

Forgotten Realms®

TREESPEAKER PRESTIGE CLASS

By Christopher M. Warter
cwarter@hotmail.com

This file was probably found at:
<http://www.defragsrealms.com>

Thanks to Jeff Evans, Collin White, Juan Pablo de Betolaza, Kain Whitehouse, Jason Jensen and other members of the Forgotten Realms mailing list for their input on tuning and balancing this prestige class. Additionally I would like to thank my GM and long time friend, Peter Jankovsky for his input and inspiring me to attempt this kind of design. Mostly I'd like to thank John Terra for his creation of the original treespeaker kit.



©1999 Larry Elmore <http://www.larryelmore.com/>

This printing of the Treespeaker prestige class is done under version 1.0a of the open gaming license and the D20 System Trademark License, D20 System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast®. Requires the use of the Dungeons & Dragons®, Third Edition Core Books and the Forgotten Realms Campaign Setting®, published by Wizards of the Coast, Inc. Dungeons & Dragons®, Forgotten Realms Campaign Setting® and Wizards of the Coast® are registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission.



TREESPEAKER

Mielikki, Our Lady of the Forest, has many diverse followers. Among the more interesting orders of her faith are the treespeakers of Mielikki. They are exclusively elven maidens of grace, purity, and beauty who ride unicorns, wear suits of elven chainmail, *cloaks of elvenkind* and commune with nature as easily as everyone else communicate with each other. Treespeakers can be either moon elves or gold elves. They actively protect nature by any means necessary, although they prefer to remain quietly hidden in the background. These elf maidens carry themselves with an elegant presence, their every movement as smooth and effortless as a waterfall. Typical treespeakers were once clerics, druids, or rangers.



Treespeakers are lovers of nature, and will jealously protect it. Although they take their duties seriously, they also enjoy laughter, fun, and fine elven wine. Despite their beauty and charm, these maidens avoid all romantic entanglements, and they will defend themselves quite harshly against any advances.

To become a treespeaker the elf maiden must spend one month in the service of a church of Mielikki. During that time the church will educate her in the intricacies of life and nature and start her on her journey to become one with it. Over time they will provide her with a *cloak of elvenkind* and a suit of elven chain mail. The church will assign a quest to the treespeaker, and she will receive her items upon successful completion of the quest. Eventually, Mielikki herself will pick out the perfect unicorn companion for her beloved treespeaker, and unite them after a vigil in a grove dedicated to Mielikki.

Any treespeaker who breaks the vow of purity, or disrespects nature or the church in any way, forever loses *all* her spells and abilities immediately. Naturally the unicorn instantly deserts her as well. There can never be atonement for an ex-treespeaker.

Hit Die: d8.

Requirements

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

- Alignment:** Any good
- Race:** Elf
- Gender:** Female
- Skills:** Knowledge (nature) 4 ranks, Wilderness Lore 4 ranks
- Feats:** Skill Focus (Knowledge (nature))
- Languages:** Sylvan
- Spells:** The ability to cast 3rd level divine spells
- Patron:** Mielikki
- Special:** The elf maiden must have a Charisma of 12 or higher

Class Skills

The treespeaker's class skills (and the key ability scores for each) are Animal Empathy (Cha), Concentration (Con), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Ride (Dex), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Players Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the treespeaker prestige class.

Weapon and Armor Proficiency: A treespeaker gains no new weapon or armor proficiencies.

Spells per Day/Spells Known: At each treespeaker level, the character gains new spells per day (and spells known if applicable) as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming a treespeaker, the player must decide to which class to add each treespeaker level for the purpose of determining spells per day.

Speak with Plants (Su): The treespeaker can *Speak with plants*, as the spell, at will.

Nature Sense (Ex): Starting at 2nd level the treespeaker can identify plants and animals with perfect accuracy. She can determine if water is safe to drink or dangerous.

Barkskin (Sp): At 3rd level, 3 times per day, the treespeaker can increase her natural armor, as the spell *barkskin*. This natural armor bonus does not stack with other natural armor bonuses.

Cloak of Elvenkind: Any point after achieving 3rd level, the treespeaker can return to the church and report her deeds. The church will give her a quest that she must successfully complete. Doing so will earn her a *cloak of elvenkind*.

Woodland Stride (Ex): At 4th level the treespeaker may move through natural thorns, briars, overgrown areas, and similar terrain at her normal move speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the treespeaker.

Control Plants (Su): At 5th level, 3 times per day, the treespeaker can *control plants*, as the spell.

Elven Chainmail: Any point after achieving 5th level, the treespeaker can return to the church and report her deeds. The church will give her a quest that she must successfully complete. Doing so will earn her a suit of elven chain mail.

Spruce Growth (Su): At 6th level, once per day, the treespeaker can temporarily increase her size and strength as if using a *righteous might* spell. If the treespeaker's new size is large, her reach increases to 10 feet.

