



The Lindorn

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In ancient times the Elven ability to work with the trees in their forests was remarkable, but much knowledge has been lost over the years. The conflict between man and beast has meant that many ancient lores have been lost or hidden from mortal gaze. Tales tell of Elves singing to trees and the trees moving and shaping to the will of the singer even being persuaded to give up whole items. The oldest of the Treants will tell tales of the little hasty people who used to help them with their herds of trees, if you have the time to listen of course.

Drawing upon the primal magic of the nature itself Lindorns can coax woody trees and plants to shape themselves into virtually any shape or form when sung to. The homes of the elves deep in the forests are grown rather than made, and shaped by the Lindorns into exotic and beautiful living sculptures.

Lindorn can also persuade their trees to give up a little of their very being as items made of wood. The Singer visualises the item they require and sings a song to the plant praising it and asking for the item. When the song is completed the trees trunk or limb opens up and the item is dropped fully formed into the hands of the Singer. The more effective their visualisation the more exact the item is.

A truly talented Lindorn can even infuse these items with the same primal magic that makes their powers work. This allows them to create items with magical bonuses as if they had craft weapon and armour feat.

Characteristics: The Lindorn needs equal parts Charisma and Wisdom, wise enough to know when a tree is willing to give of itself and enough Charisma to be able to do so.

Background: In recent years this ability thought lost has been resurfacing in many races, either as a boon from the gods or as a result of family heritage. The ability has never been truly lost but it has been hidden, one of the Elves greatest quasi magical lores, hidden in the deep forests and practiced only by those chosen of the forest. The ability to sing the song of the forest is not something that can be learned or taught. It is an ability that is born in a select few sentient beings at birth, or those in later life who are gifted the ability by a deity.

Those with the ability to communicate with trees often do not know it, having heard the gentle subliminal speech of the trees all their lives. Most those born with the ability learn to love the peace and security of the woods and forests, turning to professions that support or complement their need to be near trees. It is possible for people with the ability to be unaware of it and pursue different lives, because there is not always someone there to pick up on the signs, these people are generally a little bit fey with an odd far away look in their eyes.

Classes: Most Lindorns come from the nature orientated classes, Druid's Rangers, and Barbarian's, although a few Nature Clerics and Bards have been known to hear the calling.

NPC Lindorns are often hermits living in the deep forest tending the trees as if they were their own children.

Religion:

Races: Most Lindorns are of Elven blood, not because they are more likely to have the gift but simply because they are more likely to spot the skill in others and to help it develop.

Hit Die: d8

Table The Lindorn

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1 st	2 nd	3 rd	4 th
1	+0	+2	+0	+2	Tree Song, Tree Singing	1	0	-	-
2	+1	+3	+0	+3	Forests Friend	1	1	-	-
3	+2	+3	+1	+3	Wisdom of the Ancients	1	1	0	-
4	+3	+4	+1	+4	Tree Friend	2	1	0	-
5	+3	+4	+1	+4	Pass without Trace	2	1	1	-
6	+4	+5	+2	+5		2	1	1	0
7	+5	+5	+2	+5	Tree's Aid	2	2	1	0
8	+6	+6	+2	+6	Tree Ward	2	2	1	1
9	+6	+6	+3	+6	Tree Stride	2	2	2	1
10	+7	+7	+3	+7	Song of the Forest	2	2	2	2

Requirements

To qualify to become a Lindorn, a character must fulfil all of the following criteria.

Alignment: At least partly Neutral (LN, NG, N, NE, CN)

Base Attack Bonus: +4

Skills: Knowledge (nature) 6 ranks, Perform (singing) 3 ranks



Feats: Craft Magical Weapons and Armour

Spells: Ability to cast *Speak with plants*

Special: Must be able to speak Sylvan.

Special: Must find a Lindorn and persuade him to teach the character what it means to listen to the trees.

Class Skills

The Lindorn's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Wis), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

See Chapter 4 in the *Core Rulebook 1* for skill descriptions

Skill Points at each Level: 4 + Int modifier

Class Features

All of the following are the class features of the Lindorn.

Weapon and Armour Proficiency: Lindorns gain no additional proficiency with any weapon, or shields but are proficient in light and medium armours.

Spells per Day: At each indicated Lindorn level, the character gains new spells per day from the following spell list.

