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World Tree

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LETTERS FROM THE FLAMING CRAB WORLD TREE

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Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.

Coming in February: Ioun Artifacts

Coming in March: Puppets



Medical Log.

Three days ago we docked the Flaming Crab at a joint known as Portokali, which is located roughly one mile above the ground and anchored to a tree over three miles high.

Just when we thought we'd seen it all, right?

Portokali's population is entirely female and mostly gorgeous. It figures. After a month of hell with non-stop action in a half dozen different worlds, this magical, massive tree seemed like the perfect place to unwind and blow off some steam for the men aboard the ship. But it ain't easy to unwind when you can't find a pretty boy to unwind with. There's a brothel in the part of town open to male visitors but I've never been the sort to pay for my company. I like finding a snuggle and a snog the old fashioned way.

Still, Captain Shell's ecstatic. She's negotiating with the leader of Portokali for a lot of deadwood that's fallen off the giant tree. Our chief engineer's convinced it can be used to not only repair the holes in the side of the Flaming Crab but to enhance the hull enchantments all around.

I'm all for improving the ship.

I just hope our next hop over the old planar wall leads us to a town full of nothing but gorgeous guys. I've got one serious hunk of shore leave saved up.

Doctor Leonard Bashir

Doctor Bashir's note wasn't the only mention of Portokali, the daphanie, and their giant World Tree that I found in the extra-dimensional missives accidentally sent my way. The tree was so magical and awe-inspiring, five different sailors aboard the UCS Flaming Crab sent home letters about it. Plus, I've got Captain Shell's official report to navy command and sketches and a map of Portokali, done by an amateur artist aboard the the UCS Flaming Crab. We've made sure to include those.

Inspired by the reports, we decided to not just write a **Letter from the Flaming Crab** dedicated to the topic but to make it our biggest **Letter** yet. We tried to cover everything in enough detail to allow GMs to insert the World Tree, Portokali, and the daphanie into any campaign world. The writers did an amazing job of coordinating, writing, and creating. I couldn't be prouder.

We hope you enjoy reading it as much as we enjoyed writing it!

J Gray

HISTORY AND ECOLOGY

The Tree that was, the Tree that is

Until the coming of Endainne, the tree which would one day be known as the World Tree was but a normal oak, one of many in a vast forest teeming with wildlife

Endainne was a young dryad at the time, fleeing from the destruction of her original tree, which had been ravaged by slash-and-burn tactics for expanding the fields of nearby farms. Deep in the forest, weak and desperate, she bonded with the oak tree and they both grew stronger.

Now, millennia later, the World Tree towers above the forest. Its upper branches reach into the higher planes and the lower roots dig down into the depths of the lower. It has become not just a tree but an ecology. Entire species live and thrive on the World Tree, never needing to leave the comfort and security of their magical environment.

The World Tree has grown to enormous proportions, reaching more than six thousand feet in height and four thousand feet in width. The crown of the tree spreads out to a staggering ten thousand feet wide and, below the ground, the roots stretch for thousands of feet in all directions. Some roots have been hollowed by creatures of the deep, allowing travel to the surface and up into the tree through a series of tunnels bored into the trunk itself.

The main settlement on the World Tree is Portokali, a town populated by a race of all female humans altered by contact with Endainne, though all manner of creatures call it home.

In the Forest

The World Tree casts its long shadow upon the lands surrounding it, but unusually this does not seem to inhibit the growth of other plants. In fact the forest which surrounds the World Tree has thrived. Attempts to tame the wilderness fail, as areas cleared by axe and magic are overgrown by plants in days and disappear back into the wilderness within weeks. Wildlife similarly thrives and many hunters allege game is not only more plentiful in the Tree's forest but also larger and yields more meat. Dire forms of animals are more common in this forest.

Among the Roots

Beneath the World Tree fiendish and dire burrowing animals, such as badgers and ferrets, dig burrows among the roots. Occasionally patrols of fiends - demons and other hellspawn - can be encountered as they dig outward into the material plane, exploring past where the World Tree's roots break through into their realms. All below the ground, however, no matter their origin, bow to the might of Gnasher, a fiendish great wyrm green dragon. Over the centuries, he has grown large, fat and lazy, but his anger is terrible to behold.

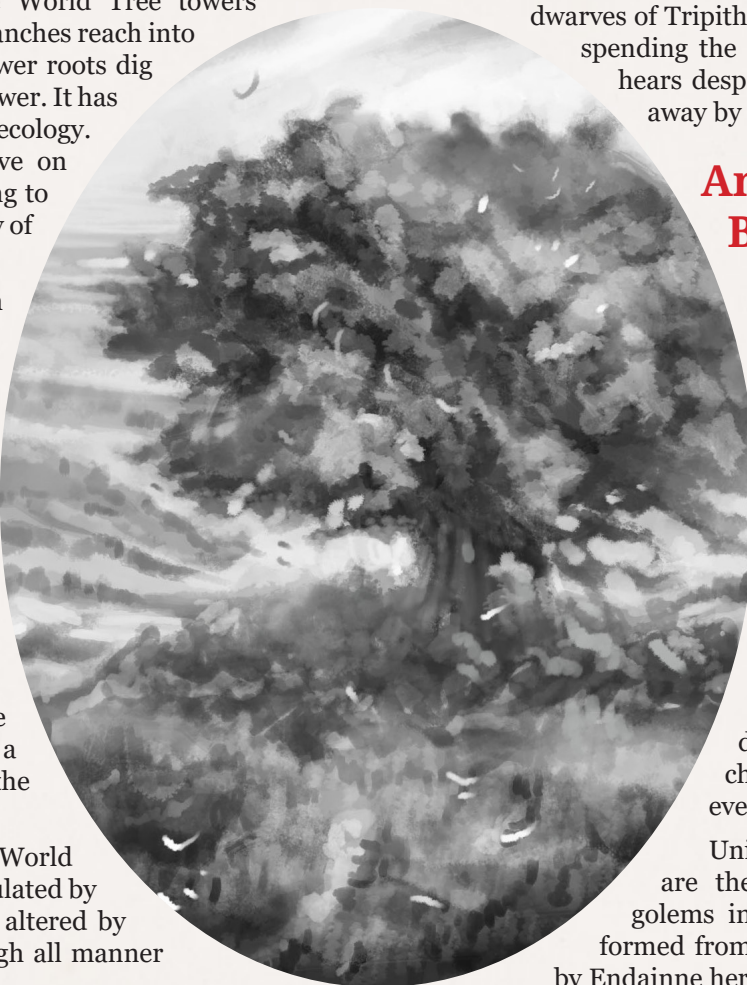
Finally, built carefully among the Tree's roots is the dwarfhold known as Trispithami. It stands empty, eerie and abandoned. No one knows what happened to the dwarves of Tripithami but it is said that anyone spending the night in those haunted halls hears desperate cries for help that fade away by morning.

Among the Branches

Pathways have been carefully carved into the bark, forming roads which lead from the Tree's base to Portokali, the home of the daphanie. They guard the World Tree as not only their home but the focus of their divine worship, and respond to any threats with savage and brutal force. The daphanies share their home with all manner of tree-dwelling creatures, including dire and mundane squirrels, chipmunks, opossums, and every manner of bird.

Unique among all the inhabitants are the hyeorai. Similar to wood golems in most respects, hyeorai are formed from splinters of the World Tree by Endainne herself and serve as her wardens and arbiters of the World Tree. Respected by all for their wisdom, the hyeorai's advice and judgement is heeded by all inhabitants of the Tree who know to disregard or harm a hyeorai is to risk Endainne's wrath.

Far above Portokali in the leafy canopy, angels and celestial creatures can occasionally be encountered as they travel along the highest branches which poke through the barrier between worlds and grow into the higher planes. More common, however, are the chatty rattatoskir, a race of *awakened* dire squirrels who spend their days passing information along the tree as messengers, while their Elders delve deep into the realm of magic, deciphering omens and cataloguing the fate of all living beings, a never-



ending task that they nonetheless attack with vigor.

The World Tree is the home of a dryad goddess. The fey find both the tree itself and the surrounding forest to be a comfortable home. Because of this, fairies and fey creatures can be found throughout the forest and nearly everywhere on the tree.

Climate

The World Tree is large and magical enough that at any given time, most kinds of weather exist somewhere along its length. Seasons seem to blossom and fall away randomly in patches around the tree. It is not uncommon to travel from the rains and new growth of spring on one side of the Tree, pass through the heat and rich green of summer, the brisk winds and gorgeous colors of autumn, and reach the cold and slumbering branches of winter on the other side.

Those who climb the tree find it can affect them much like climbing a mountain. At the 5,000 foot mark, climbers who are not acclimated to the height must succeed at a Fortitude save each hour (DC 15, +1 per previous check), or be fatigued. The fatigue ends when the climber descends below 5,000 feet.

Travel

While roads carved into the bark lead from the base of the World Tree to the settlement of Portokali, travel further up the trunk can only be done by flight or climbing. Climbers find the tree's age and giant size have created many handholds, making it easy to free climb (Climb DC 10) until they reach the 5,000 foot mark, where the bark becomes smoother (Climb DC 15).

Bounty of the Tree

While the World Tree started life as an oak, millennia of serving as the host of a powerful dryad has transformed it into a unique species. Unlike oaks, it bears fruit, which blossoms on the tree in sections experiencing later spring and early summer. The fruit has a strange crescent shape and is seedless. It tastes like a tart citrus fruit on the surface but mellows into something akin to a sweet apple or grape near the core. World Tree fruit is quite filling and a single piece can sustain a Medium sized creature for an entire day (quadruple the pieces of fruit required for each step the creature is in size above Medium. Quarter the amount of fruit needed for each step smaller in size below Medium). Furthermore, because of the fruit's magical properties it is particularly useful for culinary magic. Cooks preparing a culinary magic recipe in which fruit ingredients have been replaced with World Tree fruit receive a +2 luck bonus on their Craft (culinary) check. The flowers of the fruit are often used in enchanting but provide no specific bonuses.

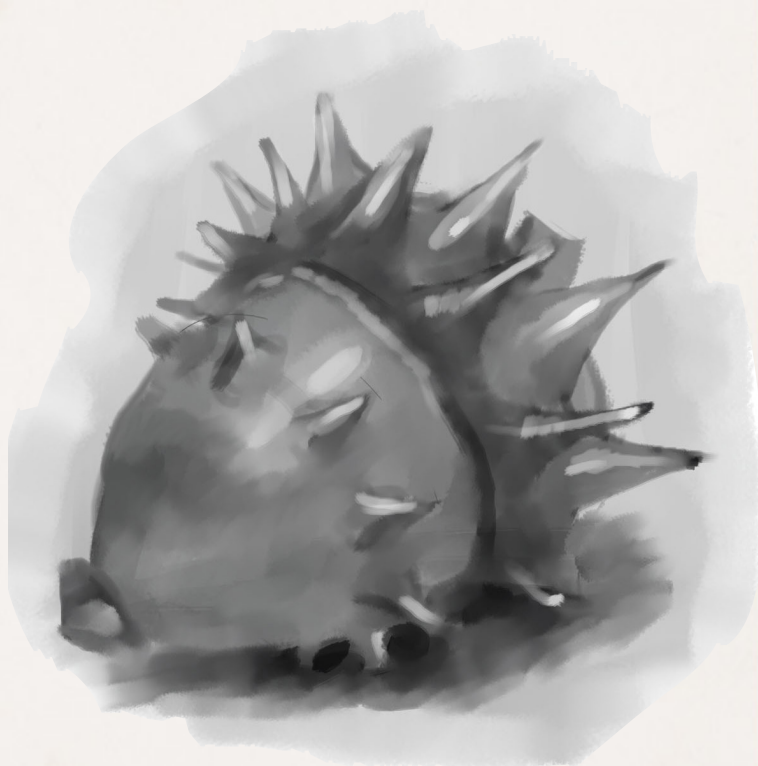
Despite bearing fruit, the World Tree also has seeds, which take the form of egg-sized spikey acorns. With minimal preparation (half the normal cost and crafting time) these acorns can be turned into *tree feather tokens*,

For more information about culinary magic, see **Letters from the Flaming Crab: Culinary Magic**, also available from Flaming Crab Games.

and used as a material component of a *goodberry* spell the effect is doubled (4d4 *goodberries* instead of the normal 2d4).

