



Amazing Ancestries

The Treefolk

PATHFINDER
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AMAZING ANCESTRIES: THE TREEFOLK

(2ND EDITION REMARKABLE RACES)

A New Player Character Race for use with the 2nd Edition Pathfinder® Roleplaying Game

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Treefolk are unusual plant creatures distantly related to treants, though much further removed from the forces of nature. While a fairly new race, their origins are a mystery even to themselves. The first treefolk crept from the darkest forests en masse a little over a dozen decades ago, with little memory of or interest in where they came from.

A treefolk has a very direct and logical view of nature; it is not all about conservation, fuzzy animals, and pretty flowers. To a treefolk, nature's law is simple and unforgiving: kill or be killed. From the lowly weed that siphons nourishment from those above it to the mighty oak whose branches starve sunlight from those below it, they feel nature has taught them many lessons.

Survival is of primary concern to a treefolk, and they are seldom known to be self-sacrificing or precocious. Unlike most plant and tree-like creatures, treefolk are not bound to the forest in any way. Instead of getting a feeling of comfort being close to nature, many feel crowded and uneasy. Though many find this race to be sinister and alien, treefolk are not necessarily evil and find no benefit in angering other sentient beings. They simply find it difficult to relate to the concepts of sympathy and sentiment; seeing no advantage in preserving useless historical relics, common non-sentient plants and animals, or keeping anything that cannot be put to good use.



TREEFOLK

Treefolk make good rangers and fighters, preferring a direct and final approach to most things. Often their motto is “kill or be killed,” and they take threats very seriously. Although physically well suited to the barbarian class, many treefolk find it difficult to get in touch with their “inner rage” and deem such an act to be illogical. Treefolk can be found in most other classes, as all provide some sort of benefit that would be appealing and useful.

Many value a treefolk’s coldly logical outlook. Others may take issue with the treefolk lack of sentiment and are viewed as overly emotional by the treefolk themselves.

If you want to play a character that is a plant, takes a logical approach, is industrious, and is really good in forest settings, then the treefolk is right for you.

YOU MIGHT...

- Get annoyed with other races for their adherence to sentiment or emotion.
- Value logic as a tool of survival.
- Have a strong kinship with trees, even though you see them as competitors.

OTHERS PROBABLY...

- Might assume you are particularly knowledgeable or fond of nature and are unfamiliar with civilization and society.
- May find you cold-hearted.
- Will appreciate your logical and direct approach to problems.

PHYSICAL DESCRIPTION

Treefolk have long, tree-like appendages with two arms that end in three to six spindly fingers and a thumb. Their legs end in rooty clumps. The treefolk’s bark-covered torso is much like a tree trunk; round and uniform. From their backs and shoulders sprout branches that meander off several feet above their total height (making them appear even taller). The heads of the

treefolk are simple wooden orbs. However, their faces are composed of an intricate pattern of leaves that form an impressive mane. The leaf mane hides the treefolk’s thin neck and generally makes its head appear quite a bit larger than it is. A treefolk’s face is a rather plastic and emotionless mockery of humanity. They also have solid dark blue expressionless eyes. Many find the face of a treefolk even more unnerving than that of an obitu.

