

## SEAWISE

Seawise are elemental magicians – a bit like Woodwise, but connected to the elements of water and air, rather than forests, plants and nature. Seawise can turn these elements to their command – create a breeze to fill the ship’s sails when becalmed and, sometimes even calm the waves if there is a storm brewing. They prefer not to use metal armour due to the fact that they are often on water – therefore they make their armour (and some weapons) from natural materials found on the beach, like driftwood, sea shells, crab shells, sharkskin and so on. Unlike Woodwise, Seawise are very interested in money and wealth – they love to collect gold, precious stones and other precious items.

**Prime Attribute:** Wisdom 9+

**Primary Save:** Will

**Secondary Save:** Fort

**Attack Rolls:** Tertiary

**Hit Dice:** 1d+1 at 1<sup>st</sup> level; then per the Seawise Advancement table

**Armour/Shield Permitted:** Sharkskin, seashell armour, shell helm, shell shield

**Weapons Permitted:** Quarterstaff, dagger, cudgel, club, cutlass, hatchet, dart, short bow and sling

**Table 9: Seawise Advancement**

Level	Hit Dice	Spells by level			
		1	2	3	4
1	1d	1	–	–	–
2	1d+1	2	–	–	–
3	2d	2	1	–	–
4	2d+1	2	2	–	–
5	3d	3	2	1	–
6	3d+1	3	2	2	1

### Seawise Primary Class Abilities

**1st Level - Primary Save (Will):** Having the focus and determination to learn, store and cast spells takes great levels of concentration.

**1st Level - Spell Casting (WIS):** Seawise cast elemental spells from a specific list, as per the Seawise Advancement table. Each day, the Seawise 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 Seawise can prepare the spell more than once.

**1st Level – Lore (INT):** Seawise are learned of histories and legends. They are particularly steeped in knowledge of the sea and the creatures that live in it. A Seawise may re-roll any Lore roll made involving the oceans, plants and creatures of the sea, once per level per game session.

**1st Level - Swim (STR or DEX):** Seawise are masters of the sea and therefore they learn to swim very well.

**2nd level - Seamaster:** The Seawise is able to speak to all types of sea dwelling creature. The creature might not want to speak to them of course. At 3rd level, the Seawise can befriend one sea creature, which will stay with him at all times (following the ship) as a “familiar”, messenger, spy and pet.

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

**6<sup>th</sup> Level - Island Retreat** At 6<sup>th</sup> level, a Seawise becomes known as an *Ascetic* can locate and inhabit a deserted island stronghold and populate it with followers loyal to him or herself. These are usually creatures that are excellent swimmers - such as otters, voles and seabirds and water-dwellers to surround the island.

### Starting gear

**Starting gear, broke:** Tunic, sharkskin armour, quarterstaff  
**Starting gear, poor:** Robe, sharkskin armour, quarterstaff, sling, 12 bullets (pouch)

**Starting gear, moderate:** Seashell armour, shell helm, shield, quarterstaff, dagger, sling, 12 bullets (pouch), satchel, bedroll, flask of water, coracle

**Starting gear, prosperous:** Robe, seashell armour, shell helm, shield, cutlass, quarterstaff, dagger, short bow, 12 arrows (quiver), satchel, bedroll, flask of water, ink (vial), parchment, small sailboat

**Starting gear, rich:** Robe, seashell armour, shell helm, shield, cutlass, quarterstaff, dagger, short bow, 24 arrows (quiver), satchel, bedroll, flask of water, ink (vial), parchment, small ship

## SEAWISE SPELL LIST

These are the spells of the Seawise. They are mainly elemental in nature.

## SEAWISE LEVEL 1

**Breeze:** This spell enables a gentle breeze to fill the sails of a small ship (up to about 40 paws - the size of a small sailboat) and push it along slowly at up to 2-3 knots. The caster must stand by the main mast and must concentrate on the spell. Once a character has this spell, he can cast the 2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup> Level versions too, when he reaches the appropriate level. The 2<sup>nd</sup> level version enables him to move a small ship, the 3<sup>rd</sup> Level version enables him to move medium ships and the 4<sup>th</sup> Level version enables him to move large ships and galleons.

**Feather Fall:** The affected creatures or objects fall slowly until it reaches the ground. It affects objects or beasts up to about the size of a bear.

**Float:** The spells makes something that would otherwise sink in water stay afloat. It can be a beast or object up to about the size and weight of a bear. It doesn't move the target, so it is still at the whims of winds and the tide.

**Message:** The caster can whisper messages and receive whispered replies with little chance of being overheard. He points his paw at each creature he wants to receive the message. When he whispers, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The creatures that receive the message can whisper a short reply.

**Obscuring Mist:** The caster creates a magic fog in a 20 paw radius, plus 10 paws per level. It makes it difficult to see inside, adding +2 to all sneak rolls to hide. It also makes hitting a target inside it difficult, giving -1 to any missile attacks made.

**Sharkswim:** The spell enables a creature to swim at a move of 12 "strides" per round, irrespective of how many things he is carrying.

