

Advanced
Dungeons & Dragons[®]
Rules Supplement

DUNGEON MASTER[®] Guide

*Sages
&
Specialists*



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Dedication: This is for all the sages and specialists in my life.

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Introduction

Martia stepped back from the dragon's crimson corpse, withdrawing her blade from its scaly head. As it rasped free, her companions sent up a cheer. The creature that had terrorized their homeland for so many centuries was finally dead.

Carter, her wizened friend, stepped behind her and patted her on the shoulder. Blood streamed down his forehead from a gash above his hairline. "At long last, Martia, you have fulfilled the promise of your bloodline. It was prophesied that a Wanderline would be the death of old Drahlix and now those predictions have finally come true. You have fulfilled your fate."

Martia smiled widely. It seemed as if the burden of centuries of lost hope had been lifted from her shoulders. Her traditionally grim demeanor vanished as if the clouds parted to let the sun shine down on the Dark Peak. Outside, just such a thing was happening.

She wiped her sword clean on the pile of gold the dragon used as a bed and scraped the blood and gore onto the coins—staining them with the creature's dark ichor. She looked down at the weapon and read the inscriptions along its flat sides. It was the Sword of Baran, the legendary blade of steel that her great-grandfather had forged and that her great-grandmother had enchanted with spells powerful enough to fell even mighty Drahlix.

"Without you, Carter, none of this would have been possible. Before I met you, no one had ever been able to discern the meaning of my birthmark. Had that mystery not been solved, I would never have known of my birthright."

"'Twas nothing, child," tittered the old man. "History has always been my passion." He turned away from her brightly shining eyes as if intimidated by the light and intensity he saw there. To cover his embarrassment at her praise, he turned his eyes to the smoke-blackened ceiling of the cathedral, searching for the incredible murals he knew must lay beneath the layers of grime and soot. "I always thought that I would

spend my life surrounded by my books, enveloped and sheltered by the legends and tales I collected." He sighed deeply, "I never dreamed it would lead me to such an eventful life."

He turned to the young warrior and looked directly into her eyes, steeled by the thoughts of destiny whirling in his head. "It is I who owe you much gratitude. If not for your persistence, your....stubbornness," he smiled, "I would never have dreamed of seeing this day."

Martia grinned, flashing her white teeth. "Nonsense, Carter. Surely, it was my own good right arm that drove home the blade that took this foul creature's life, but without the Sword of Baran, my strength would not have been enough."

She hefted the blade for a moment and considered where the prophesies would lead her next. What perils would she yet encounter? Not all of the weapon's fate had been fulfilled—not by half. But that would have to wait for another day.

She sheathed the sword in the new scabbard she had crafted according to Carter's demanding specifications. Without his wisdom, her youthful foolhardiness would surely have led her straight into the dragon's maw. But with the knowledge that he bore, she had been able to find the means to victory.

She suddenly realized that she had become serious again. This was no time for grimness. A celebration would be brewing in the town, and she was ready to join it. The people who had first mocked her for her foolhardy quest would now be rallying to accept her as their queen.

She smiled at the thought of the petty bureaucrats and advisers who fought to stymie her at every path. Now they would bow to her as the champion of the land.

"Come, old friend," she said to Carter as she headed for the cathedral's massive doors. "The day is getting late, and we have a realm to rebuild. I will need your wise and learned counsel yet. Tonight, however, let us revel in our victory!"





Introduction

The great heroes of fantasy have a well kept secret. This secret should be obvious to anyone who has ever set out on a great undertaking:

You can't do it alone.

Tales of heroes are filled with details about stalwart companions who follow them into battle or even greater dangers. In fact, the protagonists of such tales are more often than not a group of heroes—a party of adventurers. Bards spread the tales of glorious deeds around campfires and tavern tables far and wide, but the fact remains that many of these histories omit some of the most vital members of these successful adventuring groups.

What is a forgotten legend without someone to remember it? Or a lost map without a copy? Or an unknown land if the heroes are simply lost in it? And how can a prophecy be fulfilled without a seer to show it? Who builds the siege engines to bring down the castle walls?

These supporting characters are often ignored in many *ADVANCED DUNGEONS & DRAGONS*® games, or they are seen as simple plot devices. Often, these supporting characters make appearances only as two-dimensional cardboard cut-outs and paper-thin caricatures. Well, no longer!

Sages and Specialists finally brings these secondary personages to the kind of fully realized life that they deserve. Supporting NPCs don't have to be throwaway characters. With the rules and guidelines contained in this book, a Dungeon Master can finally create three-dimensional NPCs that play an integral part in an ongoing campaign.

How to Use This Book

Sages & Specialists is for Dungeon Masters who want to add an element of realism to their *AD&D*® campaign. It is divided into two main sections. The first concerns itself with ten

different types of specialists (among which there are a sage or two, rest assured). Each type of specialist has its own chapter describing it in some detail. Specialists are intended to be NPCs. To make things easier for the DM, however, the chapters treat each specialist as if it were a player character class.

The second part of the book details how to use these specialists in the game. Players can, with their DM's permission, generate specialists with which they can interact. These NPCs will then grow with the adventurer in level and power if supported by the hero. Otherwise, the hero may return to his old friend after a long absence only to find that the once-helpful specialist is just too "busy" to help the PC.

Alternately, DMs can restrict their players' access to this book. In this way, the characters can never be sure of their associates' levels of experience. However, most of the information contained in this book will not spoil any campaign.

Carefully used, the specialists in this book can add a great deal of realism and depth to your campaign. No longer will a DM be stuck trying to figure out how a certain supporting character's abilities work. Each class description fully details the extent of that specialist's powers.

Specialists as PCs

Due to the supporting roles of these classes, few players will find it rewarding to run a specialist. Those who thirst for fortune and glory will rarely find themselves satisfied with taking on the role of a historian or a blacksmith. If a player wants to try a character from one of the specialist classes, however, explain to him that these types of characters will not be as useful or powerful as a regular PC class. After



Introduction

all, a navigator isn't much use in a large city, and a healer will likely feel outclassed by the incredible magical powers of a cleric.

On the other hand, trying out a nontraditional type of character can be fun—if only as a diversion from a regularly played character. A DM could, for instance, allow a player to take on the role of a guide needed by the party, but only if that player is willing to leave his regular player character behind. In the interests of game balance, it is not recommended that a player control the actions of more than one character.

Another alternative is to assign a specialist to a player who infrequently attends the gaming sessions. In such a case, the player takes on the

role of a specialist already known to the adventurers, or simply makes up an appropriate one from scratch. When the player in question attends the game, he will run a recurring NPC that the regular players will recognize.

What You Need

This is an *AD&D* handbook, and it assumes that you have the *Player's Handbook (PHB)* and the *DUNGEON MASTER® Guide (DMG)*. Other books, like the *Tome of Magic (TOME)* and the *MONSTROUS MANUAL™* would certainly be helpful, but are not necessary in order to use this book.





