

The Greenbond

A new character class by Monte Cook

"I sing through the land, and the land sings through me."

The greenbond class is the first preview of *Monte Cook's Arcana Unearthed*, a variant player's handbook featuring new character classes, races, feats, spells, and more. Look for this 256-page hardcover in stores in late July 2003.

GREENBOND

The greenbond is a mage who deals with nature. He speaks the language of the leaves, of a babbling brook, or the stony heartrock of a mountain. He remains in tune with the health of the land around him. The greenbond is an animist who deals with the spirits animate within all things—trees, rocks, rivers, ponds, and even the air around him.

To understand the greenbond, one must first understand the Green. The Green is the source of life, of fertility, and of health. Those learned in the ways of magic often refer to its power as "positive energy," but greenbonds know it as much more. The Green infuses the world, connecting all living things. It ebbs and flows with the coming and going of life. Terrible plagues, fires, or sorcery can destroy a place's link with the Green. No plants can grow in such a barren wasteland, and most living things know not to linger there.

Although greenbonds rarely speak of it, the Green has an opposite called the Dark. The Dark is not death, for death is a part of the natural cycle of things. Creatures and plants die so that others can live. No, the Dark is the force of anti-life that some call negative energy. This force does not pervade the world the way the Green does. It lingers in shadow, growing in places of pain and slaughter, or where the harbingers of the Dark roam: the undead.

Adventurers: Greenbonds go on adventures to help friends, to learn more about nature and the spirits that inhabit it, and to gain power to help defend and promote the Green. If possible, they attempt to teach others the truth and importance of the Green, and demonstrate its power.

Background: Greenbonds normally apprentice with other greenbonds to acquire their training. Sometimes, however, nature spirits guide and train an individual to take the path of the greenbond.

Races: Human greenbonds find the ability to interact with the spirit world empowering and enlightening. Faen as a race embrace the importance of the Green, and refer to "the calling of the Green" as something that beckons an individual to become a greenbond. Giant greenbonds likewise are

common, using their power to protect the land and its inhabitants. Litorians, conversely, see the path of the greenbond as one to personal power, not necessarily a mantle of responsibility. Sibeccai and verrik greenbonds are rare, as they usually do not like the idea of working with a power so far outside of—and so much larger than—themselves.

View of Magic: The greenbond sees all the magic he has access to, whether it be spells or special abilities, as extensions of the living Green into this world. They see these extensions hanging about them like tangible leaves and vines. Their gestures make the leaves and vines swirl about them and form the effect they wish. The verbal components of their spells are invocations to spirits to aid them: "Spirits of fire, I call upon your dangerous breath to smite my foe."

Other Classes: Greenbonds call totem warriors their brothers, for both see the truth in animism. Despite their spellcasting ability, greenbonds are more comfortable around nonspellcasters. Magisters, runethanes, and other spellcasters who look upon magic as a more scientific pursuit often find the greenbond's relationship with spirits difficult to understand or explain and often feel unsure of the actual nature of the Green.

NPCs: The terrifying and vengeful defender of the forest is a greenbond. The spiritual advisor to the lord mayor may be a greenbond. The village healer who protects the local crops from blight and the people from illness is a greenbond. The wild and dangerous shaman of the tribe is a greenbond.

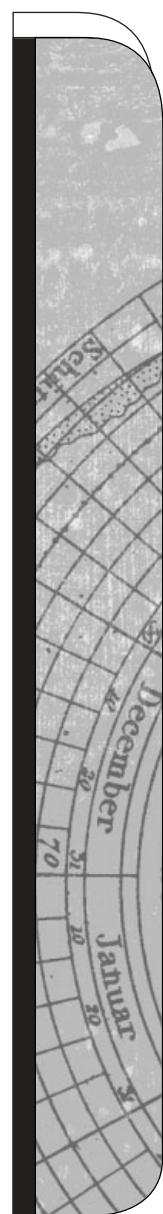
Hit Die: d6

SKILLS

Skill Points at 1st Level: (2 + Intelligence bonus) × 4

Skill Points at Higher Levels: 2 + Intelligence bonus

Class Skills: The greenbond's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (ceremony) (Int), Knowledge (geography) (Int), Knowledge (magic) (Int), Knowledge (nature) (Int), Listen (Wis), Speak Language (none), Spellcraft (Int), Swim (Str), and Wilderness Survival (Wis). For more information on these skills, see *Monte Cook's Arcana Unearthed*.