The deadwood of the World Tree retains part of its magical nature as well and is easy to work with. Calculate the crafting cost of any magical item made mostly from World Tree deadwood, including wands, rods, and staves, as if the caster level were one lower (minimum 1). When it comes to crafting mundane items, World Tree deadwood also has the same properties as darkwood. Any non-magical item crafted primarily from World Tree deadwood is considered a masterwork item and weighs half as much as a normal wooden item of that type. The armor check penalty of a deadwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a deadwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item. World Tree deadwood has 10 hit points per inch of thickness and a hardness of 5.

Scholars speculate that wood harvested directly from the World Tree might have even stronger properties, but harvesting wood is strictly forbidden and transgressors will be attacked by daphanie and/or hyeorai within minutes of harvesting.



Religion of the World Tree

Endainne

Dryad Goddess of the World Tree

Goddess of life, nature, and the World Tree

Alignment TN

Domains Animal, Healing, Plant, Sun, Weather

Subdomains Feather, Fur, Growth, Light, Restoration, Seasons

Favored Weapon Quarterstaff

Center of Worship The World Tree

Obedience

At sunrise, hold a piece of the World Tree, be it wood or seed or fruit. Feel the warmth inside of it and know it to be the divine life of Endainne. Raise it up so it may feel the sun, then lower it so it may touch the earth. Remember, Endainne, whose body literally gives sustenance and life to all who dwell in the World Tree. Gain a +4 sacred bonus on Heal, Knowledge (nature), and Survival checks.

Boons

1: Dryad's Grace (Sp) *goodberry* 3/day, *wood shape* 2/day, or *speak with plants* 1/day.

2: Falling Tree (Su) For a number of rounds per day equal to your Hit Dice, you can infuse a quarterstaff with the weight of the World Tree. The quarterstaff deals damage as if you were one size category larger. Activating or dismissing this ability is a free action, and the rounds do not need to be consecutive.

3: Forest Swinger (Ex) The forest recognizes you as one of its own and allows you to move through it with ease. You gain the ability to brachiate and can swing hand over hand through branches and vines at a speed equal to twice your base speed. When the distance between trees exceeds twice your reach and there is no vine to swing on, you can make the leap between trees as if jumping from a running start. The DC for the leap is equal to the distance between the trees. If you fail your Acrobatics check while making the leap by less than 5, you can make a DC 15 Acrobatics check to catch a branch or other handhold 5 feet below your target location, although your movement forward is halted for the turn.

Endainne has grown into her divine status over millennia and yet is still one of the youngest of the great fae. She cares little for what happens beyond her World Tree, though she does ally with other deities who wish to see the unspoiled wilderness preserved.

Endainne's clergy consists of druids, clerics, and a few rangers, while her lay-worshippers include most of the creatures which inhabit the World Tree, as well as many fey in the areas surrounding it. Only rarely do these worshippers leave the World Tree, but when they do, they bring acorns with them to allow the Tree's progeny to propagate in the world.

For a priestess of Endainne the day begins at sunrise with their obedience. This is followed by whatever chores and works required of them, but at least an hour each day

is spent tending nearby plants and trees or helping the wildlife, healing injuries, and acting as midwives when needed. Clergy traveling or living beyond the World Tree try to work with local farmers, loggers, and hunters to teach methods to reap the benefits of nature without ruining it.

Endainne's Code

Endainne's tenets are few and simple:

Respect the land

I will not exploit the bounty of the land, but only take what I need. I will ensure that the plants and animals have time to recover before taking again.

Shun the fire

Fire should never be used as a weapon and only as a tool when strictly necessary. I will prevent the fire from spreading out of control at all costs.

Protect the weak

It is the duty of the strong to assist and shelter the weak. Act with mercy and compassion and, for those who are suffering and can never recover, return them to the earth's embrace with swiftness and mercy.

Endainne has no need for shrines or regular ceremonies of worship, and she has few expectations of her worshippers in terms of ritual and devotion. While not required, many worshippers gather at sunset in places of natural beauty and sing down the sun. Many worshippers also enjoy standing in the rain and offer up quiet prayers to the goddess at those times. Communion, both with nature and with like-minded fellows, is always welcome.

Endainne uses birds, plants, and changes of weather to indicate favor or disfavor. Sunbeams, birdsong, and blossoming flowers indicate pleasure. Sudden thunderstorms, decaying plant life, and the eerie quiet of nature without birdsong or insect chirps indicates displeasure.

While Endainne is extremely reluctant to interfere directly in mortal affairs, she will do so if she feels the existence of the World Tree depends on it. Usually she relies on her priestesses among the daphanie or the hyeorai to enforce her will but, on occasion, she sends a unique servant.

The Unkindness

The Unkindness is an enormous flock of ravens that acts as one being and with a single purpose. Only rarely does Endainne send it, as doom inevitably follows.

Mjarl the Strong

Mjarl is an enormous hyeorai who has far outgrown his fellows. He is Endainne's favored weapon of war.

Rarely does Endainne take form herself, stepping out from the tree as an aspect. This has only been done twice in the memory of the daphanie, and it signified an event which threatened not just the World Tree but the entire forest.



Endainne, Dryad Goddess of the World Tree

The World Tree's Offspring

Travelers leaving the World Tree occasionally plant its acorns in other locations, sometimes accidentally and sometimes intentionally. While these children of the World Tree rarely rival the prestigious size of their forbearer, they can possess unusual properties. GMs placing one of Endainne's children in a location can choose the effect it has on the area from the following table. For those GMs who prefer a bit of randomness in their lives, the table also allows for a rolled determination of effect.

| Roll | Effect |
|------|--|
| 1 | Crops and other plants in the area surrounding the tree grow as if under the enrichment effects of a <i>plant growth</i> spell. The area of effect depends on the size of the tree. Small trees affect a 1 acre radius. For each step the tree is in size above Small, the tree affects 1 additional acre (2 acres at Medium, 3 at Large, and so forth). Fine, Diminutive, and Tiny sized trees do not produce the effect. |
| 2 | The tree produces an excessive amount of oxygen. Creatures making a Fortitude save due to difficulties breathing (from high altitude travel, for example) receive a +5 circumstance bonus to the roll. Because of the excessive oxygen in the area, flames become more dangerous. Any non-living fire automatically increases one step in size when created and burns through fuel twice as quickly. Characters exposed to fire suffer a -2 penalty to Reflex saves to avoid catching on fire and to avoid further damage in subsequent rounds. Fires receive a +2 bonus to their AC against touch attacks made to douse them with water or earth/sand. Finally, since fires burn hotter around the tree, any spell, weapon, or other effect which causes fire damage receives a +2 enhancement bonus to damage. The tree itself has no particular resistance to fire damage. Creatures composed of fire, such as fire elementals, do not receive additional benefits from the tree beyond those described above. Tiny trees produce enough excess oxygen to affect an area with a 10 foot radius. For each step the tree is in size above Tiny, increase the area of effect by 10 feet. Fine and Diminutive trees do not produce enough oxygen to have an appreciable effect. |
| 3 | The tree is particularly effective at cleansing pollution from the air. Creatures making a Fortitude save due to an airborne effect such as the <i>cloudkill</i> spell, bombs made using certain alchemist discoveries, and certain diseases and poisons receive a +2 circumstance bonus to the roll. Spells and other airborne effects which obscure vision, such as <i>fog cloud</i> are unaffected by the tree. Tiny trees cleanse an area with a 10 foot radius. For each step the tree is in size above Tiny, increase the area of effect by 10 feet. Fine and Diminutive trees do not have an appreciable effect. |
| 4 | The tree produces fruit and acorns much like its parent. Fruit from the tree provides a +2 luck bonus on Craft (culinary) checks when used in place of mundane fruit in a culinary magic recipe. The acorns are particularly effective when targeted by a <i>goodberry</i> spell, producing 3d4 <i>goodberries</i> instead of the normal 2d4. |
| 5 | Colored spheres of light dance around the tree, as if it were under the effects of a permanent <i>dancing lights</i> spell. Fey creatures who dance with the lights find themselves inspired and filled with joy. After dancing with the lights for 1 hour, any fey creature can reroll a single d20 roll and take the better of the two results. This effect lasts for 24 hours or until used, whichever comes first. Creatures cannot benefit from this effect more than once in a 24 hour period. |
| 6 | The tree is home to a dryad and its mystical properties, or something in the environment, have empowered or changed her (roll 1d6 to determine which template to apply to the dryad. 1: advanced, 2: giant, 3: celestial, 4: fungal, 5: fiendish, 6: nightmare). |
| 7 | No effect at all. Despite its heritage, the tree is an ordinary, if extremely hardy, oak. |
| 8 | During late summer and early fall, at exactly midnight on nights when the moon is full, a single <i>tree feather token</i> blossoms from a bud on one of the tree's branches. |

GMs looking to randomly determine the size of an offspring of the World Tree can roll a d10 to do so. (1: Fine, 2: Diminutive, 3: Tiny, 4: Small, 5: Medium, 6-7: Large, 8: Huge, 9: Gargantuan, 10: Colossal)



Offspring in Settlements

When an offspring of the World Tree is present in a village, town, or city it can have an effect on the settlement's stat block. The following quality can be added to a settlement to reflect the presence of one of Endainne's offspring. No matter the number of trees in the settlement, the quality can only be added once.

Magical Tree: One of the World Tree's offspring grows in the settlement, providing an unusual bounty for the community. In rural settlements, the tree's magic makes crops healthier and increases the yield during harvest. In urban settlements, carefully harvesting the fruit, acorns, and deadwood of the tree enhances the number of magic items which can be produced.

If the settlement is rural and grows crop, increase **Economy** +1. If the settlement is urban, add a +2 bonus when rolling to determine the number of available minor, medium, and major magic items.

Offspring in Kingdoms

The presence of a World Tree's offspring can have a tremendous impact on a nation. When adding a tree to a kingdom's map, treat it as a terrain improvement as follows. Note, only one tree can be added per hex.

Magical Tree

An offspring of the World Tree has been planted here, creating a noticeable change in the surrounding area. A magical tree can share the same hex as other improvements.

Terrain: Any land.

Effect: If in a rural hex, consumption decreases by 1 BP as crops or game become more abundant. If in an urban hex, increase **Economy** +1 as local enchanters gain specialized materials for the creation of magical items.

Cost: 4 BP



Alternate World Trees

While this book focuses on one specific location, there are multiple reasons a tree might grow to the stature of a World Tree, including:

- A powerful dryad bonded to a tree as happened with Endainne.
- An ancient circle of druids has been tending to a single tree for millennia, feeding it their power during regular rituals.
- The tree grows above a convergence of ley lines which feed it a constant flow of magical energy.
- The tree sits on a portal to another plane. As a result, it has not only grown larger, but also taken on the characteristics of that plane.
- Long ago the gods decreed the tree would serve as a bridge, connecting multiple planes of existence.
- A powerful wizard attempted to use the tree in a ritual to transform himself into a lich. The ritual only partially succeeded. He has immortality but has been fused to the tree, which has grown massive with undead power.
- A tree is in fact an ancient treant which has grown so massive it finds moving cumbersome, and so has remained in one spot for centuries.
- The World Tree was created by the gods as a warning mechanism against invaders from beyond. Each time a cosmic horror enters reality, the tree sickens.
- Deep underground a fungal colony of mushrooms has merged together to form the most enormous organism in the world. This Great Mushroom acts as a hive mind, infecting and controlling the creatures in the surviving underground realms with its spores.
- The roots of the World Tree are not in the material plane at all but firmly planted in the Plane of Elemental Wood. It has grown up through a crack between the realms and serves as a bridge between the two worlds.



