

Fell Sylvanus

The Fell Sylvani are descended from an order of elven Druids located in the vast old growth forests in the south of the continent. As the Cold encroached, they moved north toward the foothills of the central mountains. In their time in the great forests, many of the Druids had come to know and even befriend the Dryads there. But the Dryads were dying along with their oaks as the cold crept northward. Some few of these Druids found a way to become surrogate hosts to the Dryads, and the Fell Sylvani were born. Later, several human and dwarven Druids were discovered wandering the wilds, cut off from their deities by the planar disjunction, but who had manifested the power needed to host a Dryad. They, too, soon joined ranks.

The Fell Sylvani are rumored to dwell with the former Druids in protected enclaves within the northern slopes of the central mountains now, where geothermal hotspots have kept small, sheltered vales warm. The older Sylvani are fierce, and gruff, with a terrible, craggy visage. All are bristly and prone to sharp temper, but they are fair-minded and open to debate. They tend toward Chaotic Good alignment, with fairly strong ideas about morality, even with a disdain for Law, but they can range any one step away from Chaotic Good (the preferred alignment of the Dryad). The Fell Sylvani are very much the foils of the Crystalhome Adepts in their approach to diplomacy. They don't need to walk softly; they *are* big sticks.

The Fell Sylvanus is an unusual class to play, because the player controls not only the Sylvanus but his symbiotic Dryad and both progress with character level. Until level 6, the Dryad is trapped within the Fell Sylvanus, but at level 6 she may emerge at will and is treated as a 4th level cohort, as though the Fell Sylvanus had the Leadership feat. She gains experience and advances as a cohort would, though the Fell Sylvanus gets no other benefits of the Leadership feat.

THE SYLVANUS

Alignment: Chaotic Good (typical), Chaotic Neutral, Neutral Good, Neutral.

Hit Die: d8.

Size Restriction: Medium or greater.

Class Skills

The Fell Sylvanus' class skills are Climb, Concentration, Craft, Diplomacy, Handle Animal, Heal, Intimidate, Jump, Knowledge (fey), Knowledge (geography), Knowledge (nature), Listen, Sense Motive, Spot, Survival, and Swim.

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

| Table: The Fell Sylvanus | | | | | |
|---------------------------------|--------------------------|------------------|-----------------|------------------|---|
| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
| 1st | +0 | +2 | +0 | +2 | Arboreous Body, Meld, Wild Empathy, Wild Talent, Tree Shape |
| 2nd | +1 | +3 | +0 | +3 | Woodland Stride; Essence Rod |
| 3rd | +2 | +3 | +1 | +3 | Access to Dryad Spell-like Abilities; Low-light Vision; Throw Essence Rod |
| 4th | +3 | +4 | +1 | +4 | Barkskin |
| 5th | +3 | +4 | +1 | +4 | +1 Essence Rod |
| 6th | +4 | +5 | +2 | +5 | Free draw |
| 7th | +5 | +5 | +2 | +5 | Warp Wood; Essence Rod enhancement +1 |
| 8th | +6/+1 | +6 | +2 | +6 | Improved Woodland Stride |
| 9th | +6/+1 | +6 | +3 | +6 | +2 Essence Rod |
| 10th | +7/+2 | +7 | +3 | +7 | One with Nature; Quick Change |
| 11th | +8/+3 | +7 | +3 | +7 | Essence Rod enhancement +2 |
| 12th | +9/+4 | +8 | +4 | +8 | |
| 13th | +9/+4 | +8 | +4 | +8 | Nature's Grip; +3 Essence Rod |
| 14th | +10/+5 | +9 | +4 | +9 | |
| 15th | +11/+6/+1 | +9 | +5 | +9 | Essence Rod enhancement +3 |
| 16th | +12/+7/+2 | +10 | +5 | +10 | Size Large; Unyielding Roots |
| 17th | +12/+7/+2 | +10 | +5 | +10 | +4 Essence Rod |
| 18th | +13/+8/+3 | +11 | +6 | +11 | |
| 19th | +14/+9/+4 | +11 | +6 | +11 | Regenerate; Essence Rod enhancement +4 |
| 20th | +15/+10/+5 | +12 | +6 | +12 | |

Class Features

All the following are class features of the Fell Sylvanus.

Weapon and Armor Proficiency: Fell Sylvani favor organic construction materials. Their weapons and armor are limited to items with little or no metal. They are proficient with the following weapons: club, dagger, great club, hunting stick*, javelin, quarterstaff, sickle, short spear, sling, spear, and with their own Essence Rods. Fell Sylvani are proficient with light and medium armor but wear only organic styles, as full metal armor interferes with their Meld special ability. Fell Sylvani are proficient with shields (except tower shields) but use only organic ones. (*A hunting stick is a heavy form of throwing stick, like a well-balanced club. It is a rod of wood 2–3 feet long and about ½ wrist thickness that is hurled with an end-over-end rotation. It may be straight or curved. Hunting sticks deal 1d6 bludgeoning damage (crit x2), with a range increment of 20 feet, and weigh about 3–4 pounds. Though balanced for throwing, a hunting stick can be used as a club for 1d4 damage.)

Special Abilities

Arboreous Body (Ex): As a result of the link with his Dryad, the Fell Sylvanus begins to take on the aspect of a tree. His skin darkens and begins to show wrinkles and creases that deepen as his character levels increase. His hair becomes wiry and thick, and at higher levels resembles twigs and moss. His height and weight begin to increase as well, such that at level 16 he changes from medium to large creature type¹. In addition to his odd looks, the Fell Sylvanus gains Natural Armor, and Damage Reduction with bonuses increasing at various levels. At levels 2, 5, 10, and 17 he gains one point of Natural Armor. At levels 6, 8, 11, 15 and 20 he gains 1 point of damage reduction. For levels 6, 8, and 11 it is DR/(cold iron or slashing); for levels 15, and 20 it is DR/(cold iron and slashing). He also gains resistance to cold at 1 point per class level. There are deleterious effects of Arboreous Body as well. The lifespan of a Fell Sylvanus is reduced by roughly one third due to the strain on his body. In addition, as the Fell Sylvanus gains levels, he accrues penalties to Dexterity that can not be ameliorated by Melding with his Dryad. At every 10th level the Fell Sylvanus gains -1 to his Dexterity, whether melded or not.