The Apothecary

Martia walked down the street, stepping carefully to avoid refuse and waste. Soon, she spotted a wooden sign hanging over one door. It was battered and worn, and the paint on the sign, which depicted a glass vial frothing with some greenish liquid, had faded away almost entirely.

The store front was lodged between a couple of residences far away from the city center. One would not simply wander by this place and stop in on impulse, as the shop was sufficiently hidden from the casual eye. Only those with specific business would ever know its exact location.

Not that this was a particularly pleasant part of town; in fact, it was definitely not an area that curious travellers would likely frequent. Many of the buildings stood abandoned, and those few remaining ones had their windows chipped or holed by the urchins that Martia saw constantly under everyone's feet.

The shop with the sign was different, though. Its windows were glazed, unbroken, and even clean. In fact, it looked like the owner had recently polished the shop's windows to let in what little light dared crawl out of the sky. There were no dark alleys adjacent to it, at least not like those nearby cracks used by thieves and cutpurses. All in all, the shop was clean, solid, and almost . . . confident.

Martia reminded herself that she was not there to observe the scenery. Steeling her nerve, she stepped forward and opened the door. Unlike most buildings on the block, the door was not locked tight.

The inside of the shop was dark, and it took a moment for Martia's eyes to adjust to the gloom. When they did, she saw that she was in a small room fronted by a short counter behind which was the room's only other doorway. There was a bell on the counter. Throwing caution to the wind, Martia picked it up and rang it.

She waited for a moment. Nothing happened. She considered leaving, but decided against it. Martia had gone to a lot of trouble to get this man's address, and she wasn't leaving without talking to

him. She leaned over the counter and banged on the door. When no one answered, she banged again.

She was still banging when the door swung wide. A time-ravaged face replaced the worn wooden planks of the door. The man before her stood hunched and looked very tired. Large folds of skin hung limply under his eyes. Wisps of white hair clung to his scalp in a half-ring around his head, the top of which was criss-crossed with broken purple veins that were visible through thinly stretched skin.

The old man looked up at her with his good eye—the other was milky white—and said, "May I help you, my lady?" Unlike the rest of this ugly man, his voice was smooth and clean. The incongruity startled Martia, but only for a moment.

She nodded. "My name is Martia, and I am in need of a potion."

The white eyebrows raised, and the old one's entire head seemed to wrinkle with the effort. "A potion, you say?" He swung the counter up and away and beckoned her to follow him into the room behind him. "Well, young lady, I'd say that you've come to the right place."

Martia stepped into the room; her senses reeled from the barrage of sights, sounds, and smells. The room was easily four times as large as the foyer and filled with candles, tables covered with bubbling liquids, and glass bowls and spheres connected with lengths of copper tubing. The shelves were congested with all manner of what Martia presumed were ingredients: dried insects, wings from bats and other creatures, eyeballs from a number of different sources—one looked large enough to have belonged to a giant—herbs, leaves, roots, and other less identifiable things.

"Just what is it you're looking for, my dear?"

Martia described what it was that she needed.

The old man's grin split wide, exposing his straight, white teeth. "Well, you certainly have come to the right place. You certainly have, indeed."



The Apothecary

An apothecary is a medieval version of a pharmacist. Members of this NPC class devote their lives to the creation of tried and true medicines, and the research and development of new kinds of drugs. They have some small magical ability, but they use it only to supplement their body of knowledge. Apothecaries rarely venture forth from their laboratories to travel in the vastness of the world.

Apothecaries make medicines, drugs, poisons—just about anything chemical in nature. They can also identify such compounds and mixtures, making apothecaries indispensable when faced, for instance, with a mysterious potion.

They sell their services to those who have need of their wares, but for the most part, they are more interested in research than profit. However, many apothecaries still search for the secret formula that will transform lead into gold.

Just as with fighters, mages, or any of the other more traditional classes, apothecaries come in many different styles. These range from the village druggist to the shaman herbalist to the legendary alchemist.

Experience, THACO, and Hit Dice

Apothecaries have their own level advancement as shown on Table 1: Apothecary Experience Levels. These studious chemists do not possess many combat skills, as they spend most of their time researching concoctions. For this reason, they use the wizard's THACO table and saving throw chart.

Apothecaries gain one four-sided Hit Die per level up to the 7th level. After that, they gain a single hit point per level and do not gain any extra hit points from high Constitution scores.

*Table 1:
Apothecary Experience Levels*

Level	XP's	Hit Dice (d4)
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5
6	40,000	6
7	60,000	7
8	80,000	7+1
9	125,000	7+2
10	200,000	7+3
11	350,000	7+4
12	650,000	7+5
13	950,000	7+6
14	1,250,000	7+7
15	1,550,000	7+8
16	1,850,000	7+9
17	2,150,000	7+10
18	2,450,000	7+11
19	2,750,000	7+12
20	3,050,000	7+13

*Table 2:
Apothecary Spell Progression*

Level	1	2	3	4	5	6	7	8	9
1	1	—	—	—	—	—	—	—	—
2	1	—	—	—	—	—	—	—	—
3	2	—	—	—	—	—	—	—	—
4	2	—	—	—	—	—	—	—	—
5	2	—	—	—	—	—	—	—	—
6	3	—	—	—	—	—	—	—	—
7	3	—	—	—	—	—	—	—	—
8	3	2	—	—	—	—	—	—	—
9	4	3	1	—	—	—	—	—	—
10	4	3	2	1	—	—	—	—	—
11	4	3	3	2	—	—	—	—	—
12	4	3	3	2	1	—	—	—	—
13	4	4	3	2	2	—	—	—	—
14	4	4	4	3	3	—	—	—	—
15	4	4	4	4	3	1	—	—	—
16	5	5	4	4	4	2	—	—	—
17	5	5	5	4	4	2	1	—	—
18	5	5	5	5	4	3	2	—	—
19	5	5	5	5	5	4	2	1	—
20	5	5	5	5	5	5	3	2	—



The Apothecary

Ability Scores

Not everyone can become an apothecary. These NPCs must spend long hours sequestered away from others while they work on new chemical concoctions and improve existing formulas. Apothecaries face long hours of study and need to cultivate the ability to identify and use thousands of different chemical compounds. In addition, the apothecary must devote some of his precious time to the study of magic spells. For this reason, all apothecaries must have a minimum Intelligence score of 12 and a minimum Constitution score of 10. Intelligence is the apothecary's prime requisite.

Magical Abilities

In many ways, apothecaries are simply wizards that concentrate their abilities on manufacturing various magical and non-magical medicines and poisons. They can cast wizard spells, although they gain them at a substantially slower rate than traditional wizards. This is due to the fact that apothecaries concentrate their efforts on the construction of potions rather than the study of new spells. See Table 2: Apothecary Spell Progression for full details.

