

# Races of Twilight

The Green



by Michael Thompson

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# Races of Twilight

## **Races of Twilight** The Green

Requires the use of the *Dungeons & Dragons Player's Handbook*, Third Edition, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.

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# INTRODUCTION

Welcome to *Races of Twilight: The Green*, the first in a series of d20 race supplements utilizing the 3.5 rules set. Not simply a collection of elf and dwarf variants, the *Races of Twilight* series provides detailed information on unique and original player character races that can be incorporated into any fantasy campaign. While intended for the experienced gamer who enjoys deep characterization and role-playing over one-dimensional heroics and “roll-playing,” *Races of Twilight* can be used by anyone who likes unusual characters.

The series is called *Races of Twilight* because each of the races presented are in some way approaching the final phase of their cultural, political, or physiological development and are slowly fading from the world. Some have fallen into decadence and feel apathy for the rest of the world; others have lost their dominance and position in a world of multiracial empires; still others have been crushed by disease, overpopulation, or magical travails. Whether each race dies and is forgotten or overcomes its difficulties and thrives is in the hands of players and DMs. This first book in the series presents the green, a race of tree folk that strive to live in harmony with the natural world. They are quietly fading from the land as their birth rates steadily decline.

While each book provides numerous details on a new race, plenty of room is left for DMs to develop a unique background and role for that race in his or her campaign world.

Chapter one provides an overview of the green, describing their appearance, personality, and general philosophy. It also provides the game mechanics for creating a green character.

Chapter two describes green society, from their life cycle to the details of their communities.

Chapter three goes into depth on green religion and provides information on several gods in the green pantheon.

Chapter four explains how the green work within the structure of the core PC and NPC classes.

Chapter five lists a number of new feats available to green characters.

Chapter six details three prestige classes unique to the green, including the cornucopian, nature warden, and living blight.

Chapter seven closes out the book with a listing of weapons and equipment, both magical and mundane, that are commonly created by green artisans and used by guardians of green society and its allies.

*Enter now into the realm of the races of twilight!*

### *Role-playing a Green Character*

The green present a challenging race option for role-players. At first glance, it may seem that the best way to portray a green character is to adapt the personality traits of someone like Commander Data of Star Trek: The Next Generation—intelligent but naïve, at home with devices but out of place in social settings. This is a perfectly acceptable way to play your character, but the green are more three-dimensional than that.

## CHAPTER 1: OVERVIEW

*“The young races become more divided with each passing year. They split into opposing nations and fight over land and precious metal they believe is theirs alone. If only they would remember that we are all of one world, one great cycle, perhaps they could live in harmony with each other as we live in harmony with tree and stone.”*

-- Ironbark, green nature warden

The green (singular and plural) are a race of intelligent plant life that may well be the oldest intelligent society. According to their creation myths, the green are the first children of the Earth Mother raised up from soil and seed. The green prefer natural surroundings and are contemplative philosophers. They claim to be immortal, but many have died from disease, fire, magic, and physical trauma. There are many variations within the race of the green. While skin color, foliage shapes and sizes, and physical size vary widely, the green can most easily be divided into two subgroups based on climate: the decians and the pinians. These subgroups are merely a means for other races to categorize the green and do not represent actual subraces.

Decian green are most often found in temperate and warm climates. Decians are noted for the diverse shapes and sizes of their foliage: round, elliptic, spear-shaped, lobed, and ovate. Like seasonal trees, decian foliage changes color in the autumn and usually drops off in the winter, only to grow back in the spring. Decians are caretakers and tend to focus on nurturing all life.

Pinian green are most often found in temperate and cold climates. Pinians are noted for their needle-like foliage. Like evergreen trees, pinians keep their foliage year-round. Pinians are guardians and tend to focus on protecting all life.

### Physical Description

The green are genderless, quadruped beings that stand 9 to 12 feet tall. Their short legs, long arms, spindly fingers and wide torso appear to be composed of hard but flexible wood. Their heads tend to be rounded or acorn shaped; the face is human-like and surrounded by leaves, flowers, or vines that grow from head, shoulders and upper back. Their skin is coarse and tough but not stiff, and it can be any of the many colors found in nature. In temperate areas, many green change color with the seasons. They do not normally wear clothing, although they may do so to augment their appearance when traveling or dealing with other races.

Green young are actually grown from seeds in the earth. They stay rooted to the ground until they reach 20-25 years of age, when they are capable of uprooting themselves and moving freely.

Green gain sustenance like plants, through photosynthesis. When resting they sink tiny roots in the bottom of their feet into the soil and enter a meditative state similar to an elven trance. They do not dream, but enter a contemplative state to reflect on their recent life events. When resting in this way a green gains the same benefit that a human does from 8 hours of sleep. Like any other plant or animal, the green require fresh water to live. Often the water can come from moisture in the soil, but a green can absorb water through its feet (and skin) from rain, rivers, or other bodies of water.

### Personality

Most humanoid races find it difficult to understand the green because their thought processes are so alien. Of course, this difficulty is felt by the green regarding humanoids as well.

To the green, most things in the world can be understood by their philosophical belief in duality and singularity. Duality consists of life and death, light and darkness, earth and sky, male and female. Above duality is the concept of singularity, things that supersede or entail the combination of pairs. A race or species, for instance, is the combination of male and female. A day is made up of a light period and a dark period. The green themselves are of the singularity, since they supersede the duality of gender. Because they are genderless and singular, they have a difficult time comprehending the emotions and values of gendered, dualistic humanoids.

For instance, the green cannot understand humanoid morality. To them, there is only “right” and “not right.” An orc is not evil because he killed an elf; his action may have been “right” (defending himself) or “not right” (killing to steal goods). The easiest way for the green to associate “not right” with “evil” is when an event needlessly disrupts the natural flow of life. Killing another creature is not evil if the killer did so in self defense, but killing for no reason or in excess of need (i.e., when subduing the creature would suffice) is evil.

The many emotions felt by humanoids are hard for the green to grasp. While a human may say that the green love the earth, the green will say that they are at ease with tree and stone. Marriage and sex between male and female is outside the green’s ability to comprehend; they look at it as a compulsion to elevate from duality to singularity. Humor is a difficult concept, and many humanoids consider green

### *Thirst and Starvation*

A green can go without soil for 3 days; each day that passes without nourishment grows in discomfort. After this time, the green must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

A green can go without water for 2 days plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

Green characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

very stoic. To the green, humor relates to a humanoid need to be “more at ease” with others.

Green are most comfortable in wilderness settings, and they might take on leadership roles when on adventures into uncharted territories and when dealing with primitive or monstrous races. They might act as the conscience of the party when dealing with enemies that can be defeated in ways that do not require killing everything in sight. It is important to remember that the green act in ways that they feel will maintain the natural flow of life, and their actions may not coincide with the ultimate goals of the party. Players should consider that a green roused to anger over environmental abuse can be a terrible thing to deal with!

Evil green characters do exist. An evil green will think of itself as the pinnacle of evolution, the ultimate achievement of divine creation. Humanoid races are either tools to be used and discarded or exterminated like vermin. The natural world exists to provide nourishment and pleasure to the green and nothing more. Anything that might prevent a green from enjoying its life to the fullest is to be scorned or destroyed.