Meld (Ps): The Fell Sylvanus becomes the focus for the Tree Dependent special ability of a Dryad (see below). A telepathic bond is forged between the two, and they can communicate telepathically through the bond even if they do not share a common language. Once the bond is formed, it works over any distance (although not from one plane to another) and facilitates the symbiotic fusion of the Fell Sylvanus and Dryad, with the Dryad being able to step in and out of her host as she would her original oak tree (as a move action).

The Fell Sylvanus maintains control of his actions when playing host (the typical situation), unless he voluntarily gives up this control to the Dryad or fails a Will save (DC 10 + Dryad Wisdom Bonus). Once control is relinquished, the Fell Sylvanus can not regain control unless the Dryad wishes it, or she fails a Will save (DC 10 + Sylvanus Wisdom Bonus). Passing control from one to the other is a standard action. Both the Sylvanus and Dryad retain their own personae, and each is always fully aware of what the other is experiencing.

The melded being has the physical Abilities (Strength, Dexterity, Constitution) of the host, but the mental/social Abilities (Intelligence, Wisdom, Charisma) are those of the persona that is in control. The Sylvanus and Dryad have separate hit point pools, but should the Dryad be damaged while outside her host she will regain hit points at a rate of one point per round when she again melds with him. Each hit point she recovers in this manner manifests as a point of nonlethal damage on her host. The melded being uses the Fell Sylvanus' base saving throws. When wielding a weapon or wearing armor, the melded being uses the proficiencies of the control persona.

¹ The Sylvanus gains height and weight linearly as he approaches level 16. Creatures become large at eight feet tall, or 96 inches. If you would like to track your character's growth, you can simply subtract his level 1 starting height and weight from 96 inches and 500 pounds, and divide each by 15 to determine what he gains each level. After level 16 the Sylvanus' growth tapers off and he continues to gain an average 4 inches and 25 pounds per level for 2d6 levels. Base Speed increases to 40 ft./rnd when the Sylvanus becomes Large.

Because the change from Medium to Large creature comes with changes to Strength, Dexterity and Constitution, you may also want to have those change gradually, as well. Strength increases by 8, so adding +1 at every even level would make a smooth transition. Dexterity decreases by 2, so subtract 1 at levels 8 and 16. Finally, Constitution increases by 4, so add 1 at levels 4, 8, 12, and 16. These changes are in addition to the normal per-4th-level changes.

The Dryad may bring up to 15 lbs. plus 5 lbs. per Fell Sylvanus class level of equipment with her when she melds with the Sylvanus.

Should the Dryad die outside of her host, the Fell Sylvanus must make a Fortitude Save (DC 15). Should he succeed, he will suffer Shock for 24 hours, during which he operates as if his ability scores were halved. After the 24 hour period, his temporary ability scores return to normal at one point per day. (A Restoration spell will reduce the 24 hours to 12 and increase the recovery to two points per day. A Greater Restoration spell will reduce the 24 hours to 8 and increase the recovery to three points per day.) Should the Fell Sylvanus fail the Fortitude Save and be unable to find a new Dryad to meld with, he will suffer Shock for 5d6 days, and a languishing death in 4d6 weeks. If within that time the Fell Sylvanus finds another Dryad to Meld with or has his Dryad resurrected, he may alleviate the Shock and avoid death. Either way, the Fell Sylvanus may not take more levels in the Fell Sylvanus class unless and until he melds with another dryad. Should the Fell Sylvanus die when the Dryad is away, she must also make a Fortitude Save (DC 15). Should she succeed, she has 2d6 days to resurrect her Sylvanus or meld with another Fell Sylvanus or oak tree, or she dies. Should she fail, she has 4d6 hours to find a new host. The symbionts separate into two bodies (both dead) upon death of the melded being.

Tree Shape (Su): A Fell Sylvanus can take the form of a tree at will, as per the eponymous druid spell.

Wild Empathy (Ex): A Fell Sylvanus can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The Sylvanus rolls 1d20 and adds her Fell Sylvanus level and Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the Sylvanus and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A Fell Sylvanus can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Wild Talent (Ex): A Fell Sylvanus gains Wild Talent as a bonus feat. (This class feature provides the character with the psionic power he needs to materialize his Essence Rod and form a Mindlink with his Dryad but does not allow for the development of other psionic powers, unless the player multiclassed as a psionic class.)

Woodland Stride (Ex): Starting at 2nd level, a Fell Sylvanus may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Low-light Vision (Ex): At 3rd level the Sylvanus' budding plant-like qualities begin to manifest and he gains the benefits of low-light vision.

Dryad's Spell-like Abilities: At 3rd level the Sylvanus' is able, when melded, to use the Dryad's spell-like abilities as though they were his own. Use the Wisdom modifiers for whichever persona is in control of the melded being when determining spell DCs. Uses of the Dryad's spell-like abilities count toward her daily total.

Barkskin (Su): Beginning at 4th level, the Sylvanus may manifest the effects of the *Barkskin* spell on herself three times per day, but its duration is only 1 minute per level.

Warp Wood (Su): Beginning at 7th level, the Fell Sylvanus can affect wooden objects as per the *Warp Wood* spell three times per day.

Improved Woodland Stride (Ex): At 8th level the Sylvanus may move through even magically manipulated plant life unhindered.

