

Player Paraphernalia

KNOTTY
WORKS

THE WEALDLER
A NEW HYBRID CLASS

#109

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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PLAYER PARAPHERNALIA #109

BY THE KNOTTY-WORKS



Welcome to issue one hundred and nine of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This issue introduces a new hybrid class, the wealdler. Combining the natural and supernatural skills of the druid with the ability to affect the environment through performing hauntingly natural music to soothe the spirit of nature itself.

Just want to say thanks to Palak Shah for his proof-reading expertise.

THE WEALDLER

The forest is alive. A living, breathing, organism that is aware of those that tread upon its earth, those that give to its well-being, and those that take from it heedless of the pain caused. The wealdler has the gift to understand the true nature of the spirit of the forest, understanding that what others see as a hodge podge of plants

and animals as truly a cohesive being that willingly provides for those that respect the life that it gives.

This gift grants the wealdler the ability to see nature about her in a radically different way than others, interacting with the spirit of the woods in ways that seem strange to most, through sound and rhythm, calling for aid and providing comfort to the forest.

Role

The wealdler stands fast in the role of protector and benefactor to those that show respect to nature. She has sufficient skills to handle herself in battle, and knows how to use her connection to the forest to her advantage, preferring guerrilla tactics over open confrontation. Her ability to call forth the aid of the environment itself can prove quite useful to her allies as well as her limited capacity to provide spells of health and vitality to her companions.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

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Wealdler Progression Table

Level	Base Attack	Fort	Ref	Will	Special	Spells Per Day						
						0	1 st	2 nd	3 ^d	4 th	5 th	6 th
1 st	+0	+2	+0	+2	Call of nature (animal friend, countersong, minor animal song, minor plant growth), nature knowledge	3	1	–	–	–	–	–
2 nd	+1	+3	+0	+3	Forest Flow (natural stride)	4	2	–	–	–	–	–
3 rd	+2	+3	+1	+3	Call of nature (animal song, ensnare), forest flow (trackless step)	4	3	–	–	–	–	–
4 th	+3	+4	+1	+4	Tree shape (1/day)	4	3	1	–	–	–	–
5 th	+3	+4	+1	+4	Nature's resistance	4	4	2	–	–	–	–
6 th	+4	+5	+2	+5	Call of nature (plant growth, plant speech), tree shape (2/day)	4	4	3	–	–	–	–
7 th	+5	+5	+2	+5	Knowledgeable (1)	4	4	3	1	–	–	–
8 th	+6/+1	+6	+2	+6	Tree shape (3/day)	4	5	4	2	–	–	–
9 th	+6/+1	+6	+3	+6	Call of nature (communion, wall of thorns), forest flow (tree stride)	4	5	4	3	–	–	–
10 th	+7/+2	+7	+3	+7	Nature's resistance (poison), tree shape (4/day)	4	5	4	3	1	–	–
11 th	+8/+3	+7	+3	+7	Forest flow (plant stride)	4	5	4	4	2	–	–
12 th	+9/+4	+8	+4	+8	Call of nature (tree ally), tree shape (5/day)	4	5	5	4	3	–	–
13 th	+9/+4	+8	+4	+8	Knowledgeable (2)	4	5	5	4	3	1	–
14 th	+10/+5	+9	+4	+9	Tree shape (6/day)	4	5	5	4	4	2	–
15 th	+11/+6/+1	+9	+5	+9	Call of nature (awaken staff, plant song), nature's resistance (disease)	4	5	5	5	4	3	–
16 th	+12/+7/+2	+10	+5	+10	Tree shape (7/day)	4	5	5	5	4	3	1
17 th	+12/+7/+2	+10	+5	+10	Call of nature (greater plant song)	4	5	5	5	4	4	2
18 th	+13/+8/+3	+11	+6	+11	Call of nature (tree allies), tree shape (8/day)	4	5	5	5	5	4	3
19 th	+14/+9/+4	+11	+6	+11	Knowledgeable (3)	4	5	5	5	5	5	4
20 th	+15/+10/+5	+12	+6	+12	Call of nature (raise guardian), tree shape (at will)	4	5	5	5	5	5	5

Alignment

The wealdler can be of any non-evil alignment. While she seeks the balance that nature itself attempts to maintain, she is not limited to just neutral aspects of alignment.

Hit Die

d8

Parent Classes

Bard and Druid.