Green characters are not well suited to underground adventures. A green that spends long periods of time underground and away from the sun will become tired, apprehensive, and perhaps even panicky as the nourishment it craves is denied to it. Players should discuss the goals of the DM and the player group to determine whether or not a green would be appropriate for the kinds of adventures they intend on embarking upon.

## Relations

Green tend towards neutrality when dealing with the “young races” and often relate to them as a parent would to a child. This does not mean they treat them like babies, but rather that the green feel responsible for teaching wisdom to the inexperienced and innocent. Of all the young races, green feel most at ease with elves. While elves are usually quite comfortable in the company of the green, other humanoids often feel uncomfortable around them, especially those from urban areas. Most can't accept that they are basically dealing with an intelligent plant.

One thing that the green can truly be said to hate (or “be at great unease with”) is undead. These creatures exist outside of duality and singularity, and are not part of the natural flow of life.

## Alignment

Green may act in ways that humans consider good or evil, but their tendency is toward neutrality. While some green act in ways that help other races (for example, building a dam to improve farming in an area), others act in ways that humanoids consider evil (destroying the same dam, which in turn wipes out the farming community). Living outside the parameters of humanoid morality, the green simply do what they feel they must in the flow of life.

## Green Lands

The green make their homes in woody areas and grassy plains and live in small communities called groves. The green have no need for food or shelter like normal races, so these communities are often completely overlooked by other races. The predominant role of every grove is to raise young green, called saplings. Saplings remain rooted in the

ground, are raised by the entire community, and are taught mainly green philosophy and at least one non-native language. Those that show aptitude are also given basic schooling in magic and/or combat techniques to defend the grove.

Green seldom remain long in humanoid communities due to the differences in philosophy, culture, and physiology. Other races that enter a green grove in peace are welcomed and treated with courtesy and respect, although accommodation for non-green life necessities such as food or clothing may be difficult to acquire.

## Religion

The green most often worship Sheloss, the goddess of fertility, whom they perceive as the Earth Mother that created their race. A few green will worship other deities that reflect certain aspects of nature. Green deities and religion are detailed in Chapter 3 of this guide.

## Language

The green have their own non-verbal language that has no written equivalent. They communicate in a series of creaks, groans, and rustlings generated by their tree-like bodies. It is impossible for other races to comprehend or learn this unique form of communication without magical aid.

## Names

A green sapling is given a name by the community, although it is unpronounceable by other races (it's hard to pronounce a series of creaks and rustles). To communicate with other races, the seedling may choose an “outsider” name for itself. The name is most often one word, non-gender specific and related to nature.

Green Outsider Names: *Silverleaf, Sunservant, Barkleg, Grovetender, Flowerfriend*

## Adventurers

The green love the land and if they choose to pursue the path of adventure it is usually in the cause of protecting the natural flow of life. Many have a curiosity about the young races and start adventuring as a way to understand how these unusual creatures live.

## GREEN RACIAL TRAITS

+2 Constitution, -2 Dexterity, -2 Charisma: Green are a hardy race, but their bodies tend to be less flexible than a typical humanoid. Their unique outlook on life makes them hard for other races to understand, thus they suffer penalties in their interactions.

**Large (tall) creature:** As a Large creature, a green suffers a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. It uses larger weapons than humans use, and its lifting and carrying limits are twice those of a Medium character. Green have a 10-foot reach but take up a 5-foot space. Green base land speed is 40 feet.

+2 natural armor bonus to Armor Class.

**Plant creature type:** As plant creatures, green are immune to mind-affecting effects, poison, sleep effects, paralysis, polymorph, and stunning. They are not subject to critical hits. Spells and spell-like effects that target plants affect green characters. Green cannot use potions, although salves and oils applied to the skin may still work if there are no restrictions against use by plant creatures. The wildshape druidic class ability will work for the green.

**Unusual Body Type:** Because of their uncommon physiology, green seldom find clothing or armor that will fit them (although they usually

go unclothed). Typically, they must have such items made. Because they are a large, non-humanoid race, such items cost four times as much as normal, and are twice as heavy.

Knowledge (nature) is always a class skill for a green character. In addition, green receive a +2 racial bonus to Knowledge (nature) skill checks.

**Weapon Familiarity:** Green may treat hornstuffs as martial weapons rather than exotic weapons (see Chapter 6 for details on the hornstaff).

**Healing Limitations:** Green cannot heal lethal damage like other races. As plant creatures, they must have both soil to temporarily take root in and sunlight to absorb in order to heal naturally. If only soil or sunlight is available, a green heals at half the normal rate. If neither soil nor sunlight is available, green cannot heal naturally at all. To qualify as having rested with sunlight, at least 4 hours of the rest period must be in the direct rays of the sun. Nonlethal damage heals normally, even without soil or sunlight.

**Automatic Languages:** Green and Sylvan. Bonus Languages: Any. Green deal with forest-dwelling creatures more than any others, thus they learn to communicate with their nearest neighbors. They are capable of learning any language, however. Only the green are capable of speaking in their natural tongue, which is actually a series of creaks, groans, and rustlings.

**Preferred Class:** Druid or ranger (chosen at character creation).

A multiclass green's druid or ranger class does not count when determining whether it takes an experience point penalty. Communing with and tending to nature are part and parcel of every green's life.

Level Equivalent: +2

# CHAPTER 2: GREEN SOCIETY

## Life Cycle of the Green

Like all races, the green go through developmental phases from birth to death. These phases of life are broadly categorized below.

### Gestation

As an asexual race, all green are capable of creating young. In the autumn of any given year, green produce up to six seeds, each about the size of an oak acorn. If these seeds are planted in a grove (or any fertile area), there is a chance that it will mature into a living green.

Recent centuries have seen a marked decline in the fertility rate of the green race. At this point, only green of adult and early middle age are capable of creating birth seeds, and of those seeds only 10% are fertile and can grow into green saplings. Neither the green nor nature scholars can determine why this is happening, but if the trend continues the race will eventually become extinct.

### Youth

A seed that successfully matures and breaks through the soil becomes a sapling. Saplings are raised communally by all adult green in the grove. During the first 20 to 25 years of life, saplings remain firmly rooted to the ground and grow rapidly. As it grows, adults teach the saplings the ways of their people and of the world around them. After 15 to 20 years, a sapling is allowed to define its role in grove society. Once the choice is made, its training is focused on preparing the young green for its future. The sapling's decision is always permanent and unwavering.

### Adulthood

A sapling is deemed an adult the day it breaks free of the soil and becomes a mobile creature. This event is marked by a day-long ceremony in which the entire grove community participates. Grove elders tell the story of the creation of their race, each grove member describes its role in society and the greater world, and the new adult reiterates its role in society. This is also the time when the new adult officially proclaims its outsider name to the world. The green have no name for this ceremony, but the elves call it *sandakuillesse*, the true beginning of life.

Adult green are the most likely of their kind to be found among adventuring groups. Green that leave the grove wander the world, gaining knowledge and wisdom that will eventually be shared with the grove upon their return. Sometimes a green will journey for a few short years; others may wander for centuries. Sooner or later, the call to return home will come, and at that point the green begins the final phase of its life.

### Old Age

When a green has reached the point where it feels it has learned all it can about the world, it will return to the grove of its birth to share its knowledge and wisdom. It will become a grove elder, a leader and teacher of saplings. Few green that achieve this age ever leave the grove again.