Table Lindorn Spell List

1st-Level Spells

Delay Poison, Detect Animals or Plants, Diminish Plants, Entangle, Goodberry, Obscuring Mist, Pass without Trace, Shillelagh, Warp Wood, Wood Shape

2nd-Level Spells

Antiplant Shell, Barkskin, Control Plants, Find the Path, Neutralize Poison, Plant Growth, Soften Earth and Stone, Spike Growth, Tree Shape

3rd-Level Spells

Awaken(Tree's and plants only), Remove Disease, Quench, Repel Wood, Snare, Speak with Plants, Tree Stride, Wall of Thorns

4th-Level Spells

Changestaff, Command Plants, Commune with Nature, Ironwood, Liveoak, Transmute Metal to Wood, Transmute Mud to Rock, Transmute Rock to Mud, Transport via Plants

Tree Song: Lindorns are blessed or cursed with the ability to talk and understand trees. Unfortunately trees like to talk and they talk constantly to the Lindorn. To be a Lindorn is to have a constant background murmur in their head about nothing in particular. As a consequence of this constant murmuring they make concentration checks at -2 when within 1 mile +1/Class Level.

At 1st level, the Lindorn can *Speak with plants* as the spell at will effecting trees and woody plants.

Tree Singing(Sp):

Upon adopting this class the character becomes able to draw upon the primal magic of the nature itself to coax woody trees and plants into any shape they desire

They can create objects of wood by singing them from a tree, causing it to shape part of itself into the object in question.

To create an item the Singer must first find a tree of appropriate size, shape and species. Once they have found the tree they must sing to it and persuade it to give up the material required. Trees will not give up more than 5% of their bodies in this way so picking a specific tree is of vital importance.

Locating a tree of appropriate size depends on the terrain, and requires a Knowledge (nature) check.

To create an item, the Singer makes a Perform (singing) check, the DC, and time required varies according to the complexity of the item. On a successful check and after the singing for the required time the tree produces the item requested. The tree simply opens down the length of the trunk or limb and the item falls out fully formed into the singers hands.

Obviously, only items made entirely of wood can be sung from the tree, although you can sing a component for a larger item (the haft of an axe, for example).

Items with more complex forms can be sung, such as instruments(although not the strings) but this is difficult. Items made of multiple pieces can be made(like a boat) but they come out solid and of a piece(So an item of Lindtavar are much in demand).

Items can be made as complex or simple as required although most elven Lindorns produce items with beautiful scroll work and natural forms.

Table Finding a Tree

Object Size	Difficulty Class
Tiny	5
Small	15
Medium	20
Large	25
Environmental Modifier	Difficulty Class
Desert	+25
Forest	-10
Hills	+10
Jungle	-15
Wood Light	+0

The Soul of the Forest: Lindorns have the unique connection with the trees and woody plants of the land. They are able to hear and understand the voices of the plants around them as they whisper to one another. This offers significant advantages and a number of disadvantages to the Lindorn, as most of their abilities are based on being near trees.

When using one of their abilities to affect the outside world the Lindorn can have their concentration disrupted normally by someone attacking them, require a Concentration check..



Wood Medium	-5
Marsh/Swamp	+15
Mountain	+10
Plains	+15
Tundra/Ice Fields	+30
Underground	+40
Urban*	+10

Table Tree Singing Difficulty Class

Item	DC	Time/ Min's
Simple (Smooth item and of one piece)	+5	0
Uncomplicated (Smooth item but with more than one piece)	+10	5
Complex (some detail more than once piece item does something)	+20	10
Very Complex (Ornate finish and complex moving parts)	+60	20
Tiny	0	+5
Small	+5	+10
Medium	+10	+30
Large	+15	+60
Enchantment Bonus for each +1	+5	+20

Items made from Lindtavar are of exceptional quality and durability compared to similar items of conventional manufacture, and can draw prices comparable to masterwork items. Even simple boards or planks of Lindtavar are highly sought after due to their exceptional strength, straightness, and beauty. All Lindtavar items are classed as Masterwork items and command prices in excess of ten times or more higher than that of regular wood.

When shaping a weapon, shield or armour plates from a living tree, the Lindorn can opt to borrow the power of the forest to make enchanted versions of the item instead. Unlike normal enchantments, this power is only borrowed and fades away after a number of weeks equal to the Lindorn's Wisdom modifier. After the enchantment has worn off, the item remains a masterwork item of its type. The maximum bonus a Lindorn is able to imbue Lindtavar is half their Class Level rounded down.