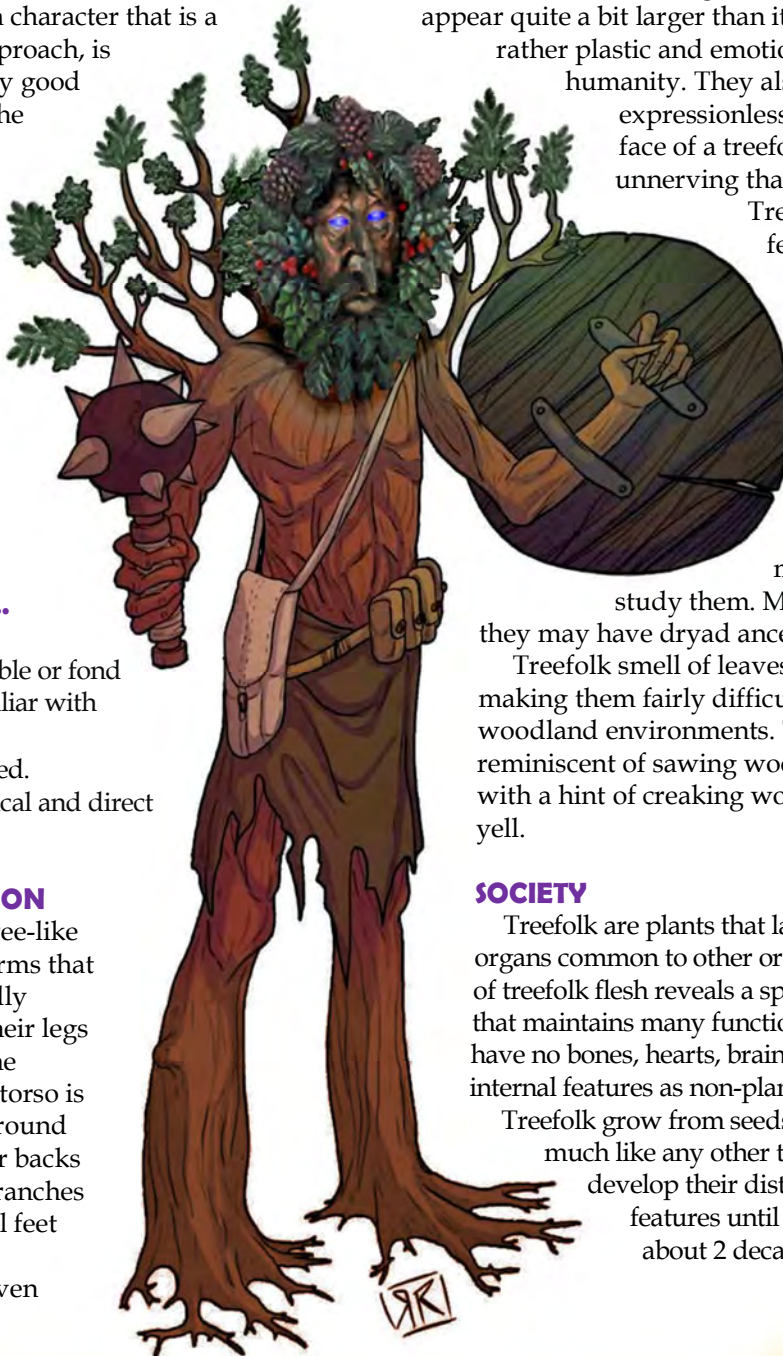
Treefolk have a male and female gender; females being slightly more slender and having muscle-nodules that resemble breasts. Their apparently intentional resemblance to mammalian races is something of a mystery to sages who study them. Many feel this is because they may have dryad ancestry.

Treefolk smell of leaves and fresh-cut wood, making them fairly difficult to track by scent in woodland environments. Their voices are reminiscent of sawing wood; harsh and grinding with a hint of creaking wood when they shout or yell.

SOCIETY

Treefolk are plants that lack the same internal organs common to other organisms. A cross-section of treefolk flesh reveals a sponge-like inner structure that maintains many functions at once. Treefolk have no bones, hearts, brains, lungs, or other such internal features as non-plant creatures know them.

Treefolk grow from seeds and the seedlings look much like any other tree sapling and do not develop their distinguishing and mobile features until they are nearly an adult, about 2 decades later.



Seedlings are often and deliberately planted near civilized areas so that they may observe and learn. When they “spring to life” they often have a great deal of information about the area they were planted in—the fruit of 20 years of uninterrupted and unfiltered observation. While a bit unsure of their movements and slightly awkward in speech, the newly mobile treefolk have many years to learn, as they live for centuries.

When faced with the cause of survival, treefolk are relentless—often shocking others with chillingly logical maneuvers which rarely give remorse or sympathy a second thought. Unlike most nature-folk, the treefolk are not conservationists. Some would call them cruel and heartless; though they seldom do anything for the sake of pleasure or sport. One aspect that redeems the treefolk is its clear logic and wisdom. While in it for strictly selfish reasons—something they are quite upfront about—they also believe in sharing the benefits. This will drive treefolk to perform many seemingly charitable services, thus improving the overall bad reputation of their race.

ALIGNMENT & RELIGION

It is important to note that despite their frigidly rational tendencies, treefolk are not evil creatures. They do not take pleasure in killing, nor do most feel that deception and corruption are logical paths. While they lack sympathy, they also lack malice. This puts them coarsely on the neutral path.

While not typically religious, they occasionally take up a religion related to civilization or progress. Unlike most sentient plant creatures, they do not normally revere gods of nature or plants.

NAMES

Treefolk enjoy descriptive names that usually include an endearing or impressive feature of a tree.

