

Wanderwoods

A Basic Fantasy RPG Supplement

Release 1

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for the wanderwoods, a new player race for the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.



History: 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 about 100 years.

Restrictions: Wanderwoods may become clerics, fighters, or thieves. They are required to have a minimum Constitution of 9. Due to their unusual appearance, they may not have a Charisma higher than 17. They may not wear armor or helmets, though they may use shields. If they are hit with a fire based attack, they must save versus 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. A wanderwood must have sunlight and water at least once every two days. For each day after the first that they go without either, they suffer a -2 penalty to all rolls. A **Light** spell can supplement for sunlight if necessary, but torchlight and lanterns cannot.

Special Abilities: All wanderwoods have a natural armor class of 14 due to their thick bark. In a forest, they can blend in with the trees. As long as they remain still, there is only a 5% chance that they will be detected. They are immune to **Charm Person**, and may **Speak with Plants** once per day as per the spell.

Saving Throws: Wanderwoods save at +2 vs. Death Ray or Poison, and +3 vs. Paralysis or Petrify.

Pregenerated Characters

Here are some third level pregenerated characters to play or to use as NPC's.

WANDERWOOD CLERIC 3 HP (21) AC (14)

STR	DEX	CON	INT	WIS	CHA
10	8	14	12	16	13

COMBAT

Mace:	+2 (1d6)
Unarmed:	+2 (1d2)
Sling:	+1 (1d4)

SAVING THROWS

Death Ray/Poison	8
Magic Wands	11
Paralysis/Petrify	10
Dragon Breath	15
Spells	14

SPECIAL ABILITIES

95% Hide (in forested environment if still)
Immune to *Charm Person*
Speak with Plants (1/day)
SVvsDB or catch fire from fire-based attacks (1d4 until extinguished (full round action))

TURN UNDEAD

Skeleton	9
Zombie	13
Ghoul	17
Wight	19
Wraith	No
Mummy	No
Spectre	No

FIRST LEVEL SPELLS (2/day)

Cure Light Wounds
Detect Evil
Detect Magic
Light
Protection from Evil
Purify Food and Water
Remove Fear
Resist cold

GEAR

Mace, Sling, Slingstones (20) Holy Symbol, Holy Water, Healing Potion (1d6+1)

WANDERWOOD FIGHTER 3 HP (27) AC (15)

STR	DEX	CON	INT	WIS	CHA
16	14	13	12	8	10

COMBAT

2 handed sword:	+4 (1d10+2)
Unarmed:	+4 (1d2+2)
Bow:	+3 (1d6)

SAVING THROWS

Death Ray/Poison	9
Magic Wands	12
Paralysis/Petrify	11
Dragon Breath	15
Spells	16

SPECIAL ABILITIES

95% Hide (in forested environment if still)
Immune to *Charm Person*
Speak with Plants (1/day)
SVvsDB or catch fire from fire-based attacks (1d4 until extinguished (full round action))

GEAR

2 Handed sword, Bow, Healing Potion (1d6+1)

WANDERWOOD THIEF 3 HP(15) AC(14)

STR	DEX	CON	INT	WIS	CHA
12	16	13	14	8	10

COMBAT

Dagger:	+2 (1d4)
Dagger, thrown:	+4 (1d4)
Unarmed:	+2 (1d2)

SAVING THROWS

Death Ray/Poison	10
Magic Wands	14
Paralysis/Petrify	9
Dragon Breath	15
Spells	14

SPECIAL ABILITIES

95% Hide (in forested environment if still)
Immune to *Charm Person*
Speak with Plants (1/day)
SVvsDB or catch fire from fire-based attacks (1d4
until extinguished (full round action))

THIEVES' ABILITIES

Open Locks	35%
Remove Traps	30%
Pick Pockets	40%
Move Silently	35%
Climb Walls	82%
Hide	20%
Listen	38%

GEAR

Spellbook, 2 daggers, Healing Potion (1d6+1)

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