As time passes, the elder green eventually hears the call of the earth. It roots itself permanently to the soil to live out the remainder of its days as a teacher and sage.

Table 2.1 Random Starting Ages

Base Age	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard
19 years	+3d6	+6d6	+10d6

Table 2.2 Aging Effects

Adulthood	Middle Age <sup>1</sup>	Old <sup>2</sup>	Venerable <sup>3</sup>	Maximum Age
20 years	250 years	400 years	750 years	?

1 At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha

2 At old age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha

3 At venerable age, -3 to Str, Dex, and Con, +1 to Int, Wis, and Cha

Table 2.3 Random Height and Weight

Base Height	Height Modifier	Base Weight	Weight Modifier
8' 9"	+3d12	250 lbs.	x (2d6) lbs.



## Death

Oddly enough, the natural death of a green from old age has never been recorded by green or any other race. Certainly they are mortal, as many fall to the swords and axes of enemies, the burning touch of fire, or the ravages of disease and pestilence. And yet no one is certain that a green life has ever just ended.

Legends tell of a green that lives rooted in the heart of an ancient forest that has lived for thousands of years and possesses the knowledge of the time when the gods walked the earth. The elves call it *Tauleminy*, the First Tree.

## Life in the Grove

Outsiders who visit a green grove consider them quiet places of contemplation. In fact, there is a great deal of noise in the grove, but it is in the native language of the green, which to a humanoid sounds merely like the wind blowing through the branches of the trees and rustling the leaves. When not actively working on projects, green remain rooted to the ground and bask in the sun while talking with others, teaching saplings, or meditating.

Groves are getting smaller as the decades pass. For reasons unknown, the fertility rate of all green has been steadily decreasing. The largest groves raise about fifty saplings at any given time, but most are only half that size.

Saplings make up eighty percent of the grove's populace. Another 15% is made up of tenders and teachers, whose only job is to raise the young saplings and teach them the ways of their people and the world at large. The remaining 5% are craftsmen and guardians of the grove. The craftsmen create items for trade with other races, primarily elves and sylvan humanoids. Guardians are the druids, rangers, fighters, and other classed green who protect the grove from outside threats. Clerics perform a dual role of guardianship and teaching.

There are usually no homes or buildings in a grove unless the grove has frequent humanoid guests or requires a storage area for crafted goods. The most common structure that might be found in a grove is a kiln, used to create clay items for trade.

Green rely heavily on devices and weapons created from wood, stone, and plant fiber, so weapons and tools made of metal are very uncommon. This reliance on nature is also reflected in the weapon choices of the guardians of the groves. The most common weapons used are hornstaves, quarterstaves, spears, thorn daggers, clubs, darts, javelins, and slings.



# CHAPTER 3: RELIGION AND GODS

As a race of plant creatures, the green are firmly entrenched in the worship of nature in all its forms. Their prime goddess and creator is Sheloss, the Earth Mother, but they also worship other nature gods, whom are believed to be the children of Sheloss.

According to green myths, Sheloss wed Arvorus, Father of the Heavens, and gave birth to all other gods. Having been created from two parents, however, the children were imperfect creatures. The young gods were willful and thought only of themselves, and Sheloss wanted children who would love her and tend to her world's bounty. She planted a seed and raised it into a mighty tree, then gifted it with sentience and mobility. This was the first green, and it wandered the earth and learned all it could from its creator. Sheloss was pleased with her creation, and gave it the power to create others of its kind, provided it taught these offspring all it had learned.

Eventually, the other gods took notice of Sheloss' new creation and grew jealous. They, too, wanted creatures to love and worship them, and so they created the humanoid races that populate the earth today. The green believe the gods built poorly, however, for the humanoids needed to combine male and female in order to create new life, while green were perfect by themselves. Thus began their explorations into duality and singularity.

Green have very few ceremonies to celebrate their deities. The mere act of revering a god is enough for them, although they consider nurturing life and working to improve the world as doing the work of the gods.

Green clerics will dedicate themselves to either Sheloss or Arvorus exclusively, but the other, lesser gods are served as a whole by the remaining priesthood. The green believe that each of the lesser deities serves an important role in life, but none cover enough of the scope of life to exist on their own.

The remainder of this chapter provides descriptions of the key gods in the green pantheon. All gods are described using the format outlined below.

**Name:** The deity's name is listed in bold type, followed by several other monikers the god is known by. It also notes the deity's rank: greater deity, lesser deity, or demigod.

**Symbol:** The deity's holy symbol.

**Alignment:** This lists the deity's alignment.

**Dominion:** This section details the aspects of life or culture over which the deity holds sway.

**Domains:** This lists the domains the deity may grant to clerics.

**Worshippers:** This section lists the most usual worshippers of the deity, although it is not exclusive of other beings. It merely lists those who would most likely revere this deity most fervently.

## *Using the Green Pantheon*

The gods presented in this book represent the deities most commonly worshipped by green characters. However, they are not necessarily the only gods that the green worship. DMs may wish to expand on this list with other nature-oriented deities and demigods to flesh out a complete system of higher powers that cover all aspects of the natural world.

DMs attempting to add the green into an existing campaign world may already have a fixed number of divine beings in place. In these situations, existing nature gods may be substituted for those that are presented here. The most important aspect of any green pantheon is the earth mother or Gaia deity, who represents the entire natural world. If a DM wishes, all other gods may be ignored except for Sheloss (or her campaign world's equivalent) as the supreme being of green religion.

**Favored Weapon:** This lists the deity's favored weapon. Clerics who use the *spiritual weapon* spell manifest a weapon in this form.

**Appearance:** This describes how the deity most commonly appears to worshippers.

**Description:** This section provides some background information on the deity and its followers.

### **ARVORUS (Greater Deity)**

*Father of the Heavens, Stargod, The Silent Witness*

**Symbol:** A ten-pointed star of gold

**Alignment:** Lawful Neutral

**Dominion:** The sun and sky, storms, fate, knowledge

**Domains:** Air, Knowledge, Law, Sun

**Worshippers:** Farmers, sailors, oracles, scholars, astrologers

**Favored Weapon:** Longsword

**Appearance:** Arvorus rarely manifests a physical form, nor does he often take direct action in the mortal world. When he does manifest, it is in one of two forms. In one form he is a brilliantly glowing ball of light, too bright to gaze directly at lest one wishes to be blinded. In his other form, he is a bearded middle-aged man wearing a robe the color of the night sky and carrying a thick tome chained to his left arm. His eyes twinkle like the stars and seem to see all things at once.

Arvorus is a mighty but distant god who, along with Sheloss, is worshipped by humanoid races as well as the green. He is the master of the sky and heavenly bodies, and from his vantage point above the world he watches all things, seeing the past, present, and potential future all at once. He demands the world adhere to an orderly state and punishes transgressions with violent thunderstorms. His clerics follow his example, serving as shepherds to the flock, scribes of historical events, and judges of legal matters.