MALE NAMES: Brawnheart, Burlyroot, Deathshade, Doomtree, Fastleaf, Grimfoot, Hard-head, Iron-bark, Nimble-limb, Oakhammer, Stone-eyes, Strong-branch, Swiftbeam

FEMALE NAMES: Deeproot, Flitterleaves, Greenbud, Keen-eyes, Mudfoot, Red-thorn, Silverleaf, Snowbark, Tangle-branch, Townsprout, Willowheart, Wise-root, Woodsong

TREEFOLK HERITAGES

Choose one of the following treefolk heritages at 1st level.

GINGKOKIN

Ginkgokin have a rare heritage originating from the far-east and have leaves and features that resemble ginkgo trees. They are especially suited to urban and polluted environments. You gain a +2 circumstance bonus to saving throws against afflictions, against gaining the sickened condition, and to remove the sickened condition. In addition, you gain poison resistance equal to half your level (minimum 1), and each of your successful saving throws against a poison affliction reduces its stage by 2, or by 1 for a virulent poison. You must be in direct sunlight to gain access to any of these bonuses.

RED OAKLING

One of the two most common treefolk heritages (the other being white oaklings), the red oakling has pointed oak leaves and is slightly broader yet shorter than its white oakling cousins. This broadness, combined with the ability to root your feet, grants you a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Shove or Trip you. This bonus also applies to saving throws against spells or effects that attempt to knock you prone. In addition, if any effect would force you to move 10 feet or more, you are moved only half the distance.

Hit Points

8

Size

Medium

Speed

30 feet

Ability Boosts

Strength

Wisdom

Free

Ability Flaw

Charisma

Languages

Common

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Dwarven, Goblin, Gnomish, Halfling, Sylvan and any other languages to which you have access (such as the tongues common in your region).

Traits

Treefolk

Plant

Plant Nourishment

You gain nourishment in the same way that trees normally do, through a combination of photosynthesis, absorbing minerals with your roots, and scavenging decaying matter. You typically do not need to pay for food. If you normally rely on photosynthesis and go without sunlight for 1 week, you begin to starve. You can derive nourishment from specially formulated bottles of sunlight instead of natural sunlight, but these bottles cost 10 times as much as standard rations (or 40 sp).

SPRUCELING

A heritage originating from the frozen north, you have conifer-type branches and leaves. You gain cold resistance equal to your level. Environmental cold effects are two steps less extreme for you, and you can go 10 times as long as normal before you are affected by starvation or thirst. However, you gain weakness 5 to fire, as your branches and sap are quite flammable.

WHITE OAKLING

One of the two most common treefolk heritages (the other being red oaklings), the white oakling has rounded oak leaves and is slightly taller and tougher than its red oakling cousins. You gain 12 Hit Points from your ancestry instead of 8. When you regain Hit Points overnight, add your level to the Hit Points regained.

WILLOWKIN

The rarest heritage of treefolk, the willowkin have a decidedly wilder appearance replete with willow leaves and twisting branches. Your shaggy, plant-like appearance allows you to blend into forest or jungle surroundings, granting you a +2 circumstance bonus to Stealth checks for as long as you remain in such terrain. In addition, you ignore difficult terrain from trees, foliage, and undergrowth.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a treefolk, you select from among the following ancestry feats.

1ST LEVEL

EXTENDED REACH **FEAT 1**

TREEFOLK

You can stretch your already long arms and extend your reach. When you wield a melee weapon that requires two hands, doesn't have reach, and deals at least 1d6 damage, you can change between a typical two-handed grip and an extended two-handed grasp using an Interact action. Weapons wielded in your extended grasp gain reach of 10 feet. This grasp is less stable and powerful than a typical grip, reducing the weapon's damage die by 1 step.

ONE WITH WOOD **FEAT 1**

TREEFOLK

You are especially adept with wooden weapons. You gain a +2 circumstance bonus to attack rolls when using a weapon that is made of mostly wood (club, quarterstaff, greatclub, longbow, shortbow, etc.)

PROTECTIVE SAP **FEAT 1**

TREEFOLK

You automatically become covered in hardened sap when bleeding excessively.

Trigger You gain the drained condition.

Effect You gain resistance 2 to bludgeoning and piercing damage and weakness 3 to fire. This effect persists until the drained condition is removed.

