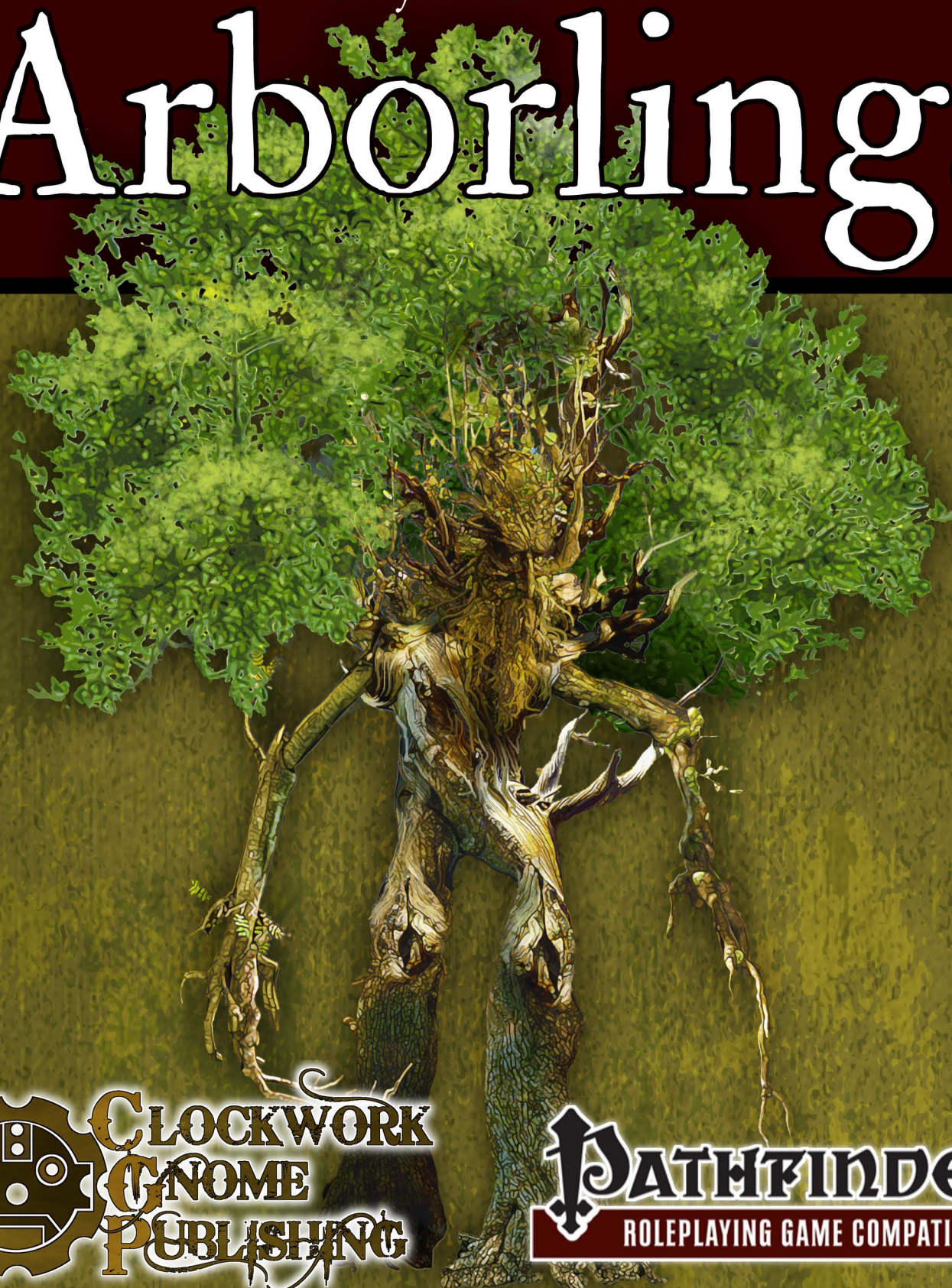


CampaignLogs

Player's Toolbox

Arborlings



 **CLOCKWORK
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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



PLAYER'S TOOLBOX

ARBORLINGS

MICHAEL WELHAM

Editor

Sarah Merrell

Cover Art

Malcom McClinton

Interior Artists

Ryan Rhodes and Malcolm McClinton
Clockwork Gnome Publishing Owner/Publisher

Allen Taliesin

Contract Manager/Development Coordinator
Jeremy Chisenhall

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GUARDIANS OF THE PRIMORDIAL FOREST

"I first encountered the arborlings on an expedition into the southern portions of The Dreaming Forest. Our guides had warned our party about harming any of the trees in the area and suggested that even campfires might be a dangerous proposition. Unfortunately, there are always a few fools who think good counsel never applies to them. This time, two of our guards paid with their lives when they decided to practice their archery skills upon an ancient oak. I imagine they never saw what killed them. And it took significant diplomatic work on my part to stop an all-out battle between our party and the cadre of angry arborlings looking to avenge the harm done to the innocent tree. But once I convinced them of our peaceful intentions, the arborlings became steadfast allies. A few of them even accompanied the expedition deeper into the wood."

