

Naturalist

Naturalists has an affinity with plants. They are able to animate plant life and other natural phenomena (phosphorescence, etc.) and use it to craft turrets that damage their opponents.

The naturalist is an archetype of the druid class, available only to mandragora druids.

Growth of the Wild (Su): At 1st level, a naturalist can summon plant creatures in the form of immobile plant turrets. The plant turrets have a amount of hit points equal to half the maximum hit points that the naturalist has and gains natural armor as an animal companion does as the naturalist levels. In addition, it has the same saving throws as the naturalist. The plant turrets stay around until they die from lost of health or until the naturalist moves more than 100 feet away from it. As a full-round action, the naturalist can summon one of the three following turrets anywhere up to 30 feet away (at 5th level and every four druid levels thereafter, the naturalist can summon an additional turret):

Forest's Spirit

Starting Statistics

Size: Small Plant; **Speed:** -; **AC:** +2 natural armor; **Attack:** spore cloud (1d6 + Wis mod per round in a 10-ft.-radius, Fort save DC 10 + half of the naturalist's level + Forest's Spirit's Wisdom modifier for half damage); **Ability Scores:** Str 10, Dex 10, Con 16, Int 8, Wis 16, Cha 12; **Special Qualities:** Plant immunities.

7th level Advancement

Size: Medium Plant; **AC:** +3 natural armor; **Attack:** spore cloud (3d6 + Wis mod per round in a 15-ft.-radius, Fort save DC 10 + half of the naturalist's level + Forest's Spirit's Wisdom modifier for half damage); **Ability Scores:** Con +4, Wis +4

Grove's Assailant

Starting Statistics

Size: Small Plant; **Speed:** -; **AC:** +1 natural armor; **Attack:** seed (ranged touch, uses the druid's BAB, 1d4 + Cha mod); **Ability Scores:** Str 10, Dex 16, Con 12, Int 8, Wis 10, Cha 16; **Special Qualities:** Plant immunities.

7th level Advancement

Size: Medium Plant; **AC:** +2 natural armor; **Attack:** seed (ranged touch, uses the druid's BAB, 3d4 + Cha mod); **Ability Scores:** Dex +4, Cha +4

Plant's Battler

Starting Statistics

Size: Small Plant; **Speed:** -; **AC:** +3 natural armor; **Attack:** slam (uses the druid's BAB, 1d6); **Ability Scores:** Str 16, Dex 10, Con 16, Int 8, Wis 10, Cha 12; **Special Qualities:** Plant immunities. Shriek.

Shriek (Ex): Once per round, the plant's battler can shriek, causing one target within 30 feet to be inflicted with Antagonize for a number of rounds equal to half of the naturalist's level unless they make a Will save (DC 10 + half of the naturalist's level + Plant's Battler's Constitution modifier) to negate.

7th level Advancement

Size: Medium Plant; **AC:** +4 natural armor; **Attack:** slam (uses the druid's BAB, 1d8); **Ability Scores:** Str +4, Con +4. **Special Qualities:** Mass Shriek, Thorny Body.

Mass Shriek (Ex): Works like Shriek but affects all enemies within 30 feet.

Thorny Body (Ex): Any melee attacks except manufactured weapons with reach that strike the Plant's Battler take 1d6 points of piercing damage.

This ability replaces nature bond.

Turret Displacement (Su): At 3rd level, a naturalist can move a turret up to 30 feet from its current position a number of times per day equal to 3 + his Wisdom modifier.

This ability replaces trackless step.

Plant Growth (Su): At 4th level, a naturalist can buff up his growth of the wild turrets, granting them temporary hit points equal to his maximum hit points that lasts until the end of combat. If he has more than 1 turret, he must choose which turret gains this buff, but otherwise can spend standard actions to buff up other turrets.

This ability replaces homefield advantage.

Sporelings (Su): At 5th level, a naturalist can summon short-timed plant turrets. They have exactly 1 hit point, AC of 13, and uses the druid's BAB and saving throws. They last a number of rounds equal to half the druid's level. As a standard action, the naturalist can summon one of the three following plant turrets:

- **Ligneous Sheath:** This plant turret grants all allies within 30 feet temporary hit points equal to 5 plus another 5 temporary hit points for every four druid levels above 5th level. Each ally can only gain these temporary hit points once per Ligneous Sheath, but otherwise stacks with other Ligneous Sheaths.
- **Sporespawn Seedling:** This plant turret reduces spell damage by 1 by enemies within 30 feet plus an additional point for every four druid levels above 5th level.
- **Sporepewer:** This plant turret reduces melee damage by 1 by enemies within 30 feet plus an additional point for every four druid levels above 5th level.

This ability replaces wild shape.