CLASS FEATURES

Weapon and Armor Proficiency: Greenbonds are proficient with all simple weapons and light armor.

Spells: Greenbonds have access to simple spells and all spells with the plant or positive energy descriptors. A greenbond may choose to ready any simple spell provided he can cast spells of that level. He readies spells ahead of time, any of which he can cast up to the maximum number of spell slots available to him for each given level. To ready or cast a spell, a greenbond must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a greenbond's spell is 10 + the spell's level + the greenbond's Wisdom modifier. A greenbond's spells have only verbal and mental components, which imposes no spell failure chance due to armor. Bonus spells for greenbonds are based on Wisdom.

Nature Sense (Ex): A greenbond can identify plants and animals (their species and special traits) with perfect accuracy. The greenbond can determine whether water is safe to drink or dangerous.

Infuse With Life (Sp): A greenbond can call upon the positive energy of life and bestow that energy upon himself or another creature. With a touch, he can heal 1d8 hit points + his level a number of times per day equal to his Wisdom bonus; greenbonds with no bonus can use this ability once per week.

At 4th level, the amount of healing increases to 2d8 points + the greenbond's level and continues to increase every three levels thereafter: 7th level: 3d8 + level, 10th level: 4d8 + level, 13th level: 6d8 + level, 16th level: 8d8 + level, 19th level: 10d8 + level. These changes increase the amount of healing, not the number of times used. For example, if a greenbond has a Wisdom bonus of +3, when he is 1st level, he can infuse someone with life three times per day, each time healing 1d8+1 points. At 4th level, he can still heal only three times per day, but each time now heals 2d8+4 points of damage.

Nature's Gift (Su): Once per day, a 2nd-level or higher greenbond can use his connection with the Green to draw on the power of nature and infuse it within himself. He must be touching something solid and natural (the ground, a bit of unworked stone, a plant, an animal, or a beast) to activate this ability. He gains a divine bonus equal to half his level. The greenbond can add this bonus to any d20 roll he makes in the following round. He can impart this gift to an ally he touches during the following round (the ally must use the bonus in that round). He can even divide the bonus among up to five allies that he can reach in the round, each getting a portion of the bonus as the greenbond decides. Thus, a 10th-level greenbond could grant a +2 bonus to two allies and a +1 bonus to another.

Starting at 12th level, the gift's divine bonus lasts 1 round per four greenbond levels (maximum 5 rounds). Thus, an



THE GREENBOND

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	0	+0	+0	+2	Nature sense, infuse with life (1d8+level)
2	+1	+1	+0	+3	Nature's gift (lesser)
3	+1	+1	+1	+3	Trackless step
4	+2	+2	+1	+4	Infuse with life (2d8+level)
5	+2	+2	+1	+4	Bond with the Green
6	+3	+3	+2	+5	Percipience
7	+3	+3	+2	+5	Infuse with life (3d8+level)
8	+4	+3	+2	+6	Speak with spirits (lesser)
9	+4	+4	+3	+6	—
10	+5	+4	+3	+7	Infuse with life (4d8+level)
11	+5	+5	+3	+7	—
12	+6/+1	+5	+4	+8	Nature's gift (greater)
13	+6/+1	+6	+4	+8	Infuse with life (6d8+level)
14	+7/+2	+6	+4	+9	Speak with spirits (greater)
15	+7/+2	+6	+5	+9	Bond with the Green
16	+8/+3	+7	+5	+10	Infuse with life (8d8+level)
17	+8/+3	+7	+5	+10	Spiritform
18	+9/+4	+8	+6	+11	—
19	+9/+4	+8	+6	+11	Infuse with life (10d8+level)
20	+10/+5	+9	+6	+12	Bond with the Green

18th-level greenbond could grant a 4-round divine bonus of +9 to one ally (or himself), or +3 to three allies, or +5 to one ally and +1 to four others. Each round, those granted the gift can use the bonus on any one d20 roll of their choosing.

Trackless Step (Ex): Starting at 3rd level, a greenbond leaves no trail in natural surroundings and cannot be tracked.