— Professor Thaddeus Finwicket, Natural Philosopher and Explorer

Arborlings are a race of tree-like humanoids somewhat reminiscent of treants; many humanoids who have never interacted with an arborling assume they are treants. Like their treant cousins, arborlings care greatly about the woods they call home, and only a rare few venture from their native forest. They take great care over their decisions and weigh all relevant factors before choosing a course of action, with two exceptions. Arborlings despise those who despoil their woods and they hate creatures that use fire for destructive purposes.

Loggers who uncover a hidden arborling habitation soon regret their unintentional first contact, since most arborlings aggressively punish those who harm the forests under their protection. Also, while arborlings understand the necessity of fire to clear out old growth and enrich barren soil, they find that most of the fire-loving creatures they encounter are reckless at best.

As plant creatures, arborlings require sunlight, water, and nutrients from soil to sustain them, so they do not need to eat, nor do they actually have to drink to obtain water. However, in an attempt to fit in with other humanoids, an arborling can absorb water by drinking through its approximation of a mouth. Many humanoids still find this more than a little off-putting. Arborlings require as much water as humans do, and suffer the same penalties from thirst that flesh and blood creatures suffer.

Physical Description: Arborlings are lumbering, anthropomorphic trees that stand slightly taller than the

average human. They have a pair of arm-like branches that end in finger-like twigs, which allows them to wield anything a human can. Arborlings have a long trunk that splits in two above a tangle of roots, allowing them to walk with a lengthy stride. They have dozens of branches sticking up from the top of the trunk, but these do not have the articulation that the arm-like branches do. Their facial features are somewhat unsettling to those used to a typical humanoid's appearance; their eyes are deep holes without pupils near the top branches, while their noses and mouths are gashes in the upper part of

their trunks. Arborlings have an internal wooden disc set in a hollowed out section just below the mouth that acts as a diaphragm, allowing them to speak. Most arborling branches change along with the seasons, flowering in spring, their leaves changing colors in fall, and becoming bare in winter. Only those arborlings with an evergreen or fungal ancestry do not noticeably

change their appearance, except in rare cases where an evergreen arborling sheds its needles and leaves during unseasonably dry times or a fungal arborling manifests a mottled look.

Like many trees, arborlings incorporate both genders, allowing them to reproduce asexually. However, they do not understand the obsession with gender identity exhibited by other humanoid races. Arborlings simply do not associate themselves with a gender and their society contains none of the assumptions that come with prominent gender roles. For this reason, many outsiders mistakenly consider arborlings genderless.

Society: Arborlings live together in small communities, usually numbering no



more than two dozen. There are two reasons for living this way. Arborlings do not wish to use up valuable resources required by the non-sentient plants they share the land with, and they are only comfortable with a handful of their fellows. Arborlings who travel to other humanoid towns and villages are initially baffled by the commotion and press of so many beings together in one place. Most never get used to the crowds and noise and will leave such places as quickly as possible. Others acclimate to life with other humanoids but still seek secluded groves or parks within or nearby their adopted communities. These refuges serve as a place where they can clear their minds and commune with nature.

Arborling society is loosely hierarchical; the eldest arborlings command the greatest respect due to their age and assumed experience. However, an arborling who travels and experiences the world earns a great deal of respect from their peers who traditionally stay hidden within their deep groves. That respect does not mean that arborlings will blindly follow those who are older or who have more experience. They make decisions in a communal fashion, with elder trees breaking any deadlocks that occur during a discussion, but taking care not to dominate the debate. An arborling finds that even a sapling can provide a perspective that none of the others may have.

As an arborling grows and learns, it etches itself with arborglyphs that display its experiences; arborlings who never leave their home forests still bear a number of arborglyphs as they experience momentous events such as forest fires or clashes with humanoids that infringe on the arborlings' territory. Other arborlings can easily read these glyphs and learn about significant events in another arborling's life. As an arborling grows, it has more room to inscribe more arborglyphs.