PORTOKALI

Soul of the World Tree

Nestled in the boughs and against the trunk of Endainne's vast tree, the town of Portokali is a mystery to most. Built by the plant-like daphanie and Endainne's hyeorai servitors in ages past, the town proper is built on and between a series of platforms, vine bridges, and swaying walkways. Merely traveling to the settlement is an epic journey as visitors must walk a long road, exactly one mile in length and the width of one cart, which has been carved into the bark of the World Tree and winds around the trunk from the base to Walker's Gate. There, the daphanie on watch welcome visitors and peace-bind any weapon larger than a dagger.

Despite its difficult to reach location, Portokali does see regular visitors. Traders come, bringing goods from the outside world and coming away with a bounty of World Tree fruit and deadwood. Pilgrims and forest denizens of all races come to pay homage to the Tree, each hoping to receive a vision in Endainne's Heart, either granted by the dryad goddess herself or given by one of the previous leaf singers whose spirits suffuse the sacred area. Female refugees also often find their way to Portokali as the daphanie are known to offer asylum to any peaceful women seeking it.

Peacebonds

The daphanie of Portokali peace-bind all visitor's weapons larger than a dagger into their scabbards, if appropriate, or onto their owners' belts with a length of strong vine. The peacebond is evident at a glance due to the elaborate knots used. When a visitor leaves the town, the daphanie at the gate cut the bond, freeing the weapon for use.

Untying or cutting the peacebond requires a move action. A peacebond can be broken as part of a move action to ready a weapon with a successful DC 20 Strength check. A person who has cut or damaged the peace bond in trying to remove it can fool the watch into believing the bond is unbroken with a successful DC 25 Sleight of Hand check.

Breaking the peacebond before leaving Portokali is grounds for immediate ejection unless done in self-defense or in the defense of the town or its citizens.

While rarely welcomed with open arms, daphanie allow males who do not worship Endainne to visit the settlement unhindered, though they must retire to Walker's Gate by one bell before sunset and cannot enter Portokali before one bell past sunrise. Rattatoskir males, as natives of the tree, are allowed to both freely reside in and visit the community but usually enter from the branches above, not the ground below.

History

The leaf singers teach that Portokali was waiting for the first daphanie when they stumbled forth, newly transformed, after receiving the tree-goddess's gift. Despite the tale, the real history of Portokali is more complicated.

Millennia ago, when the daphanie race was created, Endainne's Tree was grand, but had not nearly reached the stature of a World Tree. Instead of dwelling in the branches of the tree, the daphanie built thatched huts on a series of platforms scattered about around the Tree's base.

As their population grew, the daphanie's grateful worship swelled Endainne's power, causing her Tree to grow rapidly. As it did so, the hamlet, caressed by branches woven together beneath it, was lifted into the air. Clever expansion, assisted by the magic of the leaf singers and the affection of Endainne herself allowed the hamlet to grow over time.

The Return of Flame

Following its ascendance to the skies, the village of Portokali experienced nearly one thousand years of blessed, slow, and peaceful growth. The World Tree continued to grow and became the focal point of the forest, blessing it with prosperity and vitality. However, malignant things also grew in the shade of the World Tree. The elder magma wurm Varnikeyex, also known as the Bleak Inferno, watched the Tree from afar. Curious about the growth of the Tree, she sent one of her favorite lovers, the salamander Y'xxil, into the Tree's forest to explore and find a weakness she could exploit. He never returned.

The loss of her consort burned inside of Varnikeyex, turning her already pyroclastic heart into a furious inferno of rage. Yet despite her anger, she exercised caution. The magma wurm negotiated with elementals and salamanders of the plane of fire, promising a vast forest to burn in exchange for their assistance. Only when she had an army of fire did Varnikeyex attack.

The campaign began at the height of the driest summer in memory and lasted for weeks. As the attacks intensified, an inferno reached deep into the trees and the daphanie and hyeorai, along with elves, gnomes, halflings, and fey from elsewhere in the forest, moved in greater numbers to stem the tide of flame before it turned the entire woodland to ash.

Seeing her moment, Varnikeyex struck at the World Tree. The settlement's leaf singer, Leuce Mossrock a druid of considerable skill stood alone with her friend and familiar, the Chitter, as the Tree's only defense. The battle was brief and vicious. Leuce, powerful as she was, was not equal to Varnikeyex in ability and, after expending her mightiest spells, she lay blistered and broken in the dragon's maw. As the wurm ended her life, the leaf singer mumbled a plea to Endainne to save the Tree.

Chitter, the rattatoskir, reeling with rage and sorrow at Leuce's murder, threw himself at Varnikeyex, desperate to harm her. Having heard her servant's prayer, Endainne

PORTOKALI, SOUL OF THE WORLD TREE

N small town

Corruption +0; **Crime** -3; **Economy** +0; **Law** +3; **Lore** +0; **Society** -2

Qualities holy site, insular

Danger +15

DEMOGRAPHICS

Government overlord (branch mother)

Population 1,690 (1,100 daphanie; 310 elves; 100 gnomes, 70 sylphs; 30 rattatoskir, 120 other).

Note, with the exception of some rattatoskir, all permanent residents of Portokali are female.

Notable NPCs

Branch Mother Thetis Vine (LN female daphanie hunter 8/bard [negotiator] 3)

Leaf Singer Dryope Bentbranch (N female daphanie shaman [visionary] 12)

Guildstress Ardae Poggle (NG female gnome expert 4/rogue 2)

Thorn Captain Chione Ulm (LE female daphanie cavalier 7)

Valkyriel Silversun (CN female elf summoner [synthesist] 3/mesmerist 3)

MARKETPLACE

Base Value 1,000 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 6th;

Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

imbued the grieving rattatoskir with her power at the moment he struck, causing him to grow to the elder wurm's size and giving his claws and teeth the aspect of adamantine. Surprised by the assault, Varnikeyex lost her left eye and the use of her left forelimb before she could retreat, taking to the air as the heavens opened up. Rain poured into the forest like a waterfall, extinguishing the flames and driving the interlopers back to friendlier planes.

Centuries passed following Varnikeyex's assault. The forest recovered and grew. One winter, the leaf singer Hespera Ulm detected a disturbance in the World Tree: a vibration that was unfamiliar to her. Upon communing with the Endainne, she discovered that a contingent of dwarves had discovered large pockets of mithral and precious gemstones amongst the Tree's roots and were mining them.

Hespera took her findings to the branch mother Arethusa Vash. The two leaders discussed the situation, worried the mining would disrupt the World Tree's roots and poison the ground. Envoys were sent to the new dwarfhold of Trispithami. Discussions grew heated as the daphanie demanded the dwarves leave and the dwarves insisted they would do nothing of the sort. A fight broke out, not between the King Under the Roots and the hot-headed branch mother Arethusa Vash but between the King and the normally peaceful leaf singer Hespera Ulm. A war which would rock the foundations of the World Tree itself seemed inevitable until Endainne stepped from the roots and brokered a peace. The dwarves of Trispithami would be allowed to stay and mine their ore but only if the first-born daughter of every King Under the Roots left the dwarfhold and studied the ways of Portokali and the worship of Endainne.

The dwarves would remain steadfast allies and the daphanie's primary trading partner for generations. It is only in the last few years that the halls of Trispithami

have grown silent. The dwarves have vanished and the dwarfhold seems haunted. No one knows what happened to the dwarves of Trispithami, but the daughter of the last King Under the Roots, who had been in Portokali studying at the time, desperately wishes to discover the truth.



A Turbulent Horizon

Today Portokali has over one thousand inhabitants and stands as a bastion against any who would harm the World Tree or the forest surrounding it. The all female residents live peaceful, if watchful, lives. This harmony is charged with an undercurrent of tension and discontent, however; many among the non-daphanie members of the community are unhappy they are not allowed a voice in the selection of new branch mothers. A small but increasingly angry resistance movement is building among the disenfranchised minorities, who wish for more control in the governance of their community.

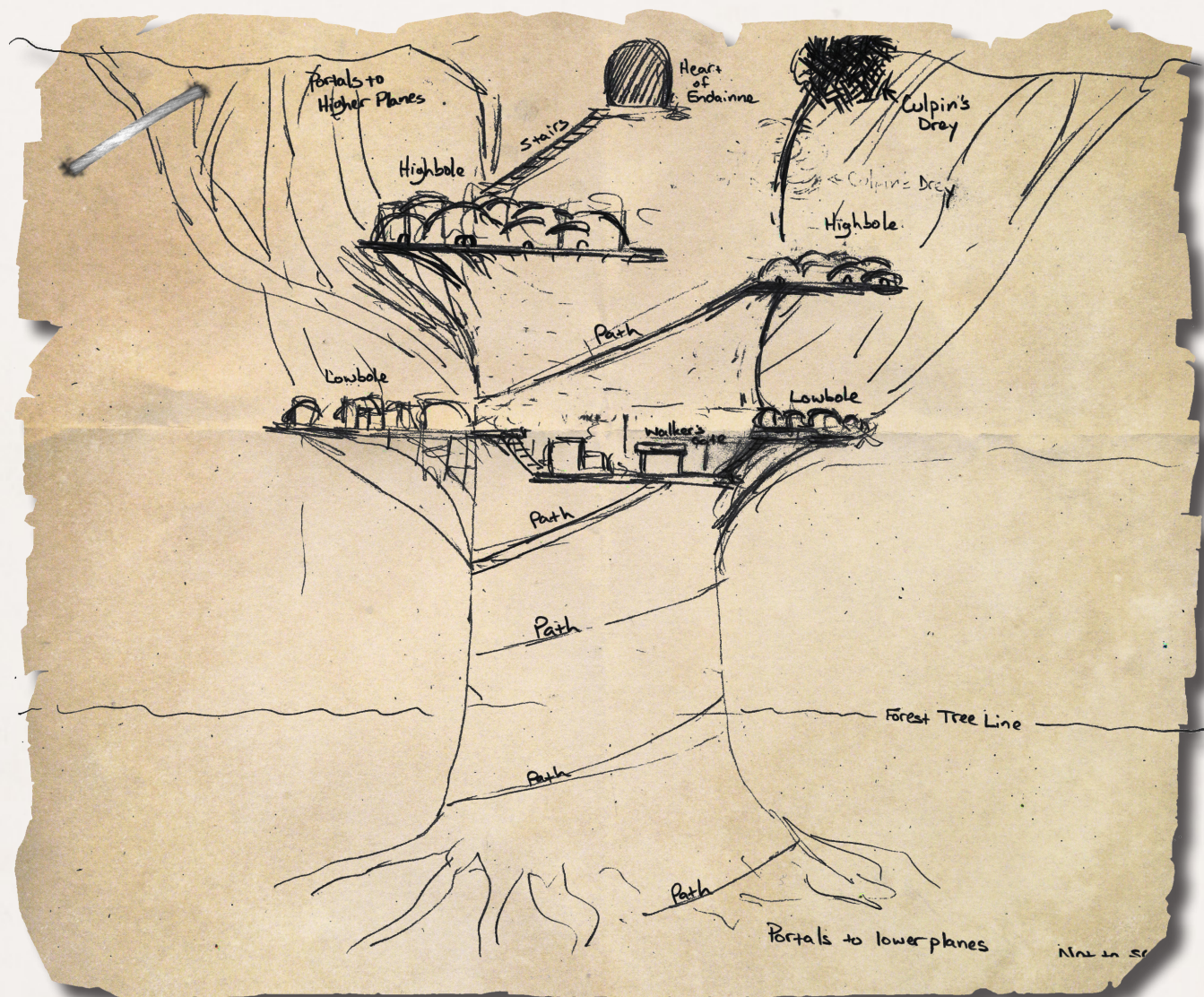
There are a number of threats outside the city as well. The empty dwarfhold of Trispithami has become a destination for adventurers who often care little about what damage they do to the World Tree as they blunder around inside. Worse, a new draconic threat has arisen. An infernal green dragon known as Gnasher has chosen to lair among the roots of the World Tree and his thrashings have become more frequent. The dragon's lair lies near several points where the World Tree's roots pierce into hellish planes and Gnasher has been corrupted by demonic whispers who wish to destroy the bastion of life growing above.