### **CHARR (Lesser Deity)**

*Firelord, Forest Bane*

**Symbol:** A burning torch

**Alignment:** Chaotic Evil

**Dominion:** Fire, destructive forces

Domains: Chaos, Fire, Destruction, War  
Worshippers: Farmers, sailors, desert dwellers  
Favored Weapon: Longspear

Appearance: Charr manifests as a huge pillar of fire, with two shining points of light indicating his eyes. He rarely appears to worshippers, but his presence is often felt when large fires burn through forests and grasslands. Although Charr is a force of destruction, the green respect him as a necessary part of the circle of life. To the green, Charr represents the dualist concepts of life and death in action: fire destroys forests, but in its wake new growth will arise.

Charr's clerics take a lead role in efforts to control forest fires. They teach that fire and destruction are powerful forces of change that should not be feared, but instead should be respected and accepted for their transformational power.

### **DELEENA (Lesser Deity)**

*Arvorus' Favorite, Lady of the Sea, Rainmaker*

Symbol: An ivory disk with a wave carved upon it

Alignment: Chaotic Neutral

Dominion: Oceans, lakes, ponds, rivers, rain

Domains: Chaos, Good, Water

Worshippers: Farmers, sailors, desert dwellers

Favored Weapon: Longspear

Appearance: Deleena only appears in water, be it the ocean, a lake, or a river. She manifests as a humanoid mass of water bearing a longspear. Her body exudes a spray of foam as she moves. Her flowing form is beautiful to behold.

Deleena is a very moody god. She is known for saving the thirsty and nourishing crops on one day, then drowning men and flooding lowlands the next. Worshippers love her for her lifegiving water, but fear her wrath. Clerics teach that Deleena should be loved for the lifegiving bounty she provides in the rivers and seas, but should be shown proper respect at all times. If a dam is to be built to irrigate fields or a seawall constructed to hold back the tide, clerics create shrines and sacrifice handmade works of art to appease her wrath and flatter her beauty.

### **MILDEEN (Lesser Deity)**

*Blight Lord, The Rotting Fear, Endbringer*

Symbol: The skull of a horned beast

Alignment: Neutral Evil

Dominion: Decay, fungus, corruption, death

Domains: Death, Destruction, Evil

Worshippers: Necromancers, living blights, intelligent undead, evil beings

Favored Weapon: Scythe

Appearance: Mildeen appears to be a fungus and mold-covered treant, leafless and undead. His appearance brings terror, as it is said that to look in the eyes of Mildeen is to see one's inevitable death.

Mildeen is a mad god and seeks to destroy the works of his mother and father. He spreads corruption and decay through the world, and using negative energy he brings forth undead abominations to plague the earth. His power breaks the order of duality and singularity, and thus he is an aberration to be opposed by all.

No cleric actually worships Mildeen; instead, they teach that he is to be feared and his works destroyed. Some clerics will actively seek out undead in areas of great malignance.

### **SHELOSS (Greater Deity)**

*Earth Mother, Lifebringer*

Symbol: A ring of intertwined vines

Alignment: Neutral

Dominion: Nature, fertility, growing things, the cycle of life

Domains: Animal, Earth, Healing, Plant

Worshippers: Green, druids, rangers, farmers, mothers, herbalists

Favored Weapon: Quarterstaff

Appearance: Sheloss manifests in various forms depending on her whim. To the green, she appears as a huge oak tree. To humans and elves, she is a middle-aged woman dressed in green and brown robes, her long brown hair braided with flowers and leaves. To other humanoids she is a swan of massive proportions. Many other manifestations have been reported, but these are the most common.

Unlike most other gods in the green pantheon, Sheloss is worshipped by humanoids, although they often call her by other names. She seeks to maintain the natural cycle of life, and believes all creatures of the earth have a right to life. Her clerics follow her model by preaching the preservation of life and protection of nature. Never injure another creature when words will suffice; never kill another creature when injury will suffice. Nurture the earth and it will give its bounty freely.

Clerics of Sheloss understand that humanoids need to eat the flesh of animals to survive, but they do not tolerate hunting and killing for sport and entertainment.

### **URVOOR (Lesser Deity)**

*The Beastlord, The Clawed God*

Symbol: A bear claw

Alignment: Chaotic Neutral

Dominion: Wild animals

Domains: Animal, Chaos, Strength

Worshippers: Druids, rangers, hunters, werewolves

Favored Weapon: Glaive

Appearance: Urvoor is terrible to behold when angered. He most often manifests as a massive dire grizzly bear with adamantite claws and glowing red eyes.

Urvoor is master of all wild beasts and will treat those who care for or revere animals with goodwill. Those who act maliciously towards animals will feel his wrath. Hunters will often say a prayer to Urvoor for forgiveness before questing for animals and will always leave a sacrifice of some sort to thank him for allowing the death of any animal.

Urvoor's clerics teach respect for the animal kingdom. They aid animals in trouble, help raise orphaned young, and protect animals from creatures that prey upon them. While it is natural and acceptable for an animal to kill another for food or protection, green clerics of Urvoor will not abide sport hunters, aberrations, or other monsters who attack or kill animals.

## CHAPTER 4: GREEN AND THE CORE CLASSES

While the green favor the druid and ranger classes, they are adept in many roles. The descriptions below provide insight to players and DMs when choosing a class for a green character. Ultimately the availability of any given class in a campaign will be determined by the DM.

### Adept

Green who are with magical ability but not skilled enough for the more powerful spellcasting classes become adepts. These green rarely leave the grove but spend their lives tending to seedlings. Most green spellcasters fall into this category.

### Aristocrat

There are no green aristocrats. The idea of nobility and social status is foreign to the race. While some other races might consider certain elder or powerful green to be leaders of their respective societies, those individuals are considered no better or worse than any other green.

### Barbarian

It is rare in the extreme to find a green barbarian. The anger and rage that are such key aspects of the class are foreign concepts to the reserved, philosophical green. If a green were somehow separated from the rest of its species and forced to mature on its own, then it is conceivable that it would grow into a sort of feral creature and be capable of becoming a barbarian. A player who wishes to create a multi-class barbarian green must select the barbarian class at character level one.

### Bard

Occasionally a green will go among the other civilized races and share its accumulated lore through stories, poems, and chants. While a green bard usually stays away from urban centers where it is looked at as an oddity, it is welcome in frontier villages and towns. Green bards are most welcome in elven towns and other sylvan communities. Because they live such long lives, green bards possess a wealth of lore few can rival.

### Cleric

The green most often worship nature or devote themselves to the ideology of neutrality, but there are some who actively worship gods. Almost all green clerics are followers of Sheloss the Earth Mother, but some will preach the merits of a god of a particular natural aspect such as storms, fire, or the ocean and rivers. It is virtually unheard of for a green cleric to follow the teachings of a non-nature based god, as those beings are aspects of dualistic belief systems.

### Commoner

There are no green commoners. Every seedling is given a role in green society based on ability, and thus every green serves a specific expert role to the grove.



### **Druid**

The druid class is the most common choice for green characters. Their affinity for living harmoniously with nature make green eminently qualified to play the role of shepherd and guardian of the earth. Despite being a plant creature, green druids are still capable of using the wild shape ability.

### **Expert**

The vast majority of green who do not have a PC class or spellcasting ability are experts. Each green seedling receives training to serve a specific role to the grove, usually relating to either the care of other seedlings or trade relations with neighboring races. Green spirituality is reflected in the work of the many skilled artisans among them. Their works are primarily composed of wood, stone, clay, plant fiber, or some combination of these components. Most items have standard utilitarian uses, such as bowls, cookware, or containers, while other items serve a strictly artistic purpose. Special items the green are well known for are detailed in Chapter 6 of this guide.