One with Nature (Su): At 10th level the Fell Sylvanus develops a continuous rapport with nature that provides a +2 circumstance bonus to Spot, Listen, and Survival checks when in natural surroundings. In addition, she gains benefits similar to the druid spell *Commune with Nature*. By concentrating on her connection to nature, she obtains intimate knowledge of the lay of the land to a range of 100 feet per class level per round of concentration. Outdoors the range is limited to ½ mile per level. In natural underground settings the range is limited to 100 feet per level. This knowledge increases the circumstance bonus to Spot, Listen and Survival by +1 per round of concentration (max +10). The Sylvanus also knows the local topography and the exact location of animal, mineral and vegetable populations and water sources within range. For example, she would know of the presence of pursuers in range,

possibly before seeing them. As with *Commune with Nature*, settlements and unnatural structures show up as blind spots.

Nature's Grip (Su): At 13th level, the Fell Sylvanus gains the ability to manifest clutching, poisonous lianas as a swift action. These lianas improve his chances in a grapple (+4 enhancement bonus plus an additional +1 per two levels above 13th). Each round after a successful grapple check, at the start of the Sylvanus' turn, any creature grappling with him is exposed to poison that immediately deals 1d4 points of temporary Strength damage, and another 1d4 points of temporary Strength damage one minute later. Each instance of damage can be negated with a Fortitude save (DC 10 + ½ Fell Sylvanus level + Wisdom Modifier).

Unyielding Roots (Su): At 16th level, the Fell Sylvanus gains the ability to extend roots deep into the earth as a move action three times per day. These roots anchor him and provide life-sustaining healing, as per the eponymous Druid spell². The duration of the effect is one round per three levels.

Regenerate (Su): At 19th level, the Fell Sylvanus gains the ability to regenerate severed extremities, limbs, etc. as per the eponymous Cleric/Druid spell, except that it takes 2d10 rounds per inch of regrowth of missing limbs or extremities. He does not gain the secondary healing benefits of the *Regenerate* spell. He may use this ability once per day.

Essence Rod Abilities

Essence Rod (Ps): As a move action, a Fell Sylvanus can sprout a bludgeoning weapon composed of wood and psychic energy distilled from his own essence. The weapon is identical in all ways (except visually) to any wooden weapon with which the character is proficient (typically a club, great club, hunting stick, or quarter staff). The Essence Rod is of a size appropriate for its wielder, with a corresponding adjustment to the weapon's damage. The wielder of an Essence Rod gains the usual benefits to his attack roll and damage roll from a high Strength or Dexterity bonus.

The character must choose the form of the Essence Rod the very first time he manifests it. It will remain in this form every time he manifests it thereafter, unless he spends at least a number of hours equal to 10 minus his level in light concentration to change it (this may be accomplished while sleeping). For instance, a Medium Fell Sylvanus might materialize a Medium Essence Quarterstaff that he could wield as a two-handed weapon, and the staff would deal 1d6/1d6 points of damage (crit x2). At level 1, if he spent 9 hours in light concentration, he could change that form to a club, or any other weapon form with which he is proficient. A Fell Sylvanus may manifest his Essence Rod in the form of a rod-like weapon that is mostly, but not completely, wooden (e.g. a spear or javelin), but to account for the replacement of metal parts with wood he must reduce the damage for the weapon by one die step (as though adjusting for a smaller weapon size: i.e. 1d6 → 1d4, etc.).

The Essence Rod can be broken (it has hardness 10 and 10 hit points³), causing a psychic backlash that dazes the Fell Sylvanus for one round. If he relinquishes his grip on his weapon (a free action), or he is disarmed, it immediately dissipates, unless he uses the Throw Essence Rod ability (see below). An Essence Rod is considered a magic weapon for the purpose of overcoming damage reduction. Visually, an Essence Rod appears as normal wood with a faint silvery nimbus that casts no light.

A Fell Sylvanus can use feats such as Power Attack or Combat Expertise in conjunction with the Essence Rod just as if it were a normal weapon. He can also choose Essence Rod for feats requiring a specific weapon choice, such as Weapon Focus. Powers or spells that upgrade weapons can be used on an Essence Rod.

A Fell Sylvanus' Essence Rod improves as the character gains higher levels. At 5th level and every four levels thereafter, the Essence Rod gains a cumulative +1 enhancement bonus on attack rolls and damage rolls.

Even in places where psionic effects do not normally function (such as within a *null psionics field*), a Fell Sylvanus can attempt to sustain his Essence Rod by making a DC 20 Will save. On a successful save, the Fell Sylvanus maintains his Essence Rod for a number of rounds equal to his class level before he needs to check again. On an unsuccessful attempt, the Essence Rod vanishes. As a move action on his turn, the Fell Sylvanus can attempt a new Will save to rematerialize his Essence Rod while he remains within the psionics negating effect.

² See *Complete Divine: A Player's Guide to Divine Magic for All Classes*.

³ As with all magic weapons, Hardness and Hit Points increase as the Essence Rod is enhanced. Each +1 of enhancement bonus add +2 Hardness and +10 HP.

Throw Essence Rod (Ex): A Fell Sylvanus of 3rd level or higher can throw his Essence Rod as a ranged weapon with an appropriate range increment for the form of the Essence Rod. Whether or not the attack hits, a thrown Essence Rod then dissipates, unless imbued with the Teleporting special weapon ability (see below).

Free Draw (Ex): At 6th level, a Fell Sylvanus becomes able to materialize his Essence Rod as a swift action instead of a move action. He can make only one attempt to materialize the Essence Rod per round.

Essence Rod Enhancement (Ps): At 7th level, a Fell Sylvanus gains the ability to enhance his Essence Rod. He can add any one of the weapon special abilities on the table below that has an enhancement bonus value of +1.

