

WANDERWOODS

by John Fredericks



*A Player Class for old-school fantasy games including
LABYRINTH LORD™*



Labyrinth Lord
Compatible Product

OUT OF THE FOREST

You've always had restless roots. While other intelligent trees are content to remain in the deep woods, you long to wander the lands. You seek out other restless spirits, and hope to accomplish great deeds with them. One day, you plan to bring back the stories of your adventures to the Meeting of the Trees.

This supplement allows you to play a Wanderwood, living trees who protect the forests and the good peoples of the world. Inside you'll find:

- *A full character class description (including new special abilities), for use with old-school games including LABRYRINTH LORD™*
- *Helpful charts to take your Wanderwood from level 1 to 10*
- *Suggestions for incorporating Wanderwoods into your campaign.*
- *Pregenerated characters at first and third level. Just print and play (or use them as NPC's)*



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Thank you for purchasing this product. Its goal is to provide you with a fun class to add to any of your old school (or even new school) games. On the following pages, you'll find: a complete description of the Wanderwoods, handy advancement charts, and suggestions for incorporating Wanderwoods into your existing campaign. Also included are pregenerated characters at levels one and three. Just print them out for your players, or use them as non-player characters.

If you enjoy this product, look for other releases from [Sharp Mountain Games](http://SharpMountainGames.com) at <http://drivethrurpg.com>

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WANDERWOODS

BACKGROUND: Living trees are found in the deep woods of the world. Though they shun contact with other races, some realized that they cannot ignore the events outside their beloved woodland homes. They needed agents to travel in the outer world.

To this end, they bred smaller offspring more suited to the adventuring life. These “wanderwoods” travel to and adventure in many places across the world. They are intensely curious, trying to learn as much as they can about the other races and their intentions. They will often aid in noble causes. While they are not especially warlike, they will take up arms against those they perceive as a threat to the forests and the natural world.

DESCRIPTION: Wanderwoods are trees that share some of the features of humans. They have a face formed from their bark, two limbs that serve as arms, and a crown of leaves that resembles hair. Their lower trunk is split into two legs. Wanderwoods stand around six feet tall and typically weigh around 175 pounds. Their bark colors vary from white birch to dark oak. They do not wear clothes, though they may sometimes don a large robe if they need to disguise themselves. They are unaffected by seasonal temperature changes, and do not require sleep. They do require sunlight and water. They are typically calm and considerate, though they can be stirred to anger. When a Wanderwood sees a tree or an animal being unnecessarily harmed, they can fly into a fearsome rage. They can have a lifespan of over 100 years.

The prime requisite for an Wanderwood is *Constitution*. A *Constitution* score of 13 or greater will give a Wanderwood a 10% bonus to earned experience points.

RESTRICTIONS: Wanderwoods use eight-sided dice (d8) to determine their hit points. They are required to have a minimum *Constitution* of 9. They may not wear armor or helmets, though they may use shields and any type of weapon.

They have two special restrictions:

PHOTOSYNTHETIC – A Wanderwood must have sunlight and water at least once every two days. For each day after the second that they go without either, they suffer a -2 penalty to all rolls. The following day the penalty increases to -4, and increases by two each successive day. A **Light** spell can supplement for sunlight if necessary, but torchlight and lanterns cannot.

FLAMMABLE - If they are hit with a fire based attack, they must make a *Saving Throw vs. Dragon Breath* or catch on fire. This inflicts an additional 1d4 of damage each subsequent round until extinguished. It is a full round action to extinguish the fire.

SPECIAL ABILITIES: All Wanderwoods have a *natural armor class of 5* due to their thick bark. They may hide in a wooded area with a 95% success rate. They have two additional special abilities that increase with experience. They are:

TRACKING – Wanderwoods are quite adept at reading the patterns of leaves, branches, and soil. They can determine whether a being has passed a certain way within the last several days. In an urban or indoor setting, they should roll two levels lower when using this ability. They may use this same ability to hide in a forested environment.

HEALING HERBS – In an outdoor, natural environment, Wanderwoods can often find herbs that have a healing effect. They require half an hour to search and prepare the herbs, and can do this once per day. As they increase in experience, they can find plants that produce a greater healing effect. They also can produce multiple doses in the same amount of time as they advance. The healing doses may be saved indefinitely after preparation. For example, “2X 1d6” indicates that 2 treatments of 1d6 each may be prepared.