In fact, many apothecaries eschew the open use of spells. These curious wizards believe that magic should only occur under carefully monitored conditions—most often in a laboratory or similarly controlled area.

Spell Failure

Apothecaries do not use traveling spell books, nor do they practice casting their spells under combat conditions. For this reason, apothecaries suffer a penalty whenever they try to cast a spell under pressure. Whenever the apothecary is in combat or any other pressure situation, there is a chance for his spells to fail. This chance of failure depends upon the apothecary's Intelligence score. The apothecary loses the failed spell from his memory and must study it again before he can make another casting attempt.

*Table 3:
Apothecary Spell Failure*

Intelligence Score	Chance of Spell Failure
1	100%
2	90%
3	80%
4	75%
5	70%
6	65%
7	60%
8	55%
9	50%
10	45%
11	40%
12	35%
13	30%
14	25%
15	20%
16	15%
17	10%
18	5%
19	0%
20	0%



The Apothecary

Optional Spell Failure Rule

The more proficient an apothecary becomes in his chosen field (the higher his level), the less chance he has of miscasting a spell during a high-tension situation. The DM should subtract 2 percentage points from the apothecary's chance of spell failure for every level of the spellcaster above the third. In this way, a 7th-level apothecary with a Wisdom of 10 would only have a 37% (base chance of 45%-8 percentage points for the apothecary's level) chance of spell failure.

Specialization

Unlike normal wizards, apothecaries can specialize in only the Alteration school of magic. This school lies at the core of an apothecary's work—changing matter from one form into another. The transmuter apothecary possesses the same limitations as transmuter wizards: they must be human or half-elf, have a minimum Dexterity of 15, and cannot cast spells from the opposition schools of Abjuration and Necromancy. In addition, they receive a -15% penalty to learn spells from other magical schools.

Despite this, the transmuter apothecary receives an additional spell per level from the school of Alteration. In addition, he adds +1 to any saving throws against Alteration spells, and his opponents suffer a -1 penalty to their saving throws against his Alteration spells. These specialists also add +15% to their chance to learn Alteration spells. Finally, transmuter apothecaries automatically learn one Alteration spell (DM's choice) with each new level they reach.

Permissible Armor and Weapons

Apothecaries cannot wear any armor. In addition, their limited training in weapons permits them to wield only a dagger, dart, staff, or sling.

Individual Experience Awards

Although they are spellcasters, apothecaries concentrate their skills on research rather than on spellcasting, and their individual class awards reflect this preference. Use Table 4: Apothecary Experience Awards to determine how many experience points an apothecary deserves when you hand them out.

*Table 4:
Apothecary Experience Awards*

Action	Award
Concoction used to overcome foe or problem	1/2 potion's XP
Successfully created a concoction	concoction's XP
Created new concoction	2 potion's XP

Proficiencies

An apothecary receives one weapon proficiency slot at 1st level and gets a new one every six levels (at the 6th level, 12th level, and so on). If an apothecary uses a weapon with which he is not proficient, he does so with a -5 penalty.

An apothecary also receives four nonweapon proficiency slots at 1st level and gains a new



The Apothecary

proficiency slot every three levels after that (at the 3rd level, 6th level, and so on). The NPC can choose from the wizard and general proficiencies without any additional slot costs.

New Proficiencies

The apothecary's main calling is the concocting of new mixtures. He creates these things through use of the new Concocting proficiency. An apothecary must use one of his 1st level nonweapon proficiency slots to select the Concocting proficiency. Some apothecaries choose to spend nearly all of their slots on this proficiency. Note that this proficiency is available to members of the apothecary NPC class only. No other class may choose this nonweapon proficiency.

Concocting

This proficiency enables the character to concoct chemical compounds with specific uses—such as medicines and poisons. It also allows the apothecary to identify various materials—including magical consumables (potions, salves, lotions, and so on).

This identification is nonmagical in nature. The apothecary can determine only the general nature of the material (for example, this is a poison, this is a healing potion) and not its strength or duration. The identification process is quite long; it takes the apothecary 1d6 hours to identify nonmagical mixtures and 2d12 hours to identify magical potions and such.

In addition, the materials required for each accurate identification are quite expensive (at least one-tenth of the item's XP value). This is why most apothecaries charge a great deal of money to identify potions and other mixtures.

If the apothecary rolls a 1 when trying to concoct something, he manages to create a

particularly potent brew. A potent concoction has double its normal duration. Alternately, the DM can increase its effectiveness in some other way. However, increasing a potion's strength by more than half is not recommended.

If the apothecary rolls a 20 when concocting something, he critically fails to create his intended mixture. Because of the extremely volatile nature of the apothecary's chemicals, a critical concoction failure can be quite dangerous. When an apothecary makes such a spectacular failure, the DM should roll another 20-sided die and consult the Eureka Table for the results. Smart apothecaries always identify the results of a failed concoction before tossing it out, as some of the most important concoctions have been discovered by mistake.

Table 5:
Eureka Table

Die Roll	Result
1-2	<i>Magical Discovery:</i> Roll once on the potion tables in the DMG
3-4	<i>Mundane Discovery:</i> The apothecary creates a known mixture
5-9	<i>Disappointment:</i> The concoction is useless.
10-13	<i>Holy Smokes!</i> A noxious cloud hovers around the apothecary's house for 1d4 days.
4-16	<i>Flashfire:</i> The resultant chemical flash blinds the apothecary for 1d4 days.
17	<i>Chemical Burn:</i> The apothecary takes 1d8 points of damage and loses the use of his hand for 1d6 days.
18-19	<i>Minor Explosion:</i> The apothecary's lab takes 1,000 gp worth of damage and the apothecary suffers 2d6 points of damage.
20	<i>Major Explosion:</i> The apothecary takes 4d6 points of damage and his lab is completely destroyed.



The Apothecary

If the apothecary rolls a 20 when identifying a particular material, his result will be significantly inaccurate. Sometimes, this means that he identifies a *healing* potion as a poison or vice versa, but it could also mean that he identifies a *potion of ESP* as a *potion of red dragon control*. In these cases, the DM should do his absolute best to convince the players that the apothecary correctly identified the material.

To use the Concocting nonweapon proficiency, the apothecary must have a well-appointed lab at his disposal. Additionally, if the apothecary wishes to concoct something, he must have all of the ingredients on hand.

An apothecary must make a proficiency check only when attempting to identify a magical potion or devise a new or particularly complicated concoction (this automatically includes any and all magical concoctions). Substantially strange or more complicated concoctions may demand a penalty to the proficiency check at the DM's discretion.

The Concocting proficiency costs one slot, is based off of the Intelligence score, and has a check modifier of -2.

