

ALPHA SHAMAN

An alpha who commands both animals and plants, the shaman connects with the natural world in a way that other alphas do not. Able to communicate and feel the emotions of plants and plant monsters, the shaman may not deal the damage or absorb damage like other shamans, but they have access to a wider range of pack members to add greater utility to any party, including control-centric and support abilities that other beasts do not have.

NATURAL CONNECTION

Starting at 3rd level, you may tame plant monsters in addition to beasts, and are always considered to have the effects of the *Speak with Plants* spell active. You also gain proficiency with herbalist kits, and each plant monster in your pack produces 1 food ration every day.

GRIPPING VINES

Starting at 6th level, when a plant pack member successfully hits a target, the target's speed is halved until the end of your next turn. If the attack results in a critical strike, the target is also knocked prone.

ONE WITH NATURE

Starting at 11th level, you and your plant pack members gain added speed and mobility. You are always considered to have the effects of the *Treestride* spell active, and plant pack members increase their speed by +10 feet. In addition, when using an herbalism kit, add 1d4 to the healing roll.

KNOTTED BARKSKIN

Starting at 14th level, you and your pack members tap into the strong exterior of trees to protect yourselves. You and your pack members gain resistance to magical and non-magical piercing and slashing damage, and ranged and spell attacks against you and your pack members suffer a -2 penalty.