

Hewcaster

The Hewcaster sees the world as a combination of vital essences and magicks. Through the extraction of these essences, the Hewcaster creates wondrous potions and fearsome spells. Like Magic-Users, you are a devastating opponent as long as other protect you from physical combat. Time spent learning true names, alchemy and the elemental makeups of all things leaves little time to learn to use armor or weapons. Through the use of potions and spells, you provide your companions more than magical firepower, you strip creatures of their special abilities and use them for yourself. You can also create a small number of potions to grant strange and wondrous powers. You can even provide another person's memories to whomever you choose. In time, you will build a great laboratory to create wondrous creatures and magicks the world has never seen.

Prime Attribute: Intelligence, 13+ (+5% experience bonus)

Hit Dice: 1d4/level (Gains 1 hp/level after 10th.)

Armor/Shield Permitted: None

Weapons Permitted: Dagger, staff, darts

Hewcaster Class Abilities

Spell Casting: Hewcasters cast spells from a limited list; the Hewcaster Advancement table tells you how many spells of each spell level. Due to research into essences, the Hewcaster adds unique spells as his or her knowledge of alchemy increases.

Extract Essence: Neutral or Chaotic Hewcasters can strip the essence of an object or creature that can be used later to create spells, potions or (at 10th level) fantastic creatures. Successful use of this ability strips the target of its essence and places it into a flat, rectangular stone called a hewstone.

Make elixirs: Using their knowledge of alchemy, a hewcaster can make elixirs from hewstones created on their adventures. Making an elixir requires a catalyst to draw out a specific aspect of an essence. For example, a strength catalyst can be used to draw strength from a hewstone that contains the essence of a bear to create an elixir that grants the strength of a bear. A hewcaster can make a limited number of elixirs per day assuming that he or she has the necessary hewstones and catalysts. To make an elixir, the hewcaster must make a saving throw roll with a +2 bonus to the roll.

Saving Throw Bonus: Hewcasters gain a +2 bonus on saving throw rolls against being polymorphed and elemental attacks (like a white dragon's breath weapon or fireball spell).

Alchemist's Lab (10th level): At tenth level, a Hewcaster character may establish a laboratory and attract a mixed bag of mercenaries and strange creatures. These followers will swear fealty and serve the hewcaster with considerable loyalty. Once a hewcaster has built a laboratory, he or she may create abominable creatures from their vast knowledge and storage of essences.

Hewcaster Advancement Table

Level	Experience	Hit Dice (d4)	Saving Throw	Elixirs (per day)	Spells							
					1	2	3	4	5	6	7	
1	0	1	15	0	1							
2	2,500	2	14	1	1							
3	5,000	3	13	1	2	1						
4	10,000	4	12	2	2	1						
5	20,000	5	11	3	2	1	1					
6	35,000	6	10	4	2	1	1					
7	50,000	7	9	4	2	2	1	1				
8	75,000	8	8	5	2	2	2	1				
9	100,000	9	7	5	2	2	2	1	1			
10	200,000	10	6	7	2	2	2	1	1			
11	300,000	10+1	5	8	2	2	2	2	2			
12	400,000	10+2	4	10	2	2	2	2	2	1		
13	500,000	10+3	4	11	3	3	3	2	2	1		
14	600,000	10+4	4	11	3	3	3	2	2	2	1	
15	700,000	10+5	4	13	3	3	3	3	2	2	1	
16	800,000	10+6	4	13	3	3	3	3	3	3	1	
17	900,000	10+7	4	16	3	3	3	3	3	3	1	
18	1,000,000	10+8	4	18	3	3	3	3	3	3	1	
19	1,100,000	10+9	4	19	4	4	4	3	3	3	2	
20	1,200,000	10+10	4	19	4	4	4	4	4	4	2	
	+100,000 per											
21	level	+1 hp per level	4	23	4	4	4	4	4	4	2	

† Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th level Hewcaster has 10 HD plus 1 hit points total.

‡ Hewcasters continue to gain spells after 21st level according to the same pattern.

Extracting Essence

Neutral or Chaotic Hewcasters have the ability to extract the essence from a specified target. This causes the target (if a living creature) to transform into a cypher beast. Otherwise, the target object will turn into a colorless ooze. The target will transform back to its original form in 1d2 days. When a Hewcaster attempts to extract essence, the player should roll 2d10 and consult the following table for the result.

- If the number on the dice is equal to or greater than the number shown on the table, the targeted creature has its essence extracted.
- If the table indicates **A**, the targeted creature automatically has its essence extracted.
- If the table indicates **B**, the targeted creature automatically has its essence extracted and the hewcaster can choose between a critical success or the target avoids being transformed into a cypher beast.