At every four levels beyond 7th, the value of the enhancement a Fell Sylvanus can add to his weapon increases by 1. A Fell Sylvanus can choose any combination of weapon special abilities that does not exceed the total allowed by the Fell Sylvanus' level.

The weapon ability or abilities remain the same every time the Fell Sylvanus materializes his Essence Rod (unless he decides to reassign its abilities; see below). The ability or abilities apply to any form the Essence Rod takes.

Quick Change (Ex): At 10th level, the Sylvanus develops the ability to change the form of her Essence Rod as a Swift action, without the need for extended concentration.

| Table: Essence Rod Enhancements | | | | | |
|---|--------------------------------|-------------------------------|--------------------------------|-------------------------------|--------------------------------|
| Weapon Special Ability | Enhancement Bonus Value | Weapon Special Ability | Enhancement Bonus Value | Weapon Special Ability | Enhancement Bonus Value |
| Bane | +1 | Mighty Cleaving | +1 | Wounding | +2 |
| Battering* | +1 | Seeking* | +1 | Bodyfeeder* | +3 |
| Concussive* | +1 | Shock | +1 | Distracting* | +3 |
| Corrosive* | +1 | Collision* | +2 | Energy Protection* | +3 |
| Defending | +1 | Concussive Burst* | +2 | Speed | +3 |
| Extended Range* | +1 | Corrosive Burst* | +2 | Swarming* | +3 |
| Flaming | +1 | Flaming Burst | +2 | Brilliant Energy | +4 |
| Frost | +1 | Icy Burst | +2 | Dancing | +4 |
| Lucky* | +1 | Parrying* | +2 | Deep Impact* | +4 |
| Merciful | +1 | Shocking Burst | +2 | Coup de Grace* | +5 |
| *Uncommon special abilities discussed below | | | | | |

A Fell Sylvanus can reassign the ability or abilities he has added to his Essence Rod. To do so, he must first spend 8 hours in mild concentration. After that period, the Essence Rod materializes with the new ability or abilities selected by the Fell Sylvanus

Battering: This ability doubles the critical threat range of bludgeoning weapons.

Bodyfeeder: Upon scoring a successful critical hit, a bodyfeeder weapon grants its wielder temporary hit points equal to the total damage dealt by the critical hit. These temporary hit points last for 10 minutes. Thus, if the wielder of a bodyfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary hit points from a previous critical hit, the wielder gains only the better of the two values: either his current number of temporary hit points, or the new influx of temporary hit points, whichever is higher⁴.

Collision: Collision weapons increase their own mass at the end point of each swing or shot. Such weapons deal an extra 5 points of damage on each successful strike, in addition to the weapon's enhancement bonus⁴.

Concussive: A Concussive weapon seems to visually hum and vibrate. On a successful attack it deals an extra 1d6 force damage. Bows, crossbows, slings, et cetera, bestow the effects on their ammunition.

⁴ See *Expanded Psionics Handbook* or [The System Reference Document v3.5](#)

Concussive Burst: This weapon functions like a Concussive weapon, and it explodes with force when a successful critical hit is scored. It deals an additional 1d10 points of damage, for ×2-critical weapons, 2d10, for ×3-critical weapons, and 3d10 for ×4-critical weapons. As with other burst weapons, the burst damages only the target of the attack.

Corrosive: A Corrosive weapon glows with a sickly green light. On a successful attack it deals an extra 1d6 acid damage. Bows, crossbows, slings, et cetera, bestow the effects on their ammunition.

Corrosive Burst: This weapon functions like a Corrosive weapon, and it explodes with acid when a successful critical hit is scored. It deals an additional 1d10 points of damage, for ×2-critical weapons, 2d10, for ×3-critical weapons, and 3d10 for ×4-critical weapons. As with other burst weapons, the burst damages only the target of the attack.

Coup de Grace: Coup de grace weapons are exceptionally dangerous. On a successful critical hit, the foe must succeed on a DC 27 Will save or be paralyzed for 1 round. While this ability does work on creatures that are immune to extra damage from critical hits, it does not work on creatures without an Intelligence score².

Deep Impact: A weapon with the Deep Impact ability ignores armor, shield, or natural armor bonuses, allowing the wielder to resolve melee attacks as touch attacks.

Distracting: When wielded the weapon leaves a glowing trail of after-images that confuse and distract opponents. Any creature attacked by the weapon that can see the attack loses its Dexterity bonus to AC for that attack. Creatures with blindsense, blindsight, the Blind-Fight feat, or under *true seeing* are immune⁵.

Energy Protection: The wielder of this weapon is protected from one form of energy (acid, cold, electricity, fire, sonic) as the weapon absorbs the first 10 points of energy damage per round that the wielder would ordinarily suffer. The weapon will absorb up to 100 points of damage before it is sundered. This ability may be stacked to protect the wielder from more than one energy type, but not to gain extra protection from a single energy type.

Extended Range: This ability doubles the attack range of a weapon. If used on a *mêlée* weapon it makes it suitable for throwing with a range increment of 10. This ability stacks with itself, each time adding 100% to the weapon's base attack range.

Lucky: A lucky weapon offers a second chance at success. Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action. The rerolled attack uses the same bonuses or penalties as the missed roll³.

Parrying: A parrying weapon perceives an instant into the future and of its own accord resists *mêlée* and ranged attacks aimed at the wielder, granting a +1 insight bonus to the wielder's Armor Class. The weapon is so adept at parrying that it even affects incoming powers, granting the wielder a +1 insight bonus on saving throws against magical effects. The bonuses are granted whenever the wielder holds the weapon, even if flat-footed⁵.

Seeking: This weapon veers toward its target, ignoring penalties and miss chances due to concealment, *mêlée* engagement, et cetera. The weapon does not aim itself; the wielder still has to make a successful attack into the correct square. Only ranged weapons may have the Seeking modifier³.