Starting Wealth

The wealdler begins with 2d6 X 10 gp (average 70 gp) and an outfit worth 10 gp or less.

Class Skills

The wealdler gains the following class skills: **Climb** (Str), **Craft** (Int), **Fly** (Dex), **Handle Animal** (Cha), **Heal** (Wis), **Knowledge** (geography) (Int), **Knowledge** (nature) (Int), **Perception** (Wis), **Perform** (Cha), **Profession** (Wis), **Sense Motive** (Wis), **Spellcraft** (Int), **Survival** (Wis), and **Swim** (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

Weapons and Armor Proficiency

The wealdler is proficient with the blowgun, club, dagger, dart, falchion, handaxe, khopesh, kukri, longspear, quarterstaff, scimitar, short bow, short spear, sling, spear, temple sword, and throwing axe. The wealdler is also proficient with any natural attacks granted from any form she assumes.

The wealdler is proficient with light armor and light shields. However, wearing armor made of metal or carrying a metal shield interferes with the spiritual energies granted by the forest. She will suffer a chance of spell failure equal to the chance of arcane spell failure such armors and shields incur. The wealdler may not alter her form while wearing armor made of metal.

Bonus Languages

The wealdler may choose Sylvan or Druidic if she gains access to additional languages based on a high Intelligence or ranks in the **Linguistics** skill. This is in addition to any racial, ethnic, or cultural languages normally available to the character.

Spells

The wealdler casts spells drawn from the Druid spell list, preparing her spells by meditating for an hour after 8 full hours of

rest. The wealdler must have a Wisdom score of at least 10 + the spell level and the Difficulty Class of any spells cast is equal to 10 + the wealdler's Wisdom modifier.

The wealdler may only cast a certain number of spells per day as listed in the Wealdler Progression Table. However, she does gain bonus spells per day based on her Wisdom as listed in the Ability Modifiers and Bonus Spells table Found in Paizo's Pathfinder Roleplaying Game Core Rule Book™.

The wealdler does gain orisons (0-level spells) at 1st level, being able to prepare a number as listed in the Wealdler Progression Table. The wealdler gains no additional orisons per day based on her Wisdom, but the spell slot is not expended when the spell is cast and it may be used again.

The wealdler cannot cast spells of an alignment opposed to her own alignment or spells with the evil descriptor.

Call of Nature

At 1st level, the wealdler may call forth the aid of the forest while performing (singing or using a musical instrument). She may use this ability 4 + her Charisma modifier rounds per day, gaining 2 additional rounds per day each level thereafter. Starting the call of nature requires a **standard action**, but any effects that continue beyond one round may be maintained as a **free action**. If the wealdler is killed, **paralyzed**, **stunned**, rendered **unconscious** or prevented from taking a **free action**, then effect of the call of nature immediately ends. The wealdler may only have one effect of her call of nature in effect at one time.

At 7th level, the wealdler may start a call of nature as a **move action**, and at 13th level she may begin the call of nature as a **swift action**.

If the effect grants a saving throw, the Difficulty Class is equal to 10 + ½ the wealdler's class level + her Charisma modifier. The call of nature has audible components and if the wealdler is

prevented from making verbal sounds, she may not use this ability. If the wealdler is deaf, she has a 20% chance of failing to successfully initiate the call of nature.

Call of nature is treated as bardic performance in regards to meeting feat prerequisites, allowing the wealdler to take feats such as [Extra Performance](#). Such feats may be used to enhance the wealdler's call of nature ability.

Minor Animal Song (Su)

At 1st level, the wealdler may use her call of nature to render creatures of the animal type docile and harmless. Only creatures with an Intelligence of 1 or 2 may be affected and a [Will](#) save is allowed. As with the [Calm Animals](#) spell, the wealdler may affect a total HD of creatures equal to 2d4 + the wealdler's class level, but the range of this effect is 90 ft.

Animal Friend (Su)

The wealdler may attempt to [charm](#) one animal within 30 ft. at 1st level. The target must have an Intelligence of 1 or 2 and the animal type. It is allowed an initial [Will](#) save to resist the effect. As long as the wealdler continues her call of nature, the animal will treat the wealdler as an ally but will not necessarily turn on any previous master or ally unless the wealdler succeeds in an opposed Charisma check versus the previous ally or master. Otherwise, this effect is identical to the [Charm Person](#) spell.