Extracting Essence

Challenge Level	Hewcaster Level											
	1	2	3	4	5	6	7	8	9	10-13	14-17	18+
1	10	7	4	A	A	B	B	B	B	B	B	B
2	13	10	7	4	A	A	B	B	B	B	B	B
3	16	13	10	7	4	A	A	B	B	B	B	B
4	19	16	13	10	7	4	A	A	B	B	B	B
5	20	19	16	13	10	7	4	A	A	B	B	B
6	-	20	19	16	13	10	7	4	A	A	B	B
7	-	-	20	19	16	13	10	7	4	A	A	B
8	-	-	-	20	19	16	13	10	7	4	A	A
9	-	-	-	-	20	19	16	13	10	7	4	A
10	-	-	-	-	-	20	19	16	13	10	7	4
11	-	-	-	-	-	-	20	19	16	13	10	7
12	-	-	-	-	-	-	-	20	19	16	13	10
13	-	-	-	-	-	-	-	-	20	19	16	13

Creating Elixirs

Elixirs are generated when a hewcaster applies a catalyst to an extracted essence. The type of catalyst determines the aspect of the essence that happens in the elixir.

Type of Catalyst	Effect
Body	Gain the Strength, Dexterity, Constitution or one physical characteristic.
Mind	Gain the Intelligence, Wisdom, Charisma or memories.
Shape	Gain the form
Blood	Be transformed into the target
Soul	Gain a special ability of the target

Hewcaster Spell List

Level 1	Level 2	Level 3	Level 4
Charm Person	Continual Light	Darkvision	Charm Monster
Detect Magic	Darkness, 15-foot Radius	Dispel Magic	Confusion
Hold Portal	Detect Invisibility	Explosive Runes	Dimension Door
<i>Imbue Power to the Flesh</i>	ESP	Fireball	Extension I
Light	<i>Imbue Power to the Mind</i>	Fly	Fear
Magic Missile	Invisibility	Haste	Hallucinatory Terrain
Protection from Evil	Knock	Hold Person	Ice Storm

Read Languages	Levitate	<i>Imbue Power from What is Seen</i>	<i>Imbue Power to the Blood</i>
<i>Rend from the Flesh</i>	Locate Object	Invisibility, 10-foot Radius	Neutralize Poison
Read Magic	Magic Mouth	Lightning Bolt	Remove Curse
Shield	Mirror Image	Protection from Normal Missiles	<i>Rend from the Power of the Blood</i>
Sleep	Phantasmal Force	<i>Rend from What is Seen</i>	Wall of Fire
	Pyrotechnics	Slow	Wall of Ice
	<i>Rend from the Mind</i>	Suggestion	Wizard Eye
	Web	Water Breathing	
	Wizard Lock		
Level 5	Level 6	Level 7	
Animal Growth	Anti-Magic Shell	Charm Plants	
Cloudkill	Control Weather	Conjuration of Demons	
Contact Other Plane	Death Spell	Delayed Blast Fireball	
Extension II	Disintegrate	Extension III	
Hold Monster	Enchant Item	Limited Wish	
<i>Imbue Power to the Soul</i>	Geas	Mass Invisibility	
Passwall	Invisible Stalker	Phase Door	
<i>Rend from the Soul</i>	Legend Lore	Power Word, Stun	
Telekinesis	Lower Water	Reverse Gravity	
Teleport	Move Earth	Simulacrum	
Wall of Iron	Part Water		
Wall of Stone	Project Image		

	Reincarnation		
	Repulsion		

New Spells

These new spells are listed as categories of the types of spells hewcasters can create through spell research as a result of making elixirs. In general, a hewcaster has to create three exilirs per category before he or she can create a new spell based on the effect.

Imbue Power to the Blood

Spell Level: Magic-User, 4th Level

Range: 240 feet

Duration: Permanent until dispelled

This spell deals with powers derived from a blood catalyst. The obvious effects from this spell include polymorph object or polymorph other.

This spell also includes spells created by researching two essences at once. For example, a transform into a unique lycanthrope spell could be created by researching the essence of an elf and the essence of an eagle. The target would be transformed into a creature with the appearance of being half elven and half eagle. The target would also gain any special abilities of the elf and eagle, including the ability to fly.

Imbue Power to the Flesh

Spell Level: Magic-User, 1st Level

Range: 240 feet

Duration: 8 hours (80 turns)

This spell deals with powers derived from a body catalyst. Obvious uses of this spell include boosting the target's Strength, Dexterity or Constitution abilities. Boosting abilities is not limited to only one ability; two or all three abilities could also be boosted. For example, researching the essence of a bear, a cheetah and a dwarf could produce a spell that boosts Strength, Dexterity and Constitution, respectively.

This type of spell would also deal with any effect that would add Armor bonuses. For example, researching a spell using the essence of steel would produce a spell that makes the target more difficult to harm without making the target look in any way like a piece of steel.