Bond With the Green (Su): At 5th level the greenbond gains the ability that gives his class its name. In a four-hour ritual that he conducts in private, the greenbond gains an intuitive sense of the condition of the land—a literal bond with the Green. This means that if the land is harmed in any way (a forest fire, a famine, a disease) within one mile per greenbond level, he becomes aware of it and gains a general understanding of what is happening. If he makes a caster power check (DC 25), he gains more details, such as distance and direction.

For example, say a bestial cyclops band is hacking down trees to burn in a huge pyre. A 7th-level greenbond four miles away becomes alerted once they chop down about 25 trees. All the greenbond knows is that numerous trees are dying rapidly. If he makes his caster power check, he knows that it occurs four miles away and the direction. He still does not know specifically that cyclopes are the culprits.

In order for an event to trigger the bond, it must affect an area at least 100 yards across or involving at least 25 creatures or large plants (such as trees). Natural, daily events, such as predators hunting, do not alert the greenbond.

At 15th level, the greenbond undergoes a three-day solitary trek into the wilderness, eating and drinking nothing other than special herbs and water. This experience increases his bond with the Green so that plants surrounding him infuse into his body. From that point on, he is no longer considered a humanoid (or whatever type he is), but a plant. Anything that specifically does not harm plants will not harm the greenbond. However, he remains a living, thinking creature, so mind-affecting spells affect him, and he still has a discernable anatomy, so sneak attacks and critical hits affect him.

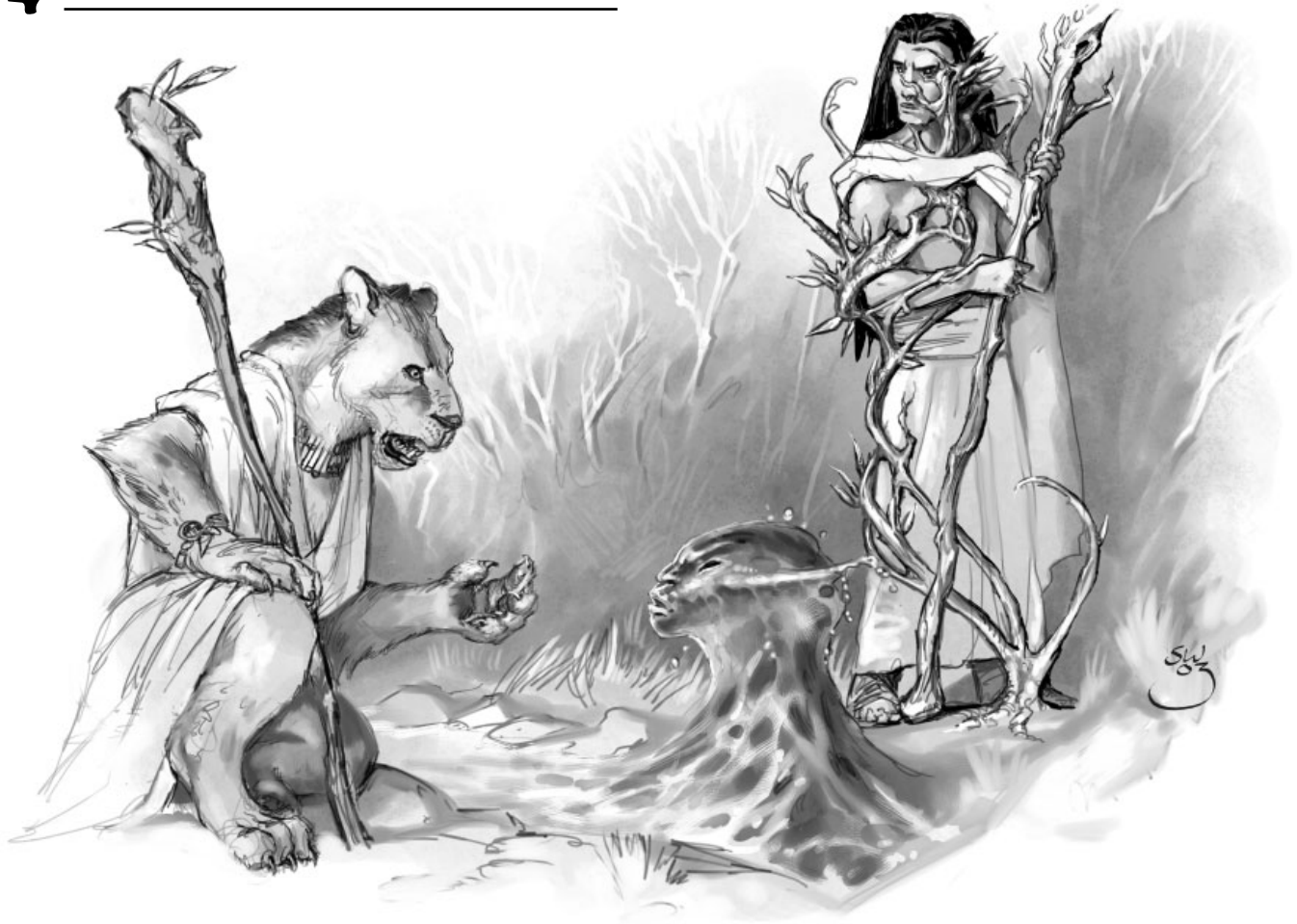
At 20th level, the greenbond undertakes a spiritwalk, communing with nature spirits for nine days, during which he is simply absent from the world. After this period of communion, he no longer need make Diplomacy checks when speaking with nature spirits—they will always speak with him willingly (see below).

