

Vhalia advanced timidly towards the circle of Mojiin Preservers, glaring down at her from their great height with their sharp, reptilian eyes.

"We smell the scent of the accursed arcane magic of the Dragonlords upon you, girl." one of the Mojiin spoke, its scales blood-red and splendid in the dawn's light, "If we were like the Avengers and showed not mercy towards the evil ones, your tainted blood would we have long since spilled."

"Please," Vhalia entreated, "I'm not like the Dragonlords. Please don't hold my race in prejudice because of the actions of those monsters. I...I love Arris as much as you, honored ones, and I have found a way for my people to live with her in harmony. I wish to show it to you and yours, so that we may journey to greater understanding of Arris together."

"Smoke and mirrors!" the crimson-scaled Preserver said, "What need have we of your arcane theories. Well we know that we can protect Arris by respecting her true children, the animals and plants, as well as the Mojiin. Nothing more is necessary."

"I beg of you...please...at least give me a chance. I invoke the Mother's Entreaty upon you!"

The Mojiin grumbled among themselves at that, then they turned to the red one who said, "Very well then. We cannot refuse the Mother's Entreaty."

Vhalia took a deep breath and closed her eyes, feeling the ley lines of power that ran beneath her throughout the world, connecting nature, magic, life, though, everything. Then she weaved the energy around her and filtered it through herself, giving back all that she was taking and more, a synergistic combination greater than the sum of its parts. As she did so, beautiful flowers began to blossom all around her, a gentle rainbow of life that invigorated her even as she brought it forth. Finally, she called out to the water hidden beneath the ground, ground that was now cracked and parched as quiet testimony of a long-ago Dragonlord's greed. As she did so, the water came forth, flowing out to the surface and creating a new natural stream, one that would feed the land and help it heal.

The Red-scaled Mojiin was at first watching disinterestedly, disdainfully sure that this was simply a Valsian trick, but then its eyes widened, and it began to smile as a small tear came to its eye. Then it went forward on one knee and bowed towards Vhalia. "Child of Arris, I apologize for my earlier words towards you. I was wrong to judge you for the sins of your people. To all of us, you shall forever more be an honorary Mojiin of family Valjin. Now please, if you would honor our people by instructing us in this art, we would be forever in your debt."

## THE ECOMANCER

Character	Base	Fort	Ref	Will		Spell Points	Spells per Day									
Level	Attack Bonus	Save	Save	Save	Special	Per Day	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Bonus Feat, Nature Sense	4	6	2								
2	+1	+0	+0	+3	Woodland Stride	8	8	4								
3	+1	+1	+1	+3	Nature's Bounty	14	8	4	2							
4	+2	+1	+1	+4	Resist Nature's Lure	22	9	6	4							
5	+2	+1	+1	+4	Bonus Feat, Wild Shape	32	9	6	4	2						
6	+3	+2	+2	+5		48	10	6	6	4						
7	+3	+2	+2	+5		66	10	8	6	4	2					
8	+4	+2	+2	+6		88	10	8	6	6	4					
9	+4	+3	+3	+6	Nature's Convalescence	112	10	8	8	6	4	2				
10	+5	+3	+3	+7	Bonus Feat	144	10	8	8	6	6	4				
11	+5	+3	+3	+7		176	10	9	8	8	6	4	2			
12	+6/+1	+4	+4	+8		208	10	9	8	8	6	6	4			
13	+6/+1	+4	+4	+8	Sylvan Dweomer	240	10	9	9	8	8	6	4	2		
14	+7/+2	+4	+4	+9		272	10	9	9	8	8	6	6	4		
15	+7/+2	+5	+5	+9	Bonus Feat	304	10	9	9	9	8	8	6	4	2	
16	+8/+3	+5	+5	+10	Timeless Body	336	10	9	9	9	8	8	6	6	4	
17	+8/+3	+5	+5	+10	Verdant Bloom	368	10	9	9	9	9	8	8	6	4	2
18	+9/+4	+6	+6	+11		400	10	9	9	9	9	8	8	6	6	4
19	+9/+4	+6	+6	+11	Ecomantic Mastery	432	10	9	9	9	9	9	8	8	6	6
20	+10/+5	+6	+6	+12	Bonus Feat	464	10	9	9	9	9	9	8	8	8	8