Swarming: Swarming weapons split into three separate weapons when fired or thrown. The wielder makes an attack roll for each missile, but the action only takes up one of his attacks, if he has multiple. After the attack the three pieces instantly become one again⁴.

Additional Available Feats

Several new Feats are available to the Fell Sylvanus and may be taken in the normal Feat progression.

Essence Armor: *Prerequisite—Essence Disk.* This Feat allows the Fell Sylvanus to further manipulate the shape of his Essence Rod to form a barrier of force around his body that provides the bonuses of Mage Armor, plus any numerical enhancements and special abilities allowed him from the list below.

⁵ See *Ultimate Magic Items*

Essence Armor, Greater: *Prerequisites—Essence Disk, Essence Armor.* This Feat further strengthens the Sylvanus' Essence Armor, doubling the effects of the Mage Armor spell. As with Essence Armor, the Sylvanus also gains the benefits of any numerical or special abilities allowed him from the list below.

Essence Disk: This Feat allows the Fell Sylvanus to change the shape of his any of his Essence Rods from rod-like to disk-like. The Essence Disk resides on the arm like a Heavy Shield and provides the same base AC bonus but weighs nothing and does not add to armor check penalties. Any simple numerical enhancement bonuses carry over to the new shape, but most weapon special abilities do not. To use the special abilities for shields, listed below, the Sylvanus must designate the ability after sufficient concentration, as per the Essence Rod rules. The abilities Distracting, Energy Protection and Lucky may be used on weapons or shields/armor. When used on a shield or armor, the Lucky ability allows the bearer once per day to force an attacker to reroll for his attack. If the attack is a critical threat, it still hits, but the lucky wearer may make the attacker reroll the confirmation roll.

Extra Essence Rod: This Feat allows the Fell Sylvanus to manifest a second Essence Rod, which may be used as a second weapon. This new rod is subject to the same restrictions as the original Rod. This Feat may be taken multiple times, with each instance adding one additional available Essence Rod. Separate Essence Rods may be imbued with different enhancement bonuses.

Fluid Essence: *Prerequisite—Fell Sylvanus level 18.* With this Feat the Fell Sylvanus requires only one hour of intense concentration (during which he can do nothing else) to change the special enhancements of his Essence Rod, Disk, or Armor (he must choose which when selecting the feat). This feat may be taken multiple times with each instance affecting a different Essence manifestation.

Weapon Focus (Essence Rod), Greater: *Prerequisites—Weapon Focus (Essence Rod), 8th level.* Though usually reserved for fighters, the Sylvanus' intimacy with his essence rod allows him to take this feat only with his essence rod as the focus.

Weapon Specialization (Essence Rod): *Prerequisites—Weapon Focus (Essence Rod), 4th level.* As with Greater Weapon Focus, this feat is available only with the essence rod as a focus.

Weapon Specialization (Essence Rod), Greater: *Prerequisites—Weapon Focus (Essence Rod), 12th level.* As with Greater Weapon Focus and Weapon Specialization, this feat is available only with the essence rod as a focus.

| Table: Essence Disk and Essence Armor Enhancements | | | | | |
|---|--------------------------------|-------------------------------|--------------------------------|------------------------------|--------------------------------|
| Shield Special Ability | Enhancement Bonus Value | Shield Special Ability | Enhancement Bonus Value | Armor Special Ability | Enhancement Bonus Value |
| Arrow Catching | +1 | Fortification, moderate | +3 | Fortification, light | +1 |
| Bashing | +1 | Energy Resistance | +3 | Lucky* | +2 |
| Blinding | +1 | Energy Resistance, Improved | +4 | Distracting* | +3 |
| Fortification, light | +1 | Energy Resistance, Greater | +5 | Energy Resistance | +3 |
| Animated | +2 | Fortification, heavy | +5 | Fortification, moderate | +3 |
| Arrow Deflection | +2 | | | Energy Resistance, Improved | +4 |
| Lucky* | +2 | | | Energy Resistance, Greater | +5 |
| Distracting* | +3 | | | Fortification, heavy | +5 |
| *Uncommon special abilities described above | | | | | |

THE DRYAD

Alignment: Chaotic Good, typical.

Hit Die: d6.

Although the typical Monster Manual Dryad is advanced through character classes, the symbiont Dryad of Permafrost is no typical monster. The stress of the melding process leaves the Dryad extremely weak at first, trapping her within the Sylvanus until level 6. Once she is able to emerge safely from her host, she is treated as, and gains experience as a 4th level cohort. As her hit dice increase past the standard 4d6, she begins to evolve into ever more powerful dryad forms: Dryad, Hamadryad, Mesodryad, Dynatodryad, and Megalodryad, detailed below. Alternately, she may begin to take levels in character classes, at the DM's discretion.

Racial Skills

The Dryad's class skills are Concentration, Craft, Escape Artist, Handle Animal, Heal, Hide, Knowledge (nature), Listen, Move Silently, Ride, Spot, Survival, and Use Rope.

Skill Points at 1st Level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

Racial Features

Dryad

All the following are features of the Dryad.

Hit Dice: 4d6 plus Con modifier

Racial Ability Modifiers: +8 dexterity, +4 intelligence, +4 wisdom, +8 charisma

Abilities: Unless the DM has other suggestions, the player should use the elite Ability array (15, 14, 13, 12, 10, 8) and assign Ability scores as appropriate.

Feats: Great Fortitude, Weapon Finesse

Racial Skill Modifiers: +2 Knowledge (nature), +2 Ride, +6 Wild Empathy, +10 Knowledge (fey).