### **Fighter**

Next to the ranger, the fighter is the most common martial class chosen by young green characters. Given their size and resilience a green fighter makes an imposing enemy on the battlefield. Green fighters favor bludgeoning melee weapons, and if they must use missile weapons they will opt for slings or thrown weapons. A high level green fighter is a truly awesome sight to behold. In the absence of a ranger, a green fighter is the de facto commander of all warriors in a grove.

### **Monk**

An unusual choice for a green character, the monk can be an effective choice for these contemplative beings. Green monks seek to perfect the harmony between the physical and spiritual worlds, thereby achieving a state of nirvana. Although they are deadly warriors when they need to be, green monks use their martial skill for defense, never offense. They rarely use weapons, instead relying on the strength of their bodies to survive any trials. Green monks train with others of their kind in unique groves far from other races.

### **Paladin**

Like the barbarian class, the paladin is almost non-existent among the green. Perhaps once every century a green may hear the special calling of its god and take up the ways of the holy warrior. There has never been a paladin in the service of any other god but Sheloss the Earth Mother. Intelligent sylvan creatures adore the green paladin for its virtuous defense of good and nature.

### **Psionic Classes (Psion, Psychic Warrior, Soulknife, Wilder)**

Green characters cannot take psionic classes. The physiology of the green is such that there are none that possess psychic ability.

### **Ranger**

Of the martial classes, the ranger is most often selected by green characters. While green rangers usually begin their careers as protectors of the grove, they inevitably branch out to become adamant guardians of the natural world and fierce hunters of those who would defile the earth. Although a green has the option of choosing the archery combat style, its lower Dexterity usually makes two-weapon combat the obvious choice.

### **Rogue**

A green rogue almost never plays the role of stealthy thief. Instead, it is the wilderness scout, the diplomatic ambassador, or the quiet spy that a green portrays. While unusual for a green to pursue this profession, a resourceful troubleshooter is always welcome in times of strife or in dangerous locales.

### **Sorcerer**

The green sorcerer is the best example of why the commonly accepted belief that dragonblood is the source of inborn magical talent is probably false. While uncommon, a number of green grow with a natural talent for shaping magic into spells. Green sorcerers are highly valued in groves and among their sylvan neighbors.

### **Warrior**

The bulk of the martial forces that defend a grove are composed of warriors. These stalwarts are commanded by rangers and fighters in defense of the community.

### **Wizard**

The wizard class is much less common among the green than the sorcerer class. A green seedling that shows magical potential but not sorcerous ability may be tutored by an elven wizard, who provides the materials and training required and expects some period of service in payment for his time. Green wizards can be just as dangerous as their non-green counterparts.

## CHAPTER 5: FEATS

The following new feats can be used in any campaign using the green race, although several are general feats that are useable by any character that meets the prerequisites.

### BUOYANT BODY [GREEN]

Your wood-like body makes it easier for you to keep afloat but difficult to remain underwater.

Prerequisites: Must be a green.

Benefit: You gain a +4 bonus to Swim checks when swimming above water. If underwater and not resisting or being held in any way, you will automatically rise to the surface at your swimming movement rate.

Special: When attempting to swim underwater, you must make a Swim check every round (without the +4 bonus) before any other actions to withstand your body's tendency to rise to the surface.

Success means you maintain control and continue with your normal actions. Failure results in your character rising directly towards the surface at half your swimming movement rate. Actions cannot be performed until this movement has been completed, and it counts as a move action.

### CREATE VINES [GREEN]

You can grow tough vines from your body that can be harvested and turned into rope.

Prerequisites: Must be a green.

Benefit: Once per week you can harvest vines from your body that you can convert into rope of 25 feet in length. Creating the rope requires a successful Craft check (DC 10).

### DISEASE RESISTANCE [GENERAL]

You are naturally resistant to disease.

Benefit: You gain a +4 bonus to Fortitude saves against natural and magical diseases.

### EFFICIENT METABOLISM [GREEN]

Your body is capable of processing nutrients more efficiently than normal.

Prerequisites: Con 13, Endurance, must be a green.

Benefit: A green heals at the normal rate even if only soil or sunlight is available (but not both). At least one of the two nutrients (soil or sun) must be available to heal.

Normal: If only soil or sunlight is available, a green heals at half the normal rate.

### FRUIT BEARER [GREEN]

Your body produces edible fruits.

Prerequisites: Must be a green.

Benefit: Small fruits grow from the vines and leafy growth on your body. Once per week, you may harvest 1d8 fruits that provide the equivalent nourishment of 1 meal each to creatures that require food for sustenance. Once harvested, the fruit remains fresh for 2d4 days.

### GREATER HARDWOOD BODY [GREEN]

Your bark-like skin is incredibly tough.

Prerequisites: Hardwood Body, must be a green.

Benefit: You gain an additional +1 natural armor bonus to Armor Class. This bonus stacks with the bonus gained from Hardwood Body.

### HARDWOOD BODY [GREEN]

Your bark-like skin is tougher than normal.

Prerequisites: Must be a green.

Benefit: You gain an additional +1 natural armor bonus to Armor Class.

### IMPROVED BREW POTIONS [ITEM CREATION]

You can make oils and salves instead of ingested potions.

Prerequisites: Brew Potions, Caster level 3+.

Benefit: You can brew any potion as a salve or oil that is applied to the skin of the user instead of ingested by the user. The process of creating an oil or salve from a standard potion adds one extra day to the brewing time.

### NATURAL AFFINITY [GENERAL]

You are in tune with the natural world.

Benefit: You get a +2 bonus on all Knowledge (nature) checks and Survival checks.

### STEADFAST [GENERAL]

You have trained yourself such that you are difficult to move or knock over.

Prerequisites: Dex 13, Balance 1 rank.

Benefit: You gain a +2 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

### SUPERIOR METABOLISM [GREEN]

Your body's metabolism is so efficient you heal much faster than normal.

Prerequisites: Con 13, Endurance, Efficient Metabolism, must be a green.

Benefit: You gain an additional 1 hit point per character level with a full 8 hours rest, provided that both sunlight and soil are present. If you undergo complete rest for an entire day and night, you gain an additional 2 hit points per character level, again provided that both sunlight and soil are present.

### THORNS [GREEN]

Spike-like thorns protrude from your hard bark skin.

Prerequisites: Con 13, Hardwood Body, must be a green.

Benefit: Large thorns protrude from your body, providing you with the natural equivalent of armor spikes (see Core Rulebook I, p. 124). The spikes are considered natural weapons for the purposes of spells and spell-like effects cast upon them.

# CHAPTER 6: Prestige Classes

## CORNUCOPIAN

There are a few rare green that are not only extremely fertile, but are capable of creating fluids and food that will sustain and even enhance other living creatures. They essentially become a living alchemy lab. These unique individuals are known as cornucopians.

A cornucopian is a valued member of any grove and is usually a key figure in maintaining trade relations with other races. More powerful cornucopians are highly sought after by adventurers for their ability to naturally create magical potions.

Hit Die: d6.

### Requirements

To qualify to become a cornucopian, a character must fulfill all the following criteria.

Race: Green.

Feats: Endurance, Efficient Metabolism.