Life in Portokali

Life in Portokali has changed remarkably little over time given the age of the settlement. The daphanie live in familial groups, known as seeds, of up to ten in a domicile, with the eldest woman given the title of seed mother and acting as head of the family. Upon the birth of a daphanie child, various seeds petition the branch mother for the right to adopt the newborn. The branch mother often confers with the leaf singer to ensure each babe is assigned to a fitting seed.

Daphanie children are challenged to succeed from a young age. They are given tasks commensurate with their age and skill level and are expected to complete them, with punishments levied against those who do not. When they reach the age of 30, children are sent to the Garden where they are assessed by the community's leaders and assigned to one of the schools to specialize. Children that show an affinity for the Tree or for nature study with the leaf mother and her acolytes in Endainne's Heart.

Upon reaching their 40th year, the daphanie graduate from their studies and are considered adults by their people. Graduates spend the next 20 years of their lives



as thorns, Portokali's combined city watch and military. As thorns they greet visitors at Walker's Gate, patrol the town and the surrounding forest, investigate the rare crime committed in the settlement, and otherwise keep Portokali safe. In times of war or emergency, every able-bodied daphanie is expected to take up arms and report to the thorn captain.

Non-daphanie inhabitants have the right to live as they wish, as long as they do not break the settlement's laws. They are not permitted to attend the schools of the Garden, join the ranks of the thorns, nor allowed to vote for new branch mothers. Those non-daphanie who show particular skill with nature or who are chosen directly by Endainne can study at Endainne's Heart.

Most inhabitants' lead simple and spartan lives since life revolves around service to the Tree and the town with an emphasis on community and not material possessions. The daphanie of Portokali celebrate the solstices and equinoxes, treating them as days of rest, but observe no other holidays and eschew large and loud celebrations.

Portokali at a Glance

Portokali lies on two and a half levels, starting one mile up the trunk of the World Tree. It can be reached on foot via a ten foot wide road carved into the bark which winds around the trunk. Travelers arrive in Walker's Gate, the lowest level of the city and the only place where male visitors are welcome to spend the night. From there, travel to Lowbole, where most commercial ventures are located, or Highbole, which is largely residential, is done via a series of paths and bridges, though the thorns and some merchants sometimes travel between levels via basket and pulley.

The dome-like buildings in Portokali are primarily wooden and use resin and leaves in their construction. The structures are left unpainted to weather naturally. The street and the levels that the town sit upon are comprised of the Tree's branches that have been shaped through magic to intertwine into stable, if somewhat uneven, platforms. Walking is comfortable on the streets and between the levels, but handcarts and barrows bump down the thoroughfares, making them difficult to control. Because of long standing protection spells woven into the fabric of the community itself, individuals that fall from Portokali find their bodies slowed by buffeting updrafts, as if affected by *feather fall*, and deposited safely on the ground at the base of the Tree. This protective effect does not work anywhere on the World Tree but Portokali itself. It is a long standing tradition for the youths of the settlement to hold clandestine competitions, leaping from the highest points of the community and judging the grace of each other's descent.

The following locations in Portokali are of note:

1. Walker's Gate

This ten foot wide, twenty foot high arch is formed from hundreds of living branches elegantly woven together. When in the thrall of spring and summer, it is alive with

green leaves which turn to red, orange, and yellow in the autumn. The gate, guarded at all times by a minimum of three thorns (all N female daphanie ranger 2), is the only foot entrance to the town, and gives the entire sub-level its name.

2. Fish out of Water

The largest dome in Walker's Gate is this feast hall and brothel run by **Guppy Chatterton** (N female halfling expert 3). The dome's exterior is decorated with luridly painted aquatic creatures. Guppy does not tolerate violence in her establishment, so she employs a quartet of retired thorns (all N female daphanie ranger 3) to stop troublemakers before they start anything.

The excellent food and drink at Fish out of Water is produced by Guppy's brother **Tyrl** (N male halfling sorcerer 2) and a bevy of assistants. All food is cooked with magic instead of flames, since fire is prohibited in Portokali. Rooms are available for rent, with company or without, and are universally comfortable and welcoming, with plump pillows and overstuffed down duvets and feather beds. Prices for all goods and services are double the standard cost, and Guppy considers them a bargain at that price.

The branch mother has taken **Byren Fireglade** (NE male half-elf bard 2), a courtier at the Fish as her lover and asks his opinion on civic matters. Byren, a member of the resistance, reports everything he hears to resistance leader Valkyriel Silversun.

3. Roots' Rest

This boarding house, operated by **Melinoe Clearsap** (NG female daphanie warrior 4), can sleep dozens in its common bunks and is located near the bridge to Lowbole. A night's rest can be purchased for 1 sp, and a cold bath with a chip of hard soap costs an additional 1 cp.

Roots' Rest is always busy, providing Melinoe a tidy living, which she loses gambling at the pods in Highbole. She currently owes nearly a year's earnings to **Adelia** (NE female elf rogue 6) and is looking for inexpensive, capable assistance in removing the yoke of debt from her shoulders before she loses her livelihood.

4. Seller's Arcade

This large market is covered by one of the only flat roofs in Portokali, but is otherwise open to the air, allowing passersby to hear the vendors inside hawking their wares. Everything from pottery to fresh vegetables to jewelry can be purchased in the Seller's Arcade, and despite its name, many of the vendors purchase goods from visitors as well.

The arcade is overseen by **Guildstress Ardae Poggle** (NG female gnome expert 4/rogue 2), a keen eyed gnome with a sarcastic sense of humor and a sharp sense for the value of things. She collects the booth fees from vendors, ensures that no sellers are undercutting each other by

too large a margin, and otherwise ensures that coin flows through the market unobstructed.

5. The Pods

There are five pods used as barracks for the thorns located throughout the town. Each pod can comfortably sleep eighteen medium sized humanoids, with room for thrice that in times of emergency. The barracks are kept spotless and clutter free, containing enough room for six three-high bunks, eighteen footlockers, and a pair of tables with eight chairs for off-duty thorns to eat or, occasionally, gamble at.

6. Den of the Branch Mother

This large leaf and blossom-studded dome in Highbole serves as the home and office of the settlement's leader. It is also where the seed captains meet with each other to discuss matters of civil defense and protection.

The current branch mother **Thetis Vine** (LN female daphanie hunter 8/bard [negotiator] 3) is among the youngest the settlement has yet seen. After completing her service as a thorn; she left the forest, adventuring and learning of the outside world. Upon her return, she was elected to the office of seed captain prior to assuming her current role. Her experiences in the outside world have spurred Thetis to push her people to be more inclusive and to build relationships outside the isolated environ of the Tree. At every step, she has met as much resistance as success and has earned the secret enmity of her childhood friend thorn captain **Chione Ulm** (LE female daphanie cavalier 7).

her predecessors, gaining their wisdom, and ensuring that their collective memory lives on. The current leaf singer **Dryope Bentbranch** (N female daphanie shaman [visionary] 12, is almost as progressive as Thetis Vine and supports her decisions.

8. House of Amber

Called the Amber by locals, this tavern is formed entirely out of caramel-colored resin created by the Tree's sap. Food and drink at the tavern are of standard quality with a cost that reflects as much, though the sap-based amber caramels served with each meal are truly remarkable. Rooms are also available at standard cost. The Amber is currently run by bonded couple **Clio** and **Echo Cutbranch** (both NG female daphanie warriors 3).

9. Peach, Pie, Plume, Plum

Valkyriel Silversun's (CN female elf summoner [synthesist] 3/mesmerist 3) combination produce market, bakery, and florist is the most deliciously fragrant building in Portokali thanks to the sweet blossoms and sweeter treats she sells. How Valkyriel keeps her shop stocked with premium goods, which range in price from double to quadruple standard, when trade is scarce is a mystery to all but herself.

During daylight hours, Valkyriel can be found stocking the shelves and bins of her shop with premium goods. Between dusk and dawn, when she begins the day's baking, Valkyriel plots the overthrow of Portokali and is scheming with Chione Ulm to place the thorn captain in charge, with herself as the true power, of course. The two exploit the discontent of non-daphanie residents of Portokali to fill their ranks, promising them more say in the settlement's government if their quiet revolt succeeds.

Fire in Portokali

When everything is made of wood, even green and magical wood, flame becomes a constant danger. For this reason, fire is prohibited in Portokali. Food is prepared either raw or cooked with magic. Metalworking and other crafts which require fire are rare, if not unheard of. During the cold season, residents of the settlement usually snuggle together. Entire seeds often pile under a heap of furs and blankets in a single large, concave bed, known as a nest.

10. Open Air

This open field in Highbole is where ascetic residents, many of them tree glider monks, journey to ponder space and their place in it. This is a favorite spot for youths to leap from the city and float to the ground below.

11. Acorn's Orange

The leaves of the many ornamental maple trees in this

7. Heart of Endainne

This natural hollow is the heart of the community. Located above Highbole, petitioners travel down a smooth wide corridor lined with hyeorai protectors into a large natural chamber suffused with a gentle luminescence. The curved walls of the chamber are carved in bas-relief with images of all previous leaf singers, which emerge from the walls one week after their deaths. The Heart is cared for by the small contingent of novices learning under the leaf singer.

Inside the Heart, the spiritual leader can commune with



park are cast in autumn colors regardless of the season. Courters walk through the orange day or night, arms entwined, and many wedding ceremonies are performed at the park.

Other Locations

Chitter's Drey

Rattatoskir from elsewhere in the World Tree stay in Chitter's Drey when visiting Portokali. The warren is formed of branches and leaves held together by Tree resin and is full of dimly-lit narrow tunnels and snug burrows. The drey can hold thirty rattatoskir comfortably, though there is room for more if needed.