The Apothecary's Laboratory

Each apothecary starts out with a basic laboratory in his home. This place is filled with all sorts of rare and exotic ingredients, as well as a vast store of more commonly used items. Maintaining this lab (keeping it stocked with ingredients, replacing broken apparatus, and upgrading laboratory equipment) costs 50 gp per month per character level.

If the lab is somehow destroyed, it costs the apothecary 1,000 gp per level to restore the lab to its former glory. If the apothecary

does not have enough money on hand to entirely rebuild his sanctum, he may construct a lesser lab, but then he suffers a -1 penalty to any Concoction proficiency checks for each difference in level between himself and the lab.

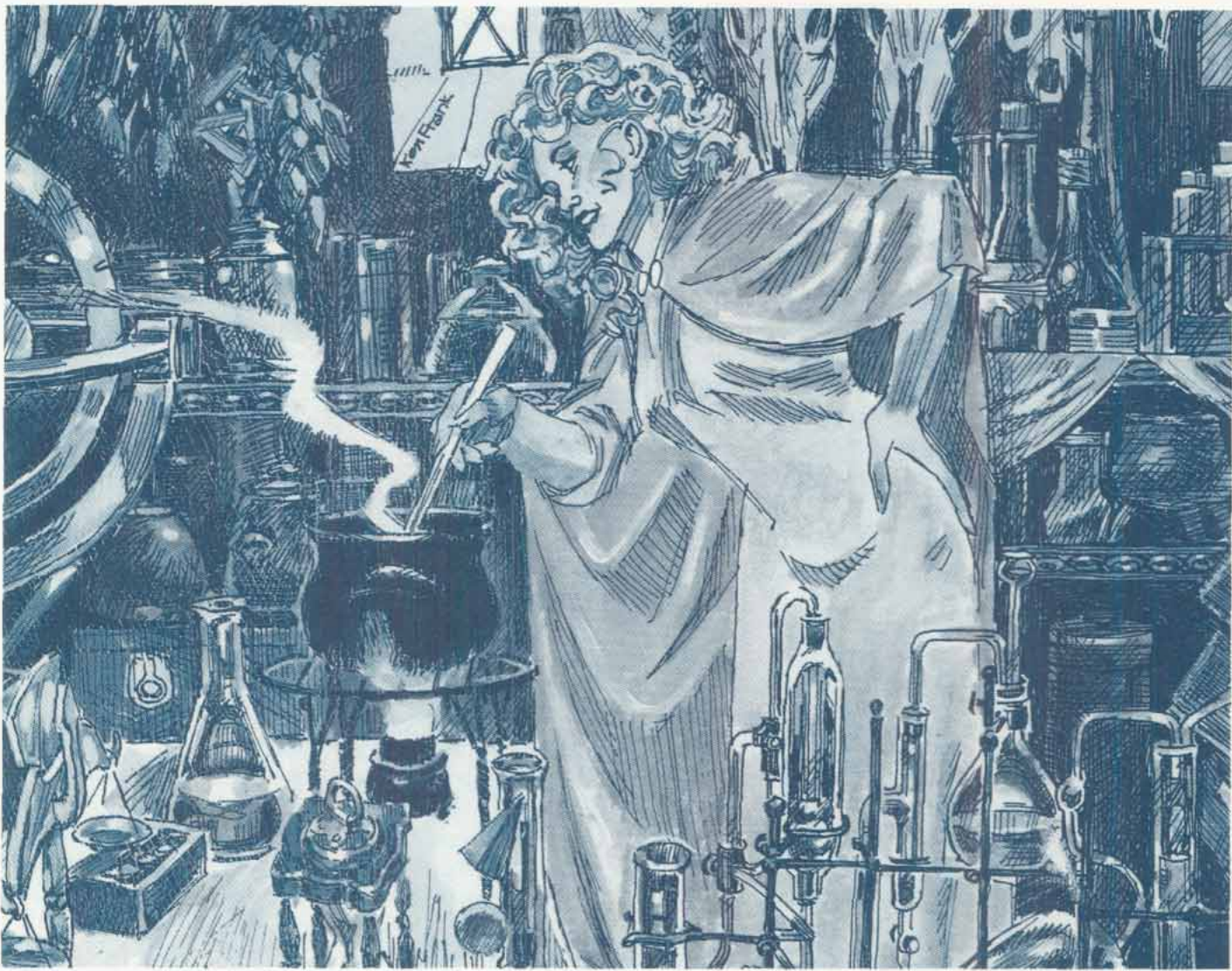
For example, Varda, a 2nd level apothecary, damages his lab during an experiment. It will cost him 2,000 gp to restore his lab to 2nd level. Unfortunately, Varda can afford to pay only 1,000 gp towards the restoration of the lab. After the repair, Varda's lab is only 1st level while he is 2nd level. Thus, he suffers a -1 penalty (his level minus the lab's level) to any Concocting proficiency checks.

When a transmuter apothecary is away from his lab, he loses the bonus spell that he can memorize with each level. If the lab was destroyed and only partially restored, he can only memorize the extra spells up to the level to which the lab is currently at.

In other words, if a 7th-level transmuter apothecary only had 5,000 gp with which to restore a lab, he would suffer a -2 penalty to all Concocting proficiency checks. Also, he would only be able to memorize his bonus spells for the 1st through 5th levels.

Making Mundane Concoctions

Apothecaries can make nonmagical pastes, pills and liquids with interesting effects. To do so, they need to gather all of the appropriate ingredients and bring them to their lab. They then make a check against their Concoction nonweapon proficiency. If they succeed, they end up with a potent concoction. If they fail, they end up with a mess. This mess is usually benign—unless the apothecary rolls a 20 on his Concocting



proficiency check. If this is the case, consult the Eureka table for results.

To create a concoction, the apothecary must first have a recipe. These instructions are hoarded and traded among apothecaries like spells among wizards. All apothecaries begin their career with a single recipe of their choice.

New recipes must be given to the apothecary by a colleague, found in another apothecary's recipe book, or discovered through diligent research. It is difficult to wrangle recipes out of other apothecaries, though, as these formulas are the product of many long hours of experimentation. Some apothecaries will sell their secrets to colleagues they trust implicitly. However, personal research is usually cheaper—though it takes more time.

Sometimes, it is possible to find recipes in

old apothecary's journals, but these books are extremely rare. An adventuring party might conceivably stumble across one or take it forcibly from an opposing apothecary, but rarely will such books be available in book shops.

Researching Recipes

Independently researching a recipe is a time-consuming task. The Common Concoction table given later in this chapter describes the times and costs for researching several recipes, but DMs should familiarize themselves with these guidelines for researching new concoctions.

First, try to determine the concoction's equivalent spell level, if possible. If a particular spell can be cast by both mages and clerics, always use the mage spell. For



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instance, suppose an apothecary wants to come up with two liquids that glow brightly when mixed together. The DM, judging that this is a reasonable goal, checks for an equivalent spell and discovers that *light*, a 1st level wizard spell, fits the bill.