Sacred Unicorn: Any point after achieving 7th level, the treespeaker can undertake a vigil in a grove dedicated to Mielikki. During that vigil, she will meet a unicorn. This beautiful animal is not a servant to be commanded, but rather an ally, friend, and equal companion, as well as a willing mount. Given this rapport between rider and mount, there have been instances where unicorns have charged into certain death to save a beloved treespeaker.

Commune with Nature (Sp): At 8th level, 3 times per day, the treespeaker can *commune with nature*, as the spell.

Transport via Plants (Sp): At 9th level, once per day, the treespeaker can transport via plants, as the spell.

Command Plants (Su): At 10th level, once per day, the treespeaker can *command plants*, as the spell.

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+2	+0	+2	Speak with Plants	+1 level of divine spellcasting class
2 nd	+1	+3	+0	+3	Nature Sense	+1 level of divine spellcasting class
3 rd	+2	+3	+1	+3	Barkskin, Cloak of Elvenkind	+1 level of divine spellcasting class
4 th	+3	+4	+1	+4	Woodland Stride	+1 level of divine spellcasting class
5 th	+3	+4	+1	+4	Control Plants, Elven Chainmail	+1 level of divine spellcasting class
6 th	+4	+5	+2	+5	Spruce Growth	+1 level of divine spellcasting class
7 th	+5	+5	+2	+5	Sacred Unicorn	+1 level of divine spellcasting class
8 th	+6	+6	+2	+6	Commune with Nature	+1 level of divine spellcasting class
9 th	+6	+6	+3	+6	Transport via Plants	+1 level of divine spellcasting class
10 th	+7	+7	+3	+7	Command Plants	+1 level of divine spellcasting class

I'm including the original kit in its entirety so that you can compare it to the prestige class conversion.

AD&D 2nd Edition Character Kit

Mielikki – Treespeaker

Reprinted exactly from TSR 9509 "Warriors and Priests of the Realms" by John Terra.
Copyright ©1996 TSR Inc.

Class Information

Racial Requirements:	Elf
Ability Requirements:	Charisma 12+ Wisdom 12+
Prime Requisite:	Wisdom
Hit Die Type:	d8
Attack as:	Priest
Save as:	Priest
Advance as:	Priest
Spell Ability?	Yes
Exceptional Strength?	No
Exception Constitution?	No
Starting Money (x10gp)	3d6

Proficiencies

Weapon Slots	2
Additional Slot	4
Non-proficiency penalty	-3
Non-weapon proficiencies	4
Additional NWP Slot	3
Available Categories	General, Priest
Bonus Proficiencies	Animal Lore, Herbalism
Recommended Proficiencies	Tracking

Overview

Mielikki, Lady of the Forest, has many diverse followers. Among the more interesting orders of her faith are the treespeakers of Mielikki. They are exclusively elven maidens of grace and purity who ride unicorns and commune with nature as easily as others communicate with each other. The treespeakers actively protect nature by any means necessary, although they prefer to remain quietly hidden in the background.

Description

Treespeakers are elven females who wear suits of elven chainmail and *cloaks of elvenkind*. They can be either moon elves or gold elves. The elf maidens carry themselves with an elegant presence, their every movement as smooth and effortless as a waterfall.

Treespeakers favor the long bow and the short sword as their primary weapons.

Role-Playing

Treespeakers are lovers of nature, and will jealously protect it. Although they are serious in their duties, treespeakers also enjoy laughter and fun. However, despite their beauty and charm, these women avoid any and all romantic entanglements. They will not even flirt in jest with anyone, and they will defend themselves quite harshly against any advances.

Special Abilities

All treespeakers function as normal priests. However, they are allowed to use long bows and short swords, as well as chain armor.

Beginning treespeakers get a free short sword, long bow, and a suit of mundane chain mail armor. They also get the ability to *speak with plants* at will at 3rd level. At 5th level, a treespeaker earns her *cloak of elvenkind*, and at

7th level she receives her own suit of elven chain mail. All of a treespeaker's special possessions are provided by the church hierarchy, which keeps a very close watch on the elven maidens.

At 9th level, each treespeaker undertakes a vigil in a grove dedicated to Mielikki. During that vigil, she will meet a unicorn. This beautiful animal is not a servant to be commanded, but rather an ally, friend, and equal companion, as well as a willing mount. Given this rapport between rider and mount, there have been instances where unicorns have charged into certain death to save a beloved treespeaker.

Special Disadvantages

Only elven females can be treespeakers. At the start of their careers, the females pledge their purity for 2 decades. At the end of that time, they may renew the pledge and continue as treespeakers, or they may bow out and become a regular priest of Mielikki.

Any treespeaker who breaks the vow of purity forever loses *all* her spells and abilities immediately. Naturally the unicorn instantly deserts her as well.

Treespeaker cannot turn undead, and have no access to the Guardian and Necromantic spheres of priests' spells.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your

Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.