

Rite Publishing Presents

In the Company of Treants



by Jonathan McAnulty



Presents:

In The Company of Treants

Fangorn (Author): Jonathan McAnulty

Finglas (Editor): Steven D. Russell

Flandrif (Cover Artist): Marek Rakuč

Onodrim (Interior Artists): Marek Rakuč, Malcom
McClinton, Tarakanovich, GinL, Dio Mahesa, JOHN,
Ryan Sumo, Ramon Lucha, Jacob Blackmon,
Groot (Layout and Publisher): Steven D. Russell

*"How'd you like it if someone came along
and tried to pick something off of YOU?"*
— **Talking Tree, The Wizard of Oz**

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo INC. does not guarantee compatibility, and does not endorse this product.

In the Company of Treants Copyright © 2015 Steven D. Russell, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo INC., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo INC., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some images are licensed under a Creative Commons Attribution-No Derivative Works 3.0 License;

Forward

I first read *The Lord of the Rings* when I was nine years old, and I proceeded to reread it two or three times a year, every year, for about a dozen years after that. I still pick it up from time to time; returning fondly to the prose of an old, familiar friend.

You might say it was, and is, one of my *favorite* books.

I mention this because it was *The Lord of the Rings*, which first gave us treants, and this book is, as the cover says, all about treants. Not, mind you, treants as interesting side characters; which is how they are sometimes used. Nor treants as quasi-random woodland encounters used to point wayward characters back in the direction the GM meant them to be going after marauding orcs sidetracked them. Nor treants as foes to be fought and looted; rather treants as a viable player race for the *Pathfinder RPG*, with all the bells and whistles and other options needed to make that happen.

I felt some motivation to do right by the old tree-men, remaining true to their crotchety, old roots, but at the same time imbuing them with the all the magic and wonder that must exist in a world where even the trees have shepherds. Giant, hulking, sentimental shepherds who love to sing in the rain – but who can also squish you like a bug when you annoy them.

As a monstrous race, treants don't seem to have a whole lot glamorous going for them. They can throw big rocks, they're huge, and they can animate trees to attack their foes. Interesting, but lacking the fiery flash, and dashing danger, of some other creatures like, say, a dragon; dragons regularly get their own movies and books. Teenage girls hang posters of dragons on their walls. Everyone thinks dragons are cool. Treant posters are few and far between. I'm pretty sure they've never gotten their own movie.

I suspect that a lot of other people believe that a movie about giant walking trees who talk languorously about their gardens might do well in certain art houses, but that it probably wouldn't move the popcorn in major theaters. Though with the popularity of a certain tri-syllabic, comic-book-based tree man, perhaps opinions might start to come around.

The point is treants need better press. They need a book that does them justice.

When I started on this project, I had two goals. Firstly, I wanted to remain true to who treants are. I wanted to make it so that if this book was used to craft a treant character, that character, when played, would convey the experience of actually playing a treant: a walking, talking plant from the deep-forest rather than just another human in a tree-costume.

Secondly, I wanted to make it so that when you pick up this book and read it cover to cover, you come out on the other side wanting to play a treant. Or, alternately, if you're the GM, wanting to run a campaign with treants. A campaign about treants, where every character is a treant, caring about treant things, and fighting treant battles; I wanted to make treants fun, and interesting. Maybe even interesting enough so that, when

you were done with your campaign, you will be thinking a treant poster on your wall would be a cool thing...

You'll have to let me know how I did with those goals. I know, for myself, I'm all ready to give the tree-men a place in the spotlight at my table... I hope you will come to share that enthusiasm.

So reader...

Here in are treants. The shepherds of the woods. They're big. Their bark is rough, but their slam attack is sure enough. They love their trees. They love their forests. They are willing to fight and die to defend the things they love. Why don't you take a moment and get to know them a little better?

-Jonathan McNulty
May 7, 2016

Introduction

Ho, Hoo, Hoorm
From the root grows the tree
Root, Trunk, Branch
Dig deep, drink deep, think deep

Hoo, Hoorm, Ho
From the trunk grows the branch.
Trunk, Branch, Root Grow wide,
grow tall, grow wise.

Hoorm, Ho, Hoo
From the branch grows the seed
Branch, Root, Trunk
Reach high, reach strong, reach wisely
-Treant Teaching Song

You ask about our true name. Such a question shows understanding.

Treant is name given to us by humans, and while it is sufficient, as is typical of human speech, it utterly fails to tell the whole of the tale or distinguish one kind of treant from another. Such a name is sufficient, but, as is typical of human speech, utterly fails to tell the whole of the tale or distinguish one kind of treant from another. Our true name, the name by which we call ourselves, is a name rich in legend and lore, foolishness and wisdom. Like all proper names, it is a tale unto itself and accounts for the long history of our race, for we are an ancient race, with a memory nearly as old as the world.

We remember a time, a far-off distant time, a time now hidden in the shadows of yester-year, a time when it seemed as if all the world was a forest of trees, verdant and fine, green and beautiful. The world was young and so were we, an innocent race, in love with all growing things. We shepherded the woods, herding the trees, tending to them, nurturing them, watering them, and allowing them to grow. We basked in the wondrous beauty of it all: the innocent and unspoiled perfection, a fragile thing of loveliness, which we did not know, could not last.



Our tales say that we were first among the races, opening eyes upon a world untouched, exploring in solitude its glens and hollows, its hills and mountains. We were first but first denotes but one of many and we were not long alone. Our tales, sung in song, tell of how we watched the birth of the dragons, and the rise of the cities of the scaled ones, great cities of stone. Our songs tell us of the arrival of those who came from behind the stars and were buried by the sea; they tell of how we greeted the elves, and taught them the ways of the woods; and they tell of how humankind began to spread across the world. Our tales, sung in song, teach us that we were first, but we know assuredly that we were not the last.

Perhaps if we had been more forceful, more energetic, more like the younger races, the history of the world would have been very different. But trees are patient and slow, and we, the shepherd of the trees were too like our charges. Perhaps if one of my kind had unified us, like the younger races, we might have taken a stand against the encroachment against our woods and glades. But we were not united. Each of us was most mindful of our own projects, our own gardens and orchards, and our own lands. And so, little by little we lost much that was ours.

Now we are a scarce people, and our woods are scattered. But still we tend to our trees, nurturing them, watering them, allowing them to grow.

Ours is a name rich in lore and history. Stay a while and I will share some of that name with you.

-The treant, Oldmoss, speaking to Qwilion of Questhaven, prior to the treantmoot of the Longnight.

The Shepherds of the Trees

Ho, hoo, hoorm. As with the tree, so with us. Ho, the root, hoo, the trunk, hoorm, the seeded branch. We know from whence we came. We know what we are. We seek wisdom for the future. The root feeds the trunk. The trunk supports the branch. The branch bears the seed from whence the root shall sprout. Our past informs us and makes us who we are today. Who we are today shapes the seed that grows. The seed brings forth ever new life and new beginnings.

Let us begin thus with the root, as is proper. A tree without roots soon topples.

Our foundation is sure; our purpose is clear.

We are an ancient race, with memories sunk deep in ages past, with knowledge passed down from generation to generation.

Many think that the dragons were first, that the scaled folk were the primal race, yet before ever cold or warm-blooded things walked, crawled or flew through the sky, the gods fashioned those things, which were green and growing. The young dragons opened eyes upon a world that was rich in life, and we were there, already tending to our groves. Few realize how truly ancient the treant race is, for we have never been builders of cities. There are few antique landmarks, such as other races might notice, to designate our holdings, and adventurers delving into crypts of antiquity are not likely to find a mighty relic, artifact, or weapon of treant design, hidden away for millennia. We have written few histories that others might read, to discover for themselves how much the treant race truly remembers. Our legacy is of a different sort.

We come from the woods, children of the deep forests, created to watch over the green, growing things of the world, created to tend to bough and trunk, branch and root. "Tend them," we were told. "Nurture them," we were instructed. "Guard them," we were commanded. Such was the edict. Such was the charge.

Our heritage is not one of stone and earth, fortifications or cities; rather it is a story written on wood and leaf, branch and twig. There was a day in which our herds were vast, and our forests were the mightiest in all the world. Our handiwork has touched many of the great forests of this world, and many there are among the other races, who have walked in the ruins of our past seeing naught but mighty tree and carefree brook.

As the ages have rolled past, we have been ever faithful to our calling. Alas, though faithful, we have not been always successful. Though we shaped the woods, and planted the seeds; other races came, with fire and steel, following a different path. Though we beseeched them to leave our trees alone, they did not heed us, and they encroached upon our lands. Sometimes we fought, sometimes we won, but other battles were lost: a little here and a little there. The mortal races lessen our herds; and our forests grow smaller.

Still we remain true to our roots. Still we remember our calling. We know from whence we have come.

From the root to the trunk.

If the root gives nourishment to the trunk, the trunk gives the roots meaning. Thus it is: the past instructs us as to where we have come from, yet it is whom we are now, which gives our past relevance.

We are ever the shepherds of the trees.

It was the elves, who first gave us that name, but there was truth in it, and we have kept it for our own.

As a shepherd loves his sheep, so we delight in our groves, our woods, our forests, and our trees. We often call them our *laismorashwaho-laismorashomhoo-laismorakianhoorm*, which, roughly translated, means our growing pets of root, trunk, and branch. We work for years to cultivate a single tree, and for decades to arrange a grove to our satisfaction.

Our joy in these endeavors: tending to our groves, woods, forests, saplings and trees; this joy is an instinctual thing, ingrained in us both spiritually and culturally. A treant bereft of his flock is an empty, sorrowful creature. There is, between us and our flocks, a native bond. From the youngest of ages, we feel a connection to the woods in which we live. We name our trees, watch them grow (for as with a sheep and his shepherd, so too a tree has a substantially shorter lifespan than a treant), converse with them, and guard them from dangers within and without. We have a nigh instinctual need to care for the woods in which we live, to shape them, mold them, arrange them, and tend to them. It has been so since the first treant walked the world in the long-ago, yester-year, when all was young, and much more of the world was forested. It remains true today. This is who we are.

This is not to say that we do not utilize our trees. We harvest their fruits, and are not above using the wood of branch and trunk for utilitarian purposes. But does not a human shepherd likewise use those sheep under his care, though he would fight to defend those same sheep with his very life. So it is with us.

We are a people devoted to our flocks, our forests, and each individual tree therein. This is the sum of our nature and our being. If you do not understand this – you do not understand what it is to be a treant.

From the trunk grows a multitude of branches.

A tree's strength is in its trunk, but it is the branches that give it shape and produce new life. Thus with us, each treant is an individual branch upon a greater tree, making individual choices, yet bound to a common purpose. The trunk remains the same, but we follow are numerous and diverse, as the branches of the tree.

There is a caricature of the treant that some have, so I have heard: that of a plodding giant who spends all day standing in a single location, in the midst of the forest, only waiting for a human or dwarf or orc to wander by. After which the treant rouses himself and fights to drive the intruder away; and following which, the treant returns once more to a solitary statuesque existence. This is a humorous thought and far from the truth.

Our lives are long, and while we are rarely in a hurry, there is much that we busy ourselves with. Though a treant may spend many days in the contemplation of a single thought, meditating on it from a variety of angles; he is likely to be doing this or that while he meditates. Like all intelligent beings, we crave purpose, activity, and learning with which to fill our lives. So yes, perhaps a treant may be encountered in quite mediation, but we are as likely to be found building our homes, brewing our drinks, arranging our groves, composing a poem, or walking our lands, overseeing our demesne. One treant may take up the study of gardening, still another the craft of warfare, and yet another the workings of the arcane. Yet through it all, the choices we make, tie us inextricably to where we have come from, and who we are. Always our focus returns to our trees – to their care and protection.

We know the importance of the choices we make, for they are that which will determine the very future of our race. We must plant wisely if we wish to reap a goodly harvest. We must tend carefully, if we wish for our forests to continue. The branches we follow lead many directions, yet they come from the same trunk and they produce the same seed.

Ho, hoo, hoorm. Root, trunk and seeded branch. To understand one you must understand the others. But the more we learn of one, the better we comprehend the rest.

Physical Description

Some human scholars say that treants grow to look like the trees amongst which they dwell. This is a humorous thought, and mostly devoid of truth. Does an oak come to look like a pine or a pine like an oak if you plant them near another? One should not plant an acorn high in the mountains and expect a pine to grow. Treants might as well expect that if we put an elf below ground he will, in the fullness of years, come to look like a dwarf. Rather, just as there are elves and dwarves with their slight physical differences, so too there are branches of the treant race, and we do not all look alike, having differences of bark coloring and differences in the appearance of our greenery. But we derive these things from our parents, just as elves and dwarves derive the slight subtleties of their features from their ancestors.

Most treants, seen by men, are mature examples of our species, standing twenty to forty feet in height, with a two-foot diameter trunk, and weighing well over a ton. We don't, naturally, start out so large; it takes many long years for us to reach maturity, and we each grow at different rates, faster or slower, depending on the amount of water, sun and nourishment we imbibe. Some treants seem to shoot up almost overnight; with others, it is far more gradual. Regardless, each of us continues to grow throughout the long years of our lives.

We begin life as nut-like seeds, grown and ripened in the greenery of our mothers. Once planted, we grow, looking for a time much like a thin, desiccated tree. We are stationary for the first quarter of a century of our lives, but in the fullness of time, the sapling treant begins to ambulate, moving here and there; observing his parents and learning from their ways. A sapling treant remains thin, wiry, and relatively short. Our bark is not so thick when we are young, and our limbs are not so strong. As we age, as we grow, our branches becoming longer, our trunks wider, and our skin harder. Features which begin smooth become ever more wrinkled and knobby, and our greenery becomes longer and thicker.

Men will say that we resemble trees in our shape and form. A treant might say with equal validity that humans resemble bears or apes. The similarities are superficial, and no treant would ever mistake him or herself for a tree, no matter how much we love those self-same trees.

Unlike those races which grow according to some pattern preset at birth, a treant's growth, while dependent somewhat on heritage, is also a matter of food choice, the treant's response to exterior influences and conditioning over many long years. But there are some commonalities we each share.

Like many of the other intelligent races, a treant has arms and legs, typically two of each. Lacking bones, we also lack joints, at least as they are generally understood in the blooded races, though sometimes, as our limbs bend, they resemble the jointed limbs of other races, especially as, over time, use causes folds and particular growth patterns. But on the whole, this appearance of joints is somewhat deceptive, for our limbs are

generally quite flexible in nature, allowing movement in multiple directions.

Finger and toe branches are unique from treant to treant: with some having thick, shorter digits, and others having long, flexible branches with which to better manipulate. Some treants have only three fingers on each of their hands, while some can have as many as eight to ten finger branches. Our toes branches are more numerous, and though we call them branches, they are somewhat akin to roots, being ranged around our feet so as to provide balance and support. They are also flexible, able to grip the ground hard, and even to drink in somewhat of the nourishment that we find in rich soil.

Our heads are situated squarely on our trunks, a natural outgrowth of the same, and very few treants have anything that one might call a neck. Treants have two eyes each, and we tend to possess wide, crooked mouths, without teeth or tongue. Our mouths do not lead to the same internal organs other, softer races possess. Instead we have a hollow inside in which food, primarily liquid in nature, is stored and processed into our trunks and limbs.

Treants grow greenery, somewhat akin to the hair of some races, and somewhat akin to the leaves of a tree, but yet different from both. The greenery of a male treant grows thickest on our faces, reminding other races of their own beards; on a female treant, it grows thickest on the top and back of the head. No sane treant would ever cut their greenery. For one thing, it is necessary for reproduction. In the greenery of the female grow the small flowers from which come our children, and the greenery of the male produces the pollen for the same. For another, it speaks to our place in our community. As we age, our greenery grows ever longer, so that one may tell a treant's age as much by the length of his or her greenery as by the size of the trunk. Likewise, as we age, our greenery gradually grows browner, and the most ancient of treants have russet colored "beards and locks".

Our eyes tend to be green or brown in color, with some few having black or yellow eyes.

Treant Society

We treants do not typically dwell in large groups. Even wedded treants rarely occupy the same dwelling. We simply do not feel the need for constant companionship so often felt by the blooded races. This is not to say that we treants are antisocial, to the contrary, we are typically quite open to friendships, and most of us enjoy a good, lengthy conversation. Yet it is nonetheless true that after a time spent in the company of others, we tend to go our separate way, back to our own home, our own groves, and our own trees: those trees we know best and whose presence we find most pleasing.

Nevertheless, treants do possess a society of sorts, though we have no kings, no allegiance to any particular form of government, and few such rules one might call "law."

Treants wed, generally for life, making marital choices based solely upon personality and shared interests, for the purpose of companionship and the creation of saplings. This should not be surprising when one considers the various pertinent facts, which might sometimes cause other races to choose otherwise. A treant's reproduction is scarcely the heady, emotional act engaged in by the hot-blooded races; though it's not without its pleasing symmetrical aspects, nor do we typically have the sort of interrelational difficulties which might be solved by an advantageous marriage. Likewise, the things we value are grown, rather than purchased, and so marriage for wealth makes little sense. With such factors removed, the sole motivation to marry is to please one's own self and to further the propagation of our race through a mutually agreeable arrangement of pollination.

Married treants typically dwell near to one another, though there are times when years may go by without actual interaction with one's spouse. The raising of treant saplings is a shared responsibility, with our offspring typically spending time with one parent or another according to the vagaries of schedules, interests and inclination. When a sapling reaches maturity, they are generally quite eager to set off on their own, establish their own groves, and build their own dwellings. Mated treants may have dozens of children over the years, but one will almost never find those offspring huddled together in a single large tribe. Rather they will have spread themselves out over a wide swath of land.

When treants do congregate, whether for the purpose of visiting relatives, or merely dropping in on neighbors, the meetings are normally jovial, civil affairs, with much drink and a great deal of conversation. It is through such meetings that we keep abreast of the doings of one another, for a treant that makes a visit relates not only his own doings, but also the doings of any others he has heard of. In this way, though we are a loose knit society, still we remain informed as to the experiences, trials, triumphs and conflicts of our neighboring treants.

Upon occasion, a matter of importance to a forest or region will arise, a matter such as would touch all the treants in the forest, and at these times we call a treant-moot. These gatherings are generally under the direction of the treant who called the moot (and woe to the treant who calls such a thing frivolously – his standing in the community will be forever marred), though older treants will oft be given deference in such gatherings when they speak. At a moot, besides the primary issue upon which the moot was called, other, more minor issues will also be discussed, and indeed the minor issues will normally be settled first, and the settlement of such matters may well signal the final direction of the moot. All matters are decided on in a way that all treants will find most pleasing, and reaching such a consensus can take quite a long time. It is not unknown, either, for issues to remain unresolved because no agreement could be reached. It is considered bad form to call a moot in order to resolve an issue that was not resolved in a previous moot, but moots called for other reasons may revisit

unfinished business if the treants involved think there is reason to think a consensus can be formed.

It is a rare thing for treants to become violent with one another; upon occasion it does happen – when personalities clash so severely as to preclude polite discourse. Such brawls seldom lead to death, but instead the loser will move on and both will seek to forever after avoid the other.

Treants will sometimes allow themselves to be brought into the politics of other races, but all the treants in a region must agree to such a thing and then the treants as a whole will pledge fidelity or allegiance to the party in question. In order for treants to agree to such an arrangement, all the treants involved must be made to agree that it is a relationship beneficial to they and their trees. Yet even within such an alliance, treant society remains largely informal.

On the periphery of our society is that of the seedlings, who are both of us and not of us. These treant-kin are descended from our lines but have become blooded, and this mixed heritage has driven them to adopt many of the communal traits of other blooded races, such as a preference for large groups and greater angst over issues of mating and marriage. Despite these strange fixations of theirs, we still consider seedlings to be kin and readily come to their aid when they require it. Some seedlings may choose to eschew their blooded ways and embrace their treant heritage, bridging the gap between the two peoples. Such seedling communities as form near to treantish enclaves are our primary places of commerce, and we often use such places as intermediary locales with which to conduct business with the blooded races.

Relationships with Other Races

We are not typically a violent race; we lack the fiery passion of the younger, hot-blooded races. But as the root digs deep into the soil, grabbing the rock, so are the moods that motivate us. They are subtle things, but firm and unwavering in their power and intensity. I say this to speak to the fact that we analyze others, not through a framework of impulsive desires, but as their behavior touches upon those things that we find to be important. While we are quite willing and able to judge individuals based upon their own choices, we have learned the wisdom of assuming the worst about certain races.

We are probably most partial to elves, and our stories teach us that it was the elves who first befriended treants and that we taught them much about growing things and they taught us much about song and speech. The interests of wood-elves and treants, as well as those of various forest fey, have always closely aligned. Those treants who have pledged loyalty to a particular nation have, as often as not, pledged loyalty to an elvish nation. Certainly, when elves call for aid in battle, treants treat such entreaties with all due seriousness and answer the call more often than not. The wyrd as a race are too young for us to lump them in with the elves, yet so far they treat us as any

of their elven forbearers would, yet they are still oni, so we reserve judgement.

Dwarves, on the other hand, have never been a particularly favorite race of ours. We have so little in common with them and their stonewarden gargoyle kin, and they seldom have a proper appreciation of our groves. That's not to say that we are unfriendly towards dwarves and the stonewarden gargoyles of Questhaven. We simply do not seem to understand them very well and, because of this, we tend to distrust them.

Gnomes and halflings tend to fall somewhere between dwarves and elves for us. I think it is fair to say that we like most members of both races when we encounter them, but we never fully understand their races as a whole much less their lurker and blinking kin in Questhaven. Though they always seem to have a proper appreciation of our handiworks, they ever seem focused on so many things that are so trivial.

Humans, ironborn, and jotun giants are perhaps much the same with us, though there have been times when certain factions have proven to be quite capable allies. Still others, however, are as bad as any orc or goblin, and we are slow to trust any group of humans or jotun giants, having been, as a race, literally burned by such agreements in the past. A human, ironborn or jotun giant, like a dwarf, must prove his worthiness to us, and even more so for a group of humans.

Dragons are another race, which we do not necessarily trust as a whole. Discounting the large number of evil dragons, and the tendency of so many dragons to burn and destroy things when they are angry, most breeds of dragons simply fail to have a proper appreciation of living, growing things, much preferring cold metals and lifeless gems. They are a strange set of creatures and we have as little to do with them as possible. The exceptions to this is perhaps the green and forest dragons, who we will tolerate, for though we find many of their habits distasteful, they seldom try to eat treants, and they do seem to appreciate a tree properly.