The Garden

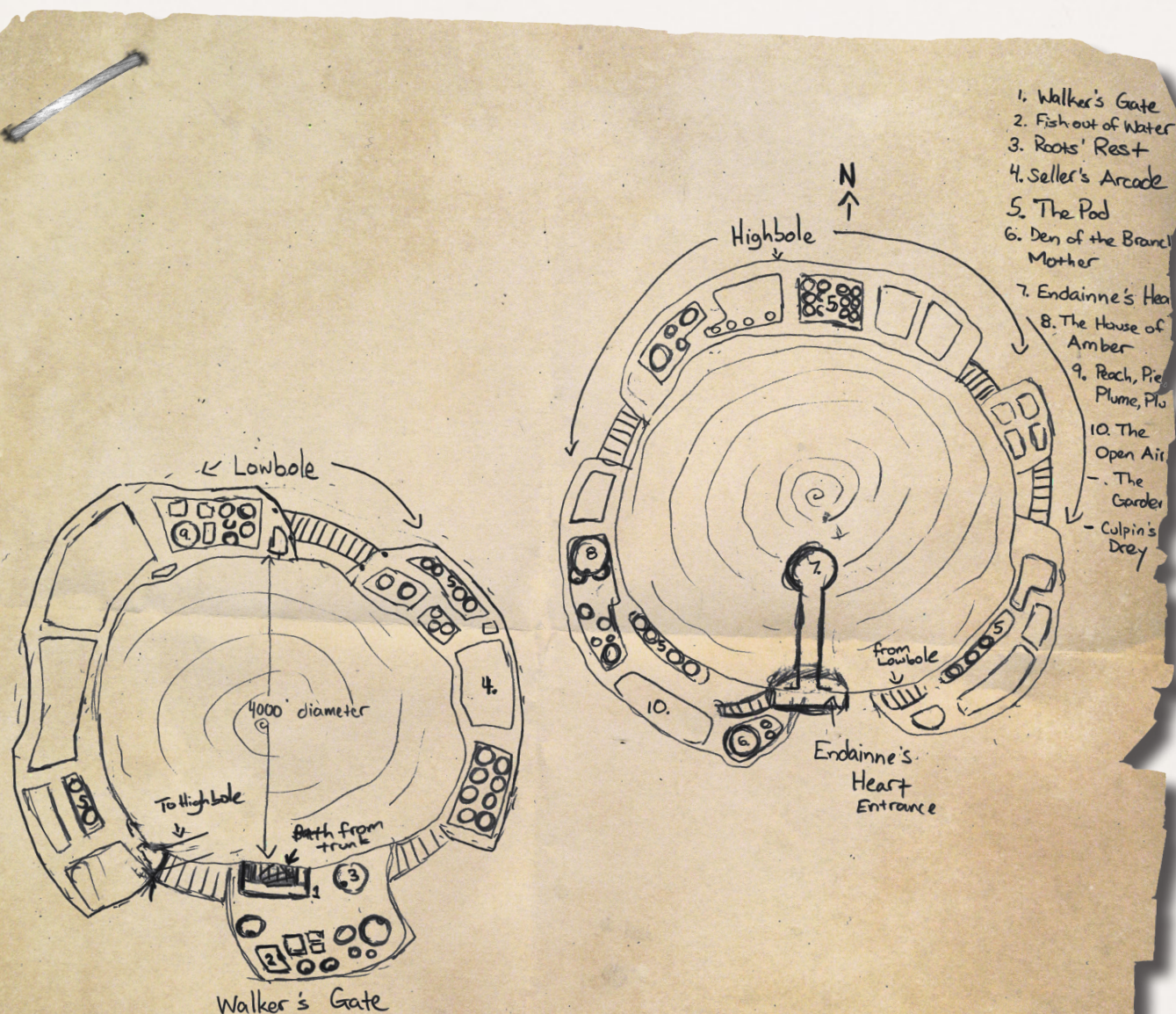
Attendance at the Garden is mandatory for all daphanie. **Galatea Hemlock** (LN female daphanie ranger 9) is the headmistress, while current and past thorns teach the novices their craft. The Garden is not a physical location as much as it is an institution which meets wherever a

teacher demands. It is comprised of three separate schools or classes which vary in location depending on the topic being taught.

The Class of the Branch teaches martial warfare to future warriors, fighters, cavaliers, and the occasional barbarian. Studies focus on strength and durability, as well as maintaining tactical advantage while moving in difficult terrain.

The Class of the Leaf teaches the less brash how to move through the natural world quickly and silently. The focus in this class is on using stealth and the environment itself to defeat enemies.

The Class of the Fruit gives lessons in alchemy and arcana. The various alchemical products created by the students are available for sale at fifty percent of the standard cost to individuals who don't mind the odd mishap from a poorly made item (whenever a potion crafted by a student of the Class of the Fruit is quaffed, there is a 25 percent chance of a mishap, as determined by the GM).



DAPHANIE

Daughters of the World Tree

The leaf singers speak of a time before Endainne, when a group of female refugees fled war and abuse and traveled deep into the forest. Bonded by the trials of their journey, the women discovered the World Tree, then barely three times the size of an ordinary tree. The power and serenity of the tree called to them, and so the women chose to rest beneath its canopy. During that fateful night, the group was attacked by a flame-wielding monster. As one, the women fought together and drove away the monster, preventing it from lighting the tree on fire. This caught the attention of Endainne, and the refugees were given leave by the dryad to call the tree home. In exchange for assisting the Hyeorai in safekeeping the World Tree, Endainne offered to infuse the ragtag group of women with her own power, granting them special abilities and recreating them into something resembling her own image. The women unanimously agreed to accept Endainne's gifts, and ceased to be human, instead transforming into daphanie. Over countless generations, these abilities have been further augmented by experimentation and evolution. Now, the daphanie are a tribe of fiercely protective women who live to cherish and protect the World Tree and worship the dryad goddess who gave their ancestors sanctuary all those years ago.

Daphanie Physical Characteristics

Height: 4 ft. 4 in - 6 ft. 0 in. (4 ft. +4d6 in.)

Weight: 100-200 lbs., based on height, class, and physical habits.

Age: adulthood at 40, intuitive range (+3d6), self taught (+5d6), trained (+7d6).

Middle Age: 100 years, *Old:* 150 years, *Venerable:* 200 years, *Maximum Age:* 200 + 3d% years.

Physical Description

Though some might, at first, mistake daphanie for exotic humans, they are anything but. They range from 4.5 feet to 6 feet tall and have builds from lithe to stocky. Appearances vary with the season in which a daphanie has been born. Spring births have pale green or brown skin, and their hair is soft brown, occasionally speckled with the bright colors of young flowers. Summer births have dark, glossy brown or green skin. Their hair can be nearly any color found in nature and the tone often changes as it travels from the hairline to the end. Fall births have ash grey skin and tend towards golden, orange, and red hair. Winter births have pale white or rich black skin and hair either the color of snow or the night sky. Regardless of the season in which a daphanie is born, eye color varies between grey, green, hazel, and brown. Skin texture can

be smooth as a beech tree or as rough as an oak tree. Hair texture is even more varied than that of their skin. It can be as soft as petals, or as wiry as a corkscrew rush. Some daphanie have hair that more closely resembles vines. In very rare cases, silken membranes stretch along the arms to the legs much like those of a flying squirrel, allowing for gliding and movement with updrafts. Others have films that can close over the eyes to create a filter that grants them darkvision. Some are Small instead of Medium in stature. Occasionally, other variations occur, manifesting the power of Endainne in unusual ways.

Society

The daphanie form a single large tribe which breaks down into family units of up to ten women, known as seeds, led by a seed mother. The full tribe is led by the Branch Mother. To her right is the Leaf Singer, the spiritual and magical leader, and to her left is the Thorn Captain, the military leader. Branch mothers are chosen by vote by the seed mothers from among their ranks. The thorn captain and leaf singer choose and train their successors. All three positions are held until death or voluntary resignation. As there are no male daphanie, the act of creating new life is an involved ritual. Little of this secretive process is known to the outside world. At least two daphanie must be present in the ritual as parents, though more are possible. The Branch Mother and the bonded daphanie's seed mothers must be present and it must occur under the light of the full moon in a cove somewhere near the top of the World Tree. No daphanie who has taken part in the ritual has ever been seen to be pregnant and outsiders have theorized new children are not so much born as grown, perhaps in seed pods. Whatever the truth, the specifics of the ritual are a closely guarded secret and one which the daphanie will go to great lengths to protect. Perhaps because of the painstaking process and complicated ritual, the well-being and competency of children is held nearly as sacred as the Great Tree itself. It does indeed take a tribe to raise a child.

It is not unheard of for a daphanie to take a lover of an outside race. The product of such a union does not inherit any Daphanie abilities or traits, instead they will be fully the same race as their father.

Relations

Daphanie trade and are cautiously sociable with the settlements in and near the forest which surrounds the World Tree. The daphanie view nature with reverence. As such, the daphanie tend to judge other races by how they interact with the natural world around them. Aasimars, elves, gnomes, undines, sylphs, and other fey creatures are viewed favorably for their connection to the natural world around themselves. Halflings, half-elves, and humans are often appreciated at more of a distance for their outgoing ways, but the daphanie will spring to the aid of a forest settlement composed of those races if called upon. Warlike races such as orcs and monument building races such as the dwarves must work hard to earn respect and prove

they don't just destroy nature as they change the world. Daphanie view ifrites and other flame-aligned races with notable distaste due to their affinity to fire and view them as fickle, destructive, and distrustful beings.

Alignment and Religion

Daphanie are most often of neutral alignment, though there are cases of some turning to darker methods in their quest to protect the World Tree. These individuals will often justify their actions as necessary for the "greater good". Those who choose to worship a being in addition to Endainne will often select deities with domains and strong ties to the natural world such as a Goddess of the Hunt or Sunlight or a God of Harvest or Weather.

Daphanie as Adventurers

While they engage in custom with the outside world, the daphanie are an insular people tied to the World Tree, and are rarely found adventuring. Those who do hear the call of adventure are slow to open up to their comrades. Once trust is earned, however, they become fiercely loyal to the group and would choose them above all else, except for their people and their goddess. If other party members show an

appreciation for the natural world, then this loyalty and trust is more quickly earned. Scholarly individuals who pepper them with questions about the daphanie, especially their reproduction methods, are rarely accepted as friends.

Female names: Aglaia, Calypso, Lotis, Merope, Taygete, Thalia, Urania.

Tribe or family names: PurpleLeaf, StrongBark, Whispering Willow, Rosidae, ShadowPetal.

Alternate Racial Traits:

The following racial traits may be selected instead of existing daphanie racial traits. Consult your GM before selecting any of these new options.

Call of Nature (Sp) (2 RP): Once per day, a daphanie can cast *entangle* as a spell-like ability. Her caster level is equal to her hit die. The save DC is equal to 10 + the daphanie's Hit Dice + her Charisma Modifier. This racial trait replaces child of the forest.

Daphanie Racial Traits

+2 Dex, +2 Wis, -2 Int: Daphanie are fast and reserved. While they value knowledge, they have their own methods of education and think little of formal scholarship. Instead, they trust in the wisdom which can be passed down through the ages and their own perceptions of the world around themselves.

Daphanie Tribeswoman (2 RP): Daphanie are humanoids with the fey subtype.

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

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

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

Child of the Forest (2 RP): The daphanie is most at home when surrounded by trees. Daphanie receive a +2 racial bonus to Survival when in a forest or jungle. Opponents take a -2 penalty to Survival when attempting to track a daphanie in a forest or jungle.

Poison Resistance (1 RP): The sap-like blood of the daphanie protects them from toxins. Daphanie receive a +2 racial bonus on all saving throws against poison.

Sense of Direction (Su) (1 RP): Daphanie always knows where north is. They can tell in which direction the World Tree lies and has a rough sense of its distance.

Tree Climber (2 RP): Daphanie have a +2 racial bonus to Climb checks. They can climb at full speed, and Climb is always a class skill.

Vine (Ex) (3 RP): Daphanie can grow a vine out of their dominant wrist as a move action and use it as a prehensile limb. They cannot use the vine whip to wield weapons or shields, but it allows them to retrieve a small, stowed object carried on their persons as a swift action. The vine can also be used as a natural weapon with a 10-foot reach. The vine is a primary attack and deals damage as a whip.

Languages: Daphanie begin play speaking Common and Sylvan. Daphanie with high Intelligence scores can choose from the following languages: Auran, Celestial, Dwarven, Gnomish, Elven, Halfling, and Terran.

Daphanie are an 11 RP race.



Darkvision (2 RP): Some daphanie possess a thin membrane over their eyes which alters their vision. They gain darkvision up to 60 feet. This racial trait replaces tree climber.