Skills: Craft (alchemy) 8 ranks, Knowledge (nature) 6 ranks.

Spells: Ability to cast 3<sup>rd</sup>-level divine or arcane spells.

### Class Skills

The cornucopian's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

### Class Features

All of the following are class features of the cornucopian prestige class.

*Weapon and Armor Proficiency:* Cornucopians gain no proficiency with any weapon or armor.

*Spells per Day:* When a new cornucopian level is gained, the character gains new spells per day as if it had also gained a level in a spellcasting class it belonged to before it added the prestige class. It does not, however, gain any other benefit a character of that class would have gained except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a cornucopian, it must decide to which class it adds the new level for purposes of determining spells per day.

*Bonus Feats:* At 1<sup>st</sup>, 3<sup>rd</sup>, and 5<sup>th</sup> level, the cornucopian may select a bonus feat from the following list: Brew Potion, Disease Resistance, Fruit Bearer, Improved Brew Potion, Natural Affinity, and Superior Metabolism. A cornucopian must still meet all prerequisites for a bonus feat, including ability scores and skill rank minimums. These feats are in addition to the feat that a character of any class gets every three levels.

*Create Food and Water (Ex):* Once per day, if the cornucopian spends at least one hour rooted to soil and under direct sunlight, it can produce highly nourishing fruits, leaves, and water consumable by creatures that require food for sustenance. This ability otherwise functions exactly as the spell *create food and water* at the cornucopian's class level.

*Grow Raw Materials (Ex):* The cornucopian is now capable of growing fruits and nuts that replace required raw materials when brewing potions or oils. The maximum cost of the raw materials to be replaced by fruits and nuts equals the cornucopian's level x 150gp. If the raw materials cost exceeds the maximum growth possible, the cornucopian must pay the difference. It takes one full day to grow the raw materials for one potion, regardless of the value of those materials.

*Healing Sap (Sp):* Once every 24 hours, the cornucopian can excrete a healing sap that, when applied to the skin of an injured creature, acts as if a *cure moderate wounds* spell had been cast by a cleric of twice the cornucopian's class level. Only one application of the sap can be produced each day, and it takes a full hour rooted in soil and under direct sunlight to generate enough sap for one application. The sap's potency dissipates after 24 hours.

*Grow Material Components (Ex):* The cornucopian's fertile body is capable of creating fruits and nuts that replace material components for spells. The value of the material component to be replaced cannot be more than the cornucopian's level x 250gp. If the value of the material component is higher than the cornucopian's growth potential, that type of component simply cannot be grown. It takes a full day rooted in soil and under direct sunlight (during daylight hours) to produce a material component replacement, during which no other physical activities may be performed.

*Miracle Fruit (Sp):* Once each week, if the cornucopian spends at least one hour rooted in soil and under direct sunlight, it can produce 1d2 fruits with amazing recuperative properties. Each fruit provides the equivalent a *heal* spell cast by a 10<sup>th</sup> level cleric. Once harvested, the potency of the fruits lasts 24 hours.

Table 6.1 The Cornucopian

Class Level	BaB	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Bonus feat, create food and water
2	+1	+3	+0	+0	Grow raw materials
3	+2	+3	+1	+1	Bonus feat, healing sap
4	+3	+4	+1	+1	Grow material components
5	+4	+4	+1	+1	Bonus feat, miracle fruit

## NATURE WARDEN

To some green, the call to protect the sanctity of life is such a central aspect of life that they become guardians of nature in all its myriad forms. They view trees, animals, and insects as important as any sentient race. They believe all living things have a right to peace and safety. Nature wardens maintain an area's ecosystem and keep it safe from outsiders. They learn secret lore that allows them to commune with all creatures and plants. However, they also train in the ways of nature's fury to protect their homes.

Hit Die: d8.

### Requirements

To qualify to become a nature warden, a character must fulfill all the following criteria.

Race: Green.

Base Attack Bonus: +3.

Feats: Natural Affinity.

Skills: Knowledge (nature) 8 ranks, Survival 8 ranks.

Spells: Ability to cast 1<sup>st</sup>-level divine spells.

### Class Skills

The nature warden's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str). Skill Points at Each Level: 4 + Int modifier.

### Class Features

All of the following are class features of the nature warden prestige class.

*Weapon and Armor Proficiency:* Nature wardens gain no proficiency with any weapon or armor.

*Spells per Day:* When a new nature warden level is gained, the character gains new divine spells per day as if it had also gained a level in a divine spellcasting class it belonged to before it added the prestige class. It does not, however, gain any other benefit a character of that class would have gained except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a nature warden, it must decide to which class it adds the new level for purposes of determining spells per day.

*Calm Animals (Ex):* The nature warden can soothe and quiet animals, rendering them docile and harmless. This ability can be used once per day per class level and is a standard action. All animals within a 30-foot radius of the nature warden are affected. Otherwise, this ability works exactly like the spell *calm animals*.

*Untraceable (Ex):* Beginning at 1<sup>st</sup> level, the nature warden leaves no tracks or scent when traveling through any type of terrain at will. This ability otherwise works exactly as the *pass without trace* spell.

*Speak With Animals/Insects (Ex):* The nature warden learns the secret language of animals and insects exactly as the spell *Speak with animals*,

Table 6.2 The Nature Warden

Class Level	BaB	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	<i>Calm animals</i> , untraceable
2	+1	+3	+0	+3	Speak with animals/insects
3	+2	+3	+1	+3	Plant form (1/day)
4	+3	+4	+1	+4	Speak with plants, hardwood body
5	+3	+4	+1	+4	Plant form (2/day)
6	+4	+5	+2	+5	Nature's wrath
7	+5	+5	+2	+5	Plant form (3/day), greater hardwood body
8	+6	+6	+2	+6	Nature's wrath (improved)
9	+6	+6	+3	+6	Plant form (4/day, improved form)
10	+7	+7	+3	+7	One with the world, nature's ally

but can do so at will. This ability also works with the monstrous and oversized varieties of common vermin.

*Plant Form (Su):* This ability functions exactly as the druid wildshape special ability, except the nature warden may take the form of a non-magical, non-mobile plant of any shape or size. This ability allows a nature warden to choose a different type of plant to change into with each use of the ability. At 9<sup>th</sup> level, the nature warden may take the form of a shambling mound or tendriculous.

*Speak With Plants (Ex):* The nature warden learns the ancient language of trees and can communicate with them at will. This ability is identical to the spell *Speak with plants*.

*Hardwood Body:* The nature warden gains the benefits of the Hardwood Body feat. If the nature warden already has the Hardwood Body feat, he gains the Greater Hardwood Body feat instead. If the nature warden already possesses the Greater Hardwood Body feat, no additional benefit is gained.

*Nature's Wrath (Su):* The nature warden calls on nature itself to defend the land. Once per day, the nature warden can summon lightning from the heavens exactly as the spell *call lightning* as if it were a druid of the nature warden's class level. At 8<sup>th</sup> level, the ability mimics the effects of the *call lightning storm* spell.



*Greater Hardwood Body*: The nature warden gains the benefits of the Greater Hardwood Body feat. If the nature warden already has the Greater Hardwood Body feat, no additional benefit is gained.