Relations: Arborlings generally prefer to leave other races to their own devices, except when those races threaten to harm arborling homes. When arborlings must interact with other races, they accept that other societies have different outlooks than they do. However, they have discovered that they share similar interests and outlooks with elves, and they feel comfortable around gnomes, since gnomes rarely congregate in large numbers. They end up distrusting most of the other races because they assume their forest homes are viewed merely as sources of raw materials.

Members of other races usually feel uneasy around arborlings, since the tree creatures have only a vaguely humanoid appearance and come across as aloof. Additionally, arborlings barely understand the concept of privacy, so they often intrude on others in embarrassing moments. In rare cases where an arborling community

ARBORLING RACIAL TRAITS

+2 Constitution, +2 Wisdom, -2 Dexterity: Arborlings are hardy in both body and mind, but they are often clumsy and have slow reaction times.

Arborling: Arborlings are humanoids with the arborling subtype.

Medium: Arborlings are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Arborlings have a base speed of 30 feet.

Low-Light Vision: Arborlings can see twice as far as humans in conditions of dim light.

Skilled: Arborlings have a +2 racial bonus on Knowledge (nature) and Survival checks.

Growth: Arborlings continue to grow taller as they age. At character level 9th, the arborling grows to Large size; the arborling gains a +2 inherent bonus to Strength and a +2 natural armor bonus, and takes a -2 penalty to Dexterity.

Plant Traits: Arborlings gain a +2 racial bonus on saving throws against mind-affecting affects, paralysis, poison, polymorph, stunning, and effects that cause exhaustion or fatigue.

Rooted: If an arborling is on a surface topped by at least 2 inches of soil, the arborling gains a +4 circumstance bonus to its CMD to resist bull rush or trip attempts.

Slam: An arborling can make a single slam attack with one of its branches that deals 1d4 bludgeoning damage. The arborling does not have proficiency with its slam attack, so the arborling has a -4 penalty on attack rolls.

Sunlight Dependent: An arborling needs 2 hours of sunlight over the course of a day; for every day an arborling goes without 2 hours of sunlight, the arborling takes 1 point of Constitution damage. For every 4 hours of sunlight exposure beyond the minimum, the arborling can skip a day of sunlight. *Daylight* or more powerful light spells can substitute for the required sunlight.

Languages: Arborlings begin play speaking Arborling and Common. Arborlings with a high Intelligence score can choose from the following: Aquan, Auran, Elven, Gnome, Halfling, Sylvan and Terran.

has allied with a nearby humanoid settlement, arborlings allow their neighbors to hunt in their protected lands and to cut down specified trees.

Alignment and Religion: As creatures very much in tune with nature, arborlings almost always have a neutral component to their alignment, and most arborlings are true neutral. Depending on the situations that shape a particular society, arborlings tend more towards good or evil extremes, but lawful or chaotic extremes are very rare. Arborlings venerate nature and give thanks to gods who preserve nature, but they do not typically worship deities. Instead, they pay honor to a being they know as the Ancestor Tree, who in their myths gave sentience to the arborling race. Elderly arborlings make a pilgrimage to the Ancestor Tree's grove where they learn the secrets of their world before they pass on.

Adventurers: Most arborlings are content to remain in their groves for the entirety of their lives, but occasionally an inquisitive arborling decides it does not like to grow moss and chooses to discover what the world has to offer. It promises to return to the grove with plenty of arborglyphs that relate all it encounters, and it usually makes good on that promise after decades of adventuring. It finds other creatures who wish to explore the world, but it will take on a party's cause if the party does a fair bit of travelling while performing its deeds.

Arborling Names: Arborlings have no concept of gender identity, so they have no gender-specific names. Additionally, many arborlings identify themselves by their tree stock, so they have names like Acacia, Aspen, Ash, Fir, Oak or Spruce.

ALTERNATE RACIAL TRAITS

The following racial traits are available in lieu of existing arborling traits.

Blending: Arborlings with this racial trait blend in well with their forested surroundings. In areas where an arborling generally matches the types of trees it accompanies, it gains a +8 racial bonus to Stealth checks. This racial trait replaces skilled.

Nettled: Some arborling species have nettles instead of leaves, which an arborling can use to deal 1d4 piercing damage with a slam attack. This racial trait replaces rooted.

Observant: Arborlings used to dealing with civilized humanoids gain a greater understanding of and empathy for those they interact with. These arborlings gain a +2 racial bonus to Heal and Sense Motive checks. This racial trait replaces skilled.