Gliding Membrane (Ex) (3 RP): A daphanie with this racial trait possesses membranes which allow her to glide. She takes no damage from falling (as if subject to a constant *feather fall* spell). While in midair, she can move up to 5 feet in any horizontal direction for every 1 foot she falls, at a speed of 60 feet per round. She cannot gain height with her membranes alone; they merely allow her to coast in other directions as she falls. If she is subjected to a strong wind or other effect that causes a creature who can glide to rise, she can take advantage of the updraft to increase the distance she can glide. This racial trait replaces vine.

Skin of Bark (Ex) (1 RP): Some daphanie are born with especially tough, barky skin. They gain a +1 racial bonus to natural armor. This racial trait replaces poison resistance.

Small: Some daphanie are born Small in size. They gain a +1 size bonus to her AC, a +1 size bonus on Attack Rolls, a -1 penalty to her CMB and CMD, and a +4 size bonus on Stealth checks. This modifies the Medium racial trait.

Thornclaws (3 RP): A daphanie with this racial trait has a pair of retractable thorns growing from her fingers in place of nails and can use them to attack. She gains two primary natural attacks that deal 1d6 points of damage (1d4 small). This racial trait replaces vine.

Treespeech (Su) (3 RP): Some daphanie can converse with plants as if subject to a continual *speak with plants* spell. This racial trait replaces child of the forest.

Wild Empathy (Ex) (3 RP): A daphanie with this trait has developed an understanding of the life that cohabitates the World Tree, and gains the wild empathy class ability as if she were a druid of her character level. If she selects a class which gains wild empathy as a class ability, she instead gains the Greater Wild Empathy feat, even if she does not otherwise qualify for the feat. This racial trait replaces vine.

Favored Class Options

The following options are available to all daphanie who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add one extract known from the alchemist's extracts list. This must be one level below the highest level the alchemist can brew.

Bard: Add +1/2 to the bard's bardic knowledge bonus.

Druid: Add +1/2 bonus to Knowledge (nature) checks relating to plants.

Cleric: Add a +1 bonus on caster level checks to overcome

the spell resistance of creatures with the fey subtype.

Hunter: Add +1 hit point to the hunter's animal companion. If the hunter ever replaces her animal companion, the new animal companion gains these bonus hit points.

Kineticist: Add +1/3 point of damage to wood element blasts that deal damage.

Monk: Add +1/3 point to the monk's *ki* pool.

Ranger: Add +1 racial bonus to survival checks in forested and jungle terrains.

Rogue: Add +1 racial bonus to stealth checks in forested and jungle terrains.

Racial Archetypes

The following racial archetypes are available to daphanie.

Tree Glider (Monk)

Some daphanie are born with thin filmy growths that extend from their arms to their feet and allow them to glide. Tree glider monks take advantage of their gliding membranes and train in the art of airborne combat.

Prerequisite Must be daphanie and possess the gliding membrane racial trait.

Class Skills The tree glider adds Fly to her list of class skills.

Improved Gliding (Ex) At 1st level, the tree glider gains a Fly speed equal to her regular movement speed. She cannot use this fly speed to hover. When flying, she must end her movement at least 5 feet lower in elevation than where she started. This replaces the bonus feat at level 1.

Leaf on the Wind (Ex) Starting at 3rd level, the tree glider's Fly speed is increased by 10 feet. This bonus increases by 10 additional feet at 6th, 9th, 12th, 15th, and 18th levels. This replaces fast movement.

Rising to the Occasion (Ex) At 5th level, a tree glider learns to utilize thermal currents to climb to great heights and can now end her movement 5 feet higher than where she started. In addition, she can spend 1 point from her *ki* pool as a swift action to increase her flight climb an additional 20 feet. This replaces high jump or the *ki* power gained by unchained monks at 4th level.

Toxibloom Alchemist (Alchemist)

Occasionally, a daphanie dedicates themselves to making their bodies into the ultimate extension of the World Tree. They have used alchemy, experimenting with saps and toxins to transform their bodies into something even more plantlike than their fellow daphanie.

Prerequisite Must be daphanie.

Symbiotic Growth (Ex) At 1st level, the toxibloom alchemist discovers how to create a symbiotic plant growth on her body which can excrete the symbiotic toxin which

the toxibloom alchemist can apply to a weapon or bottle for later use. The toxibloom alchemist can create the toxin a number of times per day equal to 1/2 her alchemist class level (minimum 1). Each time the toxin is produced it creates one dose and remains viable for 24 hours before becoming inert. The toxibloom alchemist is immune to her own poison.

Toxibloom Alchemist Ability Toxins

Symbiotic Growth Ability Toxin

Type Poison, contact or ingestion; **Save** Fort DC 10 + 1/2 the alchemist's level + Int modifier

Onset Immediate; **Frequency** Once per round for a number of rounds equal to 1/2 the alchemist's level, minimum 1 round

Effect 1 Str or Con damage, determined on creation of the toxin; **Cure** 1 save

Toxic Blood Ability Toxin

Type Poison, Injury; **Save** Fort DC 10 + 1/2 the alchemist's level + Con modifier

Onset Immediate; **Frequency** 1/round for 6 rounds

Effect 1d2 Int damage; **Cure** 1 save

Enhanced Symbiotic Growth Ability Toxin

Type Poison, Inhaled; **Save** Fort DC 10 + 1/2 the alchemist's level + the alchemist's Int modifier

Onset Immediate; **Frequency** Once per round for 1/2 the alchemist's level, minimum 1 round

Effects 1d2 Dex damage plus paralysis; **Cure** 2 consecutive saves.

Toxibloom Alchemist Discoveries

The following discoveries are favored by toxibloom alchemists but are available to any alchemist daphanie.

Acorn Bombs: The daphanie prefers to use her bombs at a safer distance, and has crafted special smaller bombs that can be used at a greater range. These acorn bombs deal 1d4 damage instead of 1d6 but have a range of 30 feet instead of 20 feet.

Vine Limb: The alchemist gains a prehensile limb on her torso. The vine is fully under control and cannot be concealed except with magic, bulky clothing, or specially made clothing. The vine does not grant extra attacks or actions per round, although it may be used to make a whip attack with a 10-foot reach (1d4 damage), as the vine racial ability. The vine can manipulate or hold items as well as the alchemist's original limbs. It does not grant additional magic item slots.

Toxic Blood (Ex) By 12th level, the toxibloom alchemist's blood has become green, thick and toxic. She can apply this blood toxin to her weapon a number of times per day equal to her Constitution modifier (minimum 1/day) as a swift action. This replaces the discovery at 12th level.

Enhanced Symbiotic Growth (Ex) The toxibloom alchemist's symbiotic growth now produces a spore that can be used once per day as a powder toxin. Expelling this toxin requires a move action and the powder fills a radius of 10 feet, centered on her. The powder remains in the air for a number of rounds equal to 1/2 her alchemist class level, after which it sinks to the ground and becomes inert. This replaces persistent mutagen.

New Racial Rules

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

Daphanie Equipment

Daphanie have access to the following equipment:

Plant Pigments

Cost 100 gp; **Weight** -

These plant pigments may be used as ink to scribe spells onto the skin, allowing daphanie who are prepared casters to cast such spells without the use of a scroll or spellbook. The pigment cannot be washed off and lasts until the spell is cast or for one week before wearing off. A daphanie may scribe up to 1/2 her level in spells onto her skin in this way (minimum 1). A single vial is enough to ink 10 spell levels.

Create Craft (alchemy) DC 15

Special Materials

Because of the dangers of fire to their home, daphanie do not normally use metal in their work. Many daphanie crafters are potters and sculptors, working with clay harvested from around the roots of the World Tree. Tailors in Portokali often work with World Tree leaves, which function like darkleaf cloth. Daphanie weaponsmiths work with the deadwood of the World Tree to craft weapons, which is treated as darkwood. Lucky shoppers might find the occasional greenwood or ironwood item in a Portokali shop. Metal items are rare are rarely found in Portokali shops.

Daphanie Feats

Daphanie have access to the following feats.

Colors of the Forest

Your skin changes color, adapting to its surroundings so long as you are in a natural environment.

Prerequisite Daphanie

Benefit You gain a +2 racial bonus to Stealth checks made when in a non-urban environment. This increases to a +4 racial bonus to Stealth checks when in a forest or jungle.

Feast of Light

All daphanie are born from the magic of the World Tree ,but you are more plant-like than others.

Prerequisite Daphanie

Benefit Your skin can turn sunlight into food and energy. You gain a +5 circumstance bonus to Fortitude saves against starvation on any day you have spent at least four hours exposed to sunlight. After spending at least eight hours exposed to sunlight, you heal an additional number of hit points equal to 1/2 your Constitution modifier (minimum 1) when subject to a magical healing effect such as a cure spell or channel energy. The benefit lasts until sunrise of the next day.

Like a Squirrel

You were born to the tree and run along the branches as easily as any squirrel.

Prerequisites Dex 13, daphanie

Benefit You can move at full speed while using Acrobatics to balance on narrow tree limbs and gain a +2 racial bonus to Climb or Reflex saves to catch yourself or another creature while falling. This bonus does not increase to your CMD against bull rush or trip attacks.

Normal You move at half speed on a narrow tree branch.

Thornskin

Thousands of thorns extend from your skin.

Prerequisites Daphanie, skin of bark racial trait, base attack bonus +5t

Benefit Your thorns allow you to do 1d6 points of lethal damage when you choose to deal damage as part of a grapple or slam attack. In addition, you gain a +2 racial bonus to your CMD against being grappled and to CMB or Escape Artist checks to break free of a grapple.

Daphanie Magic Items

Daphanie have access to the following magic items.

PETAL CLOAK

Aura faint enchantment; **CL** 3rd

Slot shoulders; **Price** 7,200 gp; **Weight** 2 lbs

DESCRIPTION

This cloak is made of flower petals of many colors and plant species. It does not wilt and retains a pleasant, floral scent that grants a +2 bonus to Handle Animal and Diplomacy checks to improve the attitude of the opposing creature. Additionally, it does not catch on thorns and

other underbrush, granting the wearer to move through normal undergrowth without hindrance as if she had the woodland stride ability.

CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor*, woodland stride ability, creator must be daphanie; **Cost** 3,600 gp

STAFF OF THE WORLD TREE

Aura Strong Varied; **CL** 13th

Slot none; **Price** 101,000 gp; **Weight** 5 lbs.

DESCRIPTION

This smooth, unadorned oak staff is made of the deadwood of the world tree. It grants the wielder use of the following spells:

- *Siege of trees* (3 charges)
- *Animate plants* (2 charge)
- *Wall of thorns* (3 charges)
- *Summon nature's ally VI* (4 charges)
- *Barkskin* (4 charges)
- *Treeshape* (1 charge)

The staff may be used as a weapon, functioning as a +2 *quarterstaff*. The staff of the world tree allows the wielder to cast *nature's paths* at will, with no charge cost. These two attributes continue to function after all charges are expended.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Craft Staff, *animate plants*, *barkskin*, *nature's paths*, *siege of trees*, *summon nature's ally VI*, *treeshape*, *wall of thorns*, creator must be daphanie; **Cost** 50,500 gp

ENDAINNE'S SHIELD

Aura strong enchantment; **CL** 5th

Slot none; **Price** 31,257 gp; **Weight** 5 lbs

Description

This circular +1 *deadwood shield* functions as a heavy wooden shield, and is carved with a giant tree in the likeness of the World Tree. In the center a simple yellow flower has been painted. It fills the wielder with determination, granting her the ability to fight on even in the face of impossible odds. Once per day, when the wielder reaches 0 or fewer hit points, *Endainne's shield* automatically provides a *breath of life* spell.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *breath of life*, creator must be daphanie; **Price** 15,628 gp

WORLD TREE BESTIARY



ASPECT OF ENDAINNE

This towering beautiful woman has hair the color of a tree's bark which is adorned with flowers. The smell of spring emanates from her.