## SEAWISE LEVEL 2

**Fog Cloud:** A bank of fog billows out in a 30 paw radius from the point designated by the caster. The fog obscures all sight, beyond 5 paws, meaning that nothing can be seen or targeted by missile fire within. This spell can be cast underwater creating "cloudy" water, with basically the same effects.

**Gust of Wind:** This spell creates a severe blast of air (approximately 50 mph) that originates from the caster, affecting all in its path. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 1-3 on a D6 chance to

extinguish those lights. Small creatures (3 paws high or smaller) are unable to move against the gust. Bigger creatures have movement halved against the gust. Arrows are knocked off target.

**Hold Sea Beast:** The caster targets  $\frac{1}{2}d+1$  sea creatures, who are completely immobilized for 6 rounds plus the level of the caster (a Will saving throw applies). The caster may instead target a single beast, in which case the saving throw is made with a penalty of -2.

**Levitate:** This spell allows the Seawise to levitate, moving vertically up or down, but the spell itself provides no assistance with lateral movement.

**Speak with Sea Plants:** The caster can speak with and understand the speech of sea-plants. Plants smaller than trees will obey commands, as far as possible.

**Warp Wood:** The Seawise is able to cause wooden objects to twist and bend out of shape. Effects are up to the situation and the Keeper.

**Water Breathing:** The creature touched can breathe under water for the duration of the spell

**Water Walk:** The caster or creature touched can tread on water as if walking on solid ground.

**Whispering Wind:** The caster sends a message or sound on the wind to a designated spot at a speed designated by him, up to 1 furlong per 10 minutes. The whispering wind travels to a specific location within range that is familiar to him. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound.

## SEAWISE LEVEL 3

**Call Lightning:** Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-paw-wide, 30-paw-long, vertical bolt of lightning that deals 2D6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected and receives a reflex save to avoid half the damage.

**Fly:** This spell is exactly the same as the 3<sup>rd</sup> Level Wizard's spell of the same name

**Ice Storm:** Great magical hailstones pound down in a 20 paw radius area for 1 full round, dealing 1D6 points of damage and 1D6 points of cold damage (there is a Fortitude save to resist the cold effect) to every creature in the area. A -2 penalty applies to each Notice roll made

within the ice storm's effect, and all movement within its area is at half speed.

**Stinking Cloud:** A Seawise can create a cloud of noxious gas in a 15 paw radius, which requires anybeast caught in it except the Seawise to make a fort save or become unable to function other than to try to get out of the cloud. Once out of the cloud, they act at -2 for two rounds and -1 for a further two rounds. Even with a successful save, the beast is acting at -2 to rolls until he can get out of the cloud, whereupon the beast acts normally. The cloud can be cast equally well under water as it can on land.

**Sleet Storm:** Driving sleet blocks all sight within it and causes the ground (deck) in the area, 40 paws in radius and 30 paws in height, to be icy. A creature can walk within or through the area of sleet at half normal speed with reflex roll. Failure means it can't move in that round. Creatures climbing masts or in the rigging need to make reflex saves to avoid falling. The sleet also extinguishes torches and small fires.

**Wind Wall:** An invisible vertical curtain of wind 2 paws thick and of considerable strength is summoned up. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a miss chance of 1-2 on a D6. (A cannon ball is not affected.) While the wall must be vertical, it can be shaped in any continuous path along the ground the caster desires. It is possible to create cylindrical or square wind walls to enclose specific points.

## SEAWISE LEVEL 4

**Air Walk:** The caster can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill.

**Control Water:** The caster can raise or lower water. He can cause water to rise or lower in height. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk. Boats raised slide down the sides of the "hump" that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land. Other effects are up to the REF and depend on circumstances.

**Control Winds:** The caster alters wind force in the surrounding area. He can make the wind blow in a certain direction or manner, increase its strength, or decrease its

strength. The new wind direction and strength persist until the spell ends or until the caster choose to alter it (which requires concentration). The exact effects depend on the situation and GM interpretation. This spell can be used to fill the sails of a becalmed ship allowing it to move at its normal rate, or to increase the speed of a ship by up to 5 knots.

**Hallucinatory Seascape:** This spell changes the appearance of the sea into the semblance of what the caster desires. An island can be made to disappear, or could be replaced with an illusory ship, for example.

**Ice Storm:** A whirling vortex of ice, snow, and hail forms in a cube roughly thirty feet across. Massive hailstones inflict 3d hit points of damage (no saving throw applies) to all within the area.

**Polymorph:** The caster or touched creature assumes the form of any sea creature, gaining the new form's attributes (the use of gills, for example), but not its hit points or combat abilities. The Keeper might allow the benefit of the new form's armour protection, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Keeper to decide.

**Solid Fog:** This spell functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that any creature attempting to move through it progresses at a speed of 5 paws, regardless of its normal speed, and it takes a -1 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks. A creature or object that falls into solid fog is slowed, so that each 10 paws of vapor that it passes through reduces falling damage by 1D6.