SEED LAUNCH **FEAT 1**

TREEFOLK

Your body produces a nearly endless supply of acorns (oaklings), fruits (gingkokin), pinecones (spruceling) or catkins (willowkin). You gain a seed ranged unarmed attack that affects as follows:

Acorns 1d6 bludgeoning damage.

Ginkgo Fruit 1d4 bludgeoning damage. On a critical hit, target gains sickened 1 from the rancid smell of these fruits.

Pinecones 1d4 piercing damage. On a critical hit, target takes -10-foot status penalty to its Speeds for 1 minute due to sticky sap.

Catkin 1d4 bludgeoning damage. On a critical hit, target is blinded by fluff for one round.

These Strikes have the manipulate trait. With the exception of acorns, these attacks do not add critical specialization effects.

THORNY **FEAT 1**

TREEFOLK

You are covered in tiny thorns. Creatures that hit you with unarmed attacks take 1 piercing damage each time they do.

WOODEN HEARTED **FEAT 1**

TREEFOLK

You are especially adept at controlling your emotions. You gain a +2 circumstance bonus to saving throws against emotion effects. In addition, when you roll a success on a saving throw against an emotion effect, you get a critical success instead.

5TH LEVEL

SAPLING FORM

FEAT 5

POLYMORPH PRIMAL TRANSMUTATION TREEFOLK

You can temporarily take the form of a Medium-sized sapling (of the type of tree relating to your heritage) without diminishing your senses. This otherwise has the effect of *tree shape*, except that your size remains Medium.

SPEAK WITH TREES

FEAT 5

TREEFOLK

You have a strong connection with trees. You can ask questions of, receive answers from, and use the Diplomacy skill with trees of all varieties.

SUN HEAL

FEAT 5

TREEFOLK

Frequency Once per day per level, sunlight permitting.
If you rest outdoors for 1 hour during the day, you regain Hit Points equal to your Constitution modifier × half your level. You gain this benefit in addition to any healing from Treat Wounds.

9TH LEVEL

FOREST ADVANTAGE

FEAT 9

TREEFOLK

You can take advantage of the forest terrain to bypass foes' defenses. Non-treefolk creatures in forest terrain are flat-footed to you.

13TH LEVEL

ADVANCED SUN HEAL

FEAT 13

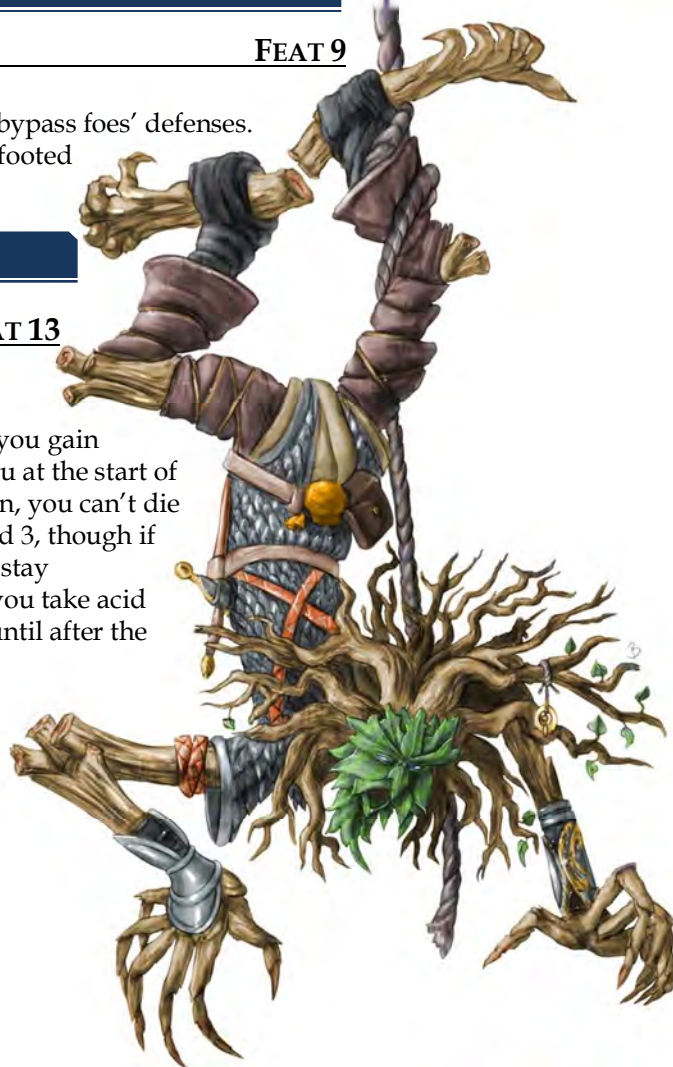
TREEFOLK

Prerequisites Sun Heal

When in natural, non-magical, direct sunlight, you gain Regeneration 1 which restores 1 Hit Point to you at the start of each of your turns. While you have regeneration, you can't die from damage and your dying value can't exceed 3, though if your wounded value becomes 4 or higher, you stay unconscious until your wounds are treated. If you take acid or fire damage, your regeneration deactivates until after the end of your next turn.