Stunted: Arborlings with this trait never grow as tall or hardy as their siblings, but they are much more

nimble. An arborling with this racial trait starts with a +2 bonus to Dexterity and Wisdom, and a -2 penalty to Strength. Additionally, at character level 9, the arborling gains a +2 bonus to the character's choice of Intelligence, Wisdom or Charisma. This racial trait replaces the arborling's starting stat bonuses and penalty, as well as growth.

Subterranean: Some arborlings derive from plant stock found in the earth's depths. Arborlings with this trait gain darkvision 60 feet, but they are also dazzled in areas of bright sunlight or within the radius of a *daylight* spell. This racial trait replaces sunlight dependent.

Tough Bark: These arborlings have thick bark that provides a modicum of protection against weapons. Arborlings with this trait gain a +1 natural armor bonus, but they lose the rooted trait.

FAVORED CLASS OPTIONS

The following options are available to arborlings who have the listed favored class, and unless otherwise stated, the bonus applies each time the favored class reward is selected.

Barbarian: Add +1/4 to the bonus from the powerful blow rage power.

Bard: The bard adds +1/4 to the bonus it provides with inspire courage or inspire competence.

Druid: Add a +1 bonus on Knowledge (nature) checks relating to plants.

Fighter: Add +1 to the fighter's CMD when resisting a bull rush or trip attempt.

Oracle: Add +1/3 to the oracle's effective level for one revelation it has chosen.

Ranger: Add +1/4 to the natural armor bonus of the ranger's animal companion. If a ranger ever replaces its animal companion, the new animal companion gains this bonus.

Witch: Add one spell from the druid spell list to the witch's familiar. This spell must be at least one level below the highest spell level it can cast. If the witch ever replaces its familiar, the new familiar knows these bonus spells.

RACIAL ARCHETYPE

The following racial archetype is available to arborlings.

Root-Bonded Witch

Arborlings regard all plant life as kindred beings, and some take great offense with those who over-harvest trees or otherwise destroy woodlands. A root-bonded witch has a strong connection with all plants and, as a

self-proclaimed guardian of the woods, draws on power from all the world's forests.

Topiary Familiar (Ex): At 1st level, a root-bonded witch forms a bond with a familiar the witch fashions from a bush in the shape of a regular familiar. This creature provides the same benefits as a normal familiar of its kind, but the familiar is of the Plant type and gains all the benefits of that type. The familiar also shares the root-bonded witch's sunlight dependent racial trait or subterranean alternate racial trait. This ability augments the witch's familiar.

Improved Topiary Familiar (Ex): At 6th level, a root-bonded witch gains the Improved Familiar feat. This improved familiar has the Plant type, but it is otherwise the same as a normal familiar of its kind. This familiar is also subject to sunlight dependence/subterranean traits of the witch. This ability replaces the witch's 6th-level hex.

Plant Form (Sp): At 12th level, the witch can take the shape of any plant creature up to Huge size as if using *plant shape III*. The witch can remain in plant form for a number of minutes per day equal to its level; this duration need not be consecutive minutes, but must be taken in one-minute increments. This ability replaces the witch's 12th-level hex.

Hexes

The following hexes are available to the root-bonded witch and use the standard rules for hexes. Other witch hexes that complement the root-bonded archetype are blight, charm, misfortune and ward.

Extended Limbs (Su): The witch's limbs grow longer, granting the witch an extra 5-foot reach. This hex can be used for a number of minutes equal to its class level; these minutes need not be consecutive, but they must be spent in 1-minute increments.

Grasping Plants (Su): The witch animates plants in a radius equal to its class level x 10 feet. The terrain in this radius is treated as difficult terrain for the witch's foes, and if a foe moves its full speed, the plants make a trip attempts with a CMB equal to half the witch's level + its Intelligence modifier.

Major Hex

Starting at 10th level, a root-bonded witch can select the following major hex whenever it could select a new hex. Other major witch hexes that complement the root-bonded archetype are agony and retribution.

Painful Roots (Su): The target grows roots from the soles of its feet, anchoring it in place (Fortitude negates). The target cannot move unless it succeeds at a

DC 20 Strength check, which deals 1d6 points of damage regardless of the result. The target also takes 1 point of Dexterity damage per minute until it is reduced to 0 (at which point, the target transforms into a tree), succeeds at a Fortitude save (once per minute), or is cured through *blight*, *break enchantment*, *dispel magic*, *remove curse*, or similar spells. If the target saves, it is immune to this hex for 1 day.