Optional Rule: Research Limitations

Apothecaries cannot research a recipe for a concoction with a higher equivalent spell level than their own casting ability. For example, Sirellyn, a 3rd level apothecary, cannot research a flammable concoction that has similar effects to a *fireball* spell until he reaches 8th level. Such a concoction is simply beyond the realm of his understanding.

Second, the apothecary must spend one week in research per equivalent spell level of the proposed concoction. The cost of such research is 200 gp per week. Following this formula, the glowing liquid in the above example would require 200 gp in materials and one full week to research.

After the apothecary spends his time and money researching, he must make a Concocting proficiency check. If he succeeds, the apothecary successfully discovers the correct recipe. If the apothecary fails, he cannot attempt to research the same recipe until he reaches another level.

An apothecary can learn as many different types of nonmagical recipes as he can afford to research. Many accomplished apothecaries have nonmagical concoctions for almost every contingency.

A Note about Nonmagical Concoctions

Nonmagical concoctions should never be of equal power and duration to a magical potion or spell. Although these mundane mixtures may mimic some spell effects (such as the glowing liquid of the example) they should possess no more than one-tenth of the power and duration of their magical counterpart.

Cooking Up a Concoction

Once the apothecary has successfully researched a concoction, he can "cook up" a batch any time. Each batch takes 2d6 days to make and costs 1d10×10 gp per equivalent spell level of the concoction.

Once the apothecary finishes the batch, he must check against his Concocting proficiency. If the check succeeds, the apothecary has brewed as many doses of the concoction as he rolled on the check.

For example, an apothecary with three slots of the Concocting proficiency and an Intelligence of 15 attempts to make a batch of painkillers. His -2 check modifier and his +2 bonus for extra proficiency slots balance each other out, so he needs to roll a 15 or less to make a successful batch of painkiller. He rolls a 12 and has successfully brewed 12 doses of painkiller.

If the apothecary rolls a 20, he should consult the Eureka table for the results. Any new material created still needs to be identified by the apothecary. Furthermore, he must still research the exact recipe for the unintentional creation. An apothecary receives a +1 bonus to his proficiency check when researching his own accidental creation.



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Making Magical Concoctions

When apothecaries reach 7th level, they can make magical concoctions. This includes all potions, oils, and other kinds of miscellaneous magical items of a concocted nature, including: *candle of invocation, dust of appearance, dust of disappearance, dust of dryness, dust of illusion, dust of tracelessness, dust of sneezing and choking, incense of meditation, incense of obsession, Keoghtom's ointment, Nolzur's marvelous pigments, smoke powder, sovereign glue, and ultimate solvent.*

Making a magical concoction is just like making a normal one. First the apothecary must research a recipe and successfully brew it. However, researching and concocting magical items is much more expensive, in time and gold, than researching more mundane mixtures.

Researching Magical Formula

In order to research magical formulas, the DM must first determine the item's equivalent spell level. This is equal to the magical item's XP value divided by 100, rounded up. Thus, a *potion of invisibility* (worth 250 XP) is the equivalent of a 3rd-level spell ($250 \text{ XP} \div 100 \text{ XP} = 2.5$ rounded up to 3).

The research time for magical concoctions is two weeks per equivalent spell level. In addition, this research costs 500 gp per equivalent spell level. Researching a *potion of invisibility*, for instance, would take six weeks and cost 1,500 gp.

Once the apothecary completes his research, he must make a Concocting proficiency check. If it succeeds, the apothecary discovers the correct recipe. If he fails the check, the apothecary cannot attempt

to research that particular recipe again until he reaches another level.

An apothecary can have recipes for as many different types of magical items as he likes. However, many of these recipes call for expensive and exotic ingredients, so wary DMs can control any potential abuses of this power.

Cooking Up a Magical Concoction

Cooking up a magical concoction is more involved than simply tossing all the ingredients together. It often requires gathering all sorts of strange and exotic bits and pieces to complete the recipe. For more ideas about how to handle this, consult the *DUNGEON MASTER® Option: High-Level Campaigns* book.

Making a batch of a magical concoction requires one full week of uninterrupted work and costs the item's XP value in gold pieces. The price of any rare or exotic ingredients should also be added to the overall cost of brewing.

Once the apothecary finishes the batch, he must check against his Concocting proficiency. If the check succeeds, he creates the potion.

If the apothecary rolls a 20, however, he must roll on the Eureka Table to determine the results of his critical failure. Because of the highly unstable nature of magic, the apothecary adds +2 to his Eureka Table roll. Thus, it is more dangerous to make a mistake while brewing a magical concoction.

The apothecary must identify any accidental magical or mundane discoveries, and research the material before he can discover the exact formula for it. An apothecary gets a +1 bonus to researching a recipe for something he has accidentally created.



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Mixing Potions

An apothecary can do a lot to prevent disasters when mixing different magical potions together. In order for the apothecary to bring his expertise to bear on the situation, he must spend at least one day examining the two potions. After this time, the apothecary makes a Concocting proficiency check.

If the apothecary succeeds, the DM should note the result of the roll. When the DM rolls on Table 111: Potion Compatibility in the *DUNGEON MASTER Guide*, he ignores any results less than the apothecary's concocting check result.

If the apothecary fails his concocting check, the DM should roll regularly on the Potion Compatibility table.

For instance, an apothecary with an Intelligence of 16 and one slot of the Concocting proficiency attempts to mix two potions together. After two days of research, he gives it a shot. He needs a 14 or less to succeed at his concocting check. He rolls a 9. This means that the lowest result possible for the compatibility check is a 9.

A clever apothecary will examine newly mixed concoctions before imbibing them. The cautious alchemist can know the results of the miscibility check if he makes a successful Concocting check. If the apothecary fails this check, he cannot try again until next level. If he rolls a 20 on his proficiency check the DM should roll again on the Potion Compatibility table and report the second result instead of the first one.

Common Concoctions

The following concoctions are nonmagical in nature and can be manufactured by nearly any qualified apothecary. Each entry fully describes the concoction in question.

Research Time: This is how long it takes to research this particular concoction's recipe.

Research Cost: This amount is the cost of researching a formula.

Batch Time: This is how long it takes to concoct a batch of this material.

Batch Cost: This amount represents the total cost of producing a batch of this concoction.

Price Per Dose: This is how much the typical apothecary charges for a dose of this concoction.

Note that many apothecaries traditionally come up with snappy names for their products. For instance, Neiglub (the apothecary featured at the end of this chapter) sells a relaxant under the name of Neiglub's Notable Napmaker.

