

WOODWISE

Long before Abbeys, there were creatures that looked after the spiritual needs of the creatures in the woods. These Kind would comfort the old and sick, teach the young and protect their followers from the Vermin; they were the Woodwise. They are not common now as the Abbeys have all but taken over from them. The Woodwise generally live in ancient out-of-the-way places now; in hillside caves, hollowed out trees or in forest glades. They are the guardians of the forests and still care and tend for the creatures of the woods and aid lost travellers when they are sick and injured. Woodwise eschew anything made of metal, so they won't even use weapons with any metal in them.

Prime Attribute: Wisdom. If Wisdom is 13+, you gain +5% to XP earned.

Hit Dice: 1D6 (+1) at 1st level, then as the Woodwise Advancement table

Armour/Shield Permitted: Quilted cloth, wooden shield

Weapons Permitted: Staff, club, stone-headed spear, stone dagger, sling, stone wood axe, short bow with stone-headed arrows

Saves: Woodwise receive +1 to Will or Fort saves at 1st level and a (further) +1 to Will saves at 6th level. +1 bonus to any one save at 3rd level.

Table 1: Woodwise Advancement

Level	Experience	Hit Dice	Spells by level			
			1	2	3	4
1	0	1(+1)	1	–	–	–
2	225	1(+2)	2	–	–	–
3	450	2	2	1	–	–
4	900	2(+1)	2	2	–	–
5	1800	2(+2)	3	2	1	–
6	3600	3	3	2	2	1

Woodwise Class Abilities

Spell Casting: Woodwise cast Good spells from a specific list, as per the Woodwise Advancement table. Each day, the Woodwise meditates, focusing on a certain set of spells, choosing any spells from the standard list. Once a spell is cast, it cannot be cast again until the next day, unless the Woodwise can prepare the spell more than once.

Herbalism: Woodwise are knowledgeable of plants and their uses in medicine. They receive +1 to lore rolls when it is to do with plants, herbs or nature.

Hivemaster: At 2nd level, the Woodwise is able to speak to all types of insect. Insects might not want to speak to them of course. At 3rd level, the Woodwise can befriend one insect, which will stay with him at all times as a “familiar”, messenger, spy and pet.

Shapechange: At 4th level, Woodwise can change their shape into that of an insect. They can change once per day at 4th level, twice at 5th and three times at 6th level. Shifting shape takes one round, during which the Woodwise cannot take other actions. The Woodwise can remain in the new shape indefinitely - the duration of a form ends only when the Woodwise turns back to his normal form or assumes another one. A Woodwise can shift from one insect shape to another without returning to normal form first. Upon assuming a new form, the Woodwise heals half of all damage suffered. The insect form a Woodwise assumes can vary from the size of an ant or bee to that of a giant spider. A Woodwise in animal form takes on all the insect's physical characteristics movement rate, abilities, Armor Class (AC), attacks and damage. The Woodwise retains original hit point and saving throw values. The Woodwise’s clothing and one item held in each hand also become part of the new body; these reappear when the Woodwise resumes normal shape.

Sacred Grove: At 6th level, the Woodwise can create a sacred grove, pool or cave. It is a quiet place that immediately calms anybeast that enters it making violence possible only with a successful Will roll, each round.

Spells

Level 1

Detect Magic
Detect Snares & Pits
Entangle
Glow
Goodberry
Magic Claw
Obscuring Mist
Pass Without Trace

Level 2

Barkskin
Bear Strength

Level 3

Cure Disease
Plant Growth
Soften Earth & Stone
Spike Growth
Stone Shape
Summon Swarm
Tree Shape
Water Breathing

Level 4

Commune
Cure Serious Wounds

Create Water
Cure Light Wounds
Neutralize Poison
Hold Beast
Speak with Plants
Warp Wood

Dispel Magic
Freedom of Movement
Hallucinatory Terrain
Polymorph
Repel Vermin & Insects
Tree Stride

Spell Descriptions

Level 1

Detect Magic

Range: 60 paws

Duration: 20 minutes (2 turns)

The caster can perceive, in places, beasts, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a creature.

Detect Snares & Pits

Range: 60 paws

Duration: 20 minutes (2 turns)

The caster can perceive the location of outdoor traps and hidden pits in a 60 paw radius.

Entangle

Range: 240 paws

Duration: 2 rounds per level

Plants in a 40 paw radius of the target point start to grow and coil around anything in the area, slowing their movement. A Ref save is needed to avoid being entangled completely each round, but even then movement is halved within the area. If entangled, a STR feat check is needed to break free (but then the victim is subject to the normal rules until out of the area of effect.

Glow

Range: 60 paws

Duration: 20 minutes (2 turns)

The caster creates a magical, ghostly glow that outlines the object or beast he desires. This glow causes no harm to the subject but making it glow means it is easily seen in the dark.

Goodberry

Range: 60 paws

Duration: Until consumed

The Woodwise must collect (or purchase) a pawful of berries. Casting the spell on them turns 1D3+2 of them into magical healing berries, which heal 1 HP each when eaten.

Magic Claw

Range: Touch

Duration: 2 rounds per level

The creature touched by the Woodwise receives a bonus of +1 to unarmed attacks and damage. For the purposes of striking Undead, this counts as a magic weapon.

Obscuring Mist

Range: 30 paws

Duration: 1 hour (6 turns) per level

The caster creates a magic fog surrounding himself in a 30 paw radius. It makes it difficult to see inside, adding +2 to all stealth rolls to hide. It also makes hitting a target inside it difficult, giving -1 to any missile attacks made.

