

Treesinger

Elvaans live far longer than other common races, and a single elvaan may see whole empires rise and fall. Given the impermanence of the cultures around them, it's small wonder that some elvaans turn to the timeless growth of nature for solace, finding allies among the great trees themselves, and even leading the forest's plants into combat.

The treesinger is an archetype of the druid class, available only to elvaan druids.

Plant Bond (Ex): At 1st level, a treesinger forms a mystic bond with plant life. This bond can take one of two forms.

The first grants the treesinger one of the following domains: Plant; Growth; Jungle, Swamp. When determining the powers and bonus spells granted by this domain, the treesinger's effective cleric level is equal to her druid level. A treesinger who selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot, and this spell cannot be used to cast a spell spontaneously.

The second option is to form a close bond with a plant companion. A treesinger may begin play with any of the plants listed below. This plant is a loyal companion that accompanies the treesinger on her adventures. Except for the companion being a creature of the plant type, drawn from the list below, this ability otherwise works like the standard druid's animal companion ability.

Plant Companion (Ex): Each plant companion has different starting sizes, speed, attacks, ability scores, and special qualities. All plant attacks are made using the creature's full base attack bonus unless otherwise noted. Plant attacks add the plant's Strength modifier on the damage roll, unless it has only one attack, in which case it adds 1-1/2 times its Strength modifier. Some plant companions have special abilities, such as scent. Plant companions cannot gain armor or weapon proficiency feats, even as they advance in hit dice, and cannot use manufactured weapons at all unless their description says otherwise.

As the treesinger gains levels, his plant companion grows in power as well. It gains the same bonuses that are gained by animal companions, noted on Table: Animal Companion Base Statistics. Each plant companion gains an additional bonus, usually at 4th or 7th level, as listed with each plant choice. Instead of taking the listed benefit at 4th level, you can instead choose to increase the companion's Strength and Constitution by 2.

Carnivorous Flower

Starting Statistics

Size: Small; **Speed:** 30 ft., climb 10 ft.; **AC:** +2 natural armor; **Attack:** bite (1d6); **Ability Scores:** Str 10, Dex 17, Con 15, Int 2, Wis 12, Cha 10; **Special Qualities:** low-light vision, scent.

4th-Level Advancement

Size: Medium; **Attack:** bite (2d6); **Ability Scores:** Str +4, Dex -2, Con +2; **Special Attacks:** rage (1/day, as the berserker class feature for 6 rounds).

Crawling Vine

Starting Statistics

Size: Medium; **Speed:** 20 ft., climb 20 ft.; **AC:** +2 natural armor; **Attack:** slam (1d4); **Ability Scores:** Str 13, Dex 17, Con 13, Int 1, Wis 12, Cha 2; **Special Attacks:** grab; **Special Qualities:** low-light vision, scent.

4th-Level Advancement

Size: Large; **AC:** +1 natural armor; **Attack:** slam (1d6); **Ability Scores:** Str +8, Dex -2, Con +4; **Special Attacks:** constrict 1d6.

Puffball (Floating Fungus)

Starting Statistics

Size: Small; **Speed:** 20 ft., fly 60 ft. (average); **AC:** +1 natural armor; **Attack:** thorn (1d4 plus poison); **Ability Scores:** Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6; **Special Attacks:** poison (Frequency 1 round [6], Effect 1 Con damage, Cure 1 save, Con-based DC); **Special Qualities:** low-light vision.

4th-Level Advancement

Ability Scores: Str +2, Con +2.

Sapling Treant

Starting Statistics

Size: Medium; **Speed:** 30 ft., climb 30 ft.; **AC:** +2 natural armor; **Attack:** 2 slams (1d6); **Ability Scores:** Str 15, Dex 13, Con 12, Int 2, Wis 12, Cha 7; **Special Qualities:** double damage against objects, low-light vision.

4th-Level Advancement

Size: Large; **AC:** +2 natural armor; **Attack:** 2 slams (1d8); **Ability Scores:** Str +8, Dex -2, Con +4.

This ability replaces nature bond.

Plant Empathy (Ex): At 1st level, a treesinger can improve the attitude of a plant creature. This ability functions just like a Diplomacy check made to improve the attitude of a person. The treesinger rolls 1d20 and adds her beastmaster level and her Charisma modifier to determine the wild empathy check result. The typical wild plant creature has a starting attitude of indifferent.

To use plant empathy, the treesinger and the plant creature must be within 30 feet of one another under normal conditions. Generally, influencing a plant creature in this way takes 1 minute but, as with influencing people, it might take more or less time. A treesinger can also use this ability to influence an animal, but she takes a -4 penalty on the check.

This ability modifies and replaces wild empathy.