TREEFOLK ADVENTURERS

Treefolk adventure for personal gain of some sort; usually something tangible, such as wealth or powerful magic. Sometimes, a treefolk can be found on a quest for knowledge or to strengthen connections with an important ally. It is very rare to find a treefolk adventuring for fame, glory, or vengeance as they do not often value these things. Likewise, they only bond with a strong group of adventurers, leaving the weak to perish.



Magic Mistletoe

Magic Mistletoe is created by coaxing common forms of mistletoe, a parasitic plant that grows on oak trees, towards beneficial uses through arcane and alchemical processes. The process itself is a closely guarded secret among druids and forest fey folk, though it is known to take decades to get a good batch of seedlings and that extensive knowledge of herbalism and horticulture is required.

When obtained, magic mistletoe is either a tiny seedling or off of a deceased plant creature. Adult varieties which are not cultivated on a sentient plant lose their special properties and become normal mistletoe.

When cultivated on a sentient plant, a symbiotic relationship is formed. The mistletoe derives nourishment and protection from its host and the host can benefit from a variety of effects depending on the type of mistletoe. The host plant must sacrifice 1 hp from its hit point pool permanently to gain the mistletoe's advantage. A sentient plant can only maintain 1 magic mistletoe every 6 levels. The mistletoe plant must be intentionally burned off (specifically targeted by a fire effect) in order to permanently remove it. Removing the mistletoe does not return the hit points sacrificed to it, and it also leaves a nasty scar. The only exception is when a new mistletoe of the same variety is being immediately introduced. This typically happens when the treefolk finds a specimen of higher level. The new mistletoe replaces the old mistletoe with no hit point cost.

Originally designed for treants and dryads, magic mistletoes are of little use to the average adventurer. However, these little plants were introduced to the treefolk since they emerged from the forest, and have been favorites ever since.

It should be noted that these are living plants with arcane properties and not technically magic items. While they share many properties with magic items, magic mistletoe are in a category all their own.

BRAINWORT

ITEM 4+

UNCOMMON MAGICAL PLANT NECROMANCY

Usage implanted; **Bulk** —

This bushy-leaved variety of mistletoe sprouts from the top of one's head, regardless of where it is initially planted. Its pink berries are mildly toxic. When the juice of one berry (consumes one berry) is applied to a weapon or ammunition, the next time that weapon deals damage, the target is also subject to poison. This poison deals 1d3 points of poison damage per round for 5 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. Subsequent attacks with that weapon are not poisoned. Berries melt and the toxin fades after one day, regardless of preservation.

Type *common brainwort*; **Level** 4; **Price** 300 gp
Poison DC is 13 and it produces 3 berries per day.

Type *uncommon brainwort*; **Level** 7; **Price** 1,200 gp
The poison DC increases to 16 and it produces 6 berries per day.

Type *rare brainwort*; **Level** 13; **Price** 4,800 gp
The poison DC increases to 22 and it produces 12 berries per day.

GLOWBERRY MISTLETOE

ITEM 4

UNCOMMON EVOCATION MAGICAL PLANT

Price 100 gp

Usage implanted; **Bulk** —

This leafy shrub thrives on whatever part of one's body it is planted on, growing in a large bushy patch. It produces and sheds several tiny greenish-white berries daily (20 berries total on average). As an immediate action, the bearer of this plant can light or extinguish the glowberries. They collectively can provide as much light as a torch. When one or more berries are removed while lit, they independently shed light equivalent to a single candle, though can no longer be extinguished at will (although the berries can still be smashed into darkness). Lit glowberries fade within one minute after being picked.

HEALER'S MISTLETOE

ITEM 7+

UNCOMMON HEALING MAGICAL PLANT

Usage implanted; **Bulk** —

This small leafy shrub thrives on whatever part of one's body it is planted on. It produces ice-blue berries daily, which have minor healing effects. A living creature that eats the berry with an Interact action regains 5 Hit Points. The common variety produces 4 berries per day.