Skill Ranks [standard from Monster Manual — adjust for actual Intelligence bonus]: Escape Artist, 7; Handle Animal, 7; Hide, 7; Knowledge (nature), 7; Listen, 7; Move Silently, 7; Spot, 7; Survival, 7

Weapon and Armor Proficiency: Dryads are proficient with the Bows and Light Blades weapon groups⁶, but with no armor or shields. A Dryad begins with a dagger and masterwork bow obtained before the melding process, likely family heirlooms. As with the Fell Sylvani, Dryads favor organic construction materials. Should they wear armor, it is restricted to organic construction (leather, studded leather, hide, etc.).

| Hit Dice | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|----------|-------------------|-----------|----------|-----------|--------------------------|
| 4 | +2 | +1 | +4 | +4 | <i>Dryad</i> |
| 5 | +2 | +1 | +4 | +4 | Woodland Stride |
| 6 | +3 | +2 | +5 | +5 | |
| 7 | +3 | +2 | +5 | +5 | <i>Hamadryad</i> |
| 8 | +4 | +2 | +6 | +6 | |
| 9 | +4 | +3 | +6 | +6 | Improved Woodland Stride |
| 10 | +5 | +3 | +7 | +7 | <i>Mesodryad</i> |
| 11 | +5 | +3 | +7 | +7 | |
| 12 | +6/+1 | +4 | +8 | +8 | |
| 13 | +6/+1 | +4 | +8 | +8 | |
| 14 | +7/+2 | +4 | +9 | +9 | <i>Dynatodryad</i> |
| 15 | +7/+2 | +5 | +9 | +9 | |
| 16 | +8/+3 | +5 | +10 | +10 | |
| 17 | +8/+3 | +5 | +10 | +10 | |
| 18 | +9/+4 | +6 | +11 | +11 | |
| 19 | +9/+4 | +6 | +11 | +11 | <i>Megalodryad</i> |
| 20 | +10/+5 | +6 | +12 | +12 | |

⁶ The Bows weapon group comprises shortbows, longbows, composite shortbows, and composite longbows. The Light Blades weapon group comprises daggers, punching daggers, rapiers, and short swords. (see *Unearthed Arcana* for more details.)

Special Qualities: DR 5/cold iron, Meld, Natural Armor +3, Natural Spellcaster, Wild Empathy, Tree Dependent

Spell-like Abilities: At will — *Entangle, Speak with Plants, Tree Shape*; 3/day — *Charm Person, Deep Slumber, Tree Stride*; 1/day — *Suggestion*. Save DCs are Wisdom based.

Special Abilities

Meld (Ps): The Dryad takes the Fell Sylvanus as the focus of her Tree Dependent special ability (see below). She may enter into him as a move action whenever she is within five feet of him.

Natural Spellcaster (Ex): The Dryad's caster level is always 2 plus her hit dice (excluding any from class levels).

Wild Empathy (Ex): A Dryad can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The Dryad rolls 1d20 and adds her hit dice and Charisma modifier plus 6 to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the Dryad and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A Dryad can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Tree Dependent (Su): In recent history, each Dryad was mystically bound to a single, enormous oak tree and could never stray more than 300 yards from it. Any who did became ill and died within 4d6 hours. After the Great Conjunction, as the Cold began to take the world, the Dryads' sacred oaks began to die, and along with them, the Dryads. Luckily, a small sect of elven, and later human, Druids manifested psi-like abilities and were able to find a solution to the problem — by playing hosts to the Dryads. Now, each remaining Dryad is bound to a Fell Sylvanus; however, at low character levels, the Dryads do not find their hosts quite as sustaining as their trees were. Until Fell Sylvanus level 6, the Dryad is bound within her host, though she still experiences life through his eyes. Starting at level 6 the Dryad may leave her host, but may not stray more than 2 times the square of her hit dice in yards (rounded to the nearest multiple of five feet when determining grid placement), or she will become ill and eventually die within 1d4 hours. As the Fell Sylvanus gains levels, this safe time increases by 1d4 for every even class level (i.e. at 8th, 10th, 12th, etc.). In this way, at very high character levels the Dryad enjoys more freedom to roam than ever before. When separated from her host by more than the safe distance, the Dryad becomes Fatigued in 2d4 rounds. If she remains outside the safety range while Fatigued, she becomes exhausted in another 2d4 rounds. She remains Fatigued or Exhausted until she melds with her host and rests.

Hamadryad

At 7 hit dice the Dryad advances to Hamadryad and has the same features as the Dryad, except:

Special Qualities: DR 6/cold iron, Natural Armor +4, Spell Resistance 17, Unearthly Grace

Spell-like Abilities: At will — *Entangle, Speak with Plants, Tree Shape, Tree Stride*; 3/day — *Barkskin, Charm Monster, Clinging Vines, Cure Light Wounds, Deep Slumber*; 1/day — *Suggestion, Summon Nature's Ally III*.

Special Abilities

Unearthly Grace (Su): The Hamadryad adds her Charisma bonus to all her saving throws and as a deflection bonus to armor class.

Mesodryad

At 10 hit dice the Dryad advances to Mesodryad and has the same features as the Hamadryad, except:

Special Qualities: DR 7/cold iron, Natural Armor +6, Spell Resistance 20, Spark of Life, Unearthly Grace

Spell-like Abilities: At will — *Entangle, Deep Slumber, Speak with Plants, Tree Shape, Tree Stride*; 3/day — *Barkskin, Charm Monster, Clinging Vines, Cure Moderate Wounds, Suggestion, Quicken Plant*; 1/day — *Endure Elements, Summon Nature's Ally V, Tumble Weed*.

Special Abilities

Clinging Vines (Sp): see §New Spells, below.

Spark of Life (Su): The Mesodryad gains the ability to tap into the life energy of the world to empower plant-affecting special abilities such as *Tree Stride, Entangle*, etc. It gives plants the edge they need to overcome frozen ground and sluggish sap. It is only useful on plants with at least a modicum of life left in them. When *Spark of Life* is used on healthy plants, such spell-like effects act as though subject to the *Extend Spell-like Ability* feat. *Spark of Life* may be used 3 times per day.

