

Mistress of the Rose (HD d6)

"We all have our defenses, both seen and unseen. Every rose has its thorns, but ask yourself-- how does a rose defend itself once you've bypassed that which you can see?"

The Sisterhood of the Rose is an organization of female spellcasters devoted to nature in general and flowers in particular. Members are addressed as Mistress (whether married or unmarried), and a red rose with one leaf and one thorn is the recognized symbol of the sorority. Mistresses of the rose have extensive knowledge on plant magic, herbalism, and alchemy stretching back centuries, and they possess a number of abilities that emulate the plants they study. Originally employed only for defensive purposes or in pursuit of their passion, mistresses of the rose do not hesitate to use their "special" gifts on those with no respect for nature.

Because of the nature of the subject, only spellcasting classes join the ranks of the mistresses of the rose. The majority are druids, with a fair number of clerics that follow nature deities and sorcerers and wizards with a respect for nature flashing out the ranks. A few bards are known, as well as a few rangers, and there have been paladins that took up the cause in the organization's history. The restriction to females is purely discriminatory, having no actual basis, and there is nothing to prevent a mistress of the rose from teaching a man the organization's secrets (except the sisterhood itself).

	Base				
	Attack	Fortitude	Reflex	Will	
Level	Bonus	Save	Save	Save	Special
1	+0	+2	+0	+2	Spray of Thorns
2	+1	+3	+0	+3	Alluring Scent
3	+2	+3	+1	+3	Bloom
4	+3	+4	+1	+4	Petal Peeking
5	+3	+4	+1	+4	Embedded Scent
6	+4	+5	+2	+5	Blossom Bomb
7	+5	+5	+2	+5	Everbloom
8	+6	+6	+2	+6	Masking Scent
9	+6	+6	+3	+6	Wither
10	+7	+7	+3	+7	Blush of Youth

Requirements:

To qualify to become a mistress of the rose, a character must fulfill all the following criteria.

Base Will Save: +2.

Alchemy: 5 ranks.

Knowledge (nature): 10 ranks.

Wilderness Lore: 5 ranks.

Feat: Craft Wondrous Item.

Special: The character must be female.

Class Skills:

The mistress of the rose's class skills (arranged by key ability) are:

Constitution	Intelligence	Wisdom
Concentration	Alchemy	Heal
	Craft	Profession (herbalist)
	Knowledge (nature)	Wilderness Lore
	Scry	

Skill Points at Each Level: 2 + Intelligence modifier.

Class Features:

All of the following are class features of the mistress of the rose prestige class.

Weapon and Armor Proficiency: Mistresses of the rose gain no proficiency with armor or weapons.

Spray of Thorns: At 1st level, a mistress of the rose can release a spray of thorns in a 30-foot-radius burst centered on herself. This supernatural ability is a standard action that is usable once per day, inflicting 2d6 points of damage + 1 damage per level of the mistress of the rose. Anyone within the area of effect is entitled to a Reflex save (DC 10 + mistress of the rose's level + mistress of the rose's Wisdom modifier) for half damage.

Alluring Scent: At 2nd level, a mistress of the rose can emit a unique floral scent at will, detectable within a 30-foot radius. The fragrance overpowers all nonmagical smells within its area of effect, preventing creatures from employing their scent ability to detect specific individuals. Further, anyone smelling the fragrance must make a Will save (DC 10 + mistress of the rose's level + mistress of the rose's Charisma modifier) or become entranced by the odor, abandoning any current tasks or goals. The effects persist for as long as the mistress of the rose is within range and for 1d4 rounds after she leaves the area. Anyone succeeding at the Will save is immune to that particular mistress of the rose's scent for 24 hours. A life-threatening situation allows a victim another Will save immediately, with any damage suffered counting as a bonus for the save. This supernatural ability may be suppressed or activated as a free action.

Bloom: At 3rd level, a mistress of the rose can duplicate the overgrowth effects of a *plant growth* spell a number of times per day equal to her Wisdom modifier (but always at least once). Unlike the spell, this spell-like ability affects all plants within the area of effect, not just trees and shrubs.

Petal Peeking: At 4th level, a mistress of the rose can cast *scrying* once per day using any blossom in full bloom as the focus. Further, if the mistress of the rose is able to cast the *scrying* spell due to spell ability, any blossom in full bloom may be substituted as the focus. This is a spell-like ability.

Embedded Scent: At 5th level, a mistress of the rose is able to transfer her alluring scent to an untended object three times a day. The effects last for 1d4 rounds + 1 round per level of the mistress of the rose, during which time the mistress of the rose cannot manifest the scent herself. This supernatural ability requires the mistress of the rose to physically touch the object.

Blossom Bomb: At 6th level, a mistress of the rose can magically alter the pollen in a flower and turn it into a potent weapon. It takes a full round to enact this spell-like ability and the process is very taxing, so a mistress of the rose can alter only as many flowers as she has levels each day. Once altered, a blossom bomb is considered a grenadelike weapon with a range increment of 10 feet. It remains potent for twice as many rounds as the mistress of the rose has levels. Only a mistress of the rose is proficient in throwing blossom bombs.

Upon impact, a blossom bomb releases its pollen in a 15-foot-diameter cloud. Anyone within the cloud must make a Fortitude save (DC 10 + mistress of the rose's level + mistress of the rose's Constitution modifier) or be paralyzed for 1d4 rounds + 1 round per level of the mistress of the rose. The mistress of the rose is not immune to the pollen cloud's effects.

Everbloom: At 7th level, a mistress of the rose can concentrate her energies on one non-creature plant, tending it and treating it with various alchemical and magical compounds for one week, changing its life cycle so that a portion of it is always viable. This means that a fruit tree will produce fruit year round, a rose bush will always have some blossoms, and an oak tree will have green leaves even in the dead of winter. The transformation does not extend to cuttings, transplantings, or any offspring the plant may produce, thus it is ineffective on grasses, vines, mosses, etc.

In order to effect the change, the mistress of the rose must spend at least 4 hours each day in an alchemical laboratory preparing the necessary compounds, and another 4 hours ministering her concoctions and tending the plant. Any interruption means the process must be begun again. A mistress of the rose may only tend one plant at a time.

Masking Scent: At 8th level, a mistress of the rose is able to transfer her alluring scent to a creature three times a day. The effects last for 1d4 rounds + 1 round per level of the mistress of the rose, during which time the mistress of the rose cannot manifest the scent herself. This supernatural ability requires a touch attack, and the creature receives a saving throw to shrug off the scent. While the scent is in effect, any scent attack or distinctive smell is nullified.

Wither: At 9th level, a mistress of the rose may make a touch attack once per day and duplicate the effects of a *rod of withering*. Opponents are entitled to a Fortitude save (DC 10 + mistress of the rose's level + mistress of the rose's Constitution modifier). When used against non-creature plantlife, any plant with fewer hit points than the mistress of the rose is destroyed.

Blush of Youth: At 10th level, a mistress of the rose gains the benefits of the timeless body ability possessed by druids.