Aphrodisiac

This is a powder which dissolves in liquid. Less reputable suitors sometimes introduce this concoction into their companions' drinks. An aphrodisiac causes the user to believe that he or she is more attractive and desirable. In effect, the user believes that he or she possesses a Charisma score 3 points higher than the actual score. Of course, no actual Charisma increase takes place; the entire "bonus" is merely in the user's mind. The effect lasts 1d4 hours.

Research Time: 9 days

Research Cost: 270 gp

Batch Time: 9 days

Batch Cost: 90 gp

Price Per Dose: 9 gp



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Beauty Cream

This is a thin, fragrant lotion that vanishes once rubbed into the skin. It softens the skin and restores a semblance of youth to the user's face and hands. Anyone who uses this cream gains +1 to their Charisma for an entire day. If used every day for 10 days, the beauty cream adds +2 to the user's Charisma. These bonuses apply as long as the user maintains the treatment.

Beauty cream is usually a great source of income for an apothecary, as vain nobles habitually use this concoction. Since the consumer must constantly use the cream in order to enjoy its benefits, the apothecary is sure to have a steady income.

Beauty cream usually comes in tins containing seven doses, although apothecaries sell larger jars to their wealthy patrons.

Research Time: 12 days

Research Cost: 300 gp

Batch Time: 2 days

Batch Cost: 10 gp

Price Per Dose: 2 gp (or 7 doses for 10 gp)

Chemical Light

This concoction consists of two chemicals that, when mixed together, glow with enough light to read by. The two vials are





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usually swirled into a transparent glass globe, and the resultant mix gives off a sickly green glow. Those who regularly use these devices purchase a staff with a special attachment on which the glowing globe can be fastened.

The light from this mixture reaches out 20 feet from the globe and lasts 1d4+1 turns. The liquid slowly dims as it reaches the end of its duration.

Research Time: 4 days
Research Cost: 160 gp
Batch Time: 2 days
Batch Cost: 50 gp
Price Per Dose: 10 gp
Price for Special Staff: 3 gp

Emetic

This liquid induces vomiting when ingested. This can be helpful if a character swallows some sort of poison (poison classes G through J). If administered before the poison fully enters the victim's system (usually about half the poison's onset time), the victim in question receives another saving throw.

The victim suffers 0–2 (1d3–1) hit points of damage for every episode of induced vomiting. However, this method is probably the most effective way (besides magic) to treat victims of ingested poison, as the emetic ensures that the victim's belly is entirely emptied.

A bottle of emetic usually contains 2 doses, although it can be purchased in larger amounts.

Research Time: 1 week
Research Cost: 100 gp
Batch Time: 1 day
Batch Cost: 10 gp
Price Per Dose: 2 gp

Healing Salve

This is thick, sticky salve with a petroleum base. It causes wounds to heal at an advanced rate. After applying this material liberally to his wounds, an injured character heals 1 hit point per day, even if he's not resting. Also, the character will heal 1d4 hit points per day of rest and 1d4+2 hit points for each day of complete bed rest. Each dose is enough for a single day. A tin of healing salve usually holds 10 doses.

Research Time: 1 week
Research Cost: 200 gp
Batch Time: 3 days
Batch Cost: 50 gp
Price Per Dose: 12 gp

Painkiller

This superb pill relieves the user of any sort of pain—from the common headache to the agony associated with large gashes from an opponent's knife. Unfortunately, a painkiller does not actually heal the sufferer. It simply allows the user to ignore the effects of the pain itself.

Besides its obvious day-to-day utilizations (healers often use these pills as an anesthetic), painkillers can be of great use to an adventurer. The pill takes one turn to take effect. After that, the user can ignore any effects of pain—including that associated with torture. In addition, a character reduced to 0 hit points or less can remain conscious. When the character hits –10 hit points, though, he dies.

The effects of the pill last 1d3+1 hours. Once the painkiller starts to wear off, the user can simply take another pill to extend the benefits another 1d3+1 hours. However, prolonged use of a painkiller may result in a



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permanent constitution loss. If an adventurer uses this pill more than three times in a week, he must make a saving throw versus poison or lose 1d4 constitution points. The adventurer must then make this saving throw every subsequent time he uses a painkiller.

Research Time: 13 days

Research Cost: 300 gp

Batch Time: 1 week

Batch Cost: 100 gp

Price Per Dose: 15 gp

Poison

Apothecaries can make all kinds of poisons, but only truly evil alchemists manufacture them for sale. A good-aligned apothecary never intentionally concocts poisons of any type, as possession of poisons

is a serious crime in most societies. Even neutral or evil apothecaries hesitate to produce such illegal concoctions. In any event, production of poison is definitely an evil action. Good and neutral apothecaries who produce such mixtures are subject to severe penalties—including an alignment change.

As noted in the *DUNGEON MASTER Guide*, poison exists in many different forms—sixteen classes are listed in that book alone. The effects of these poisons are fully described in the *DMG*. The cost, both in time and money, for developing each of these poisons can be found on Table 6: Poison Creation.

Keep in mind that these costs vary greatly according to demand, legality, and numerous other factors. Most of these factors cause the prices to soar.

Table 6:

Poison Creation Table

Poison Class	Research Time(days)	Research Cost(gp)	Batch Time(days)	Batch Cost(gp)	Price Per Dose(gp)
A	3	50	2	30	10
B	5	80	4	50	25
C	8	125	7	90	40
D	12	200	10	125	75
E	21	400	14	250	200
F	18	340	12	20	150
G	4	60	2	50	20
H	6	75	4	75	25
I	9	120	7	100	50
J	16	350	14	300	200
K	2	25	3	40	20
L	5	45	4	60	30
M	8	75	6	75	50
N	28	1,000	28	750	300
O	3	60	3	40	20
P	3	50	2	35	20



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Poison Antidotes

Apothecaries have an old saying, "For every poison, there is an antidote." This is quite true. For this reason, most apothecaries keep sufficient quantities of antidotes close at hand. Antidotes work in one-third (round down) the minimum onset time of the poison they counteract. These antidotes cost (in terms of time and gold) just as much as their respective poison to research and make. However, most apothecaries sell them for half the cost of their corresponding poison.

Relaxant

This is a simple medicine that helps the user relax and go to sleep. It generally comes in a pill form that can easily be ground into a water solvent powder. The relaxant puts a user to sleep in 3d4 rounds. The user remains asleep for 2d4 hours. An unwilling user receives a saving throw versus poison to avoid falling asleep. However, he must continue to make a saving throw every turn until he falls asleep or the medication expires.

This medicine is considered a poison; priestly spells such as *slow poison* and *neutralize poison* counteract the effects of a relaxant.

Research Time: 6 days
Research Cost: 120 gp
Batch Time: 1 week
Batch Cost: 30 gp
Price Per Dose: 6 gp

Stimulant

A stimulant is a medicine designed to keep the user awake and alert. While a person may normally need to sleep six to eight hours a day, anyone who ingests this pill can put off the need to sleep for 1d6+6 hours with no ill effects. In fact, the stimulant is so powerful that the user cannot go to sleep.