These items can be enchanted with spells at the same time that the item is born but the spells must be available to the singer there and then.

Tree singing in this manner is taxing to the Lindorn, and can only be attempted once per week (+ Wis modifier + Class Level).

Forest Friend(Ex): At 2nd Level Lindorns of any race are immune to the lure of Nymphs and other forest creatures, the tree song in their heads counteracts any charm or sleep effect cast on the Lindorn by a Woodland creature while in a wood.

Wisdom of the Ancients(Ex): At 3rd Level the Lindorns link gives them a saving throw bonus. As they gain levels they begin to absorb some of the Wisdom of their charges, the great trees. The trees constantly talk to the Singer, all the time whispering of

the slower things in life, keeping them calm and grounded. So they can think things through less emotionally, the trees will helping them make the decision.

This is an instinctive thing and the Lindorn is not aware of their susceptibility to the Trees subliminal influence.

Table Will Save

Will Save	Tree Density
-1	No trees within x distance*
+0	Some trees within x- distance*
+1	Lightly wooded
+2	Heavily Wooded
+3	Dense Forest
+4	Ancient Elven Deep Forest

* x = 1 mile for every Lindorn Level

Jungle is the same as dense forest.

Tree Friend(Ex): As a consequence of the constant whispering of the trees in the Lindorns head they are exceedingly difficult to surprise when in a wooded area. The trees like talking to people and so few have the time or inclination to understand them as a result they value those that can talk to them. As consequence at 4th Level when fighting under a trees canopy the Lindorn gets uncanny dodge(can not be flanked).

In addition the trees watch over the Lindorn when they sleep, and it is impossible to catch a Lindorn napping.

Pass without Trace(Ex): At 5th level the Lindorn may now pass without trace as the Druid ability through even the most heavily wooded and obstructed paths.

Trees Aid(Ex): At 7th level, they become able to ask the trees to obstruct opponents as the spell *entangle* a number of times per day equal to Cha modifier. The opponents must be near a tree for the entanglement to work.

Tree Ward(Sp): At 8th Level the Lindorn can generate a protective ward, by drawing on the protection of the forest. As a spell-like ability the Lindorn takes on the strength of the trees as a damage reduction against any elemental* damage equal to their 10+ their Class Level.

Activating this power is a standard action. The protective ward is an abjuration effect, with a duration of 1 hour (+Wis Bonus).

This power is usable once per day.

*Elemental Damage is Earth Air Fire and Water

Tree Stride: At 9th Level the Lindorn can step from one tree to another a number of times per day equal to their Cha modifier.

The Lindorn can enter a living tree of the same girth as the themselves. By moving into an oak tree (for example), they instantly knows the location of all other oak trees within transport range (see below) and may choose whether to pass into one or simply step back out of the tree they moved into. The Lindorn may choose to pass to any tree of the appropriate kind within the transport range shown in the following table:

The Lindorn



The Lindorn may move into a tree and travel from tree to tree once using this ability. They can remain within a tree without transporting for one round per Lindorn Class Level.

If the tree in which the character is concealed is chopped down or burned, then the Lindorn is slain unless they do not exit before the process is complete.

Table Range of Tree Transport

Type of Tree	Range
Oak, ash, yew	x* miles
Other deciduous	½ x* miles
Any coniferous	⅓ x* miles
All other trees	¼ x* miles

* x = 1 mile for every Lindorn Level

Song of the Forest: At 10th Level the Lindorn can call forth the song of the forest so others can hear it. Anyone within a 30 ft

radius of the Lindorn must make a Will Save (DC 10 + Wis Mod) or be entranced by the Tree Song.

Those who are entranced are unaware of time passage and are treated as stunned for a number of rounds equal to the Cha modifier of the Singer.

This ability can be called forth a number of times per day equal to the Lindorn's Wis Modifier

Lindtavar

Lindtavar is the product of Tree Singing. Items made from Lindtavar are lighter, more durable, and more beautiful than normal wood. Lindtavar weighs half as much as normal wood, has a hardness of 10, and has 30 hit points per inch of thickness.

Market Price Modifier: Weapon + 200 gp/lb.; other items +100 gp/lb

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