Quicken Plant (Sp): see §New Spells, below.

Tumble Weed (Sp): see §New Spells, below.

Dynatodryad

The Dynatodryad has the same features as the Hamadryad, except:

Special Qualities: DR 8/cold iron, Natural Armor +8, Spell Resistance 24, Improved *Spark of Life*, *Soothing Presence*, *Unearthly Grace*

Spell-like Abilities: At will — *Barkskin, Deep Slumber, Speak with Plants, Thorny Tangle, Tree Shape, Tree Stride*; 3/day — *Clinging Vines, Command Plants, Cure Serious Wounds, Endure Elements, Mass Charm Monster, Mass Suggestion, Quicken Plant*; 1/day — *Animate Plants, Briar Wall, Shambling Doom, Summon Nature's Ally VII*.

Special Abilities

Briar Wall (Sp): see §New Spells, below.

Improved Spark of Life (Su): At 7th level, the Hamadryad's control over life energy improves and she may temporarily bring new life to dead plants and plant systems. With this ability she can use plant-affecting special abilities on dead and frozen plants, but the casting time increases one step (i.e. from one standard action to one full round, from one full round to one minute, etc.).

Shambling Doom (Sp): see §New Spells, below.

Soothing Presence (Su): The Dynatodryad emanates a soporific aura of comfort and warmth, extending the effects of *Endure Elements* continuously in a 20 ft radius around her. In addition, enemies that enter the area must make a successful Will save or succumb to Sleep. Those who Sleep remain so while within the aura plus 1 min/lvl after leaving the area. The Dynatodryad may suppress her soothing presence at will. The save DC is 10 + ½ Dryad Hit Dice + Wisdom Modifier.

Thorny Tangle (Sp): see §New Spells, below.

Megalodryad

The Megalodryad has the same features as the Dynatodryad, except:

Size Large: -1 to AC, -1 to Attack, +4 to Grapple, -4 to Hide, Base speed 40 ft., +8 Strength, -2 Dexterity, +4 Constitution, +2 Natural Armor (included below)

Special Qualities: DR 10/cold iron, Natural Armor +12, Spell Resistance 29, *Healing Presence*, Improved *Soothing Presence*, Improved *Spark of Life*, *Unearthly Grace*

Spell-like Abilities: At will — *Barkskin, Clinging Vines, Deep Slumber, Speak with Plants, Toxic Tangle, Tree Shape, Tree Stride*; 3/day — *Briar Wall, Control Plants, Cure Critical Wounds, Endure Elements, Mass Charm Monster, Mass Quicken Plant, Mass Suggestion, Repel Wood, Tumble Weed, Warp Wood*; 1/day — *Animate Plants, Dominate Monster, Nature's Fold, Shambling Doom, Summon Nature's Ally IX*.

Special Abilities

Healing Presence (Su): The Megalodryad emanates an aura of sustaining energy in a 15 foot radius. All allies within range, including the Dryad, receive Fast Healing 2. The Megalodryad may suppress her soothing presence at will.

Improved Soothing Presence (Su): The range of the Megalodryad's soothing emanation increases to a 40 ft. radius and those who succumb to the Sleep affect remain so while within the aura plus 2 min/lvl after leaving the area.

Nature's Fold (Sp): see §New Spells, below.

Toxic Tangle (Sp): see §New Spells, below.

General Dryad Abilities

Woodland Stride (Ex): Starting at 5 hit dice, a Dryad may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Improved Woodland Stride (Ex): At 9 hit dice the Dryad may move through even magically manipulated plant life unhindered.

Additional Available Feats

As the Dryad advances, she gains feats normally and they may be chosen from standard feats, or from the following:

Extended Safe Duration: The Dryad may remain outside her safety range from her host for 5d4 hours before death. In addition, she Fatigues in 3d4 rounds and becomes exhausted in 3d4 rounds. This feat may be taken multiple times, with each time adding 1d4 to each duration.

Extended Safety Range: The Dryad may stray to 2.5 yards times the square of the Fell Sylvanus' level before risking death.

Rapid Meld: The Dryad may enter or leave her host as a swift action.

Resilience of Nature: *Prerequisites* — *Toughness, Great Fortitude, 3 Hit Dice*. The Dryad gains one additional Hit Point per three Hit Dice. She gains these extra hit points retroactively for all previous levels as well, for a maximum of +5 HP.

Maximize Spell-like Ability: The Dryad chooses one spell-like ability that has variable numeric effects. Three times a day (or once if she may only use the ability once per day) she may then use it at the maximum value for those numeric effects. For example, *Thorny Tangle* would deal a full 12 points of damage per round. The Dryad can only maximize a spell-like ability with effective spell level of half her caster level minus three ($HD/2 - 3$). The Dryad may take this feat multiple times, with each instance affecting a different spell-like ability.

Widen Spell-like Ability: Three times per day (or once if she may only use the ability once per day) the Dryad is able to increase the area of effect of one of her burst, emanation, line or spread-shaped spell-like effects. Any numeric measurements of the effect's area increase by 100%. For example, a widened Entangle effect would fill an 80 ft. radius circle. The Dryad can only widen a spell-like ability with effective spell level of half her caster level minus three ($HD/2 - 3$). The Dryad may take this feat multiple times, with each instance affecting a different spell-like ability.

Shifty Metamagic: *Prerequisites* — *any two metamagic feats*. The dryad may shift the effects of any one metamagic ability to different spell-like abilities at will. For example, if she had previously taken Widen Entangle then with this feat she may use the Widen feat on any of her area of effect spell-like abilities. Each use of shifted metamagic counts toward the three-per-day limit. This feat may be taken multiple times, with each instance affecting a different metamagic ability. When shifting metamagic effects, the

dryad may only choose spells that would be allowed under the level exclusion rules for the base metamagic feat.