### Hit Dice: D6

**Skills:** 4 + Int mod, gaining all skills on both the Wizard and Druid skill lists

**Spellcasting:** The Ecomancer casts nature spells, which are drawn from the druid spell list and the list of arcane spells that she has learned, as do wizards except that she stores the knowledge of arcane spells in a natural wooden staff instead of in a spellbook. She can prepare a number of spells per day listed above, casting them in any combination using her Spell Points (refer to the XPH or the spell point system in UA for more on Spell Points). She casts her spells

by gently connecting to the bounty of nature without avariciously harming it like a Dragonlord. This means that all of her spells cost an extra spell point when in sparse natural surroundings, or two extra spell points when in an area with no nature at all (this does not count against her maximum number of spell points usable in one spell, however). Also, bearing the cost of power within herself can be physically taxing. Using up half of her spellpoints causes her to become fatigued, and using up three-quarters causes her to become exhausted. However, an hour of rest in natural surroundings will recover exhaustion to fatigue and bring spell points up to 1/3 maximum, and another hour will bring them up to 2/3 maximum, although they can never be

fully recovered without a full 8-hour rest, nor can she prepare a new group of spells without the same. Also, the full 8 hours is required when not in a natural environment. As usual for Spell Points, an Ecomancer can cast 7 cantrips for free each day and then they begin to cost 1 spell point each. Also, the Ecomancer gains bonus Spells Prepared from Intelligence and bonus Spell Points from Wisdom. DCs are determined based on whether the spell is typically arcane (Int) or divine (Wis).

**Druid Abilities:** Equivalent if they have the same name, including all the many Wild Shapes enhancements.

**Bonus Feats:** As Wizard, but replace Spell Mastery with Spell Focus (and Greater Spell Focus).

**Nature's Bounty:** A 3rd-level Ecomancer who can meditate in a natural environment with plenty of sunlight and water need not eat, nor need she sleep, although she still requires 8 hours of rest (but not sleep) to prepare new spells or fully regenerate spell points.

**Nature's Convalescence:** A 9th-level Ecomancer who can rest in a natural environment regains lost hit points at a rate of 1 per minute. Additionally, she may recover from ailments which afflict her. Each day spent in meditation can reproduce the effects of a 4th-level or lower healing or removal spell against any affliction, cast as a cleric of the Ecomancer's class level. A full week in meditation reproduces the effect of Heal.

**Sylvan Dweomer:** The 13th-level Ecomancer has learned how to weave together her magic synergistically with the natural energies that feed it. In a lush natural environment, all of her metamagic costs 2 less points than usual (minimum 1 extra point).

**Verdant Bloom:** The 17th-level Ecomancer has focused on the power of nature within herself, to the point that any of her spells causes a growth of beautiful blossoms and plants to appear around her, commensurate to the level of the spell. In addition to the obvious effects, this creates a more vibrant natural environment, allowing the Ecomancer to mitigate the added spell point cost for casting in less natural areas by 1 (minimum 0). If the area has the proper nutrients to support the plants, this effect is instantaneous. Otherwise, the new plants remain healthy due to the presence of the symbiotic link to the Ecomancer and then fade away, rather than dying, when the Ecomancer ventures more than 1 mile away, as quickly as they appeared.

**Ecomantic Mastery:** The 19th-level Ecomancer has gone beyond the point of gently drawing in nature energy to herself to produce magical effects. Now she can manipulate the flow of said energy to natural creatures, such as animals, plants, and some fey (although this does not work on creatures that were transformed into such types through magic). This ability allows the Ecomancer to bestow magical effects upon nature, spending time and bit of experience to do so). The limits of this ability are up to the DM, but they could include bestowing dire or legendary

status upon an animal, causing an orphaned animal or a struggling plant to grow to full maturity, or the classic Ecomantic effect (reproducible by a druid spell though) of Awakening an animal or plant to sentience.