*One With the World (Su)*: The nature warden has so fully integrated itself into the surrounding ecosystem that it can gain knowledge of the surrounding territory at will. This supernatural ability is identical to spell *commune with nature*.

*Nature's Ally (Ex)*: The nature warden achieves harmony with the natural world. Unless attacked by the nature warden, animals and intelligent plant creatures have a friendly initial attitude toward the nature warden. Charmed animals commanded to attack the nature warden are allowed an opposed Charisma check (versus the creature who commands it) to resist the order. Intelligent plant creatures under the sway of a *control plants* spell or spell-like effect commanded to attack the nature warden are allowed another Will saving throw to resist the order.

## LIVING BLIGHT

On rare occasions, a green that has been infected with a disease or parasitic infestation will be driven mad and rage against the world around it. These poor creatures become living instruments of Mildeen, the god of corruption. They wander the world creating havoc and endangering others with famine and disease. Green believe it is their duty to destroy these mad ravagers before they invoke serious harm to the environment.

Hit Die: d6.

### Requirements

To qualify to become a living blight, a character must fulfill all the following criteria.

Race: Green.

Base Save Bonus: Fortitude +5.

Feats: Great Fortitude, Natural Affinity.

Special: Must be infected with a plant disease or parasite.

### Class Skills

The living blight's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

### Class Features

All of the following are class features of the living blight prestige class.

*Weapon and Armor Proficiency*: Living blights gain no proficiency with any weapon or armor.

*Alignment Shift*: At 1<sup>st</sup> level the living blight's alignment automatically shifts to neutral evil. It becomes consumed with a need to inflict harm on all life.

*Disease Host (Ex)*: At 1<sup>st</sup> level, the living blight suffers no ill effects from diseases, except for cosmetic ones such as pockmarks, foul smell, blistered skin, and so on. It becomes a carrier of any disease it encounters, though it remains immune to most of their effects.

Table 6.3 The Living Blight

Class Level	BaB	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Alignment shift, disease host, <i>diminish plants</i>
2	+1	+3	+0	+3	<i>Stinking cloud</i>
3	+2	+3	+1	+3	<i>Contagion</i>
4	+3	+4	+1	+4	<i>Poison</i>
5	+3	+4	+1	+4	<i>Blight</i>
6	+4	+5	+2	+5	Infected wound
7	+5	+5	+2	+5	<i>Insect plague</i>
8	+6	+6	+2	+6	<i>Creeping doom</i>
9	+6	+6	+3	+6	<i>Horrid wilting</i>
10	+7	+7	+3	+7	Devastating Blight

*Diminish Plants* (Sp): Once per day beginning at 1<sup>st</sup> level, the living blight can invoke the *stunt growth* version of the *diminish plants* spell as a druid of its class level.

*Stinking Cloud* (Sp): Beginning at 2<sup>nd</sup> level, the living blight may invoke a *stinking cloud* once per day per class level as a sorcerer of its class level. The save DC for this ability is Charisma-based.

*Contagion* (Sp): Beginning at 3<sup>rd</sup> level, the touch of the living blight carries a *contagion* spell once per day per class level. The save DC for this ability is Charisma-based.

*Poison* (Sp): Once per day per class level beginning at 4<sup>th</sup> level, the touch of the living blight carries a *poison* spell. The save DC for this ability is Charisma-based.

*Blight* (Sp): Once per day per class level beginning at 5<sup>th</sup> level, the touch of the living blight carries a *blight* spell. The save DC for this ability is Charisma-based.

*Infected Wound (Ex)*: Once per day per class level beginning at 6<sup>th</sup> level, a living blight can infect its foe with an infectious taint after making a successful melee attack. The foe takes 1 point of Constitution damage and must make a Fortitude save (DC 10 + living blight's class level + living blight's Charisma modifier) 1 hour later or take a further 1d6 points of Constitution damage.

*Insect Plague* (Sp): At 7<sup>th</sup> level, the living blight invokes *insect plague* once per day as a cleric of its class level.

*Creeping Doom* (Sp): At 8<sup>th</sup> level, the living blight invokes a *creeping doom* once per day as a druid of its class level.

*Horrid Wilting (Sp)*: Beginning at 9th level, the living blight can invoke a *horrid wilting* on targets within range as a cleric of its class level. This spell-like effect can be invoked once per day. The save DC for this ability is Charisma-based.

*Devastating Blight (Su)*: Once per week at 10<sup>th</sup> level, the living blight can corrupt a vast area of land. To invoke the devastating blight, the living blight must root itself to the ground and remain so rooted for 8 continuous hours. At the end of this period, all plants with 1 HD or less within a half-mile radius shrivel and die, and the ground cannot support such life ever again. Plants with more than 1 HD (including plant creatures rooted to the ground when the devastating blight activates) must succeed at a Fortitude saving throw or die (DC 19 + living blight's Charisma modifier). Even those successful on their saves take 5d6 points of damage. All living creatures in the area other than plants (and the living blight) must succeed at a Fortitude saving throw or take 1d4 points of Strength damage.

# CHAPTER 7: EQUIPMENT AND MAGIC ITEMS

This chapter covers mundane and magical equipment that is commonly produced by green artisans and spellcasters. Unless specifically barred in the item description, all items are useable by any race or class.

## New Weapons

Table 7.1 Weapons

### Simple Weapons—Ranged

Weapon	Cost	Damage	Crit.	Range	Weight	Type
<i>Large</i>						
Great Sling	3gp	1d6	x2	60 ft.	1 lb.	Bludgeoning

### Simple Weapons--Melee

Weapon	Cost	Damage	Crit.	Range	Weight	Type
<i>Small</i>						
Thorn Dagger	5gp	1d4	x3	10 ft.	1 lb.	Piercing
<i>Large</i>						
Restraining Pole	10gp	--	--	--	10 lb.	--

### Exotic Weapons--Melee

Weapon	Cost	Damage	Crit.	Range	Weight	Type
<i>Large</i>						
Hornstaff	15gp	2d4	x3	--	12 lb.	Piercing

**Great Sling:** This sling consists of a long leather strap with a large pouch in the middle for seating stones and bullets. The weapon is designed to be swung with two hands, and it delivers its ammunition with significantly more power than a normal sling. It uses standard sling bullets or stones.

**Hornstaff:** This weapon has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

The hornstaff is a common weapon among green warriors. It consists of an eight-foot pole fitted with stag horns at one end. The horns are specially treated to make their tips sharper and the rest of the horn more durable in battle. It can be used to disarm an opponent. The green may use the hornstaff as a martial weapon.

**Restraining Pole:** The restraining pole has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

A restraining pole is used when the wielder wishes to capture or subdue an opponent rather than cause physical harm. The weapon is a 10-foot long wooden pole fitted with a long stretch of rope looped at one end. By using a sliding trigger lock, the wielder can tighten the loop around an opponent and bind him. The pole is effective on creatures of tiny to medium size with a definable anatomy. Creatures caught can attempt to break free Strength check DC 20 or

## Dire Deer

Large Animal (Dire)

*Hit Dice:* 5d8 + 20 (42 hp)

*Initiative:* +2

*Speed:* 50 ft. (10 squares)

*Armor Class:* 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14

*Base Attack/*

*Grapple:*

*Attack:* Gore +9 melee (1d8+7); or hoof +9 melee (1d6+7)

*Full Attack:* Gore +9 melee (1d8+7); or 2 hooves +9 melee (1d6+7)

*Space/Reach:* 10 ft./5 ft.