ASPECT OF ENDAINNE

CR 24

XP 1,230,000

N Large outsider

Init +10; **Senses** darkvision 120 ft., low-light vision; Perception +42

Aura blinding beauty (60 ft., DC 30)

DEFENSE

AC 47, touch 37, flat-footed 36 (+16 deflection, +10 Dex, +10 natural, +1 dodge)

hp 511 (31d10+341); regeneration 10 (fire)

Fort +20, **Ref** +27, **Will** +25;

Defensive Abilities blinding beauty, unearthly grace;

DR 20/cold iron and epic; **Immune** charm effects, compulsion effects, death effects, energy drain, poison, sleep effects; **Resist** cold 30, electricity 30, sonic 30;

SR 41

OFFENSE

Speed 30 ft.

Melee +1 dancing quarterstaff

+33/+33/+28/+28/+23/+18 (1d8+5) or 2 slams +35

(1d8+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks stunning glance

Spell-Like Abilities (CL 20th; concentration +28)

At will—*tree stride*

Spells Prepared (CL 20th)

9th—*elemental swarm*, *shambler*, quickened *summon nature's ally V*, *storm of vengeance* (DC 28)

8th—*earthquake*, *finger of death* (DC 26), quickened *summon nature's ally IV*, *summon nature's ally VIII*, *sunburst*

7th—*animate plants*, *creeping doom* (DC 26), *heal*, *summon nature's ally VII*, *sunbeam* (DC 25)

6th—*antilife shell*, *fire seeds* (DC 25), *greater dispel magic*, *liveoak* x 2

5th—*animal growth*, *awaken*, *baleful polymorph* (DC 23), *summon nature's ally V* x 2

4th—*dispel magic*, *ice storm*, *rusting grasp*, *screaming* (DC 22), *summon nature's ally IV* x 2

3rd—*call lightning* (DC 21), *cure moderate wounds* x 2, *dominate animal* (DC 21), *quench* x 2

2nd—*animal messenger*, *barkskin*, *chill metal*

(DC 20), *hold animal* (DC 20), *summon nature's ally* x 2

1st—*charm animal* (DC 19), *cure light wounds* x2, *entangle* x 2 (DC 19), *obscuring mist*

0—*create water*, *detect magic*, *guidance*, *stabilize*

STATISTICS

Str 19, **Dex** 30, **Con** 30, **Int** 25, **Wis** 26, **Cha** 43

Base Atk +31; **CMB** +42; **CMD** 46

Feats Agile Maneuvers, Augment Summoning,

Combat Casting, Dodge, Empower Spell, Heighten

Spell, Improved Natural Attack, Improved

Two-Weapon Fighting, Maximize Spell, Quicken Spell,

Silent Spell, Skill Focus (Knowledge [nature]), Spell

Focus (conjunction), Still Spell, Toughness,

Two-Weapon Fighting

Skills Bluff +50, Diplomacy +47, Handle Animal +50,

Heal +42, Intimidate +47, Knowledge (nature) +47,

Knowledge (planes) +41, Knowledge (religion) +38,

Perception +42, Sense Motive +42, Spellcraft +41,

Stealth +40, Survival +39

Languages Aklo, Auran, Celestial, Common, Druidic,

Elven, Sylvan, Treant

SQ blinding beauty, stunning glance, tree meld, unearthly grace, wild empathy

Special Abilities

Blinding Beauty (Su) This ability affects all

humanoids within 60 feet of Endainne. Those who look directly at Endainne must succeed on a DC 30

Fortitude save or be blinded permanently. Endainne

can suppress or resume this ability as a free action. The save DC is Charisma-based.

Stunning Glance (Su) As a standard action, Endainne

can stun a creature within 60 feet with a look. The tar

get must succeed on a DC 30 Fortitude save or be

stunned for 2d4 rounds. The save DC is

Charisma-based.

Unearthly Grace (Su) Endainne adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Tree Meld (Su) Endainne can meld with the World Tree, similar to how the spell *meld into stone* functions. She can remain melded with a tree as long as she wishes.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except Endainne has a +6 racial bonus on the check. Endainne's effective druid level is equal to her HD for determining her total modifier to the check.

Caster Level Endainne casts spells as if she was a 20th-level druid and can change spells into *summon nature's ally* spells similarly to a druid's spontaneous casting.

Rarely does Endainne take form herself, stepping out from the tree as an aspect. This has only been done twice in the memory of the daphanie, and it signified an event which threatened not just the World Tree but the entire planet.



GNASHER

This dragon has grown to enormous size and is so coated in dirt it is almost impossible to tell it is green.

GNASHER

CR 21

XP 615,000

LE Colossal dragon (air)

Init +2; **Senses** dragon senses; **Perception** +40

Aura frightful presence (360 ft., DC 29)

DEFENSE

AC 37, touch 0, flat-footed 37 (-2 Dex, +37 natural, -8 size)

hp 391 (27d12+216)

Fort +23, **Ref** +13, **Will** +23

DR 20/good and magic; **Immune** acid, paralysis, sleep;

Resist cold 30, fire 30; **SR** 32

OFFENSE

Speed 40 ft., burrow 200 ft., fly 250 ft. (clumsy), swim 40 ft.

Melee bite +33 (4d8+21/19-20), 2 claws +33 (4d6+14/19-20), 2 wings +31 (2d8+7), tail slap +31 (4d6+21)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks awaken fire and earth, breath weapon (70-ft. cone, DC 31, 24d6 acid), crush (Large creatures, DC 31, 4d8+21), miasma, tail sweep (Medium creatures, DC 31, 2d8+21)

Spell-Like Abilities (CL 27th; concentration +33)

At will—*charm person* (DC 17), *command plants* (DC 20), *dominate person* (DC 21), *entangle* (DC 17), *plant growth*, *suggestion* (DC 19)

Spells Known (CL 17th; concentration +23)

8th (4/day)—*power word stun*, *sunburst* (DC 24)

7th (6/day)—*plane shift*, *prismatic spray*, *summon monster VII*

6th (7/day)—*acid fog*, *disintegrate* (DC 22), *true seeing*

5th (7/day)—*baleful polymorph* (DC 21), *polymorph*, *summon monster V*, *teleport*

4th (7/day)—*dimension door*, *ice storm*, *screaming* (DC 20), *stoneskin*

3rd (7/day)—*dispel magic*, *displacement*, *fireball* (DC 19), *haste*

2nd (8/day)—*alter self*, *detect thoughts* (DC 18), *locate object*, *mirror image*, *see invisibility*

1st (8/day)—*magic missile*, *shield*, *silent image* (DC 17), *summon monster I*, *ventriloquism* (DC 17)

0 (at will)—*acid splash*, *bleed*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *resistance*, *prestidigitation*

STATISTICS

Str 39, **Dex** 6, **Con** 27, **Int** 22, **Wis** 23, **Cha** 22

Base Atk +27; **CMB** +49 (+51 sunder); **CMD** 57 (59 vs. sunder, 61 vs. trip)

Feats Alertness, Bleeding Critical, Cleave, Critical Focus, Flyby Attack, Great Cleave, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Improved Sunder, Iron Will, Multiattack, Power Attack, Wingover

Skills Fly +12, Intimidate +36, Knowledge

(arcane) +36, Knowledge (local) +36, Knowledge (nature) +36, Knowledge (planes) +36, Perception +40, Spellcraft +36, Stealth +12, Survival +36, Swim +52, Use Magic Device +36; **Racial Modifiers** +8 Swim

Languages Abyssal, Auran, Common, Draconic, Elven, Giant, Sylvan

SQ camouflage, trackless step, water breathing, woodland

stride

SPECIAL ABILITIES

Awaken Fire and Earth (Su)

Gnasher can call on fiendishly infused rock, animating a number of huge magma elementals from the ground to protect him. Gnasher can create a single huge magma elemental as a standard action, up to a total of four per day. These elementals remain animated for up to 1 hour, at which time they cool and sink back into the ground.

Camouflage (Ex)

Gnasher can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Miasma (Su)

Gnasher can use his breath weapon to create a cloud of acid as a standard action that deals damage to any creature inside it. The cloud moves with Gnasher and has a radius of 20 feet. When it's created, anyone inside this area takes an amount of damage equal to half Gnasher's breath weapon, with a Reflex save for half damage. The number of damage dice rolled is halved each round until the result would be less than 1d6. Any creature that starts its turn inside the cloud takes damage, but can make a Reflex save for half. A strong wind, such as that created by a gust of wind, disperses the cloud in 1 round.

Smite Good (Su)

Once per day, Gnasher may smite a good-aligned creature. As a swift action, Gnasher chooses one target within sight to smite. If this target is good, Gnasher adds his Charisma bonus (if any) to attack rolls and gains a damage bonus equal to his HD against that foe. This effect persists until the target is dead or Gnasher rests.

Trackless Step (Ex)

Gnasher does not leave a trail in natural surroundings and cannot be tracked. Gnasher can choose to leave a trail, if he so desires.

Water Breathing (Ex)

Gnasher can breathe underwater indefinitely and can freely use his breath weapon, spells, and other abilities while submerged.

Woodland Stride (Ex)

Gnasher can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect him normally.

An infernal green dragon known as Gnasher has chosen to lair among the roots of the World Tree and his thrashings have become more frequent. The dragon's lair lies near several points where the World Tree's roots pierce into hellish planes and Gnasher has been corrupted by demonic whispers who wish to destroy the bastion of life growing above.



HYEORAI

This curious little creature looks like nothing so much as a doll built from sticks and leaves.

HYEORAI

CR 7

XP 3,200

N Tiny construct

Init +9; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +4

DEFENSE

AC 31, touch 21, flat-footed 22 (+9 Dex, +10 natural, +2 size)

hp 64 (8d10+20)

Fort +5, **Ref** +11, **Will** +9;

DR 5/adamantine; **Immune** construct traits, magic;

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., tree glide

Melee 2 slams +14 (1d6+4)

Space 2-1/2 ft. **Reach** 0 ft.

Special Attacks splintering, tree mastery

STATISTICS

Str 18, **Dex** 29, **Con** 31, **Int** 14, **Wis** 25, **Cha** 9;

Base Atk 8; **CMB** 10; **CMD** 31 (36 vs. trip)

Skills Climb +9, Craft (sculpture) +11, Escape Artist +15, Handle Animal +10, Knowledge (nature) +11, Perception +11, Stealth +15, Survival +8; **Racial Modifiers** +6 Craft (woodcarving)

Languages Common, Sylvan

ECOLOGY

Environment forest

Organization solitary or gang (24)

Treasure none

SPECIAL ABILITIES

Immunity to Magic (Ex) A hyeorai is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- *Warp wood* or *wood shape* slows a hyeorai (as the slow spell) for 2d6 rounds (no save).
- *Repel wood* drives the hyeorai back 60 feet and deals 2d12 points of damage to it (no save).
- A magical attack that deals cold damage breaks any slow effect on the hyeorai and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the hyeorai to exceed its full normal hit points, it gains any excess as temporary hit points. A hyeorai gets no saving throw against attacks that deal cold damage.

Splintering (Su) As a free action once every 1d4+1 rounds, a hyeorai can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The save is Constitution based.

Tree Glide (Ex) A hyeorai can pass through wood as easily as a fish swims through water. It leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence.

Tree Mastery (Ex) A hyeorai gains a +1 bonus on attack and defense rolls if it is touching a tree. The modifier applies to bull rush and overrun maneuvers, whether the hyeorai is initiating or resisting these kinds of attacks (these modifiers are not included in the stat block).