The user must make a saving throw versus poison every hour he wishes to remain awake after the pill's duration. Failure means that the user falls asleep. However, if a person remains awake for more than 72 hours, he begins to hallucinate. For every hour after 72 that the user remains awake, he suffers a -1 penalty to his Wisdom. Once a person's Wisdom reaches 0, he becomes a raving lunatic. For every hour the user sleeps, he regains one point of Wisdom.

This medication can counteract the effects of a relaxant for as long as the stimulant is still active. The effects of the two drugs balance each other out, so the user can go to sleep if he so desires.

Research Time: 8 days
Research Cost: 170 gp
Batch Time: 5 days
Batch Cost: 200 gp
Price Per Dose: 10 gp



The Apothecary

Neiglub

Neiglub the Clever, Apothecary to Kings
Male Human Transmuter Apothecary

Str: 9
Dex: 15
Con: 10
Int: 17
Wis: 12
Cha: 11

Armor Class: 3 (studded leather)

Level: 7

THAC0: 18

Movement: 12

Hit Points: 20

Alignment: Neutral Good

No. of Attacks: 1

Special Attacks: By spell or weapon; opponents save at -1 against Neiglub's Alteration spells.

Special Weaknesses: Neiglub's spells have a 21% chance of failing when cast under stress.

Weapon Proficiencies: Knife, staff.

Nonweapon Proficiencies: Brewing (17), Concocting (18), Modern Languages (dwarvish, 17), Reading/Writing (18).

Spells: *Affect normal fires, cantrip, comprehend languages, wizard mark; alter self, continual light, and wizard lock.*

Equipment: Aphrodisiac (1 dose), emetic (5 doses), healing salve (10 doses), painkiller (4 doses), relaxant (3 doses), stimulant (7 doses), *potion of extra-healing* (×3), *potion of invisibility* (×2), *potion of flying*, *elixir of health* (×3), *potion of speed*, *ring of protection* +2, knife, staff, and spell components.

Neiglub is a thin man of average height in his middle forties. His hair is gray and thinning, although he wears long mustaches and a goatee to make up for the lack of hair. His eyes are sharp blue and hide a scheming mind.

Role-playing: Neiglub fancies himself a bit of a ladies' man, although his track record is not very impressive. He is glib and friendly, but opinionated. In addition, he can become abrasive with those who do not agree with him. Despite this, he is an excellent friend. Neiglub may run at the first sign of danger, but he will certainly return at the first opportunity to effect a rescue.

Combat: Neiglub is a lover, not a fighter. Given the choice, he always tries to avoid a confrontation. He often tries to buy his foe a drink and then slip him a dose of relaxant. If that's not possible, Neiglub causes a distraction long enough to quaff his *potion of invisibility* and sneak away. If that doesn't work, he drinks his *potion of flying* and takes to the skies.





The Appraiser

Martia strode stealthily through the streets, her burden hidden carefully beneath her billowing cloak. A movement on a nearby rooftop caught her eye, a shadow briefly silhouetted against the remainder of a waning moon. When she lifted her head for a closer look, it was gone, and she wondered if she had in fact seen it at all.

She continued onward, taking a circuitous route through the city's winding streets, careful to avoid the many blackened alleys into which even the lights of the street lamps feared to roam. There, she knew, thieves and cutthroats lay in wait. As she rounded a final corner and topped a low hill, her destination came into view. The house of the appraiser stood taller than those around it—three stories at least—and a single light shone through a window set in the exact center of the top floor. A sign out front, barely visible in the flickering lights of the lamps, swung idly in a wind that Martia could barely feel.

Steeling herself, Martia knocked firmly on the thick door. Stepping back, she saw the light in the window fade slowly—though it soon reappeared on the second floor. Long moments later, a rattling sounded from behind the iron-bound oak door.

An eye-level slit in the door slid open, and a soft feminine voice crept out. "It is late. What do you want?"

Martia swallowed hard before responding. Her throat had suddenly gone dry. She croaked, "Neiglub sent me."

The voice chuckled. "Yes, yes. I've been expecting you." With that, the door opened to reveal a brunette in her early thirties. She wore a long, cotton nightgown, rumped from lying in a bed. Her left hand bristled with rings, and she held a lantern in her right. "Enter, quickly, fool. There are things on these streets I would rather not let in."

Martia complied, turning around as she entered, barely glimpsing the woman waving off a shadow encroaching from a nearby alley. It quickly disappeared.

"Nebless?" asked Martia, unsure she had the right person.

"Yes?" responded the woman as she led her guest into a small sitting room and directed her to a chair. Hanging the lantern on the wall, she lowered herself into the chair opposite Martia and asked, "How can I be of service?"

Martia hesitated, and then threw back her cloak. She unfastened her blade from her belt and handed it over to Nebless hilt first. "This blade—what can you tell me about it?"

Nebless drew the sword from its scabbard, then stood and held it up to the lantern, scrutinizing the weapon. "Very fine make. Obviously enchanted." She stepped back and swung the blade about a few times. "Nicely balanced." She turned to Martia. "I'll give you a thousand gold for it."

"It's not for sale!" Martia blurted. "I just want to know who it belonged to."

Nebless harrumphed and turned back to the inscriptions along the blade. Suddenly, the blood drained from her face. "My dear," she whirled on Martia, "do you realize what you've got here?"

Martia nodded.

"It's one of the Seven Swords."

"But which one is it? My father wielded the Blade of Honesty. I slew Drahlix with this, but only my father's sword can prevail against my next target."

Nebless grimaced. "This is the Blade of Chastity. Apparently you bested the dragon with the virgin's edge."

Martia's face fell. Without her father's sword, she was without hope.

Nebless noticed the young woman's reaction. "Fret not, dear. I am well-versed in the legends surrounding the swords, and I believe I can help you."

"Are you saying you know where the Blade of Honesty is?"

Nebless laughed with a twinkle in her eye. "Hardly, but I know someone who does."



The Appraiser

Appraisers are people who know how to identify items and establish a reasonable approximation of their fair market value. Often they enter business as merchants, purchasing items brought to them and then selling the items for maximum profit. Appraisers usually pay their clients about half of what they believe they can get for the item in question, making their living on the substantial profit margins.

Seedy appraisers, those not afraid to deal with the poorer elements of their neighborhoods, sometimes work as pawn brokers. They hand out loans for about half the value of an item used as collateral. If the client defaults on the loan, as often happens, the pawn broker gets to keep, and then sell, the held item.

Another type of appraiser is not afraid to get his hands dirty. He purchases obviously stolen material for a quarter (or maybe 10 percent) of its worth and then sells the "hot" items to discreet customers. This fence receives a much higher return on his investment, but he must deal with criminals (always a dangerous lot). In addition, he takes the risk of running afoul of either the law or the original owners of the stolen pieces.