Grand Hex

Starting at 18th level, a root-bonded witch can select the following grand hex whenever it could select a new hex. Natural disaster also complements the root-bonded archetype.

Reclamation (Su): Once per day, the witch can call upon nearby plants to return an area to its natural state. This hex functions as greater siege of trees* and creates the overgrowth effect from *plant growth* for every attack that misses a living target.

* - *Pathfinder Roleplaying Game Ultimate Combat*

Witch Patron Theme

The following alternative patron theme is ideal for the root-bonded witch.

Plants: 2nd— *entangle*, 4th— *warp wood*, 6th— *plant growth*, 8th— *command plants*, 10th— *tree stride*, 12th— *liveoak*, 14th— *animate plants*, 16th— *control plants*, 18th— *shambler*

NEW RACIAL RULES

The following options are available to arborlings. At the GM's discretion, other appropriate races may use some of these new rules.

New Equipment

The following items make good choices for arborlings.

Barkbolster: This alchemical paste made from a variety of tree saps hardens an arborling's bark for 1 hour. While treated with barkbolster, the arborling gains a +1 natural armor bonus that stacks with any natural armor bonus provided by its bark.

Oxygenator: This strange glass helmet also comes with a gel that an arborling places on its leaves. The gel enhances the arborling's oxygen production and the helmet captures the extra oxygen. For each hour the arborling captures the oxygen it produces, it provides half an hour's worth of breathable air; the helmet can hold up to two hours' worth of air.

Water Seeker: Another beneficial arborling alchemical creation, water seeker is a liquid an arbor-

ling absorbs into its roots to enhance its ability to find a water source. This grants the arborling a +8 alchemical bonus to Survival checks to find water for 8 hours.

ARBORLING EQUIPMENT			
Item	Cost	Weight	Craft DC
Barkbolster	50 gp	—	20
Oxygenator	200 gp	10 lbs.	25
Water Seeker	100 gp	2 lbs.	25

Arborling Feats

Arborlings have access to the following feats.

Branched Fighter (Combat)

You know how to strike foes with your own limbs.

Prerequisites: base attack bonus +1, Arborling.

Benefit: You gain proficiency with a slam attack you perform with one of your branches, which deals damage based on your size. If you make the slam attack in conjunction with a weapon, the slam counts as an off-hand, light weapon.

Normal: An arborling has no proficiency with its branches.

Special: An arborling with the nettled racial trait improves its slam damage by one die type.

Improved Branched Fighter (Combat)

Your ability to fight with your own limbs improves greatly.

Prerequisites: base attack bonus +9, Branched Fighter, Arborling.

Benefit: You gain an additional slam attack with your branches. You can make two slam attacks along with an attack using a one-handed weapon, or you can make an additional slam attack with a two-handed weapon attack.

Lightning Rod

You apply your knowledge of magic to allow you to take the brunt of electrical attacks.

Prerequisites: Caster level 1st, Arborling

Benefit: If you are within 20 feet of a spell or effect that deals electricity damage, you may choose yourself to be the target of the spell, redirect a line of electricity to yourself, or move the center of an area of effect to your space.

Treespeaker

You learn the primeval language of the forest and can apply that to plants you encounter.

Prerequisites: Int 13, Character level 5th, Arborling

Benefit: Once per day, you can communicate with plants—including plant creatures—as if you cast *speak with plants*. This ability functions as the spell. The caster level is equal to the character's level.

Arborling Magic Items

Arborlings have mastered techniques to enhance their arborglyphs, and they like to imbue their woodcraft with magic that they or others can use. The following items are typical for arborling society.

Enchanted Arborglyphs

Magic arborglyphs only work for arborlings or other sentient plant creatures. An arborling with the Scribe Scroll feat can inscribe arborglyphs on itself or another sentient plant creature. An arborglyph can duplicate the effect of a spell up to 7th level that has a casting time of 1 round or less and targets one creature or object. The arborglyph requires materials with a cost equal to the level of the spell x the inscriber's caster level x 50 gp, plus any applicable material component costs. The inscriber decides on all the spell's effects, as well as the arborglyph's physical persistence after it is activated, at the time it inscribes the arborglyph, and the creature who bears the arborglyph takes a standard action to activate the glyph. The arborglyph loses its magic after activation, and it will disappear completely if the inscriber sets that condition when it inscribes the glyph.

Anywood

Aura moderate conjuration; CL 12th

Slot none; **Price** 30,000 gp; **Weight** 10 lbs.