Type *healer's mistletoe*; **Level** 7; **Price** 400 gp

Type *rare healer's mistletoe*; **Level** 13; **Price** 3,200 gp

The plant produces 8 berries per day that heal 10 hit points of damage each.

WATERBERRY MISTLETOE

ITEM 5+

UNCOMMON ABJURATION MAGICAL PLANT

Usage implanted; **Bulk** —

This small-leafed variety of mistletoe sprouts up all over one's body, regardless of where it is planted. The pale white berries of this mistletoe burst when exposed to intense heat, thus preventing some of the damage associated with fire-based attacks. It provides some resistance to fire, as long as it has berries. When the bearer takes fire damage, one berry bursts to prevent one point of fire damage per point of fire damage incurred, up to the amount of berries that are left on the plant. For example, when the bearer starts his day with a common waterberry mistletoe (which produces 10 berries) and takes 4 points of fire damage, 4 berries burst preventing all of the damage. Then, later that day, when the same individual takes 12 points of fire damage, the remaining berries burst and the bearer takes only 6 points of damage. Berries burst after one day or instantly upon being picked, regardless of preservation.

Type *common waterberry*; **Level** 5; **Price** 500 gp

Type *uncommon waterberry*; **Level** 9; **Price** 1,400 gp

The plant produces 20 berries per day.

Type *rare waterberry*; **Level** 13; **Price** 5,000 gp

The plant produces 50 berries per day.

MAGIC MISTLETOE IN YOUR GAME

Any sentient plant-based creature can use magic mistletoe. Game Masters may add them to their treats for a dash of flavor or something new. Perhaps a local coven of druids or dryads cultivates them and uses them for their own needs as well.

The plant can also be transplanted from a fallen (dead) creature to a living creature, with a successful Knowledge (nature) skill check (DC 25). A failure indicates that the mistletoe was destroyed. The plant cannot be transplanted from one living host to another.



Treefolk

WILLOWKIN WARRIOR

It's difficult to tell what this shaggy willowkin is up to. Is he angry? Does he want to talk? All that can be certain is that he is carrying a fancy glowing spear and headed your direction.

WILLOWKIN WARRIOR CREATURE 11

CN MEDIUM PLANT TREEFOLK

Perception +24

Languages Common, Sylvan

Skills Acrobatics +20, Athletics +19, Intimidation +15, Medicine +19, Nature +18, Stealth +20, Survival +22, +2 circumstance bonus to Stealth checks in forest or jungle terrain

Str +4, **Dex** +5, **Con** +4, **Int** +0, **Wis** +3, **Cha** +0

Items +1 frost spear, +1 scale mail, lesser healing potion

AC 29; **Fort** +20, **Ref** +23, **Will** +19

HP 195

Speed 30 feet, ignores difficult terrain from trees, foliage, and undergrowth

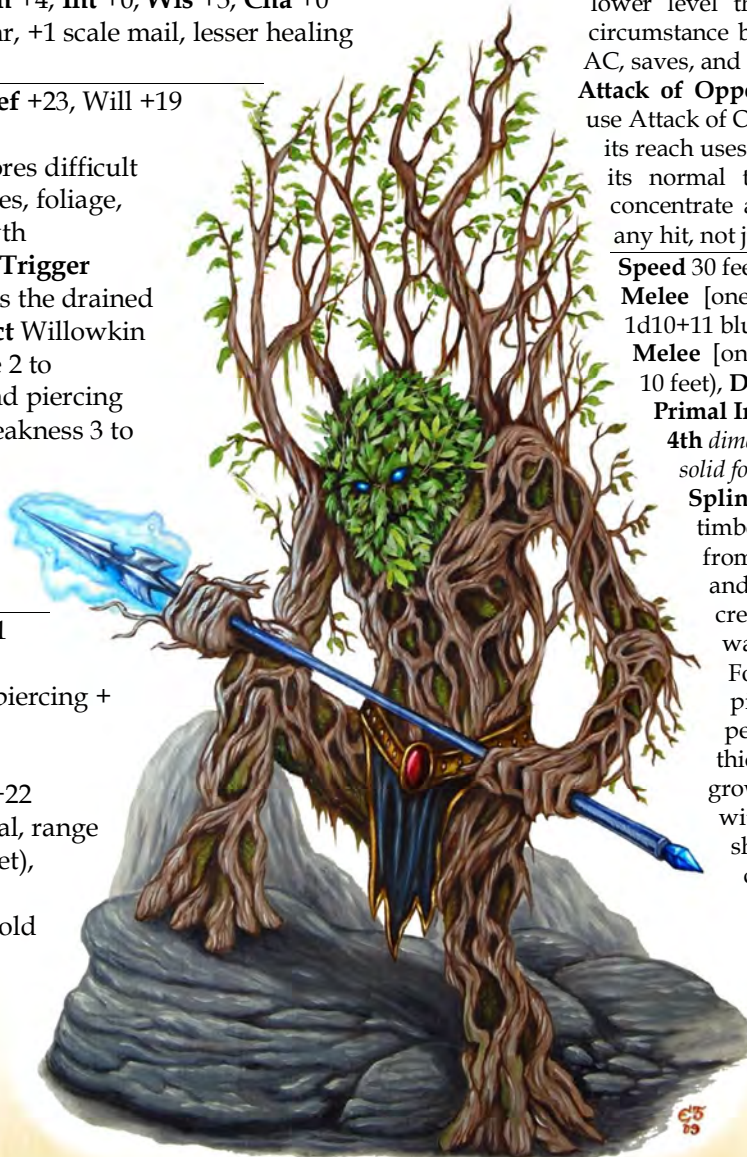
Protective Sap \mathcal{R} ; **Trigger**