Imbue Power to the Mind

Spell Level: Magic-User, 2nd Level

Range: 240 feet

Duration: 4 hours (40 turns)

This spell deals with powers derived from a mind catalyst. Obvious uses of this spell include boosting the target's Intelligence, Wisdom or Charisma abilities. Boosting abilities is not limited to only one ability; two or all three abilities could be boosted. For example, researching the essence of an elf, an owl and a siren could produce a spell that boosts Intelligence, Wisdom and Charisma, respectively.

This type of spell would also deal with any effect that would add or alter memories.

Imbue Power from What is Seen

Spell Level: Magic-User, 3rd Level

Range: 240 feet

Duration: Permanent until dispelled

This spell deals with powers derived from a shape catalyst. The obvious spell is a form of polymorph in which the target of the spell is transformed to look like another creature or object, but does not gain the special abilities or special qualities of the creature.

This spell also includes spells created by researching two essences at once. For example, a transform into a unique lycanthrope spell could be created by researching the essence of an elf and the essence of an eagle. The target would be transformed into a creature with the appearance of being half elven and half eagle. The target, however, would not gain any special abilities of the elf. At the GM's discretion, the target may also be unable to fly.

This spell also includes spelled creature that partially change the target into another creature. For example, a spell could be created by researching the essence of a bear that transforms a target into having the claws and fur of a bear, but not the face or physical structure to walk on all fours.

Imbue Power from What is Unseen

Spell Level: Magic-User, 5th Level

Range: 240 feet

Duration: 1 day (24 hours)

This spell deals with powers derived from a soul catalyst. Obvious spell would include granting the target of the spell one or more special abilities such as immunity to poison, breath weapon, or turning others into stone with a gaze. The spell also include imbuing others with the ability to cast spells, use psionics, perform an action with a high degree of skill and more. Like other spells, multiple effects are possible if the hewcaster engages in enough magical research.

Rend from the Power of the Blood

Spell Level: Magic-User, 4th Level

Range: 240 feet

Duration: Permanent until dispelled

This spell deals with powers derived from a blood catalyst. The effects of this spell are more limited than others. Good effects include protection from polymorph and removing the ability of creatures to change into a specific form. For example, for a werewolf, a spell could be created that removed a werewolf's wolf form, human form or hybrid form.

Another useful effect of this spell is to make an object inert – unable to interact or change chemically or magically.

Rend from the Flesh

Spell Level: Magic-User, 1st Level

Range: 240 feet

Duration: 8 hours (80 turns)

This spell deals with powers derived from a body catalyst. Obvious uses of this spell include lowering the target's Strength, Dexterity or Constitution abilities. lowering abilities is not limited to only one ability; two or all three abilities could also be diminished. For example, researching the essence of a worm, a sloth and a sickly person could produce a spell that lowers Strength, Dexterity and Constitution, respectively.

This type of spell would also deal with any effect that would add Armor penalties For example, researching a spell using the essence of paper would produce a spell that makes the target easier to harm without making the target look in any way like a piece of paper.

Rend Power from the Mind

Spell Level: Magic-User, 2nd Level

Range: 240 feet

Duration: 4 hours (40 turns)

This spell deals with powers derived from a mind catalyst. Obvious uses of this spell include lowering the target's Intelligence, Wisdom or Charisma abilities. Boosting abilities is not limited to only one ability; two or all three abilities could be diminished.

This type of spell would also deal with any effect that would hide, steal or destroy memories.

Rend Power from What is Seen

Spell Level: Magic-User, 3rd Level

Range: 240 feet

Duration: Permanent until dispelled

This spell deals with powers derived from a shape catalyst. This spell covers effects that remove some aspect of the physical form of the target. This could be removing the wings from a bird (the spell causes no damage), removing the color from a chunk of gold even removing the teeth from an alligator. The GM is the final arbiter of the effects of removing one or more physical aspects of the target.

Rend Power from What is Unseen

Spell Level: Magic-User, 5th Level

Range: 240 feet

Duration: 1 day (24 hours)

This spell deals with powers derived from a soul catalyst. Obvious spell would include granting the target of the spell one or more special abilities such as immunity to poison, breath weapon, or turning others into stone with a gaze. The spell also include imbuing others with the ability to cast spells, use psionics, perform an action with a high degree of skill and more. Like other spells, multiple effects are possible if the hewcaster engages in enough magical research.

The Cypher Beast

Regardless of the type of creature the cypher beast was before, it will transform into a hairless, gray-skinned creature that runs on all fours. Each paw ends in sharp claws, its head is featureless except for a gaping maw than can open to perverse angles. It is a mindless creature that attacks any living thing.

As the effects of having its essence stripped, the creature begins to regain its previous form and abilities over the course of 1d2 days. If a cypher beast is encountered close to regaining its previous form, the GM may alter stats as they deem applicable. Aside from the possibility of using special abilities, the creature may not always attack.

HD 4; **AC** 7 [12]; **Atk** 2 claws (1d6), 1 bite (1d8); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** None.