

The Green Bow

Long Bow +2 Intelligent, Undead Bane (+4 and +2d6 vs. Undead)

At Will (swift actions):

1/rnd:

Guidance: The bow can grant its wielder a +1 on one attack roll, saving throw, or skill check.

Stabilize: The bow can cause a *dying* creature to stabilize.

3/day:

Detect Animals or Plants: The Bow can detect kinds of animals or plants.

Entangle: The bow can cause plants to entangle everyone in 40-ft. radius.

Goodberry: The bow can enchant 2d4 berries, each cure 1 hp (max 8 hp/24 hours)

1/day:

Barkskin: The bow grants its wielder +4 enhancement to natural armor.

Speak with Plants: The Bow can talk to plants and plant creatures.

Command Plants: The Bow can sway the actions of plant creatures.

Vs. Undead Only: 1/day

Change Staff: The Bow can transform into a Treant +182,000

Harm Undead: As a ranged touch attack, can imbue an arrow with Harm vs. Undead. +182,000

EGO: 22

The Green Bow was created by an elven druid ages ago to battle the forces of Gamorgh. It was lost to time. It passed from owner to owner until it was taken by the Moarvik warlord Sigeman Dragomir called "Kazimiez" which means "The Destroyer of Peace". He was eventually mortally wounded by the Moarvik vampire Piast Makzym Valistadt. He escaped but eventually died from his wounds and was buried with the bow. Many centuries later it was discovered by a ranger, Adrian, who wields it today.

The bow is egotistical and condescending to anyone less intelligent than it. It has an undeniable obsession with battling undead and will force its possessor to fight to the last to defeat them.



TREANT

TREANT CR 8

XP 4,800

NG Huge [plant](#)

Init -1; **Senses** low-light vision; [Perception](#) +12

DEFENSE

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

hp 114 (12d8+60)

Fort +13, **Ref** +3, **Will** +9

Immune [plant traits](#); **DR** 10/slashing

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d6+9/19–20)

Ranged rock +7 (2d6+13)

Space 15 ft.; **Reach** 15 ft.

Special Attacks [rock throwing](#) (180 ft.), [trample](#) (2d6+13, DC 25)

STATISTICS

Str 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +9; **CMB** +20; **CMD** 29

Feats [Alertness](#), [Improved Critical](#) (slam), [Improved Sunder](#), [Iron Will](#), [Power Attack](#), [Weapon Focus](#) (slam)

Skills [Diplomacy](#) +9, [Intimidate](#) +9, [Knowledge](#) (nature) +9, [Perception](#) +12, [Sense Motive](#) +9, [Stealth](#) -9 (+7 in forests); **Racial Modifiers** +16 [Stealth](#) in forests

Languages Common, Sylvan, Treant

SQ animate trees, double damage against objects, treespeech

SPECIAL ABILITIES

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.



Long Bow +2 Intelligent

Alignment: Chaotic Good

Intelligence: 16 (+3)

Wisdom: 10

Charisma: 8/14 non-plants/plants (+1)

Communication: Telepathy (+1)

Languages: Moarvanik, Glinnen, Sylvan, Gallanik, Duervik

Senses: Can see and hear within 120 feet, Darkvision

Purpose: Slay Undead (+2)

CL: 13th, DC: Spell Level +3

At Will: At will 1/rnd (+2)

Guidance: The bow can grant its wielder a +1 on one attack roll, saving throw, or skill check.

Stabilize: The bow can cause a dying creature to stabilize.

3/day: (+3)

Detect Animals or Plants: The Bow can detect kinds of animals or plants.

Entangle: The bow can cause plants to entangle everyone in 40-ft. radius.

Goodberry: The bow can enchant 2d4 berries, each cure 1 hp (max 8 hp/24 hours)

1/day: (+4)

Barkskin: The bow grants its wielder +4 enhancement to natural armor.

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Command Plants: The Bow can sway the actions of plant creatures.

Vs. Undead Only: 1/day (+4)

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Total Ego Mod: +19

Total Ego: 22

Cost

394,000