later he was joined by his wilderness companion and three others from a nearby pack, and they all padded silently toward the bandit camp.

Wylders believe in the sanctity of nature and the rights of the creatures of the wild. They vigilantly patrol tracts of wilderness, offering aid to those in need and foiling the depredations of humanoid tribes and those with no regard for the delicate balance of nature. Rangers and barbarians are most common as wylders, giving in to their primal urges, although druids and some clerics also take up the cause of animal rights.



Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day			
						1	2	3	4
1	+0	+2	+0	+2	Wilderness Comrade	1	-	-	-
2	+1	+3	+0	+3	Comradery (1/day)	2	1	-	-
3	+2	+3	+1	+3	Eyes and Ears	3	2	1	-
4	+3	+4	+1	+4	Comradery (2/day)	4	3	2	1
5	+3	+4	+1	+4	Call of the Wild	4	3	3	2

Class Requirements:

To qualify to become a wylder, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Base Attack Bonus: +5.

Handle Animal: 8 ranks.

Intuit Direction: 3 ranks.

Wilderness Lore: 8 ranks.

Feats: Track.

Class Skills:

Skill Points at Each Level: 4 + Int modifier.

Strength: Climb, Jump, Swim.

Dexterity: Hide, Move Silently.

Intelligence: Craft (bowmaking, trapmaking), Knowledge (nature).

Wisdom: Heal, Intuit Direction, Listen, Spot, Wilderness Lore.

Charisma: Animal Empathy, Handle Animal.

Class Features:

All of the following are class features of the wylder prestige class.



Weapon and Armor Proficiency: A wylder is proficient with all simple and martial weapons, light armor, and shields.

Wilderness Comrade: At 1st level, a wylder befriends a wilderness comrade, much like a druid befriends an animal companion. The comrade must conform to all the strictures of the *animal friendship* spell (treat the wylder's class level as his caster level), with the following exceptions -- the wilderness comrade may be either an animal or a beast, the wylder may have only one wilderness comrade at a time, and the dismissal or death of a wilderness comrade is not to be taken lightly. A period of one month must pass before a wylder can replace a wilderness comrade lost due to death, mistreatment, or voluntary dismissal. The status of any animal companions the wylder may have depends on how they normally react to the wilderness comrade's species in the wild.

Comradery (Sp): At 2nd level, a wylder gains the ability to shapechange into the same species as his wilderness comrade and back once per day. This ability functions exactly as a druid's wild shape ability except that the wylder may only take the one form. The ability may be used twice per day at 4th level.

Eyes and Ears (Sp): At 3rd level, a wylder may establish a link with his wilderness comrade when within 30 feet, gaining the benefits of a *clairaudience/clairvoyance* spell centered on the comrade's position. Once the link is established, distance is not a factor (although both the wylder and the wilderness comrade must remain on the same plane). The duration is 1 minute per wylder class level and can be ended at any time. Initiating the ability is a standard action. The link can be dispelled with *dispel magic*, and in



such a case, the spell's caster level is equal to the wylder's character level.

Call of the Wild (Ex): At 5th level, a wylder may issue a loud bellow once per day that attracts the attention of 2d4 creatures of the same species as his wilderness comrade. Those creatures travel at full speed to the wylder's location and aid the character to the best of their ability, but they are not under the wylder's control in any way. Unless the wylder uses his comradery ability, he must have some other means of communicating with the creatures once they arrive. The creatures remain for 5 minutes or until the completion of a specific task, whichever comes first.

Spells: A wylder gains the ability to cast a number of spells as a sorcerer equal to his class level. To cast a spell, a wylder must have a Charisma score of at least 10 + the spell's level, so a wylder with a Charisma of 10 or lower cannot cast these spells. Wylder bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + wylder's Charisma modifier. The wylder's spell list appears below; a wylder has access to any spell on the list and can freely choose which to cast, just like a sorcerer.

Wylder Spell List

1st level -- *animal friendship, cure light wounds, detect animals or plants, entangle, magic fang, speak with animals, summon nature's ally I.*

2nd level -- *animal master, barkskin, delay poison, hold animal, protection from elements, sleep, summon nature's ally II.*

3rd level -- *bull's strength, cat's grace, darkvision, cure moderate wounds, snare,*



summon nature's ally III.

4th level -- *cure serious wounds, dispel magic, dominate animal, freedom of movement, greater magic fang, summon nature's ally IV.*