Percipience (Su): Starting at 6th level, greenbonds can see and hear nature spirits otherwise imperceptible to mortals (unless a spirit wishes to show itself). The character finds this ability disconcerting at first, because it makes him realize how pervasive spirits are: They are everywhere, all the time—

SPELL SLOTS PER DAY										
Level	0	1	2	3	4	5	6	7	8	9
1	2	1	—	—	—	—	—	—	—	—
2	3	2	—	—	—	—	—	—	—	—
3	3	2	1	—	—	—	—	—	—	—
4	3	3	2	—	—	—	—	—	—	—
5	4	3	2	1	—	—	—	—	—	—
6	4	3	3	2	—	—	—	—	—	—
7	4	4	3	2	1	—	—	—	—	—
8	4	4	3	3	2	—	—	—	—	—
9	5	4	4	3	2	1	—	—	—	—
10	5	4	4	3	3	2	—	—	—	—
11	5	5	4	4	3	2	1	—	—	—
12	5	5	4	4	3	3	2	—	—	—
13	5	5	5	4	4	3	2	1	—	—
14	6	5	5	4	4	3	3	2	—	—
15	6	5	5	5	4	4	3	2	1	—
16	6	6	5	5	4	4	3	3	2	—
17	6	6	5	5	5	4	4	3	2	1
18	6	6	6	5	5	4	4	3	3	2
19	6	6	6	5	5	5	4	4	3	2
20	6	6	6	6	5	5	4	4	4	3

SPELLS READIED AT ONE TIME										
Level	0	1	2	3	4	5	6	7	8	9
1	5	3	—	—	—	—	—	—	—	—
2	6	3	—	—	—	—	—	—	—	—
3	6	4	2	—	—	—	—	—	—	—
4	7	4	3	—	—	—	—	—	—	—
5	7	5	3	2	—	—	—	—	—	—
6	8	5	4	3	—	—	—	—	—	—
7	8	6	4	3	2	—	—	—	—	—
8	9	6	5	4	3	—	—	—	—	—
9	9	7	5	4	3	2	—	—	—	—
10	9	7	6	5	4	3	—	—	—	—
11	9	8	6	5	4	3	2	—	—	—
12	9	8	7	6	5	4	3	—	—	—
13	9	9	7	6	5	4	3	2	—	—
14	9	9	8	7	6	5	4	3	—	—
15	9	9	8	7	6	5	4	3	2	—
16	9	9	9	8	7	6	5	4	3	—
17	9	9	9	8	7	6	5	4	3	2
18	9	9	9	9	8	7	6	5	4	3
19	9	9	9	9	8	7	6	5	4	3
20	9	9	9	9	9	8	7	6	5	4

although only rarely do they pay attention to the actions of mortals. Greenbonds sometimes become alerted to danger when the nature spirits of an area are upset or absent.