Each of these appraisers has several things in common. They use the same skills, and they operate their businesses in similar ways. The only real difference among them is their clientele.

Experience, THACO, and Hit Dice

Appraisers have their own level advancement as shown on the Appraiser Experience Levels table. Appraisers spend more time establishing contacts and moving in social circles than they do learning how to use weapons. Most appraisers know little about swordplay, preferring to leave those duties to their guards. For this reason, appraisers use the rogue's THACO table and saving throw chart.

Appraisers gain one six-sided Hit Die per experience level up to the 8th. After that, they gain two hit points per level, but do not gain any extra hit points from high Constitution scores.

*Table 7:
Appraiser Experience Levels*

Level	XPs	Hit Dice (d6)
1	0	1
2	1,250	2
3	2,500	3
4	4,500	4
5	9,000	5
6	17,500	6
7	35,000	7
8	60,000	8
9	90,000	8+2
10	140,000	8+4
11	200,000	8+6
12	400,000	8+8
13	600,000	8+10
14	800,000	8+12
15	1,000,000	8+14
16	1,200,000	8+16
17	1,400,000	8+18
18	1,600,000	8+20
19	1,800,000	8+22
20	2,000,000	8+24



Ability Scores

The life of an appraiser may seem like an easy one on the surface, but these purchasers and purveyors of goods work hard for their money. They must astutely size up not only the merchandise that comes their way, but also the people with whom they do business. In addition, appraisers must earn the good will of their customers, or at least the good will of those who would protect them from disgruntled customers.

For this reason, all appraisers must have a minimum Intelligence of 12, a minimum Wisdom of 10, a minimum Dexterity of 9, and a minimum Charisma of 9. Intelligence is an appraiser's prime requisite.

Permissible Armor and Weapons

Despite their rogue-like natures, many appraisers do not have much use for breaking into places and stealing. In addition, most appraisers prefer not to wear armor when on the streets of a city, as they believe that a person who wears armor only invites trouble. A good appraiser knows that this can scare off potential customers, some of whom may be fugitives who do not need any added trouble.

Still, appraisers can wear any kind of armor they like. However, armor affects an appraiser's thieving abilities exactly as it does any other rogue (see Table 29: Thieving Skill Armor Adjustments in the *Player's Handbook* for full details). If an appraiser wears any armor heavier than studded leather, he forfeits all of his thieving abilities—except for reading languages.



The Appraiser

Appraisers can use a club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, short sword, or staff, just like a rogue. They do not spend enough time on weaponry to learn the use of other weapons.

Individual Experience Awards

Despite their rogue-like natures, appraisers concentrate their skills more on buying and selling than stealing. Thus, their individual class awards differ slightly from those of a rogue. Use Table 8: Appraiser Experience Awards for determining how many experience points an appraiser deserves at the end of a scenario.

Table 8:
Appraiser Experience Awards

Action	Award
Per successful use of a special ability	100 XP
Per successful identification of a magical item	200 XP
Per gold piece value of item successfully sold	2 XP

Proficiencies

An appraiser receives two weapon proficiency slots at 1st level and a new one every four levels (at the 4th level, 8th level, and so on). He suffers a -3 penalty when using a weapon with which he is not proficient.

An appraiser also receives three nonweapon proficiencies at 1st level and gains a new proficiency every four levels after that (at the 4th level, 8th level, and so on). Appraisers can choose from rogue, wizard and general proficiencies without additional cost.

Thieving Abilities

As a class, the appraiser is most closely aligned with that of the thief. A 1st-level appraiser's base thieving skill scores are listed on the Appraiser Thieving Skill Base Scores table. These differ from the standard thief's base scores, owing to the fact that the appraiser spends more time in an office than out "in the field."

Appraisers use the same racial and Dexterity skill adjustments that thieves do for their base scores. See Table 27: Thieving Skill Racial Adjustments and Table 28: Thieving Skill Dexterity Adjustments in the *Player's Handbook* for full details.

When starting out, the appraiser receives an extra 40 percentage points to add to his base scores as he likes. No more than 20 of these points can go into a single skill, otherwise the player may spread points among the skills as he wishes.

When an appraiser reaches another level, he automatically adds 5% to his read languages skill. He then receives another 20 percentage points to distribute among his skills as he likes. No more than 10 points per level can be assigned to a single skill, and no skill can reach higher than 95%—taking into account all adjustments for race and Dexterity.

As an option, the DM can state that the appraiser may only raise those skills that he actually used during his last level. Since



The Appraiser

most appraisers rarely use skills like pick pockets, these skills will quickly atrophy, while others increase dramatically.

Table 9:
Appraiser Thieving Skill
Base Scores

Skill	Base Score
Pick Pockets	5%
Open Locks	10%
Find/Remove Traps	5%
Move Silently	5%
Hide in Shadows	5%
Detect Noise	5%
Climb Walls	40%
Read Languages	10%
Appraisal	10%

Read Languages

Unlike thieves, appraisers automatically begin with 10 points in their read languages skill. This reflects the fact that reading languages is an essential skill for an appraiser. The ability to decode ancient letters on an item often means the difference between a good deal and a bad one.

Appraisal

Appraisal is a new thief skill available to appraisers only. It replaces the Appraising proficiency.

Appraisal permits the NPC to approximate the worth of a particular item. Appraisers with a poor appraisal skill may soon find themselves out of business.

Appraisal rolls are not required for common items—only for special pieces. Just about everyone is aware, for instance, of the

price of a good long sword. It takes a master, however, to correctly assess the value of a rare gem, magical item, or work of art.

Appraising an item takes 1d10 rounds. In certain cases, a close inspection with a jeweler's tool or a magnifying glass can assist the appraiser in his job. The use of these tools adds 10 percentage points to the appraisal skill when the appraiser inspects small items, obscure inscriptions, or gems.

In certain cases, the DM should apply penalties to the appraiser's attempt. This can range from -5 percentage points for pricing a weapon still caked with blood to -60 percentage points for identifying a particular rare jewel prized by an ancient culture.

Appraisers often consult with historians to establish the identity of certain notable pieces. Such information can be incredibly useful. This consultation helps to offset any penalties the appraiser might have when appraising rare and exotic items. The DM can add a 5-50 percentage point modifier whenever an appraiser consults with a historian. These modifiers should never exceed the penalties applied to the appraising attempt.

Appraising an Item

The DM should secretly roll for every appraisal attempt. If the appraisal roll succeeds, the appraiser comes up with an estimate of the item's worth that is accurate to within 10% of the item's true value (known only to the DM). The DM can determine the appraiser's exact percentage of error by examining the appraisal roll. If the tens digit of the appraisal roll is odd, the appraiser