And then there are orcs, wretches, goblins and the like. We simply step on such abominable creatures when we see them, assuming that allowing one to live merely encourages others of their kind to do the same.

Alignment and Religion

Treants are not the most spiritual of races, and yet at the same time neither are we properly materialist. We recognize the existence of the gods, and in particular those deities such as *Our Grandmother Earth*, and *Our Golden Huntress of the Wood* which safeguard nature earn our respect and some amount of veneration. We feel a deep and abiding, a spiritual, if you will, connection to our forests, and so *The World Tree*. This connection goes beyond anything physical so that we can empathize, speak with, and even animate the world around us. At the same time, the existence of a treant soul is not a matter to which we give much thought. Perhaps this is in part because



of our typically long life spans. Perhaps it is because we are not mentally suited to giving the matter much worry. A treant who is dragged into a discussion about religion is seldom going to have much to say, though we will no doubt listen politely enough.

Likewise, treants are seldom overly concerned with the politics of the world around them. We have little stomach for evil, and excepting a few of the willow-kin, we seldom fall into the temptation of partaking in great wickedness. Indeed, we are, on the whole, a rather generous kindly people, much in love with life and all those things that partake of life. We have no love for those races, such as orcs, which routinely deprive others of life, and even less love for them when they hack and burn our forests. But questions of borders, theological disputes, economic wars, and the like – these things are tedious to us, and we do not understand the blooded races insistence on trying to make us care about things that are so obviously temporary. Kingdoms rise and fall, but treants abide and continue to focus on those things we love best: our gardens, our orchards, our groves, and our forests.

Languages

The original treant language, called Old Treant, is a slow, ponderous, oft repetitious language full of nuance, subtlety and words-formed-from-compound-thoughts. For treants who are

conversing amongst ourselves, it is the most pleasing of languages, though a brief conversation can take several hours, and a long discussion several days, or even weeks. The more modern treant language, simply called Treant, is a mixture of Elvish, Sylvan, and Old Treant. Birch Walkers are the ones to primarily use the language of Treant, and Seedlings speak a dialect of the same. Most Treants also speak Common and either Elvish or Sylvan, though it is not uncommon for a Treant to have learned a handful of other languages over the course of a long life.

Treant Adventurers

A young treant, especially, is an active treant. As we age, the sap slows and we become more thoughtful, meditative, and deliberate, until at last the most ancient amongst us cannot be easily distinguished from an old, unmoving tree. But our young are spry, curious and eager to learn all that can be learned about the marvelous world into which they have sprung. While most are content to learn what they can from their treantish elders, there are those within whom curiosity burns to such an extent that they seek out teachers from outside the enclave. Most treant adventurers are drawn from this pool of youth, for by the time a treant has reached a certain maturity, the whole business of distant exploration seems tedious, and a distraction. Nevertheless, there are those treants, who, even in maturity, leave the comfort of their forest homes, either for vengeance, or out of desperation, seeking for aid or for the blood of those who have injured them. Such treants may find, after they have quested too long, that they have little to return to, and thus take up a life of lonely vagabond, ever searching for a forest to call home.

Treants who adventure can come from any of a number of vocational callings. Some we trained as forest wardens, skilled in combat and defense. Others, especially among the willowkin, may be enchanters or sorcerers. Still others may follow the calling of the tree-druid, or even that of tree-shepherd.

Treants who adventure seldom journey to long from a wooded area, for outside the forest we are weaker and more vulnerable. But woe betide the adversary who meets us on our own land, for there there are few that can best us in battle.

Treant Names

True treant names are lengthy affairs, detailing childhood events, major life changes and important familial connections. Depending on the age of the treant, such names can take anywhere from ten minutes to ten hours to recite. Rather than use these names in everyday speech, most treants adopt a second name of their own choosing, a shorter compound name easily remembered by blooded races. Many such names are Elvish, or at least one can easily render them in both Elvish and Common.

Male Treant Names: Blackbeam, Cloudwalker, Elmson, Firflock, Grovewalker, Mossbeam, Oakbeard, Quickroot, Riveroot, Treeman

Female Treant Names: Appleblossom, Cherrytwig, Fernblossom, Morningsong, Oakmother, Oaksong, Quickbloom, Silvertwig, Tenderoot, Treesong, Willowind

Treant Characters

What follows are rules for the creation of treant characters. While such characters are suitable for PCs, GMs may also use these rules to create a wide variety of NPC treants. It should be noted that treants created using these rules will be slightly different than those treants presented in the Pathfinder Bestiary, though one may use these rules to create Treants very similar to the standard. One of the chief differences to note is that we have modified the plant traits so as to provide better game balance for PC characters. As treant characters gain HD they will acquire more and more resistance to those effects plants are normally immune to, but at lower levels they are more susceptible.

How GMs want to use these rules for NPCs is left up to them. One option is to assume that all NPC treants, regardless of HD have standard plant traits. Due to the vagaries of PC-NPC interaction, such an assumption is not all that unbalanced (ie. an ability which an NPC only gets to use once is simply not as powerful as an ability or trait which a PC can use over and over and over again.) The second option is, of course, to simply allow the rules presented here to supersede and replace the core rules as regards treants. In the end, it is your game. Our goal is simply to present options to further enrich that game.

The treant races presented here all begin play as 1 HD, Medium creatures. The various treant class archetypes and the tree shepherd paragon racial class allow treants to gain in size as their HD increases. Treant characters who do not utilize these archetypes or classes will remain Medium sized.

Treant Races

Though other races tend to look upon treants as a single race, there are actually multiple races of tree-folk which make up the treant family. To treants, each of their races are visibly distinct, and they find it puzzling that the average human has a hard time telling an oakheart from a birchwalker, though in fairness, some treants have trouble distinguishing between the various blooded races, such as humans, halflings and orcs.

Four distinct races are presented here: Oakhearts, Birchwalkers, Willowkin, and Seedlings. All four are considered treants and are able to take any treant specific feat, class archetype, or paragon racial class detailed hereafter.

Birchwalker

Birchwalkers are taller and longer limbed than other treants. They are also more gregarious, and curious about the doings of non-treants than their cousins. Birchwalkers are natural craftsmen, and they delight in making and collecting beautiful things, especially when those things are fashioned from wood. Birchwalkers tend to have light brown, almost white, bark-skin, and, especially when young, this bark-skin has a smooth texture.

Plant: Birchwalker are plants, and are immune to effects which specifically target humanoids. They are also immune to paralysis, stunning effects and sleep effects. Treants gain a racial bonus equal to $1 + \frac{1}{2}$ their HD to resist all charms, compulsions, morale effects, patterns, phantasms, poisons or polymorph spells and effects. This trait replaces the standard monstrous plant traits.

+2 Constitution, +2 Charisma, -2 Wisdom: Birchwalkers are likeable and hardy, but they are less given to introspection than some of their kin, often making snap judgments.

Medium: Birchwalkers are Medium creatures and have no bonuses or penalties due to their size.

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

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

Always Awake: In order to avoid fatigue, or prepare spells, treants may enter a meditative state so as to rest, but they take no penalties to perception for doing so and are always considered awake.

Natural Armor Bonus A birchwalker's bark-like skin grants them a +2 natural armor bonus.

Photosynthesis: While Birchwalker's need to eat and breathe, their greenery and limbs can photosynthesize their own food and oxygen, allowing them to go longer without sustenance. They receive a +4 racial bonus on Constitution checks to resist suffocation, drowning, and starvation.

Tree Speech: A birchwalker can *speak with plants* at will as a standard action with a caster level equal to her character level.

Gregarious: Birchwalkers enjoy conversing with just about anything. They gain a +2 Racial Bonus to Diplomacy. **Artisan:** Birchwalkers have a natural affinity for fine craftsmanship. They gain a +2 Racial bonus to Appraise checks, and a +2 Racial Bonus to Craft skill checks.

Treemaker: A Birchwalker is quite familiar with trees and has a +4 racial bonus to Knowledge (nature) skill checks made to identify or deal with trees.

Treeshaped: Armor worn by a treant must be custom made for that treant, costing twice as much as normal.

Flammable: Birchwalkers have a weakness, vulnerability to fire. They take half again as much damage (+50%) from fire, regardless of whether a saving throw is allowed or if the save is a success or failure.

Languages: Birchwalkers begin play speaking Common, Treant, and Elven. Those with high intelligence can choose the

following as bonus languages: Draconic, Gnome, Goblin, Old Treant, Orc and Sylvan.

Birchwalker Alternate Racial Traits

Long Legged: The long legs of this birchwalker allow them to move more quickly, though they are also more prone to being caught off-balance. The treant adds 5 feet to their base speed, but suffers a -2 penalty to CMD against trip and bull-rush attempts.

Meditative: While other birchwalkers spend much time in conversation, this rare soul prefers the quiet contemplation of nature and gains a +2 racial bonus to Knowledge (nature). This stacks with the Tree Shepherd trait and replaces the gregarious trait.

Orphaned birchwalker sapling: This treant was raised by one of the blooded races and gains a +4 racial bonus to both Diplomacy and Knowledge (local). This replaces the tree keeper and the gregarious traits.

Tree-grower: These birchwalkers have an especial affinity for growing things, and specialize in cultivating orchards and groves. They gain a +4 racial bonus to Profession (orchardist) and, once a year, can improve the plant productivity of a region, as with *plant growth*. This trait replaces the artisan and gregarious traits.

Oakheart

When most individuals picture a treant, they picture an oakheart. Strong and stout, oakhearts are the prototypical treant, concerned primarily with their own groves and heedless of the doings of other races. The bark-like skin of an oakheart is typically ruddy, and quite wrinkled. Their greenery is broad and slow-growing.

Plant: Oakhearts are plants, and are immune to effects which specifically target humanoids. They are also immune to paralysis, stunning effects and sleep effects. Treants gain a racial bonus equal to $1 + \frac{1}{2}$ their HD to resist all charms, compulsions, morale effects, patterns, phantasms, poisons or polymorph spells and effects. This trait replaces the standard monstrous plant traits.

+2 Strength, +2 Wisdom, -2 Dexterity: Oakhearts are thoughtful and strong, but are physically less flexible than humans due to their bark-like skin.

Medium: Oakhearts are Medium creatures and have no bonuses or penalties due to their size.

Ponderous: Oakhearts have a base speed of 20 feet. They cannot run. However, an oakheart is never slowed by encumbrance or armor.

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

Always Awake: In order to avoid fatigue, or prepare spells, treants may enter a meditative state so as to rest, but they take

no penalties to perception for doing so and are always considered awake.

Natural Armor Bonus: Oakheart's bark-like skin grants them a +2 natural armor bonus

Photosynthesis: While oakhearts need to eat and breathe, their greenery and limbs can photosynthesize their own food and oxygen, allowing them to go longer without sustenance. They receive a +4 racial bonus on Constitution checks to resist suffocation, drowning, and starvation.

Tree Speech: An oakheart can *speak with plants* at will as a standard action with a caster level equal to her character level.

Hardy: An Oakheart has a +2 racial bonus on saving throws made against spells, spell-like effects and poisons. This bonus stacks with that granted by the Plant trait as appropriate.

Grounded: An oakheart gains a +2 racial bonus to CMD against bull rush and trip attempts

Treekeeper: An oakheart is quite familiar with trees and has a +4 racial bonus to Knowledge (nature) skill checks made to identify or deal with trees.

Treeshaped: Armor worn by a treant must be custom made for that treant, costing twice as much as normal. **Flammable:** Oakhearts have a weakness, vulnerability to fire. They take half again as much damage (+50%) from fire, regardless of whether a saving throw is allowed or if the save is a success or failure.

Languages: Oakhearts begin play speaking Common, Elven, Old Treant, and Treant. Those with high intelligence can choose the following as bonus languages: Draconic, Dwarven, Gnome, Goblin, Halfling, and Sylvan.

Oakheart Alternate Racial Traits

Orphaned oakheart sapling This treant was raised by one of the blooded races and gains a +2 racial bonus to both Diplomacy and Knowledge (local). This replaces the Treekeeper trait.

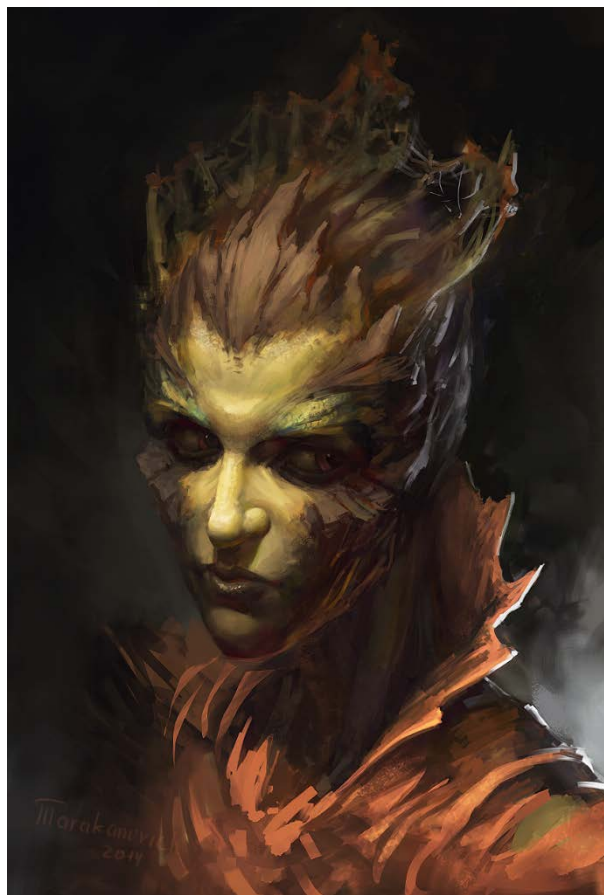
Tree bender: Once per day, this oakheart can mold the shape of a living tree, as with *wood shape* as a standard action with a caster level equal to her character level. This ability cannot produce moving parts on that tree. This trait replaces the grounded and hardy traits.

Weatherproof: The oakheart is highly resistant to the elements, gaining a +2 on saving throws against cold, heat, and electrical effects, including magical effects. This trait replaces the hardy trait.

Wooden: The oakheart's natural armor bonus is increased to +4 but their base speed is reduced to 15.

Seedling

Seedlings occupy a strange place in treant society, being neither fully humanoid nor fully plant. Many seedlings choose to forgo their treant heritage but all seedlings have the potential, should they choose, to draw upon their treant heritage



About Seedlings

Seedlings are the creation of Marie Small and John Brazer Enterprises. They are included in this book by permission of that publisher. Readers interested in learning more about this race are urged to acquire the *Book of Heroic Races Compendium*. We include them here because they are cool, but also to provide an option for GMs and players who want a treant-like race without the hassle of that race being plants. Seedlings count as humanoids for the purpose of spells and effects.

and grow as a treant grows. Seedlings are a diverse lot, drawing features from the "bloodlines" of the other treant races.

Humanoid: Because of their mixed heritage, seedlings are considered humanoids and not plants. They may still take treant specific feats and classes.

+2 Constitution, +2 Wisdom, -2 Dexterity: Seedlings are shrewd and hardy, but they are physically less flexible than humans due to their bark-like skin.

Medium: Seedlings are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Seedlings have a base speed of 30 feet. **Low-Light Vision:** Seedlings can see twice as far as humans in conditions of dim light.

Natural Armor Bonus: Their plant-like nature has gifted seedlings with a fibrous, stiff skin much like bark. This grants them a +1 natural armor bonus.

Photosynthesis: While seedlings need to eat and breathe, their leaves and nettles can photosynthesize their own food and oxygen, allowing seedlings to go longer without sustenance. They receive a +2 racial bonus on Constitution checks to resist suffocation, drowning, and starvation.

Planting: As a standard action, seedlings can extend their feet into the earth below them, rooting themselves to a single point. This spell-like ability functions similar to a *tree shape* spell with the following changes: the size of the tree is that of the seedling, and the seedling can only assume the shape of a tree sapling resembling her own appearance. For example, an oak seedling can assume the shape of an oak sapling but not a birch or willow sapling. While in this form, the seedling gains tremorsense out to 30 feet. A seedling may maintain a planting for up to 24 hours.

Plant-Resistance: Seedlings receive a +2 bonus on saving throws versus mind-affecting effects and paralysis. **Plantkin:** Seedlings can *speak with plants* once per day as a standard action with a caster level equal to her character level.

Languages: Seedlings begin play speaking Common, Treant (Seedling), and Sylvan. Those with high intelligence can choose the following as bonus languages: Draconic, Elven, Gnome, Goblin, Old Treant, and Orc.

Seedling Alternate Racial Traits

Attuned This seedling's connection to the natural world manifests more strongly, granting the seedling the ability to cast *know direction* and *detect animals and plants* as at-will spell like abilities. These are cast as a standard action with a caster level equal to her character level. Such attunement comes with a price. The seedling is vulnerable to fire damage, and suffers a -4 penalty to both Diplomacy and Sense Motive.

Humankin: This seedling is more attuned to the ways of their humanoid heritage. They have a +4 racial bonus to Sense Motive and Bluff when interacting with humanoids. They also know one additional racial language at character creation. This replaces the plantkin trait.

Strange Chemistry: This seedling's body does not react to things in a typical fashion, as their blooded and plant heritage has combined to give them an odd biochemistry. They gain a +2 racial bonus to Fortitude checks made to resist poison and, if they make such a save, they are energized, losing any fatigued or exhausted conditions. This trait replaces photosynthesis.

Treegait: This seedling's treant heritage shows in a natural armor bonus of +2, but a base speed of only 25 feet.

Willowkin

Among the treant races, the willowkin are most given to the use of magic, utilizing it to great effect in the defense of their forests. Willowkin also have a slight reputation amongst other treants for villainy. Most willowkin protest that such a reputation is undeserved, but the reputation remains, and there are more than a few stories of willowkin whose hearts have rotted. Willowkin tend to have a light-brown bark-skin with a moderate amount of wrinkling. The greenery of willowkin grows longer and faster than that of other treants.

Plant: Willowkin are plants, and are immune to effects which specifically target humanoids. They are also immune to paralysis, stunning effects and sleep effects. Treants gain a racial bonus equal to $1 + 1/2$ their HD to resist all charms, compulsions, morale effects, patterns, phantasms, poisons or polymorph spells and effects. This trait replaces the standard monstrous plant traits.

+2 Dexterity, +2 Intelligence, -2 Constitution: Willowkin are quick and clever, but they are also less hardy than other treant races.

Medium: Willowkin are Medium creatures and have no bonuses or penalties due to their size. **Normal Speed:** Willowkin have a base speed of 30 feet. **Low-Light Vision:** Willowkin can see twice as far as humans in conditions of dim light.

Darkvision 30 ft.: Willowkin can see in the dark.

Always Awake: In order to avoid fatigue, or prepare spells, treants may enter a meditative state so as to rest, but they take no penalties to perception for doing so and are always considered awake.

Natural Armor Bonus: Willowkin's bark-like skin grants them a +1 natural armor bonus

Photosynthesis: While willowkin need to eat and breathe, their leaves and limbs can photosynthesize their own food and oxygen, allowing them to go longer without sustenance. They receive a +4 racial bonus on Constitution checks to resist suffocation, drowning, and starvation. **Plant Speech:** A willowkin can *speak with plants* at will.

Lithe: Willowkin are long-limbed and flexible, they have a +2 Racial bonus to CMB when making trip attempts, and a +1 Racial Bonus to Initiative.

Tree Magic: Willowkin are natural enchanters. They have a +2 Racial bonus to Spellcraft checks, and the difficulty of any enchantment spell or spell-like ability cast by a willowkin is increased by 1. Once per week, a willowkin can cast *sleep* as a spell-like ability. Three times per day, a willowkin can cast *daze*. The DC for both is modified by the willowkin's Intelligence.

Treeshaped: Armor worn by a treant must be custom made for that treant, costs twice as much as normal, and must be rebuilt or replaced when the treant gains a new HD, due to the changes in the treant's shape, size and structure.

Flammable: Willowkin are vulnerable to fire damage.

Languages: Willowkin begin play speaking Common, Old Treant, and Treant. Those with high intelligence can choose the following as bonus languages: Draconic, Elven, Gnome, Goblin, Orc and Sylvan.

Willowkin Alternate Racial Traits

Keen Senses: This willowkin notices almost everything around them, gaining a +2 racial Bonus to Perception. This trait replaces lithe.

Supple: This treant has no natural armor bonus (though she can acquire one later) but she instead has a +2 racial bonus to acrobatics.

Tremorsense: The sensitive limbs of this willowkin impart tremorsense 5 feet. This trait replaces darkvision.

Water Healing: This treant finds healing in water. Once per day, as a full round action, this treant can immerse his lower limbs in water (requiring at least two inches of water) and heal himself 2 hit points per HD. This trait replaces tree magic.

Alternate Favored Class Options

Instead of receiving an additional skill rank or hit point whenever she gains a level in a favored class, a treant has the option of choosing from a number of other bonuses, depending upon her favored class. The following options are available to all treants who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

All Add +1/4 to the treant's natural armor bonus. **Barbarian** Add +1 to the barbarian's CMB when resisting a Bull Rush or Grapple attempt.

Cleric Add +1/2 to the cleric's channeled energy total when healing creatures of the animal, magical beast and plant types.

Druid Gain energy resistance 1 against cold or electricity. Each time the druid selects this reward, increase her resistance to one of these energy types by +1.

Fighter Add +1 to the fighter's CMB when resisting a Bull Rush or Trip.

Kineticist Add +1/4 to the DC of saving throws against the kineticist's earth-related wild talents.

Monk Add +1/2 to the Monk's natural armor class.

Oracle The oracle has tremorsense 1 foot, or increase the oracle's tremorsense by 1 foot. In combat, only increments of five have any practical effect, so the oracle has no benefit from this option until it has been chosen at least five times. **Paladin** Add +1/2 hp to the paladin's lay on hands ability.

Ranger Add +1/2 on wild empathy checks made to influence animals and magical beasts that live in the forest.

Rogue Add +1/2 to the rogue's Stealth score when in the forest.

Skald Add +1/3 to any one Knowledge skill

Sorcerer Add +1/2 to damage caused by the sorcerer's acid and earth spells or spell-like abilities.

Tree Shepherd Add +1/2 quickening points to the tree shepherds daily pool of quickening points.

Summoner Add 1 hp to the summoner's eidolon.