Willowkin gains the drained condition; **Effect** Willowkin gains resistance 2 to bludgeoning and piercing damage and weakness 3 to fire. This effect persists until the drained condition is removed.

Melee \mathcal{D} spear +21 (magical),

Damage 1d6+8 piercing + 1d6 cold

Ranged \mathcal{D} spear +22 (thrown, magical, range increment 30 feet), **Damage** 1d6+8 piercing +1d6 cold



TIMBER WIGHT

Among the treefolk, death is often considered an inconvenience. In their emotionless pursuit of personal gain, quite a few treefolk experiment with necromancy to prolong their lives. The timber wight is the horrible end result.

TIMBER WIGHT

CREATURE 9

NE MEDIUM UNDEAD

Perception +20; darkvision

Languages Common, Necril, Sylvan

Skills Deception +18, Intimidation +20, Occultism +15, Religion +20, Stealth +13

Str +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +5, **Cha** +5

Items +1 striking staff

AC 27; **Fort** +19, **Ref** +15, **Will** +20; +1 status to all saves vs. positive

HP 165, negative healing; regeneration 20 (deactivated by acid or fire); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 10

Undead Mastery (aura, divine, necromancy) 100 feet. Commanded or allied undead in the aura that have a lower level than the timber wight gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.

Attack of Opportunity \mathcal{R} The timber wight can use Attack of Opportunity when a creature within its reach uses a concentrate action, in addition to its normal trigger. It can disrupt triggering concentrate actions, and it disrupts actions on any hit, not just a critical hit.

Speed 30 feet

Melee [one-action] fist +20 (agile), **Damage** 1d10+11 bludgeoning

Melee [one-action] staff +21 (magical, reach 10 feet), **Damage** 1d8+11 bludgeoning

Primal Innate Spells DC 26; **5th** tree stride; **4th** dimension door (at will), gaseous form, solid fog; **1st** fear (at will)

Splinter Spray \mathcal{D} (disease, poison) The timber wight emits a spray of splinters from their body, dealing 1d8 piercing and 1d8 poison damage to all adjacent creatures. Each creature damaged this way must succeed at a DC 28 Fortitude save or take 2d8 persistent piercing damage as the splinters penetrate its skin and grow into thick, green vines. The vines cease growing after 10 rounds, and they wither away in 1d4 days if not shaved off before then. The vines can be destroyed if the creature is affected by a *remove disease* spell or similar is applied to the vines. Once the timber wight uses Splinter Spray, the ability can't be used for 1d6 rounds.



TREEFOLK IN YOUR GAME

Treefolk in this document are presented as a fairly new ancestry in the world. Their origin is a mystery, even to them. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately. One downside to this “newness” is that they lack tradition, language, and history common to other PC ancestries. This has several ramifications including no cultural traditions and not many items tailored especially for their species. However, there are many boons as well. Treefolk player characters can be bold pioneers, inventing their own paths, their own history, and their own unique customs. Optionally, the Game Master can create a more detailed back story for the treefolk. Perhaps they are an ancient race of dryads who starkly split from the wilds to pursue earthly gain. Or maybe they are simply highly evolved plants from a forgotten time, resurrected accidentally by some quirk of nature. Another possibility is that treefolk were the result of an experiment gone awry – an attempt to blend man and plant.