Pass Without Trace

Range: Touch

Duration: 1 hour (6 turns) per level

One subject per level, touched by the Woodwise, leaves no tracks and cannot be trailed by normal means.

Level 2

Barkskin

Range: Touch

Duration: 6 rounds per level

The warded creature gains resistance to blows, cuts, stabs, and slashes. Each time the creature is hit for damage, it ignores the first 2 points of such damage. Once the spell has prevented a total of 2 points of damage per caster level, it is discharged.

Bear Strength

Range: Touch

Duration: 2 rounds per level

The target of the spell gains STR 18, with all benefits that go with having this strength for the duration.

Create Water

Range: 10 paws

Duration: Immediate

This spell creates a one-day supply of drinking water for 24 beasts.

Cure Light Wounds

Range: Touch

Duration: Immediate

Cures 1D6+1 hit points of damage.

Neutralize Poison

Range: Touch

Duration: Immediate

This spell counteracts poison if used promptly, but can't be used to bring the dead back to life later on.

Hold Beast

Range: 180 paws

Duration: 9 turns

The caster targets 1D3+1 beast, who are completely immobilized (a Will saving throw applies). The caster may also target a single beast, in which case the saving throw is made with a penalty of -2. This does not affect Undead.

Speak With Plants

Range: Speaking range

Duration: 6 turns

The caster can speak with and understand the speech of plants. Plants smaller than trees will obey commands, as far as possible, swaying aside when requested, etc.

Warp Wood

Range: 60 paws

Duration: 6 turns

By use of this spell, the Woodwise is able to cause wooden objects to twist and bend out of shape. This spell will affect arrows, spear shafts, wooden doors, planks on a bridge or boat and so on. Arrows and spears will become useless as missiles. Other effects are up to the situation and the Referee.

Level 3

Cure Disease

Range: Touch

Duration: Immediate

This spell cures the spell's recipient of any diseases, including magically inflicted ones.

Plant Growth

Range: 240 paws

Duration: Permanent until dispelled

Up to 300 square paws of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300x300 paws, for a total of 90,000 square paws).

Soften Earth & Stone

Range: 240 paws

Duration: 1 hour (6 turns) per level (depending on local weather conditions)

The spell turns stone to sticky clay or dirt to sand or mud. It can be used in reverse too. It affects a 10-paw square area, per level of the caster and works instantly. The area will gradually go back to its normal state after the minimum duration has lapsed.

Spike Growth

Range: 120paws

Duration: 1 hour (6 turns) per level

Any ground-covering vegetation in the spell's area of 20-paw square (per caster level) becomes very hard and sharply pointed without changing its appearance. Any creature moving on foot into or through the spell's area takes 1D3 points of piercing damage for each 5 feet of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a REF save or suffer injuries to its feet and legs that slow its land speed by one-half, for 24 hours or until healed.

Meld into Stone or Earth

Range: Self

Duration: 1 turn per level

The caster and his gear melds into the ground (or rock face or similar). The caster can move slowly (1 stride per round) through the material but shouldn't be caught within the material when the spell's duration expires!

Summon Swarm

Range: 480 paws

Duration: 6 turns (1 hour)

The spell summons a large swarm of insects (of choice) to do the caster's bidding. They appear within 60 paws, but can go up to 480 paws from the caster. The caster must concentrate on giving the swarm orders; else they just fly or scurry off.

Tree Shape

Range: Touch

Duration: 1 hour (6 turns) per level

The caster appears exactly like a tree; to all senses. Leaves (or fruit) can even be plucked from it with only the slightest twinge (like pulling out a hair).

Water Breathing

Range: Touch

Duration: 1 hour (6 turns) per level

The spell enables a creature to breath naturally underwater, as if it were a fish.

Level 4

Commune

Range: Self

Duration: Instantaneous

The caster becomes one with nature, attaining knowledge of the surrounding territory. He instantly gains knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 furlong per caster level. In natural underground settings—caves, caverns, and the like—the radius is limited to 100 paws per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Cure Serious Wounds

Range: Touch

Duration: Immediate

Cures 2D6+2 hit points of damage.

Dispel Magic

Range: 120 paws

Duration: 10 minutes against an item

Dispel magic, although it is not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), it can be used to completely dispel most other spells and enchantments. The spell automatically dispels the magic of a lower level caster. If the original caster is of a higher level, roll a D6. The target number is the difference in level between the casters.

Polymorph

Range: Caster or touch

Duration: 1 hour or Referee's discretion

The caster or touched creature assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new

form's armour class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide.

Freedom of Movement

Range: Touch

Duration: 1 turn per level

This spell enables the caster or a creature touched to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as entangle, webs, paralysis and so on. It also works against natural hazards or effects, such as under water.

Hallucinatory Terrain

Range: 240 paws

Duration: Until touched (other than by ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

Repel Vermin & Insects

Range: 10 paw

Duration: 10 minutes (1 turn) per level

An invisible barrier of 10 paw radius around the caster holds back Vermin, Wild and Insects. A creature with fewer HD than the caster cannot penetrate the barrier. A creature with greater HD suffers 2D6 damage passing through the barrier.

Tree Stride

Range: Self

Duration: 1 hour (6 turns) per level

The caster is able to enter trees and move from inside one tree to inside another tree. The first tree entered and all others must be of the same kind, must be living, and must have girth at least equal to the caster. By moving into an oak tree (for example), the caster instantly knows the location of all other oak trees within range and may choose whether to pass into one or simply step back out of the tree. The transport range is 1 furlong per caster level.