Witch Add +1/4 natural armor bonus to the witch's familiar.

Wizard Add one spell from the wizard spell list to the wizard's spell book. This spell must be at least one level below the highest spell he can cast.

Racial Archetypes

The following archetypes may only be taken by treants and are recommended for those who desire to play a treant character, as they allow the treant to grow and develop into the giant forest monarchs they were meant to be.

Primal Forest Guardian (Barbarian, Treant)

The primal forest guardian is a savage treant, largely untouched by the niceties of civilization. He views the forest as his sacred home, and brooks no encroachment within by those who would chop or build. This fearsome foe lobs large boulders at his foes before wading into combat with club and fist.

Class Skills The primal forest guardian's class skills are Acrobatics (Dex), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (history), Knowledge (nature) (Int), Perception (Wis) Sense Motive (Wis), Stealth (Dex), and Survival (Wis). He gains 4 + Intelligence modifier skill ranks per level. This replaces the characters normal barbarian class skills.

Weapon and Armor Proficiency The primal forest guardian is proficient with the following weapons: club, javelin, quarterstaff, shortspear, spear, and great club. He is not proficient with any armors, but is proficient with shields. This replaces the characters normal weapon and armor proficiencies.

Forest Armor (Ex) The natural armor bonus of the primal forest guardian improves by +1 per class level. In addition, at 2nd level, the primal forest guardian gains DR/- equal to half his barbarian level. This damage reduction is doubled against nonlethal damage. This ability replaces uncanny dodge, improved uncanny dodge and damage reduction.

Reduced Rage (Ex) At first level, a primal forest guardian can rage a number of rounds per day equal to 2 + his constitution modifier. At 2nd level, and every level thereafter, a Primal Forest Guardian only gains 1 additional round of rage per day instead of the normal 2 additional rounds of rage per day. This ability replaces the barbarian's standard rage.

Primal Hurler (Ex) The primal forest guardian gains a +1 racial bonus on attacks and damage made with thrown rocks or fallen tree trunks and treats such objects as simple weapons. The size and damage of these thrown missiles increases as the guardian grows in size. At 1st level, the objects thrown by the

primal forest guardian deal 1d6 points of damage, and are considered Tiny. This amount increases to 1d8 at 4th level (Tiny missiles), 1d10 at 8th level (small Missiles), 2d6 at 12th level (Medium missiles), 3d6 at 16th level (Medium Missiles) and 4d6 at 20th level (Large Missiles). At 9th level the primal forest guardian gains the rock catching ability. The range of the thrown rocks is equal 60 feet + 10 feet/level. This ability replaces fast movement.

Primal Slam Attack (Ex) At first level, the primal forest guardian gains a slam attack which deals as much damage as his rock hurling ability (1d6 at 1st level, 1d8 at 4th, etc.) At 11th level, if using this ability, instead of making iterative attacks as normal, the guardian can instead choose to make two slam attacks utilizing his highest attack bonus. **Reduced Rage Powers (Ex)** The primal forest guardian gains a rage power at 2nd level and every four levels thereafter. **Savage Growth (Ex)** The primal forest guardian grows as he gains in power. The effects of this growth are incremental and manifest as follows. At 2nd level and every two levels thereafter, the guardian gains +1 Strength. At 5th level and every 5th level after that, the primal forest guardian gains +1 Constitution, but also suffers -1 Dexterity. At 6th level the guardian is considered Large, with a -1 to both AC and attacks, a +1 to CMB and CMD and a reach of 10 feet. At 12th level the guardian is Huge, with another +1 to CMB and CMD, and a additional -1 to attacks and AC. His reach increases to 15 feet at this point. At 20th level, the primal forest guardian is Gargantuan, gaining another -2 to attacks and AC, and +2 to CMB and CMD. The guardian also has a reach of 20 feet. This ability replaces trap sense, greater rage and mighty rage.

Stonebreaker Beginning at 3rd level, a primal forest guardian that makes a full attack against an inanimate object does an additional +1d6 points of damage. This increases to +2d6 at 7th level, +3d6 at 11th level, +4d6 at 15th level, +5d6 at 19th level, and +6d6 at 20th level.

Tree Rage (Su) Beginning at 4th level, whenever the primal forest guardian rages, the trees around him, if there are any, share in his fury, and, as his rage continues, some of them animate and attack his foes. This ability has no effect on the first round of the guardian's rage, nor does it have any effect if there are not tree's within range. On the second round of rage, if there are nearby trees, the primal forest guardian must use this ability if he is raging. Beginning on the second round of rage, one tree within range, chosen by the guardian, animates and moves to attack the nearest of the primal forest guardian's foes. The tree animated must be within 60 feet of the primal forest guardian. It takes one round for the tree to uproot itself from the ground, and once uprooted it has a speed of 10 feet. The animated tree possesses hit points, a slam attack and AC equal to the guardian's unmodified by equipment or magic, but modified by rage, as appropriate. The tree also shares the treant's vulnerability to fire. The tree remains animated for as long as the forest guardian's rage continues, or so long as the primal forest guardian remains in range, plus one round, after which time it roots itself to the ground where it stands. At 12th

Stacking Treant Growth

Each treant archetype provides for the treant's growth as the treant's HD increases. This growth is reflected in four standardized rates of growth: Savage Growth, Constant Growth, Continual Growth, and Steady Growth. If the treant multiclasses, the rates of growth stack as follows:

- Savage growth always stacks with itself, so that growth is determined by combined class levels.
- Constant growth always stacks with itself that growth is determined by combined class levels. Any class levels which count towards savage growth size increases also count towards determining constant growth size increases. So, for example, if a treant has 4 levels in classes that provide savage growth, and 3 levels that provide constant growth, the treant will be large, as constant growth causes the treant to be large at 7th level.
- Continual growth always stacks with itself so that growth is determined by combined class levels. Any class levels which count towards savage growth, and constant growth size increases also count towards determining continual growth size increases.
- Steady growth always stacks with itself so that growth is determined by combined class levels. Any class levels which count towards savage growth, continual growth or constant growth size increases also count towards determining steady growth size increases.
- Additionally, follow the following rules of thumb...
- A treant that is large does not become huge until he has enough combined class levels in appropriate classes to be huge.
- No treant can reach a gargantuan size unless all 20 class levels acquired are in classes that provide savage growth.
- Strength scores are independent of size increases.

level, the guardian's rage is sufficient to cause two such trees to animate. At 20th level this number increases to four.

Verdant Healer (Cleric, Treant)

The green healer is a treant devoted to the care and healing of all living things, whether plants or animals. She has a tender heart and this compassion finds an outlet in her healing touch, and her healing droughts.

Alignment any good

Class Skills The green healer's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis) Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Stealth (Dex), and Survival (Wis). She gains 2 + Intelligence modifier skill ranks per level. This replaces the characters normal cleric class skills.

Weapon and Armor Proficiency A green healer is proficient with simple weapons, great clubs and with shields. She is not proficient with any armors. This replaces the characters normal weapon and armor proficiencies.

Domains The green healer must choose the Healing domain as one of her two domains. She may choose her second domain from one of the following three: Animal, Good, Plant, Protection.

Spells A green healer prepares spells as normal for a cleric, each morning. Her domain spell slot must always be fulfilled by spells from the Healing domain.

Healing Channel Green healers channel positive energy. They cannot use their channeling to harm undead.

Proficient Healer Green healers add 1/2 their class level (minimum 1) to all Heal skill checks.

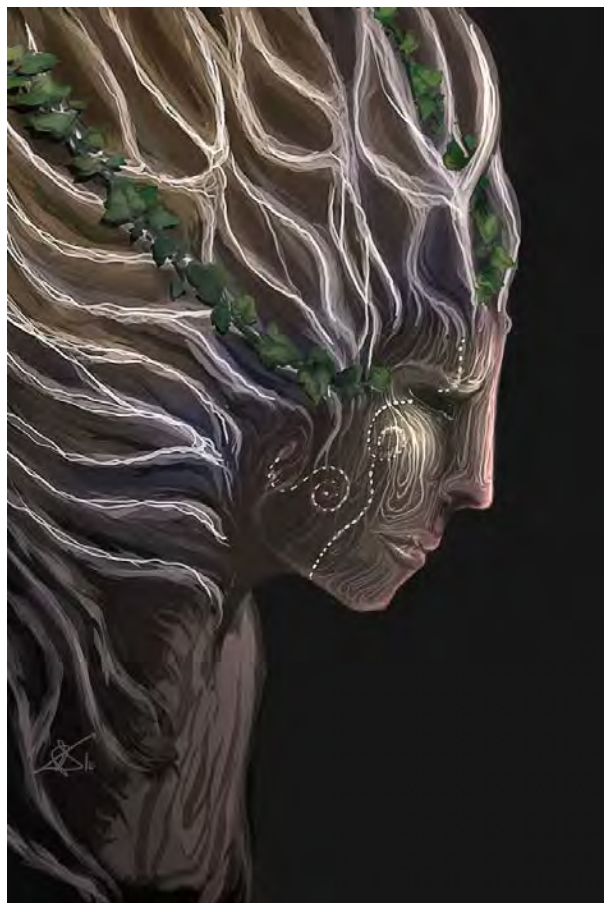
Slam Attack A green healer has a natural slam attack, which deals 1d6 points of damage. This amount increases to 1d8 at 8th level, 1d10 at 15th level and 2d6 at 20th level.

Natures Armor Beginning at 2nd level, a green healer gains +1 natural armor for every 2 levels of green healer she possesses. At 15th level she gains DR 5/slashing.

Healing Touch Beginning at 3rd level, a green healer can choose to focus one of her channeling attempts on a single individual via a physical touch. When she does this, she heals the target for 4 hit points worth of damage per die she would have rolled. If the target of her healing is a plant, she instead heals the target for 6 hit points worth of damage per die she would have rolled, in effect, maximizing her healing. At 7th level, she can additionally choose to either restore 1d4 points of ability damage to her target, or else remove one condition (blindness, deafness, fatigue, exhaustion, fright, shaken, poison or disease) from the target creature. At 11th level she can restore 2d4 points of ability damage, or remove up to two conditions. At 15th level, she can use her healing touch to remove a curse. When she uses her touch in this way, no hit points are restored and she cannot channel energy again, or use her healing touch, for 24 hours. At 19th level, she can choose to use her healing touch to cast *raise dead*, with no material component. If she uses her healing touch in this way, she cannot channel positive energy, or use her healing touch, for 1 week and 1 day.

Continual Growth A green healer continues to grow in size and strength as she gains higher levels. At 3rd level, and every three levels thereafter, she gains +1 to strength. At 6th level, and every 6th level after that, she suffers gains +1 to Constitution but -1 to Dexterity. At 10th level she is considered to be Large, with a -1 to both AC and attacks, and a +1 to CMB and CMD. Her reach increases to 10 feet. At 20th level she is Huge, with an additional -1 to both AC and attacks, a +1 to CMB and CMD and a reach of 15 feet.

Remedial Brews Green healers gain Brew Potion as a class feat at 5th level. When crafting potions of the healing type, such as cure light wounds, green healers only need pay one fifth of the potion's cost for ingredients (ie. Instead of paying



25 gp to brew a *potion of cure light wounds*, a green healer would pay 10 gp).

Tree Master (Druid, Treant)

The tree master has an intimate and spiritual connection to the trees. They obey his every command and he in turn understands their every thought. His knowledge of what goes on, under the boughs of his forest home, is formidable, and makes him an adversary very hard to surprise. **Alignment:** Any

Class Skills The tree master's class skills are Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Survival (Wis). He gains 2 + Intelligence modifier skill ranks per level. This replaces the characters normal druid class skills.

Weapon and Armor Proficiency The tree master is proficient with the following weapons: club, darts, quarterstaff, shortspear, sling and spear. He is also proficient with any natural attacks of any form they assume with wild forest shape. He is not proficient with any armors or shields. He is also prohibited from using any weapons or armors which utilize

metal in their construction, though he can use any wooden weapons which have been altered by the *ironwood* spell. This replaces the characters normal weapon and armor proficiencies.

Slam Attack (Ex) A tree master has a natural slam attack, which deals 1d6 points of damage. This amount increases to 1d8 at 8th level, 1d10 at 15th level and 2d6 at 20th level.

Forest Bond (Su) The tree master forms a powerful bond with the trees that surround him. At 1st level, at will, he can animate and control trees within range for a limited period of time. Tree's so animated have hit points, attack modifiers and armor class equal to the tree master's own, unmodified by magic or equipment. They also share the treant's vulnerability to fire. If the tree is commanded to make use of a Skill, it is considered to have a Skill bonus equal to half that of the tree master's in any given Skill, rounded down. It takes 1 full round for a tree to uproot itself and when a tree moves it has a base speed of 10 feet. When the tree master ends the control of a tree, or moves out of range, the tree roots itself to the spot where it stands. The range at which a tree master can animate and control trees is equal to 50 feet + 10 feet per level.

At 1st level, a tree master has 2 + Charisma modifier quickening points with which to control and animate a tree. The tree master gains another 2 points each level. Using one of these quickening points allows for the animation of a single tree for up to an hour. If the animated tree takes enough damage to "kill" it, the quickening point is completely expended, regardless of the time it spent animated. If the tree master moves out of range of the tree, or causes the tree to root, the same tree can be animated again at any time for the duration of the hour without the expenditure of another quickening point. A tree master may have a number of trees animated at a time equal to his Charisma modifier (minimum 1), though each tree must be animated separately.

This ability replaces nature bond.

Whisper of the Trees (Ex) When in an area with trees, a tree master gains a bonus to Perception and Knowledge (local) equal to half his class level +1. A tree master cannot be surprised while in a wooded area. This ability replaces nature sense.

Forest Empathy (Ex) The tree master can improve the attitude of both plants or animal, as with Diplomacy or Wild Empathy. Natural, non-monstrous, plants generally begin with an attitude of friendly towards a tree master while monstrous plants normally begin with an unfriendly attitude. When improving the attitude of a plant, the tree master makes a D20 roll and adds his class level + Charisma modifier. When attempting to improve the attitude of an animal, the d20 roll is modified by 1/2 class level + Charisma modifier. This ability replaces wild empathy.

Protection of the Forest (Ex) At 2nd level, a tree master gains +1 to his natural armor bonus. He gains another +1 to his natural armor bonus every 2 levels thereafter. A tree master adds 1/2 his class level to Saving Throws made to resist all charms, compulsions, morale effects, patterns, phantasms,

A Note on Quickening Points

More than one treant related archetype or class provides possible quickening points with which a treant can animate trees. If a treant multiclasses in these classes, that treant only receives quickening points via his Charisma modifier once. That is, a treant who has a one level in both tree master and tree shepherd would only have quickening points equal to 2 + 4 + Charisma modifier.

poisons or polymorph spells and effects. (This stacks with the treant's racial bonus.) At 15th level, the tree-master gains DR 5/slashing. This ability replaces Venom Immunity and Resist Nature's Lure.

Continual Growth (Ex) A tree master continues to grow in size and strength as he gains higher levels. At 3rd level, and every three levels thereafter, he gains +1 to strength. At 6th level, and every 6th level after that, he gains +1 to Constitution but suffers -1 to Dexterity. At 10th level he is considered to be Large, with a -1 to both AC and attacks, and a +1 to CMB and CMD. His reach increases to 10 feet. At 20th level he is Huge, with an additional -1 to both AC and attacks, a +1 to CMB and CMD and a reach of 15 feet. This ability replaces timeless body.

Wild Forest Shape (Su) At 4th level, a tree master has the ability to turn himself into any Small or Medium plant and back again once per day as with *plant shape I*.

At 6th level a tree master can also use Wild Forest Shape to change into a Large plant creature, or a Small or Medium animal, as with *plant shape II* or *beast shape I*.

At 8th level, a tree master can also use Wild Forest Shape to change into a Large or Tiny animal, or a small elemental, as with *beast shape II* or *elemental body I*. A tree master, however, can never assume the shape of a fire elemental.

At 10th level can also use Wild Forest Shape to change into a Huge plant creature, or a Medium Elemental as with *plant shape III*, or *elemental body II*.

At 12th level a tree master can also use Wild Forest Shape to change into a Huge or Diminutive animal or a Large elemental, as with *beast shape III* or *elemental body III*.

At 14th level, a tree master can also use Wild Forest Shape to change into a Huge elemental, as with *elemental body IV*.

This ability otherwise functions in all other respects as Wild Shape, including the number of times per day it can be used. This ability replaces the wild shape ability.

Woodland Tactician (Fighter, Treant)

The woodland tactician is a master of forest warfare, and knows how to use the trees to his best advantage, not only in regards to terrain, but also as allies.

Class Skills The woodland tactician's class skills are Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge, (geography) (Int), Knowledge (nature)(Int), Perception (Wis),

Profession (Wis), Stealth (Dex), and Survival (Wis). He gains 2 + Intelligence modifier skill ranks per level. This replaces the characters normal fighter class skills.

Weapon and Armor Proficiency: A woodland tactician is proficient with all simple and martial weapons, and with shields (including tower shields). He is not proficient with any armors. This replaces the characters normal weapon and armor proficiencies.

Skin of the Trees (Ex) A woodland tactician gains a +1 natural armor bonus at 1st level and an additional +1 bonus every level thereafter. Additionally, beginning at 2nd level, the woodland tactician gains DR/slashing equal to 1/2 his class level.

Slam Attack (Ex) A woodland tactician has a natural slam attack, which deals 1d6 points of damage. This amount increases to 1d8 at 4th level, 1d10 at 8th level, 2d6 at 12th level, and 3d6 at 16th level. At 11th level, if using this ability, instead of making iterative attacks as normal, the tactician can instead choose to make two slam attacks utilizing their highest attack bonus.

Stone Hurler (Ex) The woodland tactician has the ability to throw stones as deadly weapons and treats thrown rocks as simple weapons. The size and damage of these thrown missiles increases as the tactician grows in size. At 1st level, the objects thrown by the tactician deal 1d6 points of damage, and are considered Tiny. This amount increases to 1d8 at 4th level (Tiny missiles), 1d10 at 8th level (small Missiles), 2d6 at 12th level (Medium missiles), and 3d6 at 16th level (Medium Missiles). At 8th level the woodland tactician gains the rock catching ability. The range increment of the thrown rocks is equal 60 feet + 10 feet/level.

Reduced Bonus Feats The woodland tactician gains a bonus feat at 1st level, 2nd level and every four levels thereafter (6th, 10th, 14th, 18th). This replaces the fighter's standard bonus feats.

Constant Growth (Ex) The woodland tactician continues to grow physically as he gains in power. The effects of this growth are incremental and manifest as follows. At 2nd level and every two levels thereafter, the tactician gains +1 Strength. At 5th level and every 5th level after that, the woodland tactician gains +1 to Constitution but suffers -1 Dexterity. At 7th level the tactician is considered Large, with a -1 to both AC and attacks, a +1 to CMB and CMD and a reach of 10 feet. At 14th level he is Huge, with another +1 to CMB and CMD, and a additional 1 to attacks and AC. His reach increases to 15 feet at this point. At 20th level, the woodland tactician remains Huge, but his reach increases to 20 feet.

Knowledge of the Forest (Ex) Starting at 2nd level, when in forest terrain, the woodland tactician adds a bonus to Stealth and Knowledge (nature) checks equal to 1/2 his class level.

Protection of the Trees (Ex) Beginning at 2nd level, when in forest terrain, a woodland tactician gains a +1 bonus to Reflex saves as well as a +1 dodge bonus to AC against ranged weapons. These bonuses increase by an additional +1 for every four levels beyond 2nd. This ability replaces bravery.

Tree Allies(Su) Beginning at 3rd level, the woodland tactician can

use trees as flanking allies, so that whenever an opponent is caught between the tactician and a tree, they are considered to be flanked. Trees are considered to have a reach equal to that of the tactician.

Starting at 5th level, any tree flanking an opponent with the woodland tactician may, once per round on the woodland tactician's combat turn, make a single attack on that opponent, using the same attack bonuses and damage as the tactician's highest slam attack. Trees animated in this way do not have a base speed and cannot move.

Beginning at 9th level, once per round, on the woodland tactician's combat turn, an additional tree within 50 feet + 10 feet/level of the tactician may also make an attack on any foe, within the tree's reach, that the woodland tactician directs it too, using the same attack bonuses and damage as the woodland tactician's slam attack. The tactician may likewise command one additional tree at 13th level, still another at 17th level, and then one more at 20th level. This ability replaces Weapon Training and Weapon Mastery.

Earthborn Treant (Kineticist, Treant)

Whereas other treants have a deep and abiding connection to the trees and plants of the forest, the earthborn instead feels a deeper calling and his soul is inextricably linked to the ground from which life grows. This elemental calling gives him power and as he grows in power, he learns to bend the elements to his will.

Class Skills The Earthborn treant's class skills are Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (nature), Perception (Wis) Profession (Wis), Stealth (Dex), and Use Magic Device (Cha). He gains 4 + Intelligence modifier skill ranks per level. This replaces the characters normal kineticist proficiencies.

Weapon and Armor Proficiency: Earthborn treants are proficient with darts, clubs, quarterstaves and great clubs. They are not proficient with any armors or shields. This replaces the characters normal weapon and armor proficiencies.

Elemental Earth Focus (Su): At 1st level, an earthborn treant must choose earth (geokinesis) as his primary element, and gains basic geokinesis as a bonus wild talent. When an earthborn treant accepts burn in order to use an earth-related wild talent or kinetic power, he takes nonlethal damage as if he were one level lower (minimum 1). Contrarily, if the earthborn treant accepts burn in order to use any fire related wild talent or kinetic power, he takes nonlethal damage as if he were one level higher. The increase in damage from fire-related abilities always supersedes the decrease in damage from earth related abilities.

Slam Attack (Ex) An earthborn has a natural slam attack, which deals 1d6 points of damage. This amount increases to 1d8 at 4th level, 1d10 at 8th level, 2d6 at 12th level, and 3d6 at 16th level.

Stone Tree (Su) At 2nd level, the earthborn treant gains +1 to his natural armor bonus. He gains another +1 to his natural armor bonus every 2 levels thereafter. He also gains DR

1/adamantine equal to 1/2 his class level. By accepting one point of earth-related burn he can increase this DR by +1 until the next time his burn is removed, up to a maximum DR equal to his class level. When accepting burn while using an earth wild talent, the energy causes his damage reduction to change from DR/adamantine to DR/- for 1 round. This ability replaces the standard elemental defense.