Speak With Spirits (Su): The 8th-level and higher greenbond can speak with the spirit of a tree, a brook, the air, or any other part of nature that he touches. Once per day he can ask a spirit a question with a one-word answer. Generally, only natural things have spirits—wood made into a door or water in a fountain usually has lost its spirit. The spirit is not omniscient. It knows all observable facts about its surroundings, and can answer any such question with 100 percent accuracy. For example, if a greenbond asked the spirit of a river if any people on horseback had crossed it in the last three days, it would be able to answer the question. A spirit's surroundings are never more than a 100-yard radius, however—a river miles long has many spirits. A spirit has a 75 percent chance, plus 1 percent per level of the greenbond, to know the answer to a question about things farther afield, such as, “Is the dragon still over the next hill?” It never knows the answer to a question pertaining to the future or to the thoughts of another: “Can I defeat the dragon in battle?” or “Does the dragon know I’m here?”

To convince the spirit to give an answer, the greenbond must make a Diplomacy check. A failed check might result in

no answer, or it might result in a lie (DM’s discretion). The check’s Difficulty Class depends on the type of spirit:

Spirit	DC
Water spirit	10
Wood spirit	15
Air spirit	18
Animal spirit	20
Stone spirit	30

At 14th level, a greenbond can ask a question that requires an answer of up to one word per greenbond level or a series of yes/no questions—one per greenbond level.

Spiritform (Sp): At 17th level, the greenbond can make his body into a spiritform for up to one minute per level. Spiritform allows the greenbond to become incorporeal for the ability’s duration.

SPIRITS

When a greenbond uses his speak with spirits ability, it generally takes him at least a minute to coax a spirit to appear.

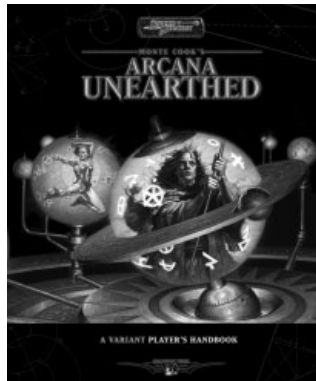
These spirits usually take on a translucent humanoid form, although sometimes they simply make a face appear in the water, wood, or other substance they inhabit. Spirits do not like to speak with mortals, but a greenbond is special and thus more tolerable.

The nature of a spirit sometimes dictates its answer, particularly when a longer answer is requested. Water spirits are quick witted but easily distracted. Wood spirits are quiet and demure. Air spirits are impatient and easily flustered. Creature spirits vary considerably—these are the totem spirits that totem warriors bond with. Stone spirits are the least friendly, the slowest to respond, and the hardest to fathom—yet, as some of the oldest and most stable, they may have the best and most reliable information.

Spirits have no standard stats—hit points, Armor Class, etc. They are beyond mortal interactions. However, diverting a river spirit's flow (or a severe drought) can destroy that spirit, as can cutting apart or breaking the stone of a stone spirit. A wood spirit chopped down is destroyed, and, while air spirits are difficult to destroy, they rarely spend much time in one place—wind and weather may send them far away at a moment's notice.

ARCANA UNEARTHED TITLES

The setting that serves as a backdrop for the new rules in *Arcana Unearthed* is called Dor-Erthenos, the Lands of the Diamond Throne. If you'd like more setting details, look for *The Diamond Throne* from Malhavoc Press. This sourcebook contains prestige classes, magic items, and monsters intended to be used with the rules in



this book. It also contains more background material regarding the setting where all these greenbonds and other classes live. The book is written so you can design your own campaign world with it, creating your own new setting.

Monte Cook's Arcana Unearthed is entirely compatible with 3rd Edition and Revised 3rd Edition rules. In fact, the *Arcana Unearthed DM's Screen and Player's Guide* offers conversions to help you translate your existing campaign material, as well as character sheets and an extra-wide horizontal screen. *Plague of Dreams* from Fiery Dragon Productions and *Siege on Ebonring Keep* from Mystic Eye Games offer introductory adventures. *Counter Collection IV: The World of the Diamond Throne* from Fiery Dragon Productions adds to

the gaming experience with full-color counters. If miniatures are more your style, check out the *Arcana Unearthed* line from Iron Wind Metals.

Credits and Legal

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Monte Cook's *Arcana Unearthed* Cover by Mark Zug

For more free game material, check out "The Stuff" at Monte Cook's Website: www.montecook.com



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