Countersong (Su)

At 1st level, the wealdler may counter magical sound based effects, including enchantments, by making a [Perform](#) (audible based) skill check each round. Anyone within 30 ft. of the wealdler (including herself) that is affected by the audible based effect may use the result of the [Perform](#) check as their saving throw. If the saving throw is rolled during the countersong, the individual within range of the countersong may make a saving throw first, and then choose to use the [Perform](#) skill check if it is higher. If the individual is



already affected by a non-instantaneous audible based effect, the individual is allowed a new saving throw, but must use the wealdler's [Perform](#) check in place of their saving throw. Countersong has no effect against audible effects that do not allow a saving throw.

Minor Plant Growth (Su)

At 1st level, the wealdler's call of nature may be used to cause all vegetation within 90 ft. to quickly grow, causing the area to be treated as difficult terrain in regards to movement. If the area has thorny plants or briar patches, those that attempt to move through it take 1 point of piercing damage for each round they travel through the area.

The area must have plant growth of some sort—even if very sparse—in order to gain the effect of this call of nature. Once the wealdler stops using this call of nature, the plants immediately revert to their previous state of growth.

The wealdler is not affected by the plant growth created from her own call of nature.

Animal Song (Su)

At 3rd level, the wealdler may use her call of nature to fascinate a number of animals whose HD is equal to 2d6 + her class level. This affects creatures of the animal type with an Intelligence of 1 or 2 within 90 ft. of the wealdler. Other than the range and number of animals affected, this effect is identical to the *Animal Trance* spell.

Ensnare (Su)

At 3rd level, the wealdler may cause plants to animate and *grapple* creatures as the *Entangle* spell. The effect lasts only as long as the wealdler continues this call. She may choose an area within 90 ft. and affect a number of 5-ft. areas equal to 8 X her class level, choosing any areas within range as long as the area is contiguous and does not exceed the 90 ft. range.

The area must include at least some sparse vegetation for this call of nature to function.

Plant Growth (Su)

At 6th level, the wealdler may cause all vegetation within 90 ft. to quickly grow, treating the area as if it were affected by the *Plant Growth* spell. The wealdler may not designate areas as unaffected, but she and her allies may move freely through the area. The effect of this call of nature lingers for a number of rounds equal to ½ the wealdler's class level after ceasing this call. Plants return to their initial state when the effect ends.

Plant Speech (Su)

At 6th level, the wealdler may use her call of nature to communicate with plants as the *Speak with Plants* spell.

Communion (Su)

At 9th level, the wealdler gains knowledge regarding the area she is in as the *Commune with Nature* spell. She may gain one fact after spending four rounds using this call of nature. This call of nature has no effect

when used in an urban or manufactured area where the natural elements have been replaced with artificial elements.

Wall of Thorns (Su)

The wealdler may cause an overgrowth of thorns to burst forth up to 90 ft. away at 9th level. The wall is 10 ft. tall by 20 ft. wide by 5 ft. thick and the wealdler may extend the wall by another section of the same size for each continuous round using this call of nature. The effect of the thorny overgrowth is identical to the *Wall of Thorns* spell, but only lasts while the wealdler performs this call of nature plus an additional number of rounds equal to the wealdler's class level once she ceases this call of nature.

Tree Ally (Su)

At 12th level, the wealdler's performance may awaken a single huge sized tree within 90 ft. The tree is treated as a treant and follows the wealdler's commands. Once the call of nature ends, the tree moves back to its original location and reverts back to its original form. The animated tree cannot communicate with or control other trees. If reduced to 0 or fewer hit points, the tree is dead and will not return to its original location.

Plant Song (Su)

At 15th level, the wealdler may animate plants as the *Animate Plants* spell. She may animate any plant within 90 ft. and a total number of plants based on the spell's effect. The effect of this call of nature lingers for a number of rounds equal to ½ the wealdler's class level once she ceases performing it.

If used to entangle creatures, it affects everyone within 90 ft. of the wealdler and those affected suffer a -4 penalty to any saving throws or ability or skill checks used in attempt to break free from the effect. The duration does not extend beyond that granted above.

Awaken Staff (Su)

At 15th level, the wealdler may plant her staff or other piece of dead wood—of the same approximate size—in the ground as a **free action**, then use this call of nature to animate the wood to grow into a huge treant under her control. The animated wood is not a true treant, however; and cannot communicate with or control other plant life. Once the wealdler ceases this call of nature, the treant reverts back into its original form. If the animated wood is reduced to 0 or fewer hit points, it turns to ashes and the item is lost.