DESCRIPTION

Each piece of wood in this otherwise nondescript bundle bears an arborglyph ('build') on each end. Once per day, the owner can spend 10 minutes imagining something she can fashion from the wood, after which time the wood transforms into an object measuring no more than 90 cubic feet. Typical choices are wooden cabins or boats, but other odd designs are possible. The object remains in existence for 24 hours or until the owner dismisses it, after which the object reverts to the bundle of wood.

CONSTRUCTION

Requirements Craft Wondrous Item, *major creation*, creator must have 5 ranks in Craft (carpentry); Cost 15,000 gp

ARBORLING SPELLS

Arborlings have access to the following spells. Additionally, arborling druids add *minor creation* and *major creation* (vegetable matter and stone only) to their spell lists as 3rd- and 5th-level spells, respectively.

Bladed Leaves

School transmutation; **Level** druid 2, ranger 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target plant touched

Duration 1 min/level

Saving Throw Will negates (harmless); **Spell Resistance** yes

The affected plant gains razor-sharp leaves. If the plant is a creature, it adds 1d6 slashing damage to any slam attacks it makes (Small plant creatures deal 1d4 slashing damage, and Large plant creatures deal 1d8 slashing damage). A character may wield a branch from an inanimate plant as an improvised weapon that deals damage based on the plant's size.

Solitude

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, druid 4, sorcerer/wizard 4

Casting Time 1 round

Components V, S, M/DF (soil from a druid-hallowed grove)

Range touch

Target Creature touched

Duration 10 minutes

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell grants inner peace to its recipient and provides 4 hours worth of rest to the target. For the spell's duration, the recipient blocks out all external stimuli and takes a –20 penalty to Perception checks. After he emerges from the solitude provided by the spell, all damage and drain to mental ability scores is restored. Additionally, the spell removes the shaken condition when the target emerges from solitude.

Spray of Needles

School conjuration (creation); **Level** druid 3, ranger 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a handful of tree needles)

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half (see below);

Spell Resistance no

When you cast this spell, the small amount of tree needles in your hand transform into thousands of needles that deal 1d6 points of piercing damage per caster level (maximum 10d6). If a creature fails its Reflex save, it also takes 1 point of bleed damage.



PLAYER'S TOOLBOX

FAERIE CHANGELING

Come Away, O Human Child!

The denizens of Faerie look longingly upon the children of the material world. Exactly why they choose to kidnap mortals remains a mystery, but those who are taken are rarely seen again. In their place, the fey often leave behind one of their own, transformed to appear exactly as the stolen victim. Many of these faerie changelings are raised by the ignorant mortals and eventually lose their connection to the fabled Faerie Realms. But when the faerie changeling reaches maturity,

While designed for the *Pathfinder Roleplaying Game*, this book can be effortlessly used with the 3.5 edition of the World's Oldest Roleplaying Game.

Player's Toolbox: Faerie Changeling includes:

- A complete advanced race that utilizes the *Pathfinder Roleplaying Game Advanced Race Guide* format.
- Five alternate racial traits and six alternate favored class options.
- Four new magic items designed with the faerie changeling in mind.
- Three racial feats and five new spells.
- Two racial archetypes.
- Includes two versions of the book; a color copy and a bare bones.
- Fully hyperlinked to d2opfsrd.com, the most popular independent *Pathfinder Roleplaying Game* SRD on the web.



COMING SOON



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PLAYER'S TOOLBOX

ARBORLINGS

MICHAEL WELHAM

Cousins of the treants and guardians of the woodlands, the arborlings are a plant-like race of humanoids that stand outside the boundaries of civilization. They are deliberate and straightforward creatures who remain the constant enemy of those who seek to despoil the world or unduly tax the resources provided by nature's bounty. While arborlings are an isolated race, remaining safe in their ancient homelands, a few have heard the call of the adventuring life. And now they stand poised to bring the power of nature to the bear against the evil forces in your campaign!

While designed for the *Pathfinder Roleplaying Game*, this book can be effortlessly used with the 3.5 edition of the World's Oldest Roleplaying Game.

Player's Toolbox: Arborlings includes:

- A complete standard race (10 racial points) that utilizes the *Pathfinder Roleplaying Game Advanced Race Guide* format.
- Six alternate racial traits and six alternate favored class options.
- New equipment and two new magic items designed specifically for use by the arborlings.
- Four new feats and three new spells.
- A new racial archetype, the root-bonded witch.
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