WANDERWOOD CHARTS

Here are the charts you need to create a Wanderwood. Simply roll or assign your ability scores, jot down the information from the charts, buy some equipment, and you're ready to play.

RESTRICTIONS

- Photosynthetic
- Flammable

SPECIAL ABILITIES

- Natural Armor Class (5)
- Hide in wooded area (95%)
- Tracking
- Healing Herbs

Level	XP	Hit Dice	Saving Throws				Rods, Staves, Spells
			Death Ray/Poison	Magic Wands	Paralysis/Turn to Stone	Dragon Breath	
1	0	1d8	12	11	13	15	9
2	2,200	2d8	12	11	13	15	9
3	4,400	3d8	11	10	12	14	8
4	9,000	4d8	11	10	12	14	8
5	17,000	5d8	10	9	11	13	7
6	35,000	6d8	10	9	11	13	7
7	70,000	7d8	9	8	10	12	6
8	140,000	8d8	9	8	10	12	6
9	270,000	9d8	8	7	9	10	5
10	400,000	9d8+1*	8	7	9	10	5

*CONSTITUTION bonus no longer applies

Special Abilities

Roll need to hit AC

Level	Tracking	Healing Herbs*	9	8	7	6	5	4	3	2	1	0
1	30%	1d4	10	11	12	13	14	15	16	17	18	19
2	35%	1d4	10	11	12	13	14	15	16	17	18	19
3	40%	1d6	9	10	11	12	13	14	15	16	17	18
4	45%	1d6	9	10	11	12	13	14	15	16	17	18
5	50%	2X 1d4	8	9	10	11	12	13	14	15	16	17
6	60%	2X 1d4	8	9	10	11	12	13	14	15	16	17
7	70%	2X 1d6	7	8	9	10	11	12	13	14	15	16
8	80%	2X 1d6	6	7	8	9	10	11	12	13	14	15
9	90%	3X 1d6	5	6	7	8	9	10	11	12	13	14
10	95%	3X 1d6	5	6	7	8	9	10	11	12	13	14

*Multiple doses may be given to different characters or to a single character.

INCORPORATING WANDERWOODS INTO YOUR CAMPAIGN

AS PLAYER CHARACTERS (PC's): PC Wanderwoods will generally be the younger, more adventurous members of their species. They enjoy meeting and interacting with others, but only give their true friendship to those who show great respect for nature. They have very little interest in treasure, but will seek out magic that could be used to protect their forest homes.

It is difficult, though not impossible for a Wanderwood to pass as a different race. A very large and bulky robe might allow them to pass as a human in dim light. However, they should still be given the opportunity to roleplay in urban settings. While everyone else is in the tavern, perhaps they can talk with the local plant life to obtain information. Also, they may be able to use their unique (and perhaps frightening) appearance to intimidate others. They are generally gentle creatures, but can be moved to anger if they find their forests or good people are threatened.

AS NON-PLAYER CHARACTERS: NPC Wanderwoods will not generally "hire" a party to perform a task. They generally do not deal with coins and other currency. However, if there is a threat to their homes, they may offer parties some uncut gems to obtain their help. They may also act as guides through difficult terrain, or travel with a party to show them areas of great evil. If you have a new player in a campaign, this can be an opportunity to promote an NPC to a player character.

PREGENERATED CHARACTERS

WANDERWOOD 1						10 hp	AC 5						
STR	DEX	CON	INT	WIS	CHA								
13	8	16	14	12	10								
Saving Throws													
DR/P	MW	TTS	DB	Spells									
12	11	13	15	9									
Weapons													
Great Staff: +1 (1d6+1)													
Sling: -1 (1d4)													
Gear													
Great Staff, Sling, Sling Stones, Pouch													
To Hit													
AC	9	8	7	6	5	4	3	2	1				
Roll	10	11	12	13	14	15	16	17	18				
Special Abilities/Restrictions													
- Tracking (30%) - Healing Herbs (1d4) - Photosynthetic - Flammable													
Languages: Dryad													

WANDERWOOD 3						24 hp	AC 5		
STR	DEX	CON	INT	WIS	CHA				
13	8	16	14	12	10				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
11	10	12	14	8					
Weapons									
Great Staff: +1 (1d6+1)									
Sling: -1 (1d4)									
Gear									
Great Staff, Sling, Sling Stones, Pouch									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	9	10	11	12	13	14	15	16	17
Special Abilities/Restrictions									
- Tracking (40%) - Healing Herbs (1d6) - Photosynthetic - Flammable									
Languages: Dryad									

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