Elemental Slam (Su) At 3rd level, when making a slam attack as a full round action, the earthborn treant can infuse the attack with the power of his earth blast. He adds 1d6+1 + his Constitution modifier to the damage dealt by the attack. This amount increases by an additional 1d6+1 for every two levels above 3rd level. If the earthborn has control over another element besides earth, for the cost of 1 burn he can choose to utilize that element instead for this attack. Likewise, for the cost of 2 burn, he can choose to use a combination of two elements as with a composite blast. This ability replaces the 3rd level infusion.

Constant Growth (Ex) The earthborn treant continues to grow physically as he gains in power. The effects of this growth are incremental and manifest as follows. At 2nd level and every two levels thereafter, the earthborn gains +1 Strength. At 5th level and every 5th level after that, he gains +1 to Constitution but suffers -1 Dexterity. At 7th level the earthborn treant is considered Large, with a -1 to both AC and attacks, a +1 to CMB and CMD and a reach of 10 feet. At 14th level he is Huge, with another +1 to CMB and CMD, and an additional -1 to attacks and AC. His reach increases to 15 feet at this point. At 20th level, the earthborn treant remains Huge, but his reach increases to 20 feet. This ability replaces elemental overflow.

Serene Forest Master (Monk) (Treant)

The serene forest master is one with the woods he calls home. His connection to the trees around him is at once physical and metaphysical, and this bond, strengthened through meditation and discipline, makes him a highly dangerous foe to meet, in those self-same woods.

Class Skills The serene forest master's class skills are Acrobatics (Dex), Climb (Dex), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Profession (Wis), Stealth (Dex), and Survival (Wis). He gains 4 + Intelligence modifier skill ranks per level. This replaces the characters normal monk class skills.

Weapon and Armor Proficiency: Serene forest masters are proficient with the club, javelin, quarterstaff, shortspear, sling and spear. They are not proficient with other monk weapons. They are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a heavy load, the serene forest master loses all AC bonuses except that granted by his natural armor class; he also loses his flurry of blows

ability when so encumbered. This replaces the characters normal weapon and armor proficiencies.

Armor of Wind and Wood (Ex): When unarmored and unencumbered by a heavy load, the serene forest master adds his Wisdom bonus, if any, to his AC and his CMD. In addition, he gains a +1 deflection bonus to AC and CMD at 4th level. This deflection bonus increases by 1 for every four class levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the serene forest master is flat-footed. He loses these bonuses when he is immobilized or helpless, or, as noted above, when encumbered with a heavy load, or with armor and a shield. The serene forest master also gains a +1 natural armor bonus at 2nd level, and an additional +1 natural armor bonus every level thereafter. At third level the serene forest master gains DR/slashing equal to 1/3 his class level.

These rules replace the monk's normal AC bonus rules. **Fist of the Tree (Ex):** The serene forest master gains flurry of blows and unarmed strike, as normal for a monk, but the damage dealt is greater, as with the following table (which also accounts for the size changes of the treant).

Level	Damage
1st – 3rd	1d8
4th – 6th	1d10
7th	2d8
8th – 11th	2d10
12th – 13th	3d8
14th – 15th	4d8
16th – 19th	4d10
20th	4d12

Damage dealt by the serene forest master can be either piercing or blunt. Damage dealt to inanimate objects is always doubled. The serene forest master does not gain Stunning Fist as a class ability.

Impenetrable Mind (Ex) The serene forest master adds +1 per class level to resist all enchantments. This ability replaces still mind.

Constant Growth (Ex) The serene forest master continues to grow physically as he gains in power. The effects of this growth are incremental and manifest as follows. At 2nd level and every two levels thereafter, the forest master gains +1 Strength. At 5th level and every 5th level after that, the serene forest master gains +1 to Constitution but suffers -1 Dexterity. At 7th level the forest master is considered Large, with a -1 to both AC and attacks, a +1 to CMB and CMD and a reach of 10 feet. At 14th level he is Huge, with another +1 to CMB and CMD, and an additional -1 to attacks and AC. His reach increases to 15 feet at this point. At 20th level, the serene forest master remains Huge, but his reach increases to 20 feet. This ability replaces evasion, improved evasion, and quivering palm.

One with the Trees (Ex) At 3rd level, the serene forest master has the ability to physically appear as little more than a normal

tree. While using this ability, the serene forest master may not move nor speak, or the effect is broken. Anyone observing the treant must succeed at either a Perception or Sense Motive check to see through the effect where the DC is equal to 10 + 1 per serene forest master level + Wisdom modifier. Those failing the check may not tell the treant from a tree. Additionally, the serene forest master may communicate telepathically with any tree within 10 ft/class level. This ability replaces the monk's fast movement.

Delegated Strike (Su) Beginning at 4th level, so long as the serene forest master has any ki points, when using flurry of blows, the serene forest master may delegate any one of his attacks to any tree within range. Thus, a forest master with three attacks could deliver one himself, have a nearby tree deliver a second attack and then have another tree deliver the third blow. All trees are considered to have a reach equal to that of the treant, and damage dealt is equal to the damage the serene forest master would have dealt. Trees which attack in this way may benefit from flanking but do not themselves provide flanking. Though the serene forest master must have ki to use this ability, the ability itself does not expend ki points. The range of this ability is 10 ft per level. The forest master may use this ability while using One with the Trees, but doing so reduces the DC to see through One with the Trees by half. (A DC 16 becomes DC 8, for example). This ability replaces maneuver training and slow fall.

Woodland Harmony (Ex) Beginning at 5th level, the serene forest master adds +1 per class level to all Survival checks made in the forest and +1 per class level to all Knowledge (nature) skill checks made to identify forest creatures. This ability replaces high jump.

Rooted Regeneration (Su) At 7th level or higher, by spending three ki points, the serene forest master can root himself to the soil. While so rooted, he may not move, and loses all his class related bonuses to AC, save his natural armor bonus. While rooted, he regenerates 1 hp a minute until fully healed. The serene forest master may uproot himself as a standard action, thus ending the regeneration, but if not fully healed, he does not regain his ki. This ability replaces wholeness of body.

Dance of the Trees (Su) At 12th level, by spending a ki point, as a move action, the serene forest master may switch places with any living tree within 100 ft plus 10 ft. per level of himself. Any creatures he might be carrying when he uses this power find themselves in the branches of the tree when the switch is made. The serene forest master does not have to be able to see the tree with which he switches places when using the ability, instinctively knowing if there is a tree within range. This ability replaces abundant step.

One with the Forest (Su) At 19th level the serene forest master gains the ability to meld himself with the forest. To use this ability, the serene forest master must be in a forest and must expend 4 ki points. Then as a move action, the serene forest master's physical body melds into the landscape. While in this state, the serene forest master regenerates at a rate of 1 hp/minute and can attempt to discern information of events



happening within the bounds of the forest, within 1 mile of the spot where the forest master melded with the forest. The forest master may make 1 attempt per minute to specifically discern a particular activity or the location of a particular creature or object within the forest, by making a DC 25 Perception check. Once the serene forest master has successfully located the object he is searching for, he may examine and follow it as with *scrying*. Alternately the serene forest master can attempt to gain a more general feel for what may be occurring within a 1 mile range of himself by making a DC 40 Knowledge (local) check. For every minute the forest master spends trying to learn such information while melded, he gains a +1 to his check. Success means that the forest master has a general idea of who is in the forest, within range of the effect, and where, though without focusing more specifically (via the necessary Perception check), exact details remain elusive. When the forest master melds with the forest, he cannot meld other creatures alongside himself. This ability replaces empty body.

Prophet of the Glade (Oracle, Treant)

Highly revered by other treants for her wisdom and insight, the prophet of the glade discerns portents in the shadows cast by falling leaves, and hears whispers of the divine upon the wind as it moves softly through the branches of her home. **Weapon and Armor Proficiency** A prophet of the glade are proficient

with clubs, quarterstaves, great clubs, slings and with shields (excluding tower shields). She is not proficient with any armors. This replaces the characters normal weapon and armor proficiencies.

Mystery A prophet of the glade may choose from the following divine mysteries: Deep Woods, Life, Weather.

Suggested Oracle Curse: Clouded Vision, Deaf, Fire Scarred, Hollow, Stunted

Slam Attack A prophet of the glade has a natural slam attack, which deals 1d6 points of damage. This amount increases to 1d8 at 8th level, 1d10 at 15th level and 2d6 at 20th level.

Nature's Armor Beginning at 2nd level, a prophet of the glade gains +1 natural armor every 2 levels. At 15th level she gains DR 5/slashing.

Continual Growth (Ex) A prophet of the glade continues to grow in size and strength as she gains higher levels. At 3rd level, and every three levels thereafter, she gains +1 to strength. At 6th level, and every 6th level after that, she gains +1 to Constitution but suffers -1 to Dexterity. At 10th level she is considered to be Large, with a -1 to both AC and attacks, and a +1 to CMB and CMD. Her reach increases to 10 feet. At 20th level she is Huge, with an additional -1 to both AC and attacks, a +1 to CMB and CMD and a reach of 15 feet.

New Mysteries

Deep Woods

Class Skills An oracle with the deep woods mystery adds Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), and Survival to her class skills.

Bonus Spells *calm animals* (2nd), *owl's wisdom* (4th) *plant growth* (6th), *summon nature's ally IV* (8th), *tree stride* (10th), *live oak* (12th), *transmute metal to wood* (14th), *earthquake* (16th), *summon nature's ally IX* (18th)

Revelations

Animal Companion (Su): You gain the service of an unusually intelligent, strong, and loyal animal. This animal functions in all ways as a druid's animal companion, using your oracle level as your effective druid level.

Animal Summoner (Sp): Add all *summon nature's ally* spells to your spell list. You must still select these spells using your allotment of spells known. When you cast a *summon nature's ally* spell, you are considered to be one level higher for the purposes of determining range and duration.

Forest Stride (Ex): You move easily and natural through the woods, so that your speed, in the woods, is increased by 1 ft./level and, when in the woods, you leave no tracks. In combat situations, only speed increments of 5 ft. matter. At 10th level, you leave no tracks in any setting, and, when in the woods, cannot be slowed down by terrain, including magically altered terrain or vegetation, such as *soften earth and stone*, or *entangle*. At 20th level you ignore all terrain penalties regardless of setting.

Forest Wrath (Su): You may, as a standard action, cause a forest to attack a single individual within 10 ft./level of

yourself. Rocks launch at the target, branches whip, tree limbs fall, vines reach out to grab and the ground itself shakes. To make this attack, you must succeed at a ranged touch attack, which deals 1d4 points of damage per level and the target, if struck, must succeed at a Reflex save or be knocked prone. The DC of this save is equal to 10 + 1/2 level + Charisma modifier. You may use this revelation once per day for every 5 Oracle levels you possess and must be at least 5th level to take it.

Read the Leaves (Ex): You can gain knowledge from the whisper of the wind through the forest leaves, and the ambient sounds of the forest. Once per day, plus one additional time per day for every four oracle levels you have attained, you may spend 10 minutes in meditation in a forest setting to obtain one of the following benefits.

- +4 insight bonus to one initiative check
- +10 insight bonus to a single Knowledge (local) check
- +20 insight bonus to a single attack.

The bonus must be chosen at the time of the meditation, and lasts for 24 hours or until used. You must declare the use of the bonus before making the relevant d20 roll.

Rock Throwing (Ex): You are an accomplished rock thrower and have a +1 racial bonus on attack rolls made with thrown rocks. You can hurl rocks up to two categories smaller than your own size. The range increment for a rock is 20 feet and you can hurl it up to 5 range increments. Damage for a hurled rock is 2d3 for a Small creature, 2d4 for a Medium creature, 2d6 for a Large creature, and 2d8 for a Huge creature plus 1-1/2 your Strength modifier.

Speak with Animals (Ex): Choose a specific kind of animal (eagle, fox, dog, and so on). You gain the ability to converse with that type of animal as if you were under the effects of *Speak with Animal*. You gain the ability to communicate with an additional kind of animal for every 3 oracle levels you have attained.

Spirit of the Forest (Su): If you rest upon the natural forest floor, your healing rate is doubled (2 hp/level and 2 ability score points for 8 hours of rest; 4 hp/level and 4 ability score points for a full 24 hours of rest). If used in conjunction with a long term care Heal check, the healing rate is tripled (3 hp/level for 8 hours of rest; 6 hp/level for a full 24 hours of rest). At 5th level, you may apply this rate of healing to one other character or creature, so long as they also sleep upon the forest floor. At 10th, 15th and 20th levels you may increase the number of characters you can so affect by an additional +1.

Tree Link (Su): Once per day, as a full round action, you may establish a spiritual bond between yourself and one tree. This bond lasts for a number of hours per day equal to your Oracle level and cannot be dismissed until the duration has expired. For the duration of the bond, all damage done to either yourself or the tree is divided equally between the two of you; the tree is considered to have a number of hit-points equal to you. Likewise, any spells cast upon the tree are considered to



have been cast upon you. Additionally, you may, as a standard action, observe the area around the tree as if you yourself were there. At 7th level, when you cast spells, you may use the bonded tree as the origin point of the spell for the purpose of determining range, as if the tree had cast the spell in your place. At 11th level, the bonded tree may animate, gaining a speed of 10 ft. per round, AC equal to your own AC unmodified by armor, and skill modifiers equal to half of your own. If the bonded tree is reduced to 0 hit points, you must succeed at a Fortitude save or be instantly slain. The DC of this save is equal to $10 + \frac{1}{2}$ Class level – Charisma Modifier.

Woodland Vision (Ex) You gain greensight, with a range 10ft./level and you have a +4 circumstantial bonus to Perception to spot objects or creatures within that range. At 7th level, trees no longer provide your foes with cover against your ranged attacks. At 15th level, your Perception bonus within this range of vision increases to +8.

Final Revelation: Upon achieving 20th level, you are at one with the forest around you. When in the forest, you cannot be surprised and gain a +4 insight bonus to all Initiative rolls. Once per day you may, when in the forest, as a free action, cast *divination*. Should you be slain while in the forest, your body is immediately subsumed by the forest floor, and you are regenerated within the forest floor over the course of a week; at the end of the week your body is reborn from the earth, fully healed. You may benefit from this latter ability once per year.

Weather

Class Skills An oracle with the weather mystery adds Intimidate (Cha), Knowledge (nature) (Int), Stealth (Dex), and Perception (Wis) to her class skills.

Bonus Spells *keen senses* (2nd), *gust of wind* (4th), *lightning bolt* (6th), *ice storm* (8th), *control wind* (10th), *sirocco* (12th), *control weather* (14th), *sunburst* (16th), *storm of vengeance* (18th)

Revelations An oracle with the weather mystery can choose from any of the following revelations

Air Barrier (Ex): You can create an invisible shell of air that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this barrier causes incoming arrows, rays, and other ranged attacks requiring an attack roll against you to have a 50% miss chance. You can use this barrier for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Breath of Fury (Su): As a standard action, you can breathe a 20-foot line of wind, rain and electricity. This line deals 1d4 points of damage per oracle level, half of which is cold damage and half of which is electrical damage. A Reflex save halves this damage. Targets who fail their Reflex save must succeed at a Fortitude save or be staggered for 1 round. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Forecast (Su): You can predict the local natural weather up to a number of days in the immediate future equal to your Oracle level, and do so with near perfect accuracy. At 5th level, this preternatural insight into the future grants you a +1 insight bonus to Initiative, a +2 insight bonus to Reflex saves and a +1 Dodge bonus to your AC. At 11th level, these bonuses double to +2, and at 17th level they double again to +4.

Hail Strike (Su): As a standard action, you can summon a large ball of hail to strike a visible target, dealing 1d6 points of bludgeoning damage +1 point of cold damage for every 2 Oracle levels you possess. You must make a successful ranged

touch attack to hit the target with a ball of hail. You may summon a number of balls of hail a day equal to 3 + your Charisma modifier, and may summon more than 1 per round, up to the maximum available to you, though you must make an attack roll for each individual hail ball, even if they are striking the same target. The range for this strike is 100 ft + 10ft/level. *Storm's Child (Ex)*: You gain an insight bonus to Intimidate equal to 1/2 your Oracle level +1. You also gain Resist electricity, where the amount of damage resisted is equal to your Oracle level.

Sun's Child (Ex): So long as you can see the sun, you cannot get lost, and have a perfect sense of direction. While in full sunlight, you may add your Charisma modifier, in addition to your Dexterity modifier, to all Reflex saves. Additionally, once per day, when you cast a fire or light type evocation spell, you may Enlarge or Extend the spell without increasing the spell's casting time or level.

Weather Driven Biochemistry (Ex): Your body reacts noticeably to the weather. Depending upon the weather when you wake up, you receive a +1 racial bonus to one ability score. This bonus increases by an additional +1 at 6th, 11th and 17th levels (for a total +4 bonus at 17th level). If the weather is of such a nature as to allow more than one possible bonus, you may choose which bonus applies to you that day. Once a bonus is set in the morning, it lasts until the following dawn. The bonuses are derived as follows:

Hot Day: Bonus to Strength

Cold, Wintry Day: Bonus to Constitution

Windy Day: Bonus to Dexterity

Rainy Day: Bonus to Intelligence

Cloudy Day: Bonus to Wisdom

Sunny Day: Bonus to Charisma

Whispers on the Wind (Su): You have learned how to listen to the wise wind, as it travels across the land. Once per day, plus one additional time per day for every four oracle levels you have attained, you may spend 10 minutes in meditation out of doors to obtain an insight bonus equal to your Oracle level to any one single Knowledge skill check, which must be made at the time of the meditation.

Wind's Child (Ex): You gain immunity, regardless of your size, to all natural wind effects. Against magical wind effects you gain a bonus to your CMD or a bonus to any saves equal to your oracle level. At 9th level you may *air walk* for a number of minutes per day equal to your Oracle level. These minutes need not be consecutive but each use of the ability uses up at least 1 minute of the ability, even if you walk on air for less than the full minute.

Winter's Child (Ex): You gain Resist Cold 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to cold.

Final Revelation: Upon achieving 20th level, you are a master of the weather. Without using a spell slot, you may cast *control weather* once a day as a Silent, Still spell, the casting time of

which is reduced to 1 Standard action and the duration of which is 24 hours.

New Oracle Curses

Hollow (treant) You have a wasting disease particular to treants, one which attacks you and dries you out internally, leaving parts of your wooden body hollow. You are immune to bleed damage and gain a +4 competence bonus on saves against disease, but you take double damage from slashing weapons. At 5th level, spells or effects which heal hp damage are doubly effective on you. At 10th level, you gain the Empower Spell feat, and can apply it at half cost to all healing spells (ie. Empowered healing spells use up a spell slot one level higher, rather than two). At 15th level, you have a +4 bonus to saves resist negative energy effects and any negative energy effect which would do half damage because of a successful save, instead does no damage.

Fire Scarred (treant) You were badly burned in a fire, leaving you heavily scarred and forever blackened. You suffer a -4 penalty to all Dexterity related skill checks because of the damage, but your natural armor is increased by +1 and you gain a +2 racial bonus to all Fortitude saves. At 5th level you may add the spells endure elements and resist energy to your list of known spells. At 10th level you may add the spell fire shield to your spells known as a 5th level spell. You also gain Resist fire 5. At 15th level, your Resist fire increases to 10, and any spell you cast which causes damage causes an additional amount of fire damage equal to your Charisma bonus.

Stunted (treant) You are shorter than other treants. You are always one size category smaller than you should be, with all the relevant bonuses and penalties. You have a -1 penalty to Strength, but a +1 to your Dexterity because of your condition. Your base speed is also reduced by 5 ft. At 5th level, once per day you may increase your size once step, as if using *enlarge person*. At 10th level you can use this ability twice a day, or increase your size by two steps when using the effect. At 15th level you have three uses of the ability and can stack the effects (increase your size three steps once, one step three times, or two steps once and one step once).

Woodland Stalker (Ranger, Treant)

A friend to not only the trees, but those creatures that call the forest home, the woodland stalker is a master at blending into the forest background, so that her enemies do not see her until it is too late. She and her allies patrol the woodlands vigilantly, hunting those she calls enemies.

Class Skills The woodland stalker's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (geography), Knowledge (history), (Int), Knowledge (nature)(Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Stealth (Dex), and Survival (Wis). She gains 6

+ Intelligence modifier skill ranks per level. This replaces the characters normal ranger class skills.

Weapon and Armor Proficiency: A woodland stalker is proficient with all simple and martial weapons, and with shields (including tower shields). She is not proficient with any armors. This replaces the characters normal weapon and armor proficiencies.

At Home in the Woods (Ex) When in the woods or forest, the woodland stalker gains a bonus to initiative checks, and Knowledge (geography), Perception, Stealth and Survival skill checks equal to 1/2 her Class level. This ability replaces favored terrain but otherwise functions in all ways as favored terrain.

Stone Hurler (Ex) The woodland stalker has the ability to throw stones as deadly weapons and treats thrown rocks as simple weapons. The size and damage of these thrown missiles increases as the stalker grows in size. At 1st level, the objects thrown by the woodland stalker deal 1d6 points of damage, and are considered Tiny. This amount increases to 1d8 at 4th level (Tiny missiles), 1d10 at 8th level (small Missiles), 2d6 at 12th level (Medium missiles), and 3d6 at 16th level (Medium Missiles). At 8th level the woodland stalker gains the rock catching ability. The range increment of the thrown rocks is equal 60 feet + 10 feet/level.

Slam Attack (Ex) A woodland stalker has a natural slam attack, which deals 1d6 points of damage. This amount increases to 1d8 at 4th level, 1d10 at 8th level, 2d6 at 12th level, and 3d6 at 16th level. At 11th level, if using this ability, instead of making iterative attacks as normal, the stalker can instead choose to make two slam attacks utilizing her highest attack bonus.

Skin of the Trees (Ex) A woodland stalker gains a +1 natural armor bonus at 1st level and an additional +1 bonus every level thereafter. Additionally, beginning at 2nd level, the woodland stalker gains DR/slashing equal to 1/2 her class level.

Constant Growth (Ex) The woodland stalker continues to grow physically as she gains in power. The effects of this growth are incremental and manifest as follows. At 2nd level and every two levels thereafter, the stalker gains +1 Strength. At 5th level and every 5th level after that, the woodland stalker gains +1 to Constitution but suffers -1 Dexterity. At 7th level the woodland stalker is considered Large, with a -1 to both AC and attacks, a +1 to CMB and CMD and a reach of 10 feet. At 14th level she is Huge, with another +1 to CMB and CMD, and a additional -1 to attacks and AC. Her reach increases to 15 feet at this point. At 20th level, the woodland remains Huge, but her reach increases to 20 feet. This ability replaces evasion, and improved evasion.