*Special Qualities* Low-light vision, mobility, scent

*Saves:* Fort +8, Ref +6, Will +6

*Abilities:* Str 24, Dex 15, Con 18, Int 2, Wis 14, Cha 7

*Skills:* Hide +2\*, Listen +5, Move Silently+7, Spot +5, Swim +11

*Feats:* Alertness, Dodge (b), Mobility, Run (b)

*Environment:* Any temperate land

*Organization:* Solitary or herd (6-11)

*Challenge Rating:* 3

*Treasure:* None

*Alignment:* Always neutral

*Advancement:* 6-10 HD (Large);

11-15 HD (Huge)

*Level Adjustment:* --

A dire deer stands 6 feet at the shoulder and weighs 1,000 pounds. It has an impressive rack of antlers up to 8 feet wide. Dire deer are hunted for their meat as well as their tough hides. A reasonably intact dire deer hide is worth 50 gp.

## Combat

Dire deer usually flee combat, but rutting males are highly aggressive. A dire deer attacks with its antlers, or rears onto its hind legs to smack at opponents with its hooves.

*Skills:* Dire deer receive a +4 racial bonus to Hide, Move Silently, and Swim checks. \*In forested areas, the Hide bonus increases to +8.

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escape from the bonds with Escape Artist check DC 25. While caught in a restraining pole, both the victim and the wielder are considered to be grappling, with all associated penalties.

**Thorn Dagger:** This unusual weapon consists of a large thorn, taken from a specially harvested giant rose bush, that has been carved and treated for sharpness and durability. Both blade and hilt are carved from one piece, and only a truly skilled weaponsmith can craft this weapon without breaking it in the process. The thorn dagger is balanced to be used as a ranged weapon if necessary.

## New Armour and Shields

Table 7.2 Armor and Shields

Armor	Cost	Armor/Shield Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft. 20 ft.		Weight
<i>Light Armor</i>								
Vine	5gp/ 20gp	+1	+8	0	5%	30	20	5 lb./10 lb.
<i>Medium Armor</i>								
Bark	10gp/ 40gp	+3	+4	-3	15%	20	15	20 lb./40 lb.
<i>Shields</i>								
Shield, heavy darkwood	407gp/ 507bp	+2	--	0	15%	--	--	5 lb./10 lb.
Shield, tower darkwood	780gp/ 1,230gp	+4	+2	-8	50%	--	--	22 lb./45 lb.

**Bark Armor:** Bark armor is made from actual tree bark that has been coated and treated with a pasty sap that hardens and stiffens it. While difficult to move in, it is lighter than other medium and heavy armors and provides a greater probability of success when casting arcane spells.

**Vine Armor:** Green armorsmiths create vine armor by tightly winding vine fibers into layers similar to that of padded armor. Unlike padded armor, vine armor absorbs sweat from the user and keeps him cool, and does not attract fleas or other vermin. However, vine armor is only wearable for up to three months before it becomes useless and provides no armor bonus. Vine armor is a common choice for those who wear armor infrequently but need an occasional source of added protection.

**Darkwood Shields:** Green master armorsmiths build heavy wooden shields and tower shields out of darkwood, a rare and magical type of wood that is as hard as normal wood but much lighter. All darkwood shields are considered masterwork items.

*Note on Armor and Shields Table:* Two values are provided for cost and weight on each item. The first value is for a standard, medium size version of the item, and the second value is for a large, nonhumanoid variant typically used by green characters.

## Magic Items

**Hornstaff of the Great Hart:** This +1 *hornstaff* appears as any other weapon of its kind save for the pale white color of its horns. Twice per day, on uttering a command word, the *hornstaff* can summon a dire deer that appears anywhere within 40 feet of the possessor and remains for 6 rounds. The animal acts as if called by a *summon nature's ally III* spell.

Faint conjuration; CL 5<sup>th</sup>; Craft Magic Arms and Armor, *summon nature's ally III*; Price 11,600gp.

**Rod of the Grove Guardian:** These 3-foot long, 5-pound rods of oak

or ash are wielded by guardians of groves to defend against invaders. Without activation it acts as a light mace in melee combat. Upon uttering an activation word (a standard action), the *rod of the grove guardian* becomes a +2 *light mace*. In addition, the wielder can use each of the following spell-like functions once per day:

*Quench* nonmagical fires or a single magic item that creates or controls flame (Will save DC 18), as per the spell.

Invoke *bull's strength* on the wielder, lasting 9 minutes.

Create a *wall of thorns* as per the spell.

Faint evocation; CL 9<sup>th</sup>; Craft Magic Arms and Armor, Craft Rod, *bull's strength*, *quench*, *wall of thorns*; Price 35,905gp.

**Salve of Sustenance:** This pasty white sap comes in half-gallon clay containers, and all of it must be used in order for it to take effect. When spread upon injured areas of a plant creature, it provides the equivalent effect of one of the various *cure wounds* spells. The salve will only work on creatures of the plant type.

Faint conjuration; CL 3<sup>rd</sup> (light wounds), 4<sup>th</sup> (moderate wounds), or 6<sup>th</sup> (serious wounds); Brew Potions, *cure light wounds* or *cure moderate wounds* or *cure serious wounds*; Price 50gp (light wounds), 300gp (moderate wounds), or 750gp (serious wounds); Cost 25gp + 2XP (light wounds), 150gp + 12XP (moderate wounds), or 375gp + 30XP (serious wounds).

**Sun Disk:** A sun disk appears to be a flat, 1-foot diameter wooden disk with no special features. Upon activation by uttering the command word "helios," the sun disk will illuminate an area with the equivalent effects of natural daylight for four hours. It otherwise duplicates the effects of the *daylight* spell. After the spell effect ends the sun disk burns out and is of no further use.

Green clerics create sun disks when they or other members of their race expect to delve beneath the earth for extended periods.

Faint evocation; CL 5<sup>th</sup>; Craft Wondrous Item, *daylight*; Price 1,050gp.

**Wind Chimes of Tranquility:** These *chimes* are composed of five hollowed wooden tubes of varying length hung from a rod with plant fiber, and create a gentle ringing sound as the wind blows through and around them. All creatures within a 20-foot radius of the chimes when they sound are affected as if by a *calm emotions* spell. Creatures must make a Will save (DC 13) every round they are within the area of effect. The *wind chimes'* effect lasts as long as the creature(s) are in the area of effect and can hear their sound. A *silence* spell or similar sound-deadening spell or spell-like effect will nullify the power of the *wind chimes*.

*Wind Chimes of Tranquility* are prized by those who wish to maintain an aura of calmness to improve meditation and contemplation.

Faint enchantment; CL 3<sup>rd</sup>; Craft Wondrous Item, *calm emotions*; Price 64,300gp.

**Wreath of Charisma:** When this circlet of mistletoe is worn on the head of the owner, she receives a +4 enhancement bonus to Charisma. In addition, the wearer is affected as if protected by a *sanctuary* spell upon utterance of a command word. The *sanctuary* effect can be used only once per day.

Faint abjuration; CL 3<sup>rd</sup>; Craft Wondrous Item, *eagle's splendor*, *sanctuary*; Price 17,380gp.

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