**Fatal Flora**

Credit to Fako

This is intended to be taken with the Shaman's Path track, which is why the post references the class so often…

The Shaman's worldly connection draws mostly upon the flora around them, either from the awe inspiring beauty of it all, or the realization that half of the plants they see daily seem designed to kill them. By tapping into and enhancing this connection, the Shaman is able to bend the plants near him to do his bidding. The Fatal Flora track provides the following abilities:

1st Circle – The Earth ProvidesSU: You bring the wild lands of the world wherever you go, ensuring that you are always ready for the task at hand. As a swift action, you can conjure up vegetation where none existed, affecting all squares within [Medium] range of you. You can decide at time of activation whether the plant-life is visible, or underneath the surface, waiting for your call.

Furthermore, you can extract a mundane weapon or tool from nearby vegetation as a move action. It cannot have any intricate parts, but otherwise the plants can provide virtually any item that can be made from natural materials. The items are of standard quality and as hard as a normal tool or weapon, in spite of being made of plant stuff (typically plant fiber or wood, but some Shamans have been known to kill with flower petal whips). They last indefinitely while you are touching them, but only survive for one [Round] afterwards.

2nd Circle – OvergrowSLA: As a standard action, you can create a feedback loop in your connection to the world around you, causing a surge of growth in nearby plants. Grass grows and twists, roots shoot through rock and mud, and overhanging vines become a nearly impassable wall. Choose a number of connected squares within [Close] range up to your KOM + the number of Circles you have in this track - those squares become overgrown and are treated as [Difficult Terrain] for the remainder of the [Encounter]. You can use this ability once per round (no matter how many actions you have), but you can only sustain a number of squares equal to twice your KOM, plus an additional 2 for each circle you have in this track.

3rd Circle – Emissary of NatureEX: The wild lands know you as a friend, granting you passage and concessions. You ignore [Difficult Terrain] that is either natural or plant-based (such as your own overgrown squares), and gain a free token in any social encounter with a creature that has the [Animal], [Magical Beast], or [Plant] types.

4th Circle –SnareSU: Your control over plants increases, turning roots into ropes. When using your Overgrow ability, you can stack four overgrown squares underneath a foe, causing a massive surge of plants to spring forth and attempt to entrap them. The enemy is allowed a [Reflex] Save (DC = 10 + 1/2 level + KOM) to resist this effect. If they succeed they must take a free 5' step to escape the plants, if they fail (or refuse to move) they are [Entangled] and unable to move from their current square. [Flying] creatures are pulled to the ground after one [Round], and are unable to fly while [Entangled].

You must spend a Swift Action each round to continue the entrapment, and can trap up to your KOM in creatures at one time, assuming you have enough overgrown squares to invest. A snared creature can escape by making an Athletics or Acrobatics check (DC 10 + 1/2 level + your KOM) as a standard action.

5th Circle – Plant StrideSLA: To defend the wilds, you must be able to reach far distances in a short period of time. Once per [Scene], you may use a standard action to step into a large plant (typically a tree), and step out of another large plant within100 miles. You do not need line of sight or line of effect to the destination, but you can't use Plant Stride to enter any area that prevents [Teleport] effects. If there is no suitable plant at your chosen destination then one rapidly grows to accommodate the travel, as if you had used the Instant Tree consumable, but it only takes 1 [Round] for the tree to be large enough to accommodate you.

6th Circle – When Trees AttackSU: The wilds are a deadly place, and you have learned to bring that danger with you. Overgrow now takes only a move action to activate, and the squares you place grow long thick vines, allowing you to make attacks and special combat actions as if you were occupying any of the overgrown squares you have made or [Entangled] someone in. Treat these attacks as Special weapons (1d8 + KOM damage), with a +1 to hit and damage for every 5 ranks in Nature you possess. Furthermore, any enemy you Snare automatically takes 2d6 + KOM damage each round as the plants constrict them.

7th Circle – Law of the JungleSU: You have learned to take the wilds with you, making you dangerous on any terrain. Attacks by vines from Overgrow squares now deal damage as a Main weapon (2d6 + KOM damage), and you are healed for 1/4 of the damage your plants deal to enemies. At the start of an [Encounter], you automatically create a number of overgrown squares equal to your KOM. Unlike normal overgrown squares, these can be anywhere in [Close] range, do not have to be connected to one another, and cannot be used to Snare foes. You may transform these squares into Snaring squares by adding three squares as normal on your turn.