Combat Style Feat (Ex): The woodland stalker may choose from the following combat styles: archery, thrown weapon, or two handed weapon.

Forest Bond (Su): Beginning at 5th level, the woodland stalker can animate trees in much the same way as the treant forest master (druid archetype) or the tree shepherd (paragon racial class). However, the woodland stalker has fewer quickening

points to use. At 5th level, the stalker gains 1 + Charisma modifier quickening points. She gains an additional quickening point every level thereafter. Trees animated by the woodland stalker attack the stalker's favored enemies using the favored enemy bonuses of the woodland stalker. This ability functions in all other ways as the tree master's forest bond ability and replaces the ranger's spell ability.

Woodland Defense (Ex) Beginning at 8th level, when in the forest, the woodland stalker gains a circumstantial bonus to AC against ranged or reach attacks equal to 1/4th her class level. At 12th level, this bonus is applied against all attacks. At 16th level this bonus is applied to Reflex saves. This ability replaces swift tracker and camouflage.

Master Stalker (Ex): A woodland stalker of 20th level is a master at following and killing her enemies. She gains a +10 bonus to Survival checks to track a quarry. She, or one of her animated trees, may, as a standard action, make a single attack against a quarry at her full attack bonus. If this attack hits the target takes damage as normal but must also make a Fortitude save or die. The DC of this save is equal to 20 + Wisdom modifier. A woodland stalker may use this ability 5 times a day, but not against the same creature more than once in a 24-hour period. This ability replaces master hunter.

Wald Walker (Rogue, Treant)

The wald walker moves silent and virtually unseen beneath the forest canopy, conversing with those trees in his charge, keeping ever abreast of their cares and concerns. Rather than charging headfirst into his enemies, he much prefers to strike from the shadows, at a distance.

Class Skills The wald walker's class skills are Bluff (Cha), Climb (Dex), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (history), Knowledge (local), Knowledge (nature), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha). He gains 8 + Intelligence modifier skill ranks each level. This replaces the characters normal rogue class skills.

Weapon and Armor Proficiency: A wald walker is proficient with all simple weapons plus the great club. He is not proficient with armors or shields. This replaces the characters normal weapon and armor proficiencies.

Slam Attack A wald walker has a natural slam attack, which deals 1d6 points of damage. This amount increases to 1d8 at 8th level, 1d10 at 15th level and 2d6 at 20th level.

Stone Thrower (Ex) The wald walker has the ability to throw stones as deadly weapons and treats thrown rocks as simple weapons. The size and damage of these thrown missiles increases as the stalker grows in size. At 1st level, the objects thrown by the woodland stalker deal 1d6 points of damage, and are considered Tiny. This amount increases to 1d8 at 5th level (Tiny missiles), 1d10 at 10th level (small Missiles), 2d6 at 15th level (small missiles), and 3d6 at 20th level (Medium

Missiles). At 10th level the woodland stalker gains the rock catching ability. The range increment of the thrown rocks is equal 60 feet + 10 feet/level. So long as the target is flatfooted, the wald walker is within one range increment of his target and the wald walker is undetected, he can apply his sneak attack bonus to any damage done by a thrown stone. Otherwise, normal rules governing ranged sneak attacks apply. This ability replaces trap finding and trap sense.

Nature's Armor Beginning at 2nd level, a wald walker gains +1 natural armor every 2 levels. At 15th level he gains DR 5/slashing.

Plant-trap Maker (Ex) At 2nd level the wald walker gains the feat, Craft Plant-trap. He gains the feat even if he does not fully qualify for it. This ability replaces evasion.

Continual Growth (Ex) A wald walker continues to grow in size and strength as he gains higher levels. At 3rd level, and every three levels thereafter, he gains +1 to strength. At 6th level, and every 6th level after that, he gains +1 to Constitution but suffers -1 to Dexterity. At 10th level he is considered to be Large, with a -1 to both AC and attacks, and a +1 to CMB and CMD. His reach increases to 10 feet. At 20th level he is Huge, with an additional -1 to both AC and attacks, a +1 to CMB and CMD and a reach of 15 feet. This ability replaces uncanny dodge and improved uncanny dodge.

Wald Walker Talents As the wald walker gains experience, he learns a number of useful talents that aid him and confound his foes. Starting at 2nd level, the wald walker acquires one of the following talent. Another such is chosen every two levels after that. This lists replaces the standard list of rogue talents and advanced rogue talents.

Bludgeoning Rock Strike (Ex) When you deal sneak attack damage with a thrown rock your target must succeed at a Fortitude save where the DC is 10 + 1/2 wald walker level + Strength modifier. If the target succeeds at the save, the target is staggered for 1 round. If it fails the save, the target is stunned for 1 round. If you are 10th level or higher, you may take this talent a second time. When you do so, the time the target spends staggered or stunned is increased to 1d4+1 rounds.

Flanking Trees (Su) You may, as a free action, cause a properly positioned tree to move its branches in such a way as to provide a flanking bonus to your attack, or the attack of one of your allies. The tree is considered to have a reach identical to yours, and must be flanking the foe before you activate this ability. The effect lasts for 1 round. You may use this ability a number of times per day equal to 3 + Charisma modifier. The number of trees you can animate in this way per round is equal to your Charisma modifier (minimum 1). Trees commanded to provide a flanking bonus must be within 60 + 10 ft./level of yourself. You may take this talent more than once. Each time you take it beyond the first, you increase the number of trees you can animate in this way, a day, by 3 + Charisma modifier, and increase the number of trees that can be so animated a round by +1. You may use this talent in conjunction with the tree attack talent, but each talent must be paid for independently of the other.

Forest Bond (Su) You gain a number of quickening points equal to your Charisma modifier (minimum 1). You may use these points to animate trees, as with the tree master or tree shepherd's forest bond ability. You may only take this talent once, but may thereafter take any feats which require quickening points as a prerequisite.

Forest Sense (Su) It is virtually impossible to move through the forest without brushing against the plants therein. The trees and plants of the forest are constantly communicating with you, and you have learned how to listen to them. They tell you of where creatures are in the forest, giving you the effective ability to "see" every creature in your vicinity. This ability allows you sense all living non-plant creatures, moving objects (including monstrous plants, undead and constructs), and the like, within range. Invisible creatures within range of your forest sense do not have concealment against you, but are instead considered to have partial cover. You cannot sense incorporeal or ethereal creatures with this ability. The first time you take this talent, you gain forest sense 10 feet. You may take this talent more than once, and each time you do, your forest sense increases by +10 feet. Effects which deafen you nullify this talent for the duration of the deafness. This ability will not work outside forest terrain.

Forest Stealth (Ex) When in forest terrain, you gain a bonus to Stealth equal to 1/2 your wald walker level. If you are 10th level or higher you may take this talent a second time. When you do so, your bonus to stealth becomes equal to wald walker level.

Plant-trap-Master (Su) You gain a bonus to Diplomacy checks made to craft plant-traps equal to 1/2 your wald walker level. If you are 10th level or higher, you may take this talent a second time. When you do so, your bonus to crafting plant traps becomes equal to your wald walker level. You may only take this talent twice.

Rock Strike (Ex) When you deal sneak attack damage with a thrown rock, you gain a bonus to damage equal to 1/2 your wald walker level. If you are 10th level or higher, you may take this talent a second time. When you do so, your bonus to damage becomes equal to your wald walker level.

Rogue Talent You may choose from one of the following rogue talents or advanced rogue talents. You must be 10th level or higher to choose one of the advanced talents (marked with an ^A): *combat trick*, *crippling strike*^A, *dispelling attack*^A, *fast stealth*, *feat*^A, *finesse rogue*, *major magic*, *minor magic*, *opportunist*^A, *resiliency*, *skill mastery*^A, *slow reactions*, *surprise attack*.

Tree Attack (Su) You may, as a free action, cause a tree to attack a target. The tree attacks using your reach, slam attack modifiers and damage; and if the target is flat-footed, or otherwise denied its dexterity bonus to AC, you may apply sneak attack damage. An tree attacking in this way does not provide flanking bonuses. You may use this ability a number of times per day equal to 3 + Charisma modifier. The number of trees you can animate in this way per round is equal to your Charisma modifier (minimum 1). Trees commanded to attack

must be within 60 + 10 ft./level of yourself. You may take this talent more than once. Each time you take it beyond the first, you increase the number of trees you can animate in this way, a day, by 3 + Charisma modifier, and increase the number of trees that can be so animated, per round, by +1. You may use this talent in conjunction with the flanking tree talent, but each talent must be paid for independently of the other.

Forest Singer (Skald, Treant)

When treants march to battle, they draw strength from the chants of their songs, and it is the forest singer who leads them in those songs. When not in battle, the forest singer works to instruct his people, especially the young, in the ways of the forest, and the history of their race.

Class Skills The forest singer's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all), Linguistics (Int), Perception (Wis), Perform (oratory, percussion, sing) (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis) and Use Magic Device (Cha). He gains 4 + Intelligence modifier skill ranks per level. This replaces the characters normal skald class skills

Weapon and Armor Proficiency: The forest singer is proficient with the following weapons: club, javelin, longspear, quarterstaff, shortspear, spear, thrown rocks, and great club. He is not proficient with any armors, but is proficient with shields, excluding tower shields. This replaces the characters normal weapon and armor proficiencies.

Slam Attack (Ex) A forest singer has a natural slam attack, which deals 1d6 points of damage. This amount increases to 1d8 at 4th level, 1d10 at 8th level, 2d6 at 12th level, and 3d6 at 16th level.

Stone Hurler (Ex) The forest singer has the ability to throw stones as deadly weapons and treats thrown rocks as simple weapons. The size and damage of these thrown missiles increases as the singer grows in size. At 1st level, the objects thrown by the forest singer deal 1d6 points of damage, and are considered Tiny. This amount increases to 1d8 at 4th level (Tiny missiles), 1d10 at 8th level (small Missiles), 2d6 at 12th level (Medium missiles), and 3d6 at 16th level (Medium Missiles). At 8th level the forest singer gains the rock catching ability. The range increment of the thrown rocks is equal 60 feet + 10 feet/level. This ability replaces scribe scroll.

Raging Forest Song (Su) The forest singer gains raging song as a class ability and gains uses therein as a skald. The forest singer gains the following songs.

Forest Rage (Su) At 1st level, plant allies, including animated trees, who hear the skald's song are enflamed with verdant passion and gain a +2 moral bonus to Strength and Constitution and a +1 morale bonus on Fortitude saving throws, but also take a -1 penalty to AC. While under the effects of forest rage, treants may use any abilities requiring the expenditure of a quickening point as a swift action instead of a standard action. Abilities which take longer than a standard action are not

affected. Those under the effects of forest rage may not use Dexterity, Intelligence, or Charisma related Skills. At 4th level and every 4 levels thereafter, the songs bonuses on Will saves increase by 1; the penalty to AC does not change. At 8th and 16th levels, the song's bonuses to Strength and Constitution increase by 2. At the end of the effect those affected are not fatigued. Any rage powers the forest singer acquires may be applied to the singer and her allies while under the effect of forest rage, as with inspired rage. This song replaces inspired rage.

Song of Marching Trees (Su) At 3rd level, a forest singer can use 1 round of her raging song in place of quickening points to animate trees, as with a tree master's or tree shepherd's forest bond. The forest singer can now acquire any feats or use items which require a quickening point, excepting the feat Extra Quickening. Though the animation of a tree requires only the expenditure of a single round of the raging song, the forest singer must sing for the full hour of the tree's animation to maintain the effect (as well as staying within range of the animated tree). However multiple trees, up to a number equal to the forest singer's Charisma modifier (minimum 1) can be animated at the same time and the forest singer can utilize other abilities, such as her forest rage song, during this period of time. This song replaces song of marching.

Song of Rockbreaking (Su) At 10th level, a forest singer can sing a song which motivates her allies to rise up against the stone walls of those who would encroach against the wildwood. Allies who are affected by this song deal double damage when attacking stone structures or stone creatures (such as a stone golem or earth elemental). If those affected already deal double damage against such things, the damage is instead tripled. Furthermore, if those affected have rock throwing abilities, the damage dealt by the rocks is increased by one step (from 1d6 to 1d8, from 1d10 to 2d6, etc.) and the critical threat range of the thrown rocks is increased by one step (typically to 19-20). This song replaces dirge of doom.

Song of Verdant Healing (Su) At 14th level, the forest singer can heal plants with her music. While the forest singer sings her song of verdant healing, all plants within 60 feet of the forest singer gain fast healing 2. The fast healing effect ends as soon as the singer ends the song. This song replaces song of the fallen.

Constant Growth (Ex) The forest singer continues to grow physically as she gains in power. The effects of this growth are incremental and manifest as follows. At 2nd level and every two levels thereafter, the singer gains +1 Strength. At 5th level and every 5th level after that, the forest singer gains +1 to Constitution but suffers -1 Dexterity. At 7th level the forest singer is considered Large, with a -1 to both AC and attacks, a +1 to CMB and CMD and a reach of 10 feet. At 14th level she is Huge, with another +1 to CMB and CMD, and a additional 1 to attacks and AC. Her reach increases to 15 feet at this point. At 20th level, the singer remains Huge, but her reach increases to 20 feet. This ability replaces uncanny dodge, and improved uncanny dodge.

Nature's Armor Beginning at 2nd level, a forest singer gains +1 natural armor every 2 levels. At 15th level she gains DR +5/slashing. This ability replaces the skald's damage reduction.

Woodland Performance (Ex) At 2nd level, a forest singer can choose one type of Perform skill associated with the forest singer class. He can use his bonus in that skill in place of his bonus in the associated skills listed below. When substituting in this way, the singer uses his total perform skill bonus, including class skill bonus, in place of the associated skill's bonus, whether or not he has ranks in that skill. At 8th level and 14th level, the singer can select an additional type of Perform to substitute.

The types of Perform and their associated skills are Oratory (Handle Animal, Diplomacy), Percussion (Stealth, Intimidate), and Sing (Survival, Bluff). This ability replaces the standard versatile performance.

Forest Spells (Su) At 5th level, the forest singer is able to learn spells from both the bard and the druid spell lists, though she may not know more than 1 spell per spell level unique to the druid's spell list. This ability replaces spell kenning.

Master Forest Singer (Su) At 20th level, a forest singer's forest rage song no longer gives allies a penalty to AC nor limits what skills or abilities they can use. Each character affected by the song, when making a full attack, may make an additional attack each turn. Finally, any ally under the effect of the song, capable of animating trees with a quickening point increases the number of trees they can have animated by +1. This ability replaces master skald.

Scion of the Woods (Sorcerer, Treant)

There is ancient power that courses through the floor and branches of the great forests of the world, and these eldritch energies find an outlet in the scion of the woods. This sorcerous treant is, from inception, imbued with magical ability, and as she grows, she learns to master these primal forces, harnessing them in arcane fashion, much to the chagrin of her foes.

Weapon and Armor Proficiency: The scion of the woods is proficient with short spears, quarterstaves, clubs and slings. She is not proficient with any armors or shields. This replaces the characters normal weapon and armor proficiencies.

Bloodline: The scion of the woods must choose from either the Ley Line bloodline, or the Fey Woods bloodline.

Slam Attack: The scion of the woods possesses a slam attack with deals 1d6 points of damage. This increases to 1d8 points of damage at 12th level.

Thick Skin (Ex) At 4th level, and every four levels thereafter, the scion of the woods gains +1 to her natural armor bonus. At 20th level she gains DR 5/slashing.

Steady Growth (Ex) A scion of the woods grows in size and strength as she gains higher levels. At 4th level and every four levels thereafter, she gains +1 to Strength. At 8th level and 16th level she gains +1 Constitution but suffers -1 to Dexterity. At 12th level, she is considered to be Large, with a -1 to both AC



and attacks, and a +1 to CMB and CMD. Her reach increases to 10 feet.

Treant Bloodlines

Ley Line

You were born at a powerful intersection of ley lines and have always had an instinctual sense of the arcane energies that flow through the natural world

Class Skill: Knowledge (geography)

Bonus Spells: *identify* (3rd), *consecrate* (5th), *dispel magic* (7th), *locate creature* (9th), *teleport* (11th), *find the path* (13th), *control weather* (15th), *earthquake* (17th), *foresight* (19th) **Bonus Feats:** Endurance, Extend Spell, Great Fortitude, Improved Counterspell, Power Attack, Skill Focus (Knowledge [geography]), Spell Focus, Toughness

Bloodline Arcana: In addition to thick skin and steady growth, you have perfect direction sense and cannot get lost. **Bloodline powers:** As your power increases, so too does your connection

to the mystical energies which pulse through the natural world around you.

Magic Pulse (Su) At 1st level you gain *detect magic* as an at will ability which does not require a spell slot. You gain a bonus to Spellcraft checks made to identify magic items equal to 1/2 your class level (minimum 1). You also gain Arcane Strike as a class feat.

Life Pulse (Su) Beginning at 3rd level, you can sense and partially control the life energies around you. You gain *stabilize* as an at will ability which does not require a spell slot. You may also treat any of the cure spells (such as *cure light wounds*) as sorcerer/wizard spells, though you must still add them to your spells known as normal. Finally you gain *lifesense* with a range of 10/ft per 2 levels.

Pulse of the Earth (Su) Beginning at 9th level, you can better sense the interaction between the land and the magical energies generated by the living things within and upon that land. You can also partially affect that interplay. You gain *slow* and *haste* as once per day spell-like abilities. Every three levels after 9th you may choose one of those two abilities and increase your ability to use it per day by +1.

Pulse of the Elements (Su) Beginning at 15th level, your ability to sense and control energy allows you to affect elemental energies. You gain Resist Acid 5, Cold 5, Fire 5, and Electricity 5. You may also, as a free action, reduce or increase the damage done by a spell of the acid, cold, fire, or electricity type. When you use this ability, you must state your intent to do so before any damage is rolled and state whether you intend to increase or decrease the damage. You must then succeed at a Spellcraft check where the DC is equal to 10 + spell level + caster's spell-related-ability modifier (Intelligence for Wizards, Wisdom for Clerics, etc.). If successful, the damage dealt is altered as follows. If you decrease the damage, you reduce it by -1 for each die rolled for damage. If you increase the damage you increase it by +1 for each side rolled for damage. The range of this ability is 30 ft. + 10 ft. per 2 levels and you may use the ability a number of times per day equal to 3 + Charisma modifier.

Master of the Pulse (Su) At 20th level, your awareness of magical and life energies is unparalleled, and your ability to manipulate them uncanny. You *detect magic* as a free action that is always active, and can take 20 as a standard action when using Spellcraft to identify magical items. You gain *teleport without error* as a spell-like ability usable once per day. You also gain *permanency* as a spell like ability usable once per day and, once per year, when you use this ability, you may do so without paying the material component cost.

Fey Woods

Fey magic infused the woods in which you were born and some of it settled in you. You are more given to laughing than other treants, delighting in pranks and jokes, which frequently annoy your relatives, but there is no doubting your love of the forest.

Class Skill: Survival

Bonus Spells: *entangle* (3rd), *summon nature's ally II* (5th), *deep slumber* (7th), *command plants* (9th), *tree stride* (11th), *true seeing* (13th), *phase door* (15th), *summon nature's ally VIII* (17th), *shapechange* (19th)

Bonus Feats: Dodge, Endurance, Enlarge Spell, Iron Will, Quickened Spell, Skill Focus (Survival), Spell Focus, Stealthy

Bloodline Arcana: In addition to Thick Skin and Steady Growth, you have a +2 bonus to all Diplomacy attempts with creatures of the fey type.

Bloodline Powers

Your latent treant powers are augmented by your connection to all things fey.

Animal Speech (Su): At 1st level, pick one type of animal native to forests. You may converse with animals of that kind at will, was with speak with animal. You gain the ability to converse with a second kind of animal at 5th level, and then another at 9th, 13th and 17th. Moreover, you may learn any of the summon nature's ally spells as a wizard/sorcerer spell, though you must add them to your spells known as normal.

Tree Attack (Su): Beginning at 3rd level, you may direct a tree, as a standard action, to attack a foe. The tree has a slam attack and reach equal to yours, unmodified by weapons or spells. You may use this ability a number of rounds per day equal to 2 + Charisma modifier + 1/2 level. At 7th level, you may animate up to two trees a round in this way, and at 14th level you can animate up to three trees a round in such a way. Trees animated in this way do not provide flanking bonuses.

Tree Defense (Su): Beginning at 9th level, the trees move to protect you from harm. When in forest terrain, you gain a deflection bonus to ACs, and a bonus to Reflex saves. These bonuses are equal to 1/3 your class level.

Fey Terrain (Sp): At 15th level you may add the spells *major image* and *hallucinatory terrain* to your spells known. Hallucinatory terrain can, in effect, render trees invisible. Trees which are animated to attack cease to be "invisible" but gain any normal bonuses an invisible entity would receive when first attacking.

Feyborn Treant (Su): At 20th level, you acquire the fey type. You gain DR 10/cold iron and creatures of the animal type do not attack you unless compelled to do so through magic. You can speak with any animal at will, and can turn invisible, as with greater invisibility, for up to 20 rounds per day, and these rounds need not be consecutive.

Verdant Scholar (Wizard, Treant)

Treants, by their very nature, are deliberate learners, and they rarely forget a fact once they know it. The verdant scholar epitomizes this trait, and devotes himself to learning, pursuing a constant quest for knowledge and understanding of the world around him.

Weapon and Armor Proficiency: The verdant scholar is proficient with quarterstaves, clubs and slings. He is not proficient with any armors or shields. This replaces the characters normal weapon and armor proficiencies.

Slam Attack: The verdant scholar possesses a slam attack with deals 1d6 points of damage. This increases to 1d8 points of damage at 12th level.

Thick Skin (Ex) At 4th level, and every four levels thereafter, the verdant scholar gains +1 to his natural armor bonus. At 20th level he gains DR 5/slashing.

Natural Enchanter Verdant scholars gain a bonus spell slot each day for each spell level of spells they can prepare, but this spell slot must be used for either enchantment spells or transmutation spells. Evocation spells prepared by the verdant scholar cost two spell slots, and evocation counts as an opposition school of magic for the scholar. Necromantic spells prepared by the verdant scholar must be prepared as if they were one spell level higher, utilizing the higher spell slot (so that a 2nd level ghoul touch spell would have to be prepared in a 3rd level spell slot). The necromancy school of spells is also considered an opposition school for the verdant scholar. *This ability replaces the wizards normal arcane school ability.*

Natural Scholar Verdant scholars gain a bonus to Survival and Knowledge (nature) skill equal to 1/2 their class level +1.

