

# FORESTMAS<sup>T</sup>ER



**F**orestmasters are noble creatures appointed by Chislev to proctor to a forest or other stretch of land. Though the name would indicate that such creatures can only be found within sylvan areas, nothing could be further from the truth. To Chislev the forest isn't the only natural environment that is worth preserving. Forestmasters can be found from the hottest deserts to the very reaches of Icewall. Usually, these beings go by more appropriate names (tundramaster, desertmaster, etc) but are still typically grouped with forestmasters for the similarities in abilities that they have been granted.

Forestmasters know Sylvan in addition to any other languages they may have once known.

## FORESTMAS<sup>T</sup>ER OF DARKEN WOOD

The Forestmaster of Darken Wood is the most famed creature of her position throughout Ansalon due to her encounter with the Heroes of the Lance during their escape from Solace. Her subsequent encounter with Caramon Majere and his daughter Dezra many years later helped rid the wood of the skorenoi. Because of this widespread renown in many a bard's tale, it is not uncommon to hear one use her title in place of a true name.

Chislev first chose the Forestmaster for her task during the Age of Might, when the unicorn

battled ruthless poachers and received fatal wounds in the process. Touched by the creature's sacrifice, Chislev saw that the unicorn would make an ideal charge and healed the creature. She then gave the unicorn the choice to take on the mantle of Forestmaster.

It didn't take long before the Forestmaster of Darkenwood lost her zeal for interfering in mortal affairs, and ended up caring only for the fate of her forest, a mindset that eventually settles on all Forestmasters.

### COMBAT

The Forestmaster of Darken Wood prefers not to engage in combat, but when pressed she will first utilize the abilities unicorns are known for, relying on her spells only when no other options have presented themselves or when her foes begin to gain the upper hand.

**Spell-Like Abilities:** At will—*detect evil* (always a free action), *bless*, *sleep* (DC 20); 3/day—*cure light wounds* (caster level 5th), *heal*; 1/day—*cure moderate wounds* (caster level 5th), *neutralize poison* (DC 23). Once per day, the Forestmaster can use *greater teleport* anywhere within the Darken Wood, but cannot use this ability to leave or enter the Wood. The save DCs are Charisma-based.

**Spells:** The Forestmaster casts divine spells as an 8th-level druid.

**Typical Druid Spells Prepared (6/6/5/5/3, Save DC 17+spell level):** 0—*detect magic* (2), *guidance*, *know direction*, *resistance* (2); 1st—*faerie fire*, *jump*, *obscuring mist* (2), *speak with animals* (2); 2nd—*animal messenger*, *bear's endurance*, *flaming sphere*, *gust of wind*, *soften earth and stone*; 3rd—*call lightning*, *cure moderate wounds* (3), *plant growth*; 4th—*command plants*, *dispel magic*, *reincarnate*.

**Trackless Step (Ex):** This ability works like the druid's trackless step class feature.

**Wild Empathy (Ex):** This power works like the druid's wild empathy class feature, except that the Forestmaster has a +10 racial bonus on the check.

**CREATING A FORESTMAS<sup>T</sup>ER**  
"Forestmaster" is an acquired template that can be added to any magical beast or awakened animal with Intelligence and Wisdom scores of 10 or greater.

A Forestmaster uses all the base creature's statistics and special abilities except as noted here.

**Speed:** All natural forms of movement increase by 10 feet.

**Armor Class:** Natural armor improves by +3.

THE FORESTMAS<sup>T</sup>ER OF DARKEN WOOD, FORESTMAS<sup>T</sup>ER  
ADVANCED UNICORN LARGE MAGICAL BEAST

Hit Dice	8d10+56 (100 hp)
Initiative	+4
Speed	70 ft. (14 squares)
Armor Class	22 (-1 size, +4 Dex, +9 natural), touch 13, flat-footed 18
Base Attack/Grapple	+8/+18
Attack	Horn +16 melee (1d8+9)
Full Attack	Horn +16 melee (1d8+9) and 2 hooves +11 (1d4+3)
Space/Reach	10 ft. /5 ft.
Special Attacks	Death throes, spell-like abilities, spells
Special Qualities	Aura of clam, damage reduction 10/cold iron, darkvision 60 ft., magic circle against evil, immunity to poison, charm, and compulsion, low-light vision, scent, trackless step, wild empathy
Saves	Fort +13, Ref +10, Will +9

**Special Attacks:** A Forestmaster retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 Forestmaster's HD + Forestmaster's Cha modifier unless noted otherwise.

~ **Death Throes (Ex):** When a Forestmaster dies, the very land around it feels the wound and creatures within 30 feet automatically take 5d6 points of divine damage, causing most normal plants to wither and die.

~ **Spell-like Abilities:** A Forestmaster gains the following spell-like abilities: at will—*bless*, *shield of faith*, *sleep*, 3/day—*heal*. These spells are cast at a level equal to the forestmaster's Hit Dice.

~ **Spells:** A forestmaster gains the ability to cast spells as a druid of a level equal to its Hit Dice.

**Special Qualities:** A forestmaster retains all the special qualities of the base creature and gains those described below:

~ **Aura of Calm (Su):** A forestmaster radiates an aura of calm out to a distance of 30 feet.

Abilities	Str 22, Dex 19, Con 24, Int 14, Wis 25, Cha 28
Skills	Concentration +13, Jump +22, Knowledge (local) +12, Knowledge (nature) +14, Listen +9, Move Silently +11, Spellcraft +12, Spot +9, Survival +10 (+12 aboveground)*
Feats	Alertness, Multiattack, Skill Focus (Survival)
Environment	Darken Wood
Organization	Solitary
Challenge Rating	7
Treasure	None
Alignment	Neutral
Advancement	By character class
Level Adjustment	—

All animals within this aura gain an immunity to fear and a +2 bonus to all saving throws made against spells.

~ **Damage Reduction:** 10/cold iron. This damage reduction replaces that possessed by the base creature, if any.

~ **Trackless step (Ex):** This ability works like the druid's trackless step class feature.

~ **Wild Empathy (Ex):** This power works like the druid's wild empathy class feature, except that a forestmaster has a +4 racial bonus. If the base creature already possesses the wild empathy ability, its preexisting racial bonus is improved by +4.

**Abilities:** Increase from the base creature as follows: Str +2, Con +2, Int +4, Wis +4, Cha +4.

**Environment:** Any.

**Challenge Rating:** Same as the base creature +3.

**Alignment:** Always neutral.

**Level Adjustment:** —





# BESTIARY OF KRYNN

BY CAM BANKS & ANDRÉ LA ROCHE

## ONLINE PREVIEW

This is an online preview of the *Bestiary of Krynn* from Sovereign Press.  
Its contents may not match the final product upon release.

This d20 System® game accessory utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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