Whatever the case, the treefolk will make a welcomed addition to any game as a representative of the plant kingdom, an unusual option for the player seeking something different, a challenge for the player who has played everything, or just a good match for those that like to cast aside humanity for a little while and see things from a different angle.

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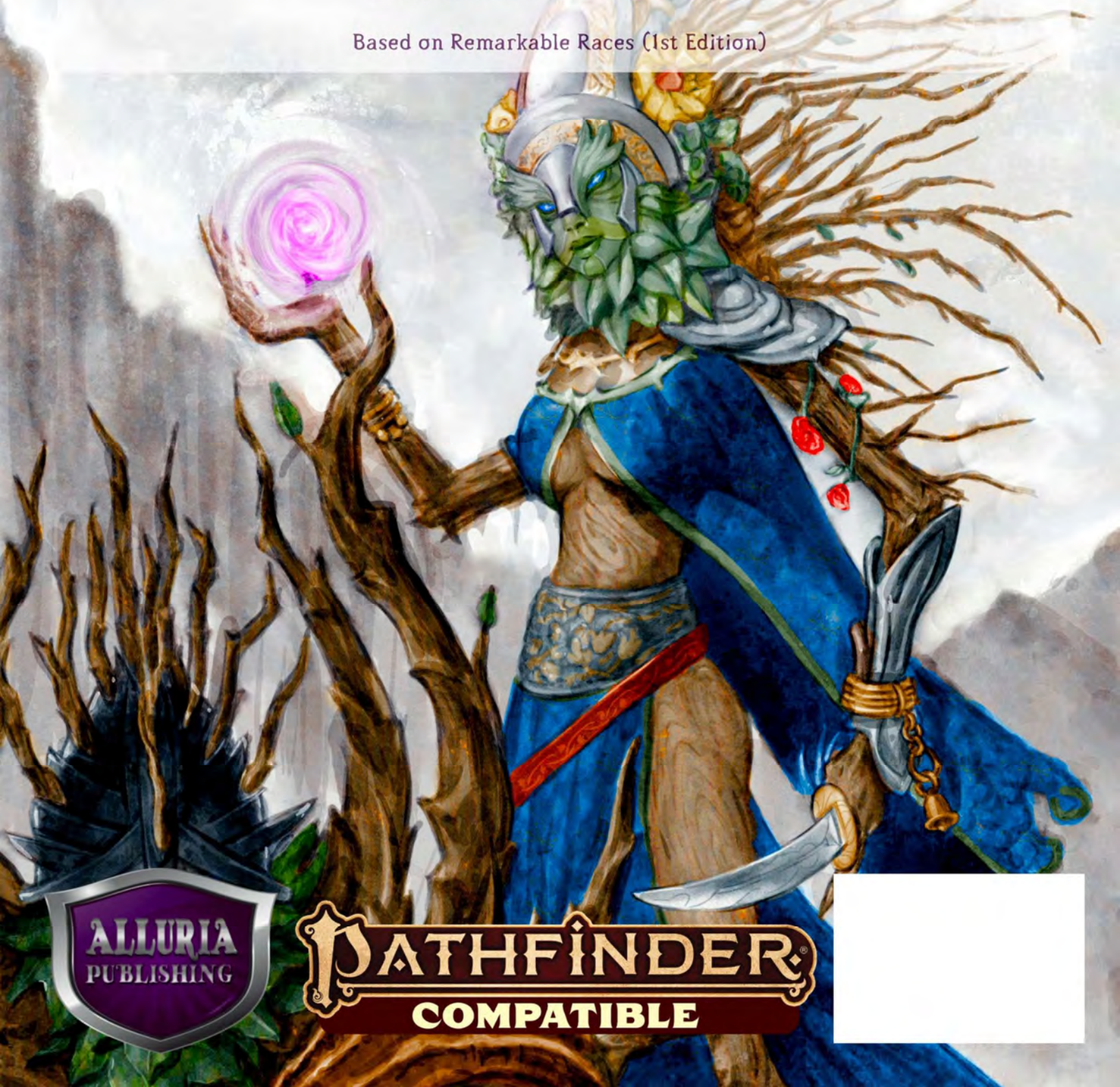
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