If used on a magical item with an **enhancement bonus**, the bonus grants the same bonus to the treant's attacks and damage.

Greater Plant Song (Su)

At 17th level, the wealdler may control one or more plant creatures as the **Control Plants** spell while this call of nature is in use. The wealdler may control such creatures up to 90 ft. away with this ability.

Tree Allies (Su)

At 18th level, the wealdler may animate 1 huge sized tree per four class levels (maximum of 5 at 20th level) as the Tree Friend call of nature ability.

Raise Guardian (Su)

At 20th level, the wealdler may use her call of nature to summon shambling mounds as the **Shambler** spell. The summoned shambling mounds must appear within 90 ft. of the wealdler, and they only persist while the wealdler continues this call of nature.

Nature Knowledge (Ex)

At 1st level, the wealdler adds ½ her class level (minimum of 1) to her **Knowledge** (nature) and **Survival** skill checks.

Forest Flow

Beginning at 2nd level, the wealdler gains advantages while moving in a natural environment.

Woodland Stride (Ex)

At 2nd level, the wealdler may move through any type of undergrowth at her normal speed without suffering damage or other impairment unless the undergrowth is magically enhanced. This includes natural thorns or briar patches or similar terrain.

Trackless Step (Ex)

At 3rd level, the wealdler may choose not to leave a trail while moving in natural surroundings. Any attempt to track her will be fruitless unless she wants to be tracked.

Tree Stride (Sp)

At 9th level, the wealdler may step into a tree as the **Tree Stride** spell. The wealdler may use this ability a number of times per day equal to 3 + her Wisdom modifier. She may choose to stay in the tree entered, but each round she spends within the same tree consumes one additional use of this ability.

Plant Stride (Sp)

At 11th level, the wealdler may step into a plant as the **Transport via Plants** spell. The wealdler may use this ability a number of times per day equal to 3 + her Wisdom modifier. She may take one additional person of equal size or less with her, but the wealdler expends one additional use of this ability when doing so.

Tree Shape (Su)

At 4th level, the wealdler gains the ability to take the form of a tree or produce a thick sticky-sappy substance that covers her body. The effect lasts for up to 1 hour per class level or until she changes back to her normal form.

Transforming into a tree is identical to the **Tree Shape** spell. If the wealdler decides to coat herself with a magical sap, the

effect is identical to the *Resinous Skin* spell. Reverting back to her original form from a tree is a *free action*, while dismissing the sap-like coating takes a *standard action*.

The wealdler cannot communicate with others while transformed into a tree. The sap-like coating does not prevent her from speaking with others or casting spells.

At 6th level and every even level thereafter, the wealdler gains one additional use per day, though still limited to a total number of hours equal to her class level. At 20th level, the wealdler may change her form at will.

As the wealdler progresses in levels, she may access other plant-like forms as well, though she may not combine them. At 6th level, the wealdler may cause thorns to grow from her body, granting her the effects of the *Thorn Body* spell in place of the sap-like coating, or she may take the form of a huge normal tree.

At 8th level, the wealdler may take the form of a small or medium plant as the *Plant Shape I* spell. At 10th level, this ability expands to large sized plants as the *Plant Shape II* spell. And at 12th level, the wealdler may choose to take on the form of a huge plant creature as the *Plant Shape III* spell.

Nature's Resistance (Ex)

Beginning at 5th level, the wealdler gains a +4 bonus to any saving throws that affect or use plants (such as *Blight*, *Entangle*, etc.). She also gains the bonus on saving throws granted by spells or *spell-like abilities* cast by creatures of the fey type.

At 10th level, the wealdler is immune to all poisons.

At 15th level, the wealdler is immune to both natural and magical diseases.

Knowledgeable (Ex)

At 7th level, the wealdler expands her knowledge of particular subjects. She gains a +2 bonus to one *Knowledge* skill she has 1 or more ranks. If the subject of the *Knowledge* skill is not on her list of class skills,

it is treated as a class skill. The wealdler may take a 10 for the chosen skill regardless of the situation, and once a day she may take a 20 as a *standard action*.

At 13th and 19th level, the wealdler may select another *Knowledge* skill to gain the bonus and ability to take 10 or 20. It cannot be the same *Knowledge* skill chosen at an earlier level.



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