Similar to wood golems in most respects, hyeorai are formed from splinters of the World Tree by Endainne herself and serve as her wardens and arbiters of the World Tree. Respected by all for their wisdom, the hyeorai's advice and judgement is heeded by all inhabitants of the Tree who know to disregard or harm a hyeorai is to risk Endainne's wrath.

MJARL THE STRONG

Massive in size, this towering wooden creature's limbs are each as thick and tall as a tree.

MJARL THE STRONG

CR 15

XP 51,200

N Gargantuan construct (extraplanar)

Init +7; **Senses** darkvision 60 ft., low-light vision;

Perception +6

DEFENSE

AC 36, touch 13, flat-footed 29 (+7 Dex, +23 natural, -4

size)

hp 263 (11d10+203)

Fort +14, **Ref** +9, **Will** +11;

DR 5/adamantine; 10/evil; **Immune** construct traits, magic; **Resist** acid 15, cold 15, electricity 15; **SR** 17;

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +29 (6d6+31)

Space 20 ft. **Reach** 20 ft.

Special Attacks splintering

STATISTICS

Str 54, **Dex** 25, **Con** 49, **Int** 14, **Wis** 29, **Cha** 13;

Base Atk 11; **CMB** 31; **CMD** 47 (52 vs. trip)

Skills Climb +9, Craft (sculpture) +11, Escape Artist +15, Handle Animal +10, Knowledge (nature) +11, Perception +11, Stealth +15, Survival +8; **Racial Modifiers** +6 Craft (woodcarving)

Languages Celestial, Common, Sylvan

SQ Trackless Step, Woodland Stride

SPECIAL ABILITIES

Immunity to Magic (Ex) Mjarl the Strong has the same immunity to magic as a hyeorai.

Splintering (Su) As a free action once every 1d4+1 rounds, Mjarl the strong can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 26 halves). The save is Constitution-based.

Trackless Step (Ex) Mjarl does not leave a trail in natural surroundings and cannot be tracked. Mjarl can choose to leave a trail, if it so desires.

Woodland Stride (Ex) Mjarl the Strong can move through any sort of foliage, including magically manipulated foliage, at full speed without taking



damage or suffering impairment.

Mjarl is an enormous hyeorai, who has far outgrown his fellows. He is Endainne's favored weapon of war.



RATTATOSKIR

Large for a flying squirrel, this tree dwelling rodent has a gleam of intelligence in its eye.

RATTATOSKIR

CR 2

XP 600

N Small magical beast (augmented animal)

Init +1; **Senses** low-light vision; **Perception** +1

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 15 (3d8+3)

Fort +1, **Ref** +3, **Will** +1;

OFFENSE

Speed 20 ft., fly 40 ft. (clumsy)

Melee bite +5 (1d4-1)

STATISTICS

Str 7, **Dex** 13, **Con** 8, **Int** 9, **Wis** 12, **Cha** 7;

Base Atk +0; **CMB** 3; **CMD** 8 (12 vs. trip)

Feats Acrobatic, Weapon Finesse

Skills Acrobatics +7, Climb +12, Knowledge (nature) +3,

Fly +1; **Racial Modifiers** +11 Acrobatics (+8 when jumping), +8 Climb

SQ glide

ECOLOGY

Environment temperate forests

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Glide (Ex) A flying rattatoskir cannot use its fly speed to hover. When flying, a rattatoskir must end its movement at least 5 feet lower in elevation than where it started.

A race of *awakened* dire squirrels, rattatoskir spend their days passing information along the tree, while their elders delve deep into the realm of magic, deciphering omens and cataloguing the fate of all living beings, a never ending task that they nonetheless attack with vigor.



THE UNKINDNESS

A massive flock of ravens, eyes glittering with an odd green light, seems large enough to blot out the sun.

THE UNKINDNESS

CR 9

XP 6,400

N Large outsider (extraplanar, swarm)

Init +5; **Senses** low-light vision, scent; **Perception** +17

DEFENSE

AC 22, touch 14, flat-footed 17 (+5 Dex, -1 size, +8 natural)

hp 66 (4d8+48)

Fort +12, **Ref** +9, **Will** +9;

Defensive Abilities half damage from piercing and slashing; **Immune** swarm traits;

Weaknesses swarm traits

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee swarm (2d8 plus eye rake)

Space 10 ft., **Reach** 10 ft.

Special Attacks distraction (DC 23), eye rake

STATISTICS

Str 30, **Dex** 21, **Con** 26, **Int** 10, **Wis** 27, **Cha** 19;

Base Atk 3; **CMB** 15; **CMD** 18

Feats Skill Focus (Perception), Weapon Finesse

Skills Fly +7, Intimidate +9, Knowledge (nature) +7, Perception +17, Survival +15

Languages Auran, Common, Sylvan; telepathy 30 ft.

ECOLOGY

Environment any (World Tree)

Organization solitary

Treasure none

SPECIAL ABILITIES

Domination (Su) The Unkindness is treated as if constantly under the effects of a *speak with animals* spell but only with birds. In addition, The Unkindness can cast *charm animal* on any bird as a spell-like ability at will (CL 10).

Eye-Rake (Ex) Any living creature damaged by The Unkindness must succeed on a DC 23 Reflex save or be blinded as the swarm scratches and tears at the victim's eyes. The blindness lasts for 1d4 days or until healed with a *remove blindness* or a successful DC 23 Heal check. The save is Constitution-based.

Unlucky Aura (Su) The Unkindness radiates an aura of unluck to a radius of 30 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work on animals. It cannot be countered by a luck bonus (such as that granted by *divine favor*).

The Unkindness is an enormous flock of ravens that acts as one being and with a single purpose. Only rarely does Endainne send it, as doom inevitably follows.



A World Tree Lexicon

The following terms are used throughout the text. The definitions are provided here for reference.

Branch Mother: The leader of the daphanie.

Daphanie: A race of humanoid women who live in the World Tree.

Endainne: An elder fey and dryad who has merged with the World Tree. Worshipped as a goddess by the daphanie and some others.

Gnasher: A fiendish great wyrm green dragon who lairs in the roots of the World Tree.

Hyeorai: A form of wood golem, unique to the World Tree.

Leaf Singer: The spiritual leader of the daphanie.

Portokali: The primary settlement of the daphanie, located on the one World Tree, one mile above ground.

Rattatoskir: A race of *awakened* dire squirrels.

Thorn Captain: The martial leader of the daphanie.

Thorns: A combined military and police force charged with keeping the peace and protecting Portokali.

Tripithami: A dwarfhold built beneath the World Tree. Currently empty due to unknown circumstances.

Seed: A daphanie family unit consisting of up to ten individuals.

Seed Mother: The eldest member of a seed. She serves as the seed's leader and speaks for it in government matters.

World Tree: A giant magical tree, reaching over six thousand feet in height.consecutive saves.



World Tree Random Encounter Tables

In the Surrounding Forest

| % | Creature Name | CR |
|-------|-----------------------|----|
| 01-05 | 1 mockingfay | 1 |
| 06-10 | 1 yellow musk creeper | 2 |
| 11-15 | 1 assassin vine | 3 |
| 16-20 | 1 dire boar | 4 |
| 21-25 | 1 dryad | 3 |
| 26-30 | 1d4 giant spiders | 3 |
| 31-35 | 1 unicorn | 3 |
| 36-40 | 1 d4 giant toads | 4 |
| 41-45 | 1 owlbear | 4 |
| 56-50 | 1 satyr | 4 |
| 51-55 | 1d4 worgs | 4 |
| 56-60 | 1d4 dire wolves | 5 |
| 61-65 | 1d4 wereboars | 5 |
| 66-70 | 1 redcap | 6 |
| 71-75 | 1 wood giant | 6 |
| 76-80 | 1 dire bear | 7 |
| 81-85 | 1 nymph | 7 |
| 86-90 | 1 blood hag | 8 |
| 91-95 | 1 moonflower | 8 |
| 96-99 | 1 quickwood | 8 |
| 100 | 1 titan centipede | 9 |

Beneath the World Tree

| % | Creature Name | CR |
|-------|--|----|
| 01-05 | 1 dire badger | 2 |
| 06-10 | 1 cythnigot qliploth | 2 |
| 11-15 | 1d6 giant worker ants | 3 |
| 16-20 | 1d6 lemure devils | 3 |
| 21-25 | 1 giant ant drone | 3 |
| 26-30 | 1 giant skunk | 3 |
| 31-35 | 1d4 giant soldier ants | 4 |
| 36-40 | 1d4 dretch demons | 4 |
| 41-45 | 1 amphisbaena | 4 |
| 46-55 | 1 giant stag beetle | 4 |
| 56-60 | 1 centipede swarm | 4 |
| 61-65 | 1 dark stalker | 4 |
| 66-70 | 1 bearded devil | 5 |
| 71-75 | 1 great forest centipede | 6 |
| 76-80 | 1 babau demon | 6 |
| 81-85 | 1 succubus demon, | 7 |
| 86-90 | 1 hyeorai | 7 |
| 91-95 | 1 erinyes devil | 8 |
| 96-98 | 1d4 hound archons | 8 |
| 99 | Spawn of Gnasher (Fiendish Young Green Dragon) | 8 |
| 100 | 1 titan centipede | 9 |

Below the 5,000 foot Line

| % | Creature Name | CR |
|-------|------------------------------|----|
| 01-05 | 1d3 daphanie | 2 |
| 06-10 | 1 dire bat | 2 |
| 11-15 | 1 rattatoskir messenger | 2 |
| 16-20 | 1 assassin vine | 3 |
| 21-25 | 1 wasp swarm | 3 |
| 26-30 | 1 dryad | 3 |
| 31-35 | 1 daphanie druid 4 | 4 |
| 36-40 | 1 flail snail | 4 |
| 41-45 | 1 pixie | 4 |
| 46-50 | 1 living topiary | 4 |
| 51-56 | 1 army ant swarm | 5 |
| 56-60 | 1d3 daphanie fighters 3 | 5 |
| 61-70 | 1d4 faerie dragons | 5 |
| 71-75 | 1d3 giant wasps | 5 |
| 76-80 | 1 phrase spider | 5 |
| 81-85 | 1 will-o'-wisp | 6 |
| 86-90 | 1 ghost (dwarven) | 7 |
| 91-95 | 1 hyeorai | 7 |
| 96-98 | 1 daphanie druid 4/fighter 4 | 8 |
| 99 | 1 witchfire | 9 |
| 100 | 1 titan centipede | 9 |

Above the 5,000 foot Line

| % | Creature Name | CR |
|-------|-------------------------|----|
| 01-05 | 1 lantern archon | 2 |
| 06-10 | 1 rattatoskir messenger | 2 |
| 11-15 | 1 silvanshee agathion 2 | 2 |
| 16-20 | 1 assassin vine | 3 |
| 21-25 | 1 dryad | 3 |
| 26-30 | 1 wasp swarm | 3 |
| 31-35 | 1 aasimar trade caravan | 4 |
| 36-40 | 1d3 blink dogs | 4 |
| 41-45 | 1d4 brownies | 4 |
| 46-50 | 1 peryton | 4 |
| 51-56 | 1 advanced unicorn | 5 |
| 56-60 | 1d4 faerie dragons | 5 |
| 61-70 | 1d4 forlarren | 5 |
| 71-75 | 1d4 harbinger archons | 5 |
| 76-80 | 1 lurker in light | 5 |
| 81-85 | 1 wood giant | 6 |
| 86-90 | 1 azata lillend | 7 |
| 91-95 | 1 hyeorai | 7 |
| 96-98 | 1 noble djann | 7 |
| 99 | 1d4 barbazus devils | 9 |
| 100 | 1 titan centipede | 9 |

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