NEW SPELLS

CLINGING VINES

Conjuration [Creation]

Level: Drd 2, Plant 2, Rng 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Effect: mass of thorny vines encase your hand

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

A small mass of writhing, thorny vines encases your hand doing no harm to you or your equipment. You can strike an opponent with a *mêlée* touch attack or hurl the mass of vines up to 80 feet as a ranged touch attack, dealing 2d4 plus one point per caster level (maximum +5). When the mass strikes your opponent, it crawls around him, entangling arms and legs producing the effects of a *Slow* spell for the duration of the spell. A successful grapple check (DC 12 + Wisdom Modifier) allows the removal of the vines. The mass continuously replenishes itself in your hand for the duration of the spell, regardless of use. Each attack you make reduces the remaining spell duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

BRIAR WALL

Conjuration [Creation]

Level: Drd 7, Plant 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 20 ft. wall of thorns up to 20 ft. long/level or in ring of up to 5 ft. radius/2 levels appears

Duration: Concentration + 1 rnd./level (D)

Saving Throw: Reflex, partial

Spell Resistance: No

A writhing wall of poisonous brambles twenty feet high and five feet thick springs into existence. The wall is up to 20 ft long per caster level and may be curved around to form a ring of inner radius 5 ft. per two caster levels. The wall behaves as a *Toxic Tangle*, and actively reaches out to grapple nearby creatures. Any creature within ten feet of a straight wall on either side, or within ten feet of the outer wall and five feet of the inner wall of a ring, is subject to entanglement and damage from the thorns. Anyone caught within the wall when the spell is cast is forced out into an adjacent space with an even chance of ending up on either side of the wall. The wall may be attacked and breached, though it has an effective hardness of 10 against bludgeoning weapons and is impervious to piercing weapons. Each 5 ft length of wall has 120 HP.

NATURE'S FOLD

Transmutation

Level: Drd 6, Plant 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: caster

Effect: +20 to Hide and Move Silently for caster and those within 60 ft.

Duration: 10 min/level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

The environment seems to envelope the caster and those he chooses within 60 feet of him. Those in the group have their movement reduced by 10 ft per round, but the spell provides them a +20 circumstance bonus to Hide and Move Silently

checks. The effect moves with the group, but if anyone moves more than 60 feet from the caster, the spell is disrupted for them, and there is a 50% chance of disruption for the rest of the group.

QUICKEN PLANT

Transmutation

Area: plants in a 10-ft.-radius spread

Level: Drd 4, Plant 3

Effect: Plants grow faster, resist cold and fire.

Components: V, S, DF

Duration: 1 hour/level (D)

Casting Time: 1 round

Saving Throw: None (harmless)

Range: Close (25 ft. + 5 ft./2 levels)

Spell Resistance: Yes (harmless)

The life force of plants within a 10 ft radius emanation is bolstered so that they may grow ten times faster than normal and they gain resistance 10 to cold and fire for the duration of the spell.

QUICKEN PLANT, MASS

Transmutation

Area: plants in a 10-ft.-radius spread, number of areas equal to half caster level

Level: Drd 7, Plant 6

Effect: Plants grow faster, resist cold and fire.

Components: V, S, DF

Duration: 1 hour/level (D)

Casting Time: 1 round

Saving Throw: None (harmless)

Range: Medium (100 ft. + 10 ft./level)

Spell Resistance: Yes (harmless)

As *Quicken Plant*, except the caster may affect a number of 10 ft radius areas equal to half her caster level.

SHAMBLING DOOM

Conjuration [Summoning]

Effect: Shambling mound(s) summoned, Hit Dice less than or equal to caster level

Level: Drd 5, Plant 4

Duration: 1 round/level

Components: V, S, DF

Saving Throw: None

Casting Time: 1 standard action

Spell Resistance: No

Range: Close (25 ft. + 5 ft./2 levels)

This spell summons one or more Shambling Mounds. The sum of the hit dice of the mounds may not exceed the caster level.

THORNY TANGLE

Conjuration [Creation]

Area: plants in a 40-ft.-radius spread

Level: Drd 4, Plant 3, Rng 3

Effect: plants entangle, deal damage with thorns

Components: V, S, DF

Duration: 1 min./level (D)

Casting Time: 1 standard action

Saving Throw: Reflex, partial

Range: Long (400 ft. + 40 ft./level)

Spell Resistance: No

As *Entangle*, except sharp needle-like thorns sprout from the plant life dealing 1d6 piercing damage per round to all moving through the area of effect, and 2d6 damage per round to those entangled by the spell.

TOXIC TANGLE

Conjuration [Creation]

Level: Drd 8, Plant 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: plants in a 40-ft.-radius spread

Effect: plants entangle, deal damage with thorns

Duration: 1 min./level (D)

Saving Throw: Reflex, partial; Fortitude negates poison

Spell Resistance: No

As *Thorny Tangle*, except the thorns exude poisonous secretions. Upon the first damage by the thorns, creatures also take 1d6 Strength and 1d6 Intelligence damage. Affected creatures may make a Fortitude save to negate the effects of the poison.

TUMBLE WEED

Conjuration [Creation]

Level: Drd 3, Plant 3, Rng 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 5 ft diameter sphere of thorny vines attacks nearby spaces

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

As the Druid spell *Flaming Sphere* except the ball is a mass of writhing, thorny vines that reach out to attack adjacent spaces once per round. It deals 2d6 piercing damage to anyone inside its 5-foot square, and 1d6 to anyone in adjacent squares. Caster must roll for each attack, with a bonus equal to caster level plus Wisdom modifier. The tumble weed may be attacked and destroyed. It has hit points equal to 5 times the caster level, has effective hardness 10 against bludgeoning weapons, and is immune to piercing weapons.