Tree Bond At 1st level, the verdant scholar can form a powerful bond with a single tree. The scholar may animate this tree for a number of hours per day equal to his class level. The time the tree spends animated need not be consecutive, but each occasion of animation costs at least 30 minutes of the available time, even if the tree does not spend the whole thirty minutes in motion. When the tree is so animated, it has a speed of 10 feet, and hp, AC and attack bonuses equal to the scholar's, unmodified by magic or equipment. If the tree attempts a skill check, it is considered to have a skill modifier equal to half of the verdant scholars. Once per day, if the bonded tree is within 10 feet of the verdant scholar, he may cast any one spell from his spell book without having prepared it.

Beginning at 3rd level, the verdant scholar can see the area around his bonded tree as if he were there himself.

Starting at 5th level, when the verdant scholar casts a spell, he can choose to use his bonded tree as the origin point of the spell. If the spell requires a touch attack, the scholar must choose to animate the tree to deliver the spell.

Beginning at 7th level, the verdant scholar can choose to divide any damage done to either himself or his tree equally between the two of them. Likewise, any spell or magic item which modifies or augments the scholar's AC or abilities is shared by the tree.

Beginning at 9th level, the verdant scholar can use his bonded tree to aid in the creation of magical wands, drawing the wand from the living wood of the tree. Wands created in this way cost 25% less and take half the time to create.

Beginning at 11th level, the verdant scholar can choose to enter his tree, similar to the manner in which a dryad enters her tree. While in his tree, the verdant scholar heals at twice the natural rate, though he must still spend the normal amount of time resting in order to heal. While the scholar is in his tree, any damage done to the tree is shared fully by the scholar.

Starting at 15th level, the verdant scholar can switch places with his bonded tree at any time.

Beginning at 17th level, the verdant scholar can use his bonded tree to aid in the creation of magical staves, drawing the staff from the living wood of the tree. Staves created in this way cost 25% less and take half the time to create.

If the bonded tree is ever destroyed, the verdant scholar cannot bond with a new tree for a full month. Bonding with a tree in this way takes three consecutive days of uninterrupted meditation, with a minimum of eight hours being spent each day to form the bond.

This ability replaces the wizard's standard arcane bond.

Verdant Discoveries Whenever the verdant scholar can take a feat or a wizard's bonus feat, he may instead choose one of the following discoveries.

Arcane Tree Strike Whenever your bonded tree attacks, it is treated as a magic weapon, with a +1 to hit and damage. This bonus increases by an additional +1 for every 5 levels you possess, to a maximum of +5 at 20th level. You can take this discovery a second time, and when you do so, your bonded tree's attacks count as both cold iron and silver for the purposes of overcoming damage resistance.

Deep Understanding Choose a single Knowledge skill. When using this skill, you may add a bonus equal to one quarter of your class level (minimum 1) to the skill check. You may take this discovery multiple times, and may choose to apply it to the same Knowledge more than once, stacking the bonuses each time.

Plant Enchanter You have learned to use your magic to affect the "minds" of plants. Any enchantment spell you know which targets humanoids may be used to target monstrous plants, even those plants normally immune to enchantments.

Plant Growth You have learned to use arcane magic to affect plant growth. At the appropriate levels, you gain the following spells in your spell book as arcane spells: entangle (1st), plant growth (5th), wall of thorns (9th), animate plants (13th), shambler (17th)

Plant Transmutation You have learned how to better use your magic to alter plants. Any transmutation spell which targets humanoids may be used by you to target monstrous plants. The DC of transmutation spells you cast on plants is increased by +2.

Temporary Tree Bond As a standard action, you may animate a single tree within range for one round. For the duration of the round that tree acts in all respects as another bonded tree. You may use this ability a number of times per day equal to your class level + your Intelligence modifier.

Treant Growth When you take this discovery, you gain +2 Strength, +1 Constitution and a +2 bonus to your natural AC, but you also suffer a -1 penalty to your Dexterity. You are considered to have grown and any armors you had worn prior are no longer considered as fitting, and must be altered or replaced. You may take this discovery up to 5 times. The fifth time you take it, all class levels which would have provided you with steady growth are now considered to have provided

you with constant growth, for the purpose of determining your appropriate size.

Woodland Speech You have learned some of the languages of the creatures that inhabit the forest you call home. For every four levels you possess you may choose one kind of animal native to the forest. You have the ability to communicate at will with this animal, as if using *Speak with animal*.

Potion Maker At 3rd level the verdant scholar gains Brew Potion as a class feat. The scholar has a +2 competency bonus to all Spellcraft checks made to brew a potion. This ability replaces the wizard's Scribe Scroll ability.

Steady Growth (Ex) A verdant scholarly grows in size and strength as he gains higher levels. At 4th level and every four levels thereafter, he gains +1 to Strength. At 8th level and 16th level he gains a +1 to Constitution but suffers -1 to Dexterity. At 12th level, he is considered to be Large, with a -1 to both AC and attacks, and a +1 to CMB and CMD. His reach increases to 10 feet.

Paragon Racial Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race.

Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with his race. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race).

Levels in racial paragon classes are always considered to be advancing in a favored class.

Tree Shepherd (Treant)

While other treants may divert their attentions to matters arcane or martial, the tree shepherd is focused on his verdant flocks. As he grows in size, strength and power, his natural



connection to the trees, the land, and the forest he calls home become ever stronger.

The tree shepherd class is a paragon racial class unique to treants, and can be taken by any treant character. Treants who take the tree shepherd class may multiclass as normal between the paragon racial class, other character classes and prestige classes for which he or she is qualified.

Role: Tree shepherds are most at home in the forest, and, like most treants, will be a much weaker opponent when found in other terrains. In the forest, however, they are among the most powerful of opponents. Their rock throwing abilities, natural armor, and powerful limbs make them efficient combatants, but their real strength lies in being able to get the very forest to fight their battles for them.

Alignment: Any

Hit Dice: d8

Class Skills: The tree shepherd's class skills are Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks per Level: 4 + Intelligence modifier

Tree Shepherd Class Table

Level	BAB	Fort	Ref	Will	Special
1	+0	+2	+0	+0	Forest Bond, Forest Stealth, Slam 1d6, Skin of the Trees, Stone Hurler, Forest Gift
2	+1	+3	+0	+0	Savage Growth, +1 Strength,
3	+2	+3	+1	+1	Forest Gift
4	+3	+4	+1	+1	Slam 1d8, +1 Strength
5	+3	+4	+1	+1	+1 Constitution, -1 Dexterity, Forest Gift
6	+4	+5	+2	+2	+1 Strength, Large
7	+5	+5	+2	+2	Rock Catching, Forest Gift
8	+6/+1	+6	+2	+2	Slam 1d10, +1 Strength
9	+6/+1	+6	+3	+3	Forest Gift
10	+7/+2	+7	+3	+3	+1 Strength, +1 Constitution, -1 Dexterity
11	+8/+3	+7	+3	+3	2 Slams 1d10, Forest Gift
12	+9/+4	+8	+4	+4	2 Slams 2d6, +1 Strength, Huge
13	+9/+4	+8	+4	+4	Forest Gift
14	+10/+5	+9	+4	+4	+1 Strength
15	+11/+6/+1	+9	+5	+5	+1 Constitution, -1 Dexterity, Forest Gift
16	+12/+7/+2	+10	+5	+5	2 Slams 3d6, +1 Strength
17	+12/+7/+2	+10	+5	+5	Forest Gift
18	+13/+8/+3	+11	+6	+6	3 Slams 3d6, +1 Strength
19	+14/+9/+4	+11	+6	+6	Forest Gift
20	+15/+10/+5	+12	+6	+6	Gargantuan, +1 Strength, +1 Constitution, -1 Dexterity, Forest Gift (x2)

Class Features:

Weapon and Armor Proficiency:

Tree shepherds are proficient with clubs, great clubs, spears, stones and slings. They are not proficient with any armors or shields.

Forest Bond (Su)

The tree shepherd forms a powerful bond with the trees that surround him. At 1st level, at will, he can animate and control trees within range for a limited period of time. Tree's so animated have hit points, attack modifiers and armor class equal to the tree shepherd own, unmodified by magic or equipment. If the tree is commanded to make use of a Skill, it is considered to have a Skill bonus equal to half that of the shepherd's in any given Skill, rounded down. It takes 1 full round for a tree to uproot itself and when a tree moves it has a base speed of 10 feet. When the tree shepherd ends the control of a tree, or moves out of range, the tree roots itself to the spot where it stands.

The range at which a tree shepherd can animate and control trees is equal to 50 feet + 10 feet per level. At 1st level, a tree shepherd has 4 + Charisma modifier quickening points with which to control and animate a tree (minimum 2). The tree shepherd gains another 3 points each level. Using one of these quickening points allows for the

animation of a single tree for up to an hour. If the animated tree takes enough damage to "kill" it, the quickening point is completely expended, regardless of the time it spent animated. If the tree shepherd moves out of range of the tree, or causes the tree to root, the same tree can be animated again at any time for the duration of the hour without the expenditure of another quickening point. A tree shepherd may have a number of trees animated at a time equal to his Charisma modifier (minimum 1), though each tree must be animated separately.

At 5th level, 10th level, and 15th level the tree master increases the number of trees he may animate at one time by +1. At 20th level, the number of trees the tree master can have animated at one time is doubled.

Forest Stealth (Ex)

So long as the tree shepherd is in forest terrain, he gains a racial bonus to his stealth equal to his paragon class level. This stacks with any other racial or class bonuses to stealth.

Skin of the Trees (Ex)

A tree shepherd gains a +1 natural armor bonus at 1st level and an additional +1 bonus every level thereafter. Additionally, beginning at 2nd level, the tree shepherd gains DR/slashing equal to 1/2 his class level.

Slam Attack (Ex)

A tree shepherd has a natural slam attack, which deals 1d6 points of damage. This amount increases to 1d8 at 4th level, 1d10 at 8th level, 2d6 at 12th level, and 3d6 at 16th level. At 11th level the tree shepherd gains a second slam attack which deals an equal amount of damage as the first. At 18th level the tree shepherd gains a third slam attack.

Stone Hurler (Ex)

The tree shepherd has the ability to throw stones as deadly weapons and treats thrown rocks as simple weapons. The size and damage of these thrown missiles increases as the shepherd grows in size. At 1st level, the objects thrown by the tree shepherd deal 1d6 points of damage, and are considered Tiny. This amount increases to 1d8 at 4th level (Tiny missiles), 1d10 at 8th level (small Missiles), 2d6 at 12th level (Medium missiles), and 3d6 at 16th level (Medium Missiles). At 7th level the stone hurler gains the rock catching ability. The range increment of the thrown rocks is equal 60 feet + 10 feet/level.

Savage Growth (Ex)

The tree shepherd grows as he gains in power. The effects of this growth are incremental and manifest as follows. At 2nd level and every two levels thereafter, the shepherd gains +1 Strength. At 5th level and every 5th level after that, the primal forest guardian gains +1 Constitution, but also suffers -1 Dexterity. At 6th level the guardian is considered Large, with a -1 to both AC and attacks, a +1 to CMB and CMD and a reach of 10 feet. At 12th level the guardian is Huge, with another +1 to CMB and CMD, and a additional -1 to attacks and AC. His reach increases to 15 feet at this point. At 20th level, the primal forest guardian is Gargantuan, gaining another -2 to attacks and AC, and +2 to CMB and CMD. The gargantuan tree shepherd has a reach of 20 feet.

Forest Gift

At 1st level, and then every 2 levels thereafter, the tree shepherd gains a forest gift. At 20th level the tree shepherd can choose two gifts. These special abilities represent the connection between the tree shepherd and the land. The shepherd can choose from among the following gifts.

Army of Trees (Su) By expending 2 quickening points a tree shepherd can cause the trees in a section of forest to move from one area to another. The area affected is a circle of land up to 50 feet in diameter. All the trees in this area will move to another area, up to a mile away, as the shepherd directs. By expending extra quickening points, he can increase the area of effect by an additional 50 feet for each quickening point he spends (so, for example, by spending 10 quickening points in total, he affects all the trees within a 450-foot radius around himself). As the trees move, thick fog rises up, twenty feet from the ground around them, covering their movement. Trees moving in this way do not attack and cannot be further animated until they reach their ordered destination. It takes the

trees 3 hours to cover the one-mile distance. *A tree shepherd must be 15th level to take this gift.*

Beast Friend (Ex) The tree shepherd is in tune with all forest life, not just the plants therein. For each two levels of tree shepherd he has obtained, he may choose one animal. He may *speak with animals* of this kind at will, and has a bonus to all Handle Animal, Knowledge (nature), Heal and Survival skill checks made in relationship with animals of this kind. The bonus is equal to half his paragon class level. At 20th level, this bonus applies to all animals, and he can *speak with animals* at will, regardless of the kind of animal. A tree shepherd with this gift may also, as a standard action, expend one quickening point to cast *calm animals*. Additionally, he may, as a standard action, expend a quickening point to cast *summon nature's ally I*. At 7th level, he can expend an extra quickening point to instead cast *summon's nature ally III*. At 13th level, he can expend a total of three quickening points to cast *summon nature's ally V*. At 19th level, four points can be spent to instead cast *summon nature's ally VII*. All animals summoned this way must be native to the region. *A tree shepherd must be 3rd level or higher to take this gift.*

Call Forth Air (Su) By expending a quickening point, as a standard action, the tree shepherd can summon an air elemental under his control. The elemental is Small and lasts for up to ten minutes, after which time it is subsumed back into the atmosphere. The tree shepherd can expend additional quickening points to increase the size of the air elemental: for each point expended, the elemental increases in size one step. The elemental summoned cannot be larger than one size category smaller than the tree shepherd. Each elemental summoned counts against the number of trees the tree shepherd can have animated at a single time. When the elemental's duration is ended, as a free action, the tree shepherd can choose to increase the duration of the effect by expending a number of animation points equal to those needed to summon the elemental forth originally. *The tree shepherd must be 7th level to take this gift.*

Call Forth Rock (Su) By expending a quickening point, as a standard action, the tree shepherd can cause a section of ground to animate as an earth elemental under his control. The elemental is Small and lasts for up to ten minutes, after which time it is subsumed back into the ground. The tree shepherd can expend additional quickening points to increase the size of the earth elemental: for each point expended, the elemental increases in size one step. The elemental summoned cannot be larger than one size category smaller than the tree shepherd. Each elemental summoned counts against the number of trees the tree shepherd can have animated at a single time. When the elemental's duration is ended, as a free action, the tree shepherd can choose to increase the duration of the effect by expending a number of animation points equal to those needed to summon the elemental forth originally. *The tree shepherd must be 7th level to take this gift.*

Call Forth Water (Su) By expending a quickening point, as a standard action, the tree shepherd can summon a water

elemental under his control. The tree shepherd must be near to a body of water large enough for the formation of the elemental to use this ability. The elemental is Small and lasts for up to ten minutes, after which time it collapses into a pool of water. The tree shepherd can expend additional quickening points to increase the size of the water elemental: for each point expended, the elemental increases in size one step. The elemental summoned cannot be larger than one size category smaller than the tree shepherd. Each elemental summoned counts against the number of trees the tree shepherd can have animated at a single time. When the elemental's duration is ended, as a free action, the tree shepherd can choose to increase the duration of the effect by expending a number of animation points equal to those needed to summon the elemental forth originally. The tree shepherd must be 7th level to take this gift.

Foggy terrain (Su) By expending two quickening points, the tree shepherd can call forth fog from the ground. The fog takes one minute to form, rises to a height of twenty feet and has a half-mile radius centered on the shepherd. The fog lasts for one hour and reduces visibility to 60 feet. By expending a second quickening point, the tree shepherd can further reduce visibility in the fog to 30 feet. A third spent point reduces visibility to 10 feet. A strong or arcane wind can clear the fog for the duration of the wind effect in the immediate area of effect of the wind. A tree shepherd must be 5th level to take this gift.

Forest Attunement (Ex) The tree shepherd is in tune with the song of the forest around him, and moves through it in harmony with all of its little ways and manners. When in forest terrain, he gains a +4 insight bonus to Initiative and cannot be surprised or caught flat-footed. He also, when in forest terrain gain a +1 situational bonus to all melee attack rolls as if he occupied higher ground, and his opponents are always denied the benefit from occupying higher ground when attacking. (If both combatants have this ability, the combatant with the higher HD benefits from the ability. If HD are equal it cancels itself out.) Additionally, no naturally occurring forest terrain ever hinders the tree shepherd's movement, and natural objects such as trees and rocks do not prevent him from charging an opponent. Finally, by expending one quickening point, the tree shepherd gains the ability to use any tree as a flanking ally, so that opponents caught between him and a tree are always considered flanked, even if the tree is not otherwise animated. Trees are considered to have a reach identical to that of the tree shepherd. This effect lasts for one hour and trees which are used for flanking do not count against the number of trees a tree shepherd can have animated at one time. A tree shepherd must be 9th level to take this gift.

Forest Barrage (Su) Trees the tree shepherd animates gain his rock throwing abilities.

Forest Lights (Su) The tree shepherd with this gift can call forth fairy lights from the vegetation. He can, as a standard action cast *dancing lights* at will. By expending one quickening point he can also cast *light* upon any single plant, including himself, within 10 feet per level of himself. This *light* has a

duration of 8 hours. At 7th level, by expending an extra quickening point (2 total) he can instead cast *daylight* upon any plant, with a similar range and duration. Alternately, he may expend two quickening points and cause a wide area of vegetation to produce an abundance of twinkling lights, similar in size to fireflies, but which, combined, produce light equivalent to that of a torch or lantern within the area of effect. The area affected by this ability is up to 250 feet in diameter per paragon class level, and the lights lasts one hour. Finally, beginning at 11th level, if he expends two extra quickening points (4 total) he can increase the amount of light produced within this area of effect to that of *daylight*.

Forest Vision (Su) The tree shepherd gains greensight with a range equal to 10 feet per paragon class level. Within this field of vision, when in forest terrain, he gains a bonus to Perception equal to his paragon class level.

Ground Vision (Ex) The tree shepherd with this gift is able to concentrate and so detect minute vibrations in the ground. So long as he does not move for at least a round, by extending his feet partially into the soil, or gripping them against the rocks, he gains tremorsense equal to 5 ft per paragon class level. As soon as he moves, he ends the effect, at least until he chooses to remain still for at least another round. Beginning at 11th level, the tree shepherd can use the ability with limited movement, no more than a 5-foot step. At 20th level he can use the ability so long as he does not move more than his base speed.

Healing Spring (Su) By spending one quickening point, the tree shepherd can cause a small geyser of water to burst up from the ground, as a natural spring. The spring is of a sufficient size to allow only one character to drink from it at a time. This spring lasts for 10 minutes, and each character that drinks from the spring is refreshed, as if they had rested for a period of time. Each character heals a number of hit points equal to their Constitution modifier (minimum 1), exhausted creatures become fatigued, and fatigued creatures are no longer fatigued. A character may only benefit from such a spring, regardless of who summoned it, once a day. Beginning at 7th level, if the tree shepherd expends an extra quickening point, the water heals the drinkers for an extra 1d8 + paragon class level amount of damage and heals 1 point of ability damage. Starting at 13th level, he may increase this amount to +2d8 + paragon class level by expending another quickening point, and at 19th level he may spend one additional quickening point (total 4 points) to increase the amount healed to +4d8 + paragon class level. Water bottled from the spring has no effect other than to quench thirst after the spring's duration has ended. A tree shepherd must be 3rd level to take this gift.

Life Spring (Su) The tree shepherd sense the life force of other living things and has learned how to manipulate it in beneficial ways. As a standard action, he can cast *stabilize* at will. Furthermore, he may expend one quickening point in order to gain lifesense for one hour. Additionally, the tree shepherd may expend some of his own life energy in order to help others. By inflicting 10 points of non-lethal damage on

himself as a full round action, and touching a target, he may do one of the following.

- Heal a plant for 10 hit points worth of damage.
- Heal a plant of 1 point of physical Ability damage (Strength, Dexterity, Constitution).
- Remove either fatigue or the shaken condition from one plant.

At 5th level he may also heal animals in this way; at 7th level magical beasts and vermin; at 9th level fey; at 11th level humanoids; at 13th level monstrous humanoids, at 15th level dragons, at 17th level outsiders. Non-lethal damage the tree shepherd inflicts on himself when using this ability must be healed naturally, it cannot be healed through spells or spelllike effects.

Rock Breaker (Ex) When a tree shepherd takes this gift, he gains the feat, Improved Sunder. When the tree shepherd attacks an inanimate object, or attempts a sunder maneuver, he does double damage. At 13th level, damage dealt by the tree shepherd to inanimate objects increases to triple damage. At 20th level it increases to quadruple damage. A tree shepherd may spend a quickening point to give a single tree he has animated the benefits of this gift for one hour.

Tree Gossip (Ex) When in forest terrain, because of his understanding of what the trees are saying, the tree shepherd can use Knowledge (nature) in place of Knowledge (local). He can likewise use Knowledge (nature) in place of Diplomacy in order to gather information. Furthermore, the tree shepherd gets a competency bonus to Knowledge (nature) equal to his paragon class level.

Sacred Demesne (Su) The tree shepherd's connection to the forest life around him manifests in divine energies which are antithetical to negative energy and certain outsiders. The tree shepherd gains a bonus to all saves made to resist negative energy effects equal to 1/4 his paragon class level. Furthermore, whenever he rests in forest terrain, his natural healing rate is doubled. Additionally, by expending a quickening point, as a full round action, the shepherd can cast *consecrate*. For the purposes of the effect any forest area counts as a sacred shrine. Beginning at 11th level, when in forest terrain, the tree shepherd may, as a standard action expend 3 quickening points to cast *dismissal*. A Tree shepherd must be 5th level to take this gift.

Seasonal Temperament (Ex) As the seasons change, so too does the tree shepherd with this gift. One of the most obvious consequences of this is his increased ability to resist elemental damage, according to the time of year. In the Summer he possesses Resist fire, where the amount resisted equals half his paragon class level. In the winter he has resist cold, where the amount resisted equals half his paragon class level. In the fall and spring he possesses resist electricity, where the amount resisted equals half his paragon class level. Additionally, each season he applies a moral bonus to one skill, the exact skill varying according to the season. The bonus is equal to half his paragon class level. In the winter, the bonus

applies to the Craft skill (any one; the Craft selected can vary from year to year but once selected it applies to the whole of the present season). In the spring, the bonus applies to Diplomacy. In the summer, the bonus applies to Intimidate. In the fall, the bonus applies to Sense motive. A tree shepherd must be 3rd level to take this gift.

Shield of Foliage (Su) The trees around the tree shepherd react to protect the shepherd from ranged attacks. The tree shepherd gets a deflection bonus to AC against ranged attacks equal to his paragon class level. He gets a bonus to Reflex saves made to avoid taking damage from ranged attacks equal to half his paragon class level.

Wall of Trees (Su) By expending two quickening points, the tree shepherd can cause trees in the area to move so as to form a wall thirty feet wide and thirty feet tall. This wall of trees is dense enough to prevent any creature Small or larger from passing through it. The wall is permanent until such time as the shepherd, or another, animates and moves the trees forming the wall, or until the wall is cut through. By expending a quickening point, as a standard action, the tree shepherd can animate any wall of trees he has formed for 10 minutes. Any wall of trees animated in this way does not move from its location, but it attacks any creature within reach. If more than one section of wall is connected together, the tree shepherd can animate them together as a single action, but each 30-foot section requires the expenditure of a quickening point. Thus four sections of wall forming a single unit 120 feet long could be animated to attack as a standard action, but doing so would require expending 4 quickening points. The wall has a reach equal to the tree shepherd and deals damage equal to the shepherd's slam attack to all within reach except the shepherd and his allies, as a swarm. The tree shepherd must be 7th level to take this gift.

Wrath of the Forest Floor (Su) The forest floor will rise up to fight for the tree shepherd. As a standard action, he may expend a quickening point to cast *entangle*. If he spends an extra quickening point, those within the area of effect who fail their save take 1d6 points of bludgeoning damage. Alternately he can, as a standard action, expend a quickening point to cause the area around him to become thick with undergrowth, which hinders all but he and his allies. The area of this effect is a circle 10 feet per level in diameter, centered on the tree shepherd. Within that area of effect, all terrain counts as difficult terrain for all but the shepherd and his allies. Beginning at 7th level, he can instead spend two quickening points, to affect a larger region, as with *plant growth's* overgrowth. Within this area of effect, the tree shepherd, but not his allies, may still move as normal. Beginning at 17th level, he can spend 5 quickening points, as a standard action, and cast *earthquake*.

Additional Treant Options and Rules

Treant Aging

Being plants, treants do not age in quite the same way as the blooded races. Additionally, while they can be slain, treants do not die of old age, rather, as they age, they grow slower and slower and eventually stop moving completely, rooting themselves to the ground so that they appear as little more than aged trees.

Young treants are called saplings, a term they carry with them until such time as they have reached a sufficient age so as to have some size to them, somewhere around their 30th year of life. Treants are considered youth until they are about 100 years old. After reaching the age of 100, they are reckoned as adults, responsible enough to take part in a moot. After a thousand years of life, they are considered elders of the treant race.

It is assumed that first level treant characters are just out of their sapling years, and considered youths by older treants. If you want to determine a random starting age for you treant character, use $90 + 4d10$ years.

Treant Aging

Sapling ¹	Young	Middle Age ²	Old ³	Elder ⁴	Eldest ⁵
0-30 yrs.	30-300 yrs.	300-600 yrs.	600-1000 yrs.	1000 yrs. +	1100 yrs. + and unmoving

Treant Aging Effects

¹Saplings are initially immobile. Once they have mobility, they have -2 Strength, -2 Constitution, -1 Intelligence, -2 Wisdom; +2 Dexterity, +2 Charisma

²Middle Aged Treants have -1 Dexterity, -1 Charisma; +1 Strength, +1 Constitution

³Old Treants have -1 Dexterity, -1 Charisma; +1 Strength, +1 Constitution, +1 Intelligence, +1 Wisdom

⁴Elder Treants have -1 Dexterity, -1 Charisma; +1 Intelligence, +1 Wisdom

⁵Every 100 yrs after 1000 yrs, the treant has a 25% chance of the following: -1 Dexterity, +1 Wisdom. If the treant's dexterity ever reaches 0, the treant roots to the ground and remains unmoving, becoming semi-dormant. Every 100 years thereafter the treant gains another +1 Wisdom.

Treants which reach such a venerable age so as to become unmoving may be given temporary mobility by another treant with sufficient quickening points. The expenditure of 10 quickening points by another treant imparts Dexterity 6 and a base speed of 10 feet to the elderly treant for the span of 1 hour. Likewise, the expenditure of 2 quickening points will wake up



a sleeping treant elder enough to converse for an hour. Young treants seeking wisdom and knowledge are often well advised to seek out their sleeping elders for the desired information.

Treant Average Height and Weight

The size of a treant is not completely dependent upon age and so is presented separately from that information. Treants continue to grow throughout their lives and the following are merely rough rules-of thumb averages concerning expected weight in relationship to size. The second Medium, as well as the second and third large categories are given as intermediary steps. Treants are not especially dimorphic and male and female treants have similar heights and weights.

Subrace	Medium	Medium ²	Large	Large ²
Birchwalker	6 ft 6 in.; 175 lbs	7 ft. 9 in.; 255 lbs	9 ft.; 400 lbs	13 ft.; 800 lbs
Oakheart	5 ft. 5 in.; 180 lbs	6 ft. 9 in.; 280 lbs	8 ft.; 450 lbs	12 ft.; 900 lbs
Seedling	5 ft. 2 in.; 155 lbs	6 ft. 4 in.; 175 lbs	7 ft. 6 in.; 280 lbs	10 ft.; 600 lbs
Willowkin	6 ft. 1 in.; 160 lbs	7 ft. 4 in.; 210 lbs	8 ft. 7 in.; 370 lbs.	11 ft.; 750 lbs

Subrace	Large	Huge	Gargantuan
Birchwalker	18 ft; 1600 lbs	31 ft; 4000 lbs	44 ft; 8800 lbs.
Oakheart	17 ft; 1800 lbs	30 ft; 4500 lbs	43 ft; 9700 lbs.
Seedling	15 ft.; 1200 lbs	28 ft; 3000 lbs	42 ft; 6600 lbs
Willowkin	17 ft.; 1500 lbs	29 ft; 3700 lbs	41 ft; 8100 lbs

Treant Food

Treants like all living creatures require food and air, but, being plants, the majority of their food is imbibed via liquids. These liquids can be absorbed either orally, or, more slowly, through the feet. Treants do not require the provisions that blooded races do. So long as a Treant is in the wild, a DC 5 Survival check is enough for the Treant to provide the necessary foods required for its continued survival each day. A treant in an urban environment can purchase the necessary food and water for no more than 1 cp a day. Treant's much prefer their treant brew, which costs about 1 sp a day.

Treant Starting Wealth

Treants in the wild have little use for money, but that does not mean they are completely ignorant of its uses. Treant characters begin play with 1d6 x 10 gp worth of equipment. Any of this amount not spent on equipment is lost. Additionally, they begin play with 4d6 gp, which may also be used for equipment, but need not be.

Treant Equipment

Fireblight (alchemical)

Price 25 gp; **weight** -

Fireblight is a chalky dust, which when exposed to air, immediately interacts with the atmosphere in such a way so to extinguish normal fires. The amount listed here, sold in a small, airtight pouch, is a sufficient quantity to extinguish all mundane fires in a 5-foot square area. Any breathing creatures in the target area must, when the fireblight is applied, make a DC 13 Fortitude check or take 1 point of Constitution damage. A dose of fireblight can only be used once. A fireblight pouch can be thrown as a splash weapon with a range of 10 feet.

Living Chest (plant)

Price 5-200 gp; **weight** 5 – 200+ lbs

A living chest is a unique bulbous plant the interior of which is hollow. These plants are not carried about, but are instead planted as living storage units. Creatures able to speak with plants may command the living-chest plant to open, causing it to unfold its top, somewhat like a petal. Items may

then be stored within the plant, after which it can be commanded to close. Organic material within the chest takes 1d4 points of acid damage a day; all other materials are unaffected. living chests can hold half a cubic foot worth of goods. So long as they are properly cared for, they continue to grow, doubling in size each year, and can reach sizes capable of holding 16 cubic feet worth of goods. Many living chests are trained to only open to a specific command word, spoken in plant speech. Opening the chest without knowing the word ahead of time requires being able to speak with plants and a successful Disable Device or Diplomacy check were the DC is equal to 12 + 3 per HD possessed by the living chest. Living chest plants require partial sunlight, mildly acidic soil, and infrequent watering, and so do well in forest settings.

Size	Hp (HD)	Hardness	DC	Price
Immature Living Chest (1/2 cubic foot)	4 hp (1 HD)	2	15	5 gp
Young Living Chest (1 cubic foot)	9 hp (2 HD)	3	18	10 gp
Living Chest (2 cubic feet)	13 hp (3 HD)	3	21	25 gp
Mature Living Chest (4 cubic feet)	18 hp (4 HD)	4	24	50 gp
Large Living Chest (8 cubic feet)	22 hp (5 HD)	4	27	100 gp
Very-large Living Chest (16 cubic feet)	27 hp (6 HD)	5	30	200 gp

Rations, Treant Brew

Price 1 sp; **weight** 8 lbs

Though there are many drinks which treants identify as their "brew," the most common is this one, the ingredients of which are readily available just about anywhere, being a collection of nut oils, vegetable and fruit juices, molasses and some minerals, all blended in water. Most treants will drink at least a gallon a day and that is the amount reflected in the price. Treants who drink a day's worth of this brew double their racial bonus to resist suffocation and drowning (+8 total) for 24 hours.

Snake-whip Vine (plant, pet, weapon)

price 25-75 gp (untrained), 150 - 450 gp (trained); **weight** 5-75 lbs

These plants are close relatives of the assassin vine, though smaller, less aggressive and lacking the ability to animate other plants. Treants in particular prize them as pets, and sometimes utilize them as weapons. They may only be used as a weapon by those able to speak with plants, and must be trained to function as such. Even then they count as exotic weapons. For those proficient in their use, they function as a whip with the grab ability, using the CMB of the user. Those grabbed by the snake-whip vine take constriction damage each

round according to the size of the vine. A constricting snake-whip vine can be released by its user and will continue to constrict. Though the initial damage dealt by the vine is treated as whip damage, the constriction damage that follows ignores AC. A well trained vine will also release its target upon command. Snake-whip vines prefer alkaline soil, well mixed with decomposing animal matter.

Medium Snake-whip Vine (AC 14; hp 13 [2d8+4 HD]; CMD +3 [+7 grapple], CMB 14; damage 1d3 plus grab; constriction 1d6+3) **price** 150 gp (trained); **weight** 5 lbs

Large Snake-whip Vine (AC 15; hp 26 [4d8+8 HD]; CMD +7 [+11 grapple], CMB 16; damage 1d4 plus grab; constriction 1d8+4) **price** 300 gp (trained); **weight** 25 lbs

Huge Snake-whip Vine (AC 15; hp 52 [8d8+16 HD]; CMD +14 [+18 grapple], CMB 22; damage 1d6 plus grab; Constriction 2d6+9) **price** 450 gp (trained); **weight** 75 lbs

Treeman's Oil

Price 50 gp; **weight** 2 lbs

This refined oil, derived from the fore-hooves of the hippocampus, is sometimes used in small portions by humanoids who desire softer, smoother skin, as well as by tanners to make leather suppler. When a large dose, reflected in the price, is applied to a monstrous plant such as a treant, that plant has Dexterity +1 for 24 hours. Multiple doses of the oil do not stack.

New Feats

Animate Bush (Treant)

You can animate a bush, giving it the ability to launch thorny darts at your enemies.

Prerequisites: Cha 13, quickening points, treant

Effects: You may expend a quickening point to animate a bush and give it a ranged attack. The bush attacks as an archer bush, dealing 1d8 points of damage with a ranged attack and having a base speed of 10 feet. The bush has AC 14, but a BAB and hit points equal to your own. The animating effect lasts for 1 hour, or until you or the bush move out of range. The bush counts against the number of trees you can animate at one time.

Animate Vine (Treant)

You can animate vines to attacks your enemies.

Prerequisites: Cha 13, quickening points, treant **Effects:** You may expend a quickening point to animate a vine. This vine attacks as an assassin vine with a base speed of 10 feet, though it lacks the assassin vine's entangle special ability. The vine has AC 15, but a BAB and hit points equal to your own. The animating effect lasts for 1 hour, or until you or the vine move

out of range. The vine counts against the number of trees you can animate at one time.

Aquatic Respiration (Plant)

Your plant-body can draw sufficient air from the water.

Prerequisites: Con 11, plant

Effect: You have water breathing and cannot drown. This does not affect your ability to breathe air on land.

Barbed Skin (Combat, Plant)

Your bark-like skin is covered with natural spikes and thorns.

Prerequisites: Natural AC +5, plant

Effect: Your natural armor counts in all ways as spiked armor for the purpose of combat and grappling. You are proficient in their use as a martial weapon. Creatures attacking you with natural weapons take 1 point of piercing damage for each attack that hits. Additionally, your slam attacks deal +1 damage because of the spikes.

Blended Forest Song (Treant)

You can blend the music of your songs together so as to use more than one effect at once

Prerequisites: Cha 15, Forest singer 11

Effect: You can use two of your forest songs concurrently if you desire (for example, forest rage and song of rockbreaking, or forest rage and song of verdant healing), though you must expend three rounds of your raging song each round to do so.

Clinging Vine (Combat, Style, Treant)

Your vine style allows you to maneuver your opponents around the battle-field.

Prerequisites: Str 15, Vine style, BAB +5 or monk 5, treant, Large or larger

Effects: When using the vine style, your reach is 5 feet longer, and against opponents who are flat-footed, it is 10 feet longer. You have a +2 bonus to CMB and can grapple a foe with only one arm, leaving your other free to make attacks. Your unarmed attacks gain the grab trait and when you grab a foe you may move them 5 feet a round in any direction except away from you. After you have moved them, you can break off the grapple, if you so wish, as a swift action. Foes moved in this way may not be of a size category larger than you.

Choking Vine (Combat, Style, Treant)

Your vine style allows you to choke your opponents.

Prerequisites: Clinging Vine, BAB +7 or monk 7, treant

Effects: When, while using the vine style, you have successfully grabbed an opponent and moved them towards you, you can begin suffocating them as a free action which does not provoke an attack of opportunity. Creatures being choked in this way continue to take damage each round unless

they break free from the grapple. This does not affect creatures which do not need to breath.

Craft Plant-trap

You can talk plants into ambushing others, as living traps.

Prerequisites: *speak with plants*, Diplomacy 3 ranks or Knowledge (nature) 3 ranks

Effect: By speaking with plants, and successfully making a Diplomacy skill check, you can talk plants into acting as living traps. When you create such a plant-trap, you determine the effect you desire, the conditions which trigger that effect and the GM sets an appropriate DC. If you succeed at a Diplomacy roll with the plants you are trying to convince, the trap is successfully crafted. If you fail, nothing happens. You may retry talking the plants into acting as you wish, but each failure adds +5 to the DC of subsequent attempts to craft that particular plant-trap. Waiting 24 hours resets the DC.

Efficient Photosynthesis (Plant)

You no longer need to draw air in through your mouth in order to breath and sunlight supplements your food.

Prerequisites: Aquatic Respiration, plant

Effect: You are immune to suffocation. You have a +8 racial bonus to resist starvation, which stacks with any other such bonuses you may possess.

Extra quickening points (Treant)

You can animate more trees per day than normal.

Prerequisites: quickening points, treant **Effect:** You gain 2 extra quickening points each day. **Special:** You can take this feat more than once, and each time its effects stack.

Hastened Animation (Treant)

You can imbue plants you animate with increased speed.

Prerequisites: BAB +7, quickening points, treant

Effects: By expending one quickening point, as a swift action, you may affect a plant you have animated with *haste*. This effect functions in all ways like the spell, except that the base speed of the animated plant increases by only +10 feet.

Kiss of the Rose (Combat, Style)

Your spinning style leaves your opponents vulnerable whenever they strike you.

Prerequisites: Con 15, Int 14, Thorn's Touch, BAB +7 or monk 7

Effect: When using the rose style, you gain another extra attack of opportunity each round. When an opponent makes a successful melee attack against you, you may make an attack of opportunity against them. When you make such an attack, you may add twice your Constitution modifier to your damage.



Lashing Branch (Combat, Style, Treant)

Your defensive posture is extremely difficult to get around.

Prerequisites: Lashing Trunk, BAB +7 or monk 7, Large or larger, treant

Effect: When using the tree style, you now gain a +4 to AC, +4 to CMD and +10 to CMB against bullrush and overrun. Additionally, you have DR +4/slashing. Your reach increases by 5 feet and you gain one additional attack each round at your highest attack bonus.

Lashing Trunk (Combat, Style, Treant)

Your steadfast style allows you to repel your attackers forcefully.

Prerequisites: Str 15, Tree Style, BAB +4 or monk 4, treant

Effect: When utilizing your tree style, you now gain a +2 to AC, +2 to CMD, and +6 to CMB against bullrush and overrun attempts. Additionally, you gain DR +2/slashing. When you successfully strike an opponent, you may attempt to shove that foe backwards 5 feet as a combat maneuver.

Massive Rock Thrower (Combat)

You have practiced lobbing deadly, oversized rocks.

Prerequisites: Str 19, Far Shot, rock throwing, Large or larger

Effect: You can lob rocks which do twice as much damage as your normal thrown rocks, but the range of these oversized missiles is only 30 feet.

Rose Style (Combat, Style)

You swirl gracefully, striking swiftly and unexpectedly.

Prerequisites: Combat Expertise, BAB +3 or Monk 3, Bluff 3 ranks

Effect: When using this style, your unarmed attacks deal either bludgeoning or piercing damage. When you deal a critical hit with your unarmed strikes, you deal 1d4 bleed damage. Each round you may make one Bluff check against an adjacent opponent, where the DC is equal to 10 + opponent's HD + opponent's Wisdom Modifier. If you succeed you may make an attack of opportunity against that foe using your highest attack value. This attack is called the bluffing strike of the rose style.

Persuasive Forest Rage (Treant)

Your forest rage song can stir the hearts of even the blooded races.

Prerequisites: forest singer 5, forest rage song

Effect: Your forest rage song affects non-plant allies.

Normal: A forest rage song only affects plants.

Rooted Stance (Treant)

Your rooted feet are able to grip hard to the ground, enabling you to resist being moved.

Prerequisites: Str 15, Rooted Stride, treant

Effect: You may spend a full-round action to dig your rooted feet into the ground and grip. Having done so you can't be tripped but you lose any Dexterity bonus to AC. You also gain a racial bonus, equal to +1/2 your HD + your Strength modifier to resist being moved. You may apply this bonus to CMD to resist bull rush and over-run attempts, or any other maneuver which would move you from your spot. You may also apply this bonus to any Strength or Fortitude checks made to resist wind effects or the like. To uproot yourself from a spot takes a full-round action.

Rooted Stride (Treant)

Your rooted feet are able to easily grip the earth, ignoring terrain that would slow down others. **Prerequisites:** Dex 13, treant

Effect: You ignore penalties for moving through difficult terrain. You have a racial bonus to climb checks equal to 1/2 your Strength modifier.

Normal: Moving through difficult terrain cost double the movement cost

Spiked Fists (Combat, Treant)

The thorns on your skin make your natural slam attacks more vicious.

Prerequisites: Barbed Skin, treant

Effects: Your slam attacks and unarmed attacks deal extra piercing damage according to your size (+1d4 Medium, +1d6 Large, +1d8 Huge, +2d6 Gargantuan).

Swift Tree Call (Treant)

Trees react more swiftly to your summons.

Prerequisites: Cha 13, ability to animate trees, treant

Effect: You can animate trees as a swift action.

Normal: Animating trees is normally a standard action.

Thick Sap (Treant)

Your sap is thick, and does not bleed out easily.

Prerequisites: Con 13, Dex less than 10, treant

Effect: All bleed damage dealt to you is halved (rounded down). After each round of bleeding, if you succeed at a Fortitude save, where the DC is equal to 15 + bleed damage, you reduce the bleed damage by 1.

Thicker Tree-skin (Treant)

Your bark-like skin is thicker and tougher

Prerequisites: Con 15, Improved Natural Armor, treant

Effect: Your natural armor bonus increases by +1. If you have permanent damage resistance from another source, it increases by +1.

Special: The damage resistance increase has no effect if you do not have damage resistance from a class or racial ability. However, once such an ability grants DR, the effects of this feat, if taken before hand, take effect. You may take this feat more than once, and each time its effects stack.

Thorn's Touch (Combat, Style)

Your piercing strikes draw blood.

Prerequisites: Int 14, Rose Style, BAB +5 or Monk 5 **Effect:** While using the rose style, you gain an extra attack of opportunity each round. When you deal an opponent piercing damage with your unarmed strike you also deal 1d6 Bleed damage. When you use the bluffing strike of the Rose Style you add +4 to the Bluff attempt. Additionally, you gain a +2 dodge bonus to AC against any foe against whom you successfully make a bluffing strike.

Treeman's Toughness (Combat, Treant)

Your physical stamina and durability continues to increase.

Prerequisites: Con 15, Toughness, treant

Effect: You gain an extra +1 hp per 2 HD, +1 to Fortitude saves, and DR +1/slashing

Tree Style (Combat, Style, Treant)

You can stand firm in combat against all comers.

Prerequisites: Str 13, Con 11, Endurance, treant

Effects: You cannot move while in tree style, but so long as you maintain the style, you gain a +1 to AC, +1 to CMD, and +4 to CMB against bullrush and overrun attempts. Additionally, while you maintain the tree style, your unarmed attacks have their critical threat range increased by 1 (a 20 critical threat range becomes a 19-20).

Vine Style (Combat, Style, Treant)

Your whipping attacks reach further than it seems they should, catching your foes off-guard.

Prerequisites: Dex 13, Improved Unarmed Strike, BAB +3 or Monk 3, treant

Effects: When making unarmed attacks using the vine style, against foes who are flat-footed, your reach increases by 5 feet. You gain a +2 to CMB when making trip attacks, and have a +2 to CMD to resist trip attacks.

Weathered Wood (Combat, Treant)

Your treant body is harder and tougher.

Prerequisites: Con 16, Treeman's Toughness, treant

Effects: You have a +1 to Fortitude saves, DR +1/slashing and Resist Fire +2, Resist Cold +2

Winter Sap (Treant)

Your thick sap renders you less susceptible to both bleed and cold damage.

Prerequisites: Con 15, Thick Sap, treant

Effect: The DC of saves to reduce your bleed damage each round, via the Thick Sap feat is reduced to 10 + bleed damage, and when you make the save you reduce any bleed damage by 2. You also gain Resist Cold +5

Crafting Plant-Traps

Those who can talk to plants have the potential to be able to talk those plants into helping in various ways. By taking the Craft Plant-trap feat, you can specifically talk plants into acting as living traps. In general, when a character wishes to craft a plant-trap, they must select an appropriate plant, decide on the effect they wish for, determine a trigger to set off the trap, and then succeed at a Diplomacy check with an appropriate DC. In many ways, crafting a plant-trap is similar to crafting a magical or mechanical trap. The CR of the trap determines the DC of the Diplomacy check made to set the trap. Some basic traps are presented hereafter, with appropriate Challenge Ratings. Plant-trap attack bonuses are equal to the BAB of the one crafting the trap. This may lower the CR of the trap to less than 1 if the attack bonus is less than +6.

As with mechanical and magical traps, there is a DC to be able to find and identify the plant-trap, and a separate DC to be able to disable the plant-trap without injury.

Sample Plant-traps

Natural Javelin CR 1

Type Plant; Perception DC 20; Disable Device DC 20

Effects

Trigger location

Effect A tree drops a sharpened branch down at the character in the target zone; Ranged Atk; 1d8+1 damage/x2

Hindering Terrain CR 1

Type Plant; Perception DC 25; Disable Device DC 25

Effects

Trigger Location

Effect Underbrush, thorny branches, and tree roots ensnare a target; Melee touch Atk; target is entangled to the ground and cannot move until they escape by making a strength or escape artist check, where the DC is equal to 11 + Charisma modifier. Alternately, the entanglement can be cut through in 1d6 rounds using a slashing weapon.

Clubbing Branch CR 1

Type Plant; Perception DC 20; Disable Device DC 20

Effects

Trigger location

Effect A tree whips a heavy branch around at the target location, hitting all targets in a ten-foot line; Melee Atk; 1d8+3 damage/x2

Spiked Branch Attack CR 2

Type Plant; Perception DC 20; Disable Device DC 20

Effects

Trigger location

Effect A tree whips a heavy spiked branch around at the target location, hitting all targets in a ten-foot line; Melee Atk; 2d6+3 damage plus 1d2 bleed/x2

Noose Attack CR 2

Type Plant; Perception DC 20; Disable Device DC 20

Effects

Trigger location

Effect A vine drops a noose around the neck of a target and pulls the target ten feet into the air, suffocating them; Ranged touch attack; 1d4 plus suffocation; vine (AC 10, hardness 2, hp 10); cutting the vine causes the target to fall 10 feet (1d6 nonlethal)

Falling Branch Attack CR 3

Type Plant; Perception DC 20; Disable Device DC 25

Effects

Trigger location

Effect A tree drops a large branch, hitting all targets in a tenfoot line; Ranged Atk; 4d6+6 damage

Falling Wasp's Nest CR 3

Type Plant; **Perception** DC 20; **Disable Device** DC 25

Effects

Trigger location

Effect A tree throws a large wasps nest, covering all in a 10foot radius in a wasp swarm (AC 15; hp 31); Swarm 2d6 damage plus wasp poison (DC 13, 1 Dex, 4 rounds, 1 save)

Deadfall CR 5

Type Plant; **Perception** DC 20; **Disable Device** DC 30

Effects

Trigger location

Effect The plants on the side of a steep hill wrench their roots, causing rocks and debris to fall, crushing those at the base of the hill in a 10-foot area; Melee Atk; 6d6 damage

CR Modifiers for Plant Traps

Perception DC	CR Modifier
15 or lower	-1
16-20	-
21-25	+1
26-9	+2
30 or higher	+3

Disable Device DC	CR Modifier
15 or lower	-1
16-20	-
21-25	+1
26-9	+2
30 or higher	+3

Attack Bonus (melee or ranged)	CR Modifier
+0 or lower	-2
+1 to +5	-1
+6 to +10	-
+11 to +15	+1
+16 to +20	+2
Touch attack	+1
Multiple targets	+1

The base DC to craft a plant trap is determined by the traps CR. The base rate is 20 + the traps CR (minimum 20). Choosing a specific trigger can further modify the DC as follows.



Trigger	DC Modifier
Location	-
Specific Race	+2
Specific Non-racial Trait	+4
Specific Person	+6

Appendix 1: Treant Magical Items

The following magical items are of treant manufacture, though others with the right skill sets can also fashion them.

Weapons	Price
<i>Earthsplitter's Club</i>	95,610 gp
<i>Companion Club</i>	32,300 gp
<i>Rooting Javelin</i>	1,102 gp
<i>Sapling's Club</i>	3,100 gp
<i>Towerbreaker</i>	18,300 gp

Wondrous Items	Price
<i>Autumn Shield</i>	2,000 gp
<i>Bowl of Crimson Light</i>	4,100 gp
<i>Bowl of Golden Light</i>	1,320 gp
<i>Bowl of Sky-hued Light</i>	400 gp
<i>Bowl of Verdant Light</i>	2,100 gp
<i>Forest Mantle</i>	34,850 gp
<i>Woodsman's Mantle</i>	5,200 gp

Artifacts

Giving Seed, The
Treebristle's Jug

Autumn Shield (wondrous item)

Aura faint conjuration; **CL** 5th; **Weight** 2 lbs.

Slot arm; **Price** 2,000 gp

Description

Despite its name, this item is a wooden bracelet, carved about with images of leaves. Once per day, you may command the bracelet and it will produce a swirling mass of autumn leaves which fly around you, as with a strong whirlwind. This effect last for 5 rounds and grants you a +4 deflection bonus to your AC against melee attacks and Combat Manuevers, and a +6 deflection bonus to your AC against ranged attacks, or attacks made by flying creatures.

Construction

Requirements Craft Wondrous Item, *shield, gust of wind*;
Cost 1,000

Bowl of Crimson Light (wondrous item)

Aura faint enchantment; **CL** 5th; **Weight** 2 lbs.

Slot none; **Price** 4,100 gp

Description

Twice per day, if clean water is poured into this wide-mouthed stone bowl, the water will glow with a soft red light, dimly illuminating a 40-foot area. All plants within the radius of this effect have a +1 morale bonus to all attack and damage rolls. The light last for one hour, or until the water is removed from the container. Carrying the bowl without spilling the water requires a Dexterity check where the DC is 10 + any damage you have taken that round.

Construction

Requirements Craft Wondrous Item, *bleed, light*; **Cost** 2,050

Bowl of Golden Light (wondrous item)

Aura faint conjuration; **CL** 5th; **Weight** 2 lbs.

Slot none; **Price** 1,320 gp

Description

Once per day, if clean water is poured into this wide-mouthed stone bowl, the water will glow with a strong yellow light, brightly illuminating a 40-foot area. All plants within the radius

of this effect have a +4 morale bonus to any Knowledge skill checks. The light last for eight hours, or until the water is removed from the container. Carrying the bowl without spilling the water requires a Dexterity check where the DC is 10 + any damage you have taken that round.

Construction

Requirements Craft Wondrous Item, *bleed, daylight*; **Cost** 660

Bowl of Sky-hued Light (wondrous item)

Aura faint enchantment; **CL** 5th; **Weight** 2 lbs.

Slot none; **Price** 400 gp

Description

Once per day, if clean water is poured into this wide-mouthed stone bowl, the water will glow with a soft blue light, dimly illuminating a 40-foot area. All plants within the radius of this effect have a +4 morale bonus to all Diplomacy checks. The light last for eight hours, or until the water is removed from the container. Carrying the bowl without spilling the water requires a Dexterity check where the DC is 10 + any damage you have taken that round.

Construction

Requirements Craft Wondrous Item, *bleed, light*; **Cost** 200

Bowl of Verdant Light (wondrous item)

Aura faint conjuration; **CL** 5th; **Weight** 2 lbs.

Slot none; **Price** 2,100 gp

Description

Once per day, if clean water is poured into this wide-mouthed stone bowl, the water will glow with a soft green light, dimly illuminating a 40-foot area. All plants who remain within the radius of this effect for 1 hour, heal and recover as if they had rested for eight hours. The light last for eight hours, or until the water is removed from the container. An individual plant may only benefit from the light once per day, though the effects of the light do not preclude additional benefits gained from actual rest. Carrying the bowl without spilling the water requires a Dexterity check where the DC is 10 + any damage you have taken that round.

Construction

Requirements Craft Wondrous Item, *cure light wounds, light*;
Cost 1,050

Companion Club (weapon)

Aura strong transmutation; **CL** 15th

Slot none; **price** 32,300 gp

Description

This club functions as a +2 *club*. If a treant spends a quickening point on the club, it attacks on its own as a +2 *dancing club* for 10 rounds, using the BAB and strength bonus of the treant that animated it. Construction

Requirements Craft Magic Arms and Armor, animate objects;
cost 16,150

Earthsplitter's Club (weapon)

Aura strong evocation; **CL** 19th; **Weight** 32 lbs.

Slot none; **Price** 95,610 gp

Description

This Huge club was the cherished possession of a mighty, treant warrior named Earthsplitter. The club functions as a +4 *thundering greatclub* which deals 4d8 points of damage and has a x3 critical multiplier. Once per day, when struck against the ground, it causes the earth to violently shake, so that all land-bound creatures within 60 feet must make a Reflex save, where the DC is equal to 15 + Strength modifier, or be knocked prone. Additionally, three times per day, the club can be used to strike the ground, creating a 30 foot *soundburst*, where those within the area of effect each take damage as if they had been struck by the club (Fortitude halves).

Construction

Requirements Craft Magic Arms and Armor, *earthquake*;

Cost 47,805

Forest Mantle (wondrous item)

Aura moderate divination, faint enchantment; **CL** 9th; **weight** 10 lbs

Slot shoulders; **price** 37,650

Description

This mantle is comprised of thin strips of pliable wood, stitched together to form a shawl-like cape. When worn, the wearer gains greensight 60 ft., and, when in forest terrain, gains a +8 competence bonus to Stealth. Plants and animals will not attack the wearer, except in self-defense or when compelled.

Construction

Requirements Craft Wondrous Items, calm animals, command plants, clairaudience/clairvoyance; **Cost** 18,825 gp

The Giving Seed (artifact)

Aura strong transmutation; **CL** 20th

Slot none; **Weight** -

Description

The giving seed is a golden seed, approximately the size of an acorn. If the seed is planted it remains dormant within the ground until the dawn of the new year; at which time, within 24 hours a tree grows, reaching a height of twenty feet. This tree has golden and silver colored leaves, and a single golden fruit which can only be picked by the character who planted the seed. All others who try to pick it will be unable to do so.

If the character who planted the seed picks the fruit and gives it to another, the tree will thereafter produce fruit for that character, as detailed below. If the character who planted the seed keeps the fruit for themselves, the tree withers and dies within a week.

The initial fruit, when eaten, heals all wounds, conditions and removes all harmful effects from the one who eats it. Furthermore, there is, within the fruit, the initial golden seed. This seed will not function again for any character who has

already used it once. It must be given to another character. If a character who has already planted the seed keeps it for themselves, they are cursed, suffering a -2 penalty to all d20 rolls. This curse can only be removed by the use of a *miracle* or giving the seed away. The seed may be planted again at any time, but the new tree will not grow until the next year.

If the character who plants the seed gives the first fruit away, the tree produces fruit throughout the full year, regardless of the season or the weather. Any character can pick and eat the tree's fruit, and it is fully laden every morning. However, the character who planted the seed and gave away the initial fruit gains a special benefit each day from eating the tree's fruit. This effect is random, and only applies itself the first time the character eats the fruit each day. To determine the effect, roll on the following table.

Giving Seed Fruit Effect (d12)

D12	effect
1	fruit functions as a single <i>goodberry</i>
2	fruit heals as with <i>cure light wounds</i>
3	fruit affects the character as with <i>bless</i> for 24 hours
4	fruit affects as with <i>lesser restoration</i>
5	fruit grants +4 morale bonus to Diplomacy for 24 hours
6	fruit grants a +4 morale bonus to Perception for 24 hours
7	fruit grants a +4 morale bonus to Initiative for 24 hours
8	fruit grants a +4 morale dodge bonus to AC for 24 hours
9	fruit grants a +4 morale bonus to Will saves for 24 hours
10	fruit affects as with <i>pass without trace</i> for 24 hours
11	fruit heals as with <i>cure moderate wounds</i>
12	fruit functions as if a <i>heroes' feast</i> for the character

At the end of the year the tree dies, but if the wood of the tree is used to make a magic weapon, staff, wand, rod or wondrous item, the cost of the item is reduced by 50%; however, the item will only ever function for the character that planted the seed. The item created in this way must be one that is normally made of wood.

Destruction

If the tarrasque eats the giving seed, it will be completely destroyed.

Rooting Javelin (weapon)

Aura moderate transmutation; **CL** 7th; **Weight** 2 lbs

Slot none; **Price** 1102 gp

Description

This slender +1 *javelin* appears to be made of green wood. When it successfully strikes a creature, so as to deal damage, the javelin sprouts wooden roots which dig further into the target dealing 1d6 damage + 1 Constitution damage (DC 15 Fortitude negates the Constitution damage). This damage bypasses all DR. So long as the javelin remains in the target, the roots continue to deal damage for 2 more rounds, and while the javelin remains buried in the target, the target suffers a -4 penalty to all Dexterity related checks. Removing the javelin manually requires a Strength check where the DC equals 15 + Constitution Damage. Removing the javelin physically deals an amount of damage, including Constitution damage, to the target equal to that already done by the roots. The javelin can be removed without causing further damage using a *wood shape* spell. Once a javelin has successfully struck a target and rooted, it can not be used again.

Construction

Requirements Craft Magic Arms and Armor, quickening point, *entangle*, *wood shape*; **Cost** 551 gp

Sapling's Club (weapon)

Aura faint transmutation; **CL** 6th; **Weight** 3 lbs

Slot none; **price** 3100 gp

Description

This Medium club, fashioned from either locust or oak, functions as a +1 *club*. If a treant wielding the club expends a quickening point into the club, he gains a +4 racial bonus to initiative lasting 1 hour.

Construction

Requirements Craft Magic Arms and Armor, *cat's grace*; **Cost** 1550 gp

Treebristle's Jug (artifact)

Aura strong transmutation; **CL** 20th

Slot none; **Weight** 4 lbs

Description

This ancient earthen vessel is a sacred artifact in treant culture, and is generally given into the care of the oldest and wisest moving treant.

The jug is always full of pure, clean water and the water in the jug has a number of beneficial properties when drank. The water itself cannot be poisoned, and anyone drinking the water is healed of all poison, and recovers from effects and damage as if having rested for eight hours. A single serving of water also serves as a full day's meal for any living creature that consumes it. If a gallon's worth of the water is poured out upon a non-monstrous plant, that plant benefits as if from the enrichment effects of the plant growth spell. If a plant creature drinks the water, in addition to the other effects, the water cures 5d8+20 points of damage. A creature can only benefit from the effects of the water once per day.

Finally, if a creature drinks the water from the jug every day, for a full fourteen days, that creature gains a +1 to one of

their Ability scores (randomly chosen). A creature can only benefit from this final effect once.

Destruction

Treebristle's Jug can only be destroyed by pouring water drawn from the abyssal plane into the mouth.

Towerbreaker (weapon)

Aura moderate evocation; **CL** 9th; **Weight** 20 lbs

Slot none; **Price** 18300 gp

Description

This heavy stone can be thrown by any creature capable of throwing rocks and functions as a +1 *returning rock* which deals damage according to the damage normally done when a rock is thrown by that creature. If the towerbreaker strikes rock or stone, including a stone structure, or a creature such as a stone golem, it functions as a +3 *returning rock* which ignores hardness and DR, does an extra +2d6 points of damage, and does triple damage on a critical.

Construction

Requirements Craft Magic Arms and Armor, *stone shape*, *shatter*; **Cost** 9150 gp

Woodsman's Mantle (wondrous item)

Aura moderate illusion; **CL** 4th; **Weight** 4 lbs.

Slot shoulders, head; **Price** 5,200 gp

Description

Comprised of magically preserved, stitched-together leaves, this mantle provides the wearer with a +5 competence bonus on Stealth checks. If the hood of the mantle is pulled over, the user appears to be a tree. The height of the tree is roughly that of the wearer, but the species of tree the wearer appears as is up to the wearer.

Construction

Requirements Craft Wondrous Items, *tree shape*, *invisibility*, creator must be a treant; **Cost** 2,600 gp

Appendix 2: NPC Treants

The following character class, the weald warrior, is meant for npc treant characters and is not strictly suitable for PCs. But, much like the warrior and adept NPC classes, it allows GMs to quickly create less complicated treant characters with which to challenge a party.

Weald Warrior (NPC Class, Treant)

The weald warrior is big and strong, and dedicated to the protection of the forest she calls home. Her ability to animate trees makes her even more dangerous.

Alignment: Any

Hit Dice: d8

Weald Warrior Class Table

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Forest Bond, Forest Stealth, Slam 1d6, Skin of the Trees, Stone Hurler, Toughness
2	+2	+3	+0	+0	Savage Growth, +1 Strength,
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Slam 1d8, +1 Strength
5	+5	+4	+1	+1	+1 Constitution, -1 Dexterity
6	+6/+1	+5	+2	+2	+1 Strength, Large
7	+7/+2	+5	+2	+2	Rock Catching
8	+8/+3	+6	+2	+2	Slam 1d10, +1 Strength
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	+1 Strength, +1 Constitution, -1 Dexterity
11	+11/+6/+1	+7	+3	+3	2 Slams 1d10
12	+12/+7/+2	+8	+4	+4	2 Slams 2d6, +1 Strength, Huge
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	+1 Strength
15	+15/+10/+5	+9	+5	+5	+1 Constitution, -1 Dexterity
16	+16/+11/+6/+1	+10	+5	+5	2 Slams 3d6, +1 Strength
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	3 Slams 3d6, +1 Strength
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	Gargantuan, +1 Strength, +1 Constitution, -1 Dexterity

Class Skills: The weald walker's class skills are Craft (Int), Intimidate (Cha), Knowledge (history) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks per Level: 2 + Intelligence modifier

Class Features:

Weapon and Armor Proficiency:

Weald warriors are proficient with clubs, great clubs, spears, stones and slings. They are not proficient with any armors or shields.

Forest Bond (Su)

The weald warrior forms a powerful bond with the trees that surround her. At 1st level, at will, she can animate and control trees within range for a limited period of time, in a manner identical to that of the tree master or tree shepherd.

At 1st level, a weald warrior has 1 + Charisma modifier quickening points with which to control and animate a tree (minimum 1). The weald warrior gains another 1 points each level. A weald warrior may animate a number of trees at a time equal to her Charisma modifier (minimum 1). At 10th level, and 20th level the tree master increases the number of trees she may animate at one time by +1.

Forest Stealth (Ex)

So long as the weald warrior is in forest terrain, she gains a racial bonus to her stealth equal to her class level. This stacks with any other racial or class bonuses to stealth.

Skin of the Trees (Ex)

A weald warrior gains a +1 natural armor bonus at 1st level and an additional +1 bonus every level thereafter. Additionally, beginning at 2nd level, the tree shepherd gains DR/slashing equal to 1/2 his class level.

Slam Attack (Ex)

A weald warrior has a natural slam attack, which deals 1d6 points of damage. This amount increases to 1d8 at 4th level, 1d10 at 8th level, 2d6 at 12th level, and 3d6 at 16th level. At 11th level the weald warrior gains a second slam attack which deals an equal amount of damage as the first. At 18th level the weald warrior gains a third slam attack.

Stone Hurler (Ex)

The weald warrior has the ability to throw stones as deadly weapons and treats thrown rocks as simple weapons. The size and damage of these thrown missiles increases as the shepherd grows in size. At 1st level, the objects thrown by the tree shepherd deal 1d6 points of damage, and are considered Tiny. This amount increases to 1d8 at 4th level (Tiny missiles), 1d10

at 8th level (small Missiles), 2d6 at 12th level (Medium missiles), and 3d6 at 16th level (Medium Missiles). At 7th level the stone hurler gains the rock catching ability. The range increment of the thrown rocks is equal 60 feet + 10 feet/level.

Toughness (Ex)

The weald warrior gains toughness at 1st level as a bonus class feat.

Savage Growth (Ex)

The weald warrior grows as she gains in power. The effects of this growth are incremental and manifest as follows.

At 2nd level and every two levels thereafter, the weald warrior gains +1 Strength. At 5th level and every 5th level after that, the weald warrior gains +1 Constitution, but also suffers -1 Dexterity. At 6th level the warrior is considered Large, with a -1 to both AC and attacks, a +1 to CMB and CMD and a reach of 10 feet. At 12th level the weald warrior is Huge, with another +1 to CMB and CMD, and a additional -1 to attacks and AC. Her reach increases to 15 feet at this point. At 20th level, the weald warrior is Gargantuan, gaining another -2 to attacks and AC, and +2 to CMB and CMD. The Gargantuan weald warrior has a reach of 20 feet.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc. excluding the names of haunts, spells and other game mechanics), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics (race, racial options, archetypes, racial paragon class, feats, magic items and traps including their names) of this Rite Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenyon, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenyon, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Valles.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen K Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide. © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Anger of Angels. © 2003, Sean K Reynolds.

Advanced Bestiary. © 2004, Green Ronin Publishing, LLC; Author: Matt Sernett.

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hallowed Might. © 2002, Monte J. Cook.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsey, Kevin Baase, Casey Christofferson, Lance Havvermale, Travis Havvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Kobold Quarterly Issue 7, © 2008, Open Design LLC, www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

The Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene.

Archer Bush from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Jean Wells.

Book of Heric Races: Seedlings. © 2012, Jon Brazer Enterprises; Author: Marie Small

In The Company of Treants © copyright 2016, Steven D. Russell; Author Jonathan McAnulty.

Rite Publishing Presents

In the Company of Unicorns



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



by BJ Hensley

Rite Publishing Presents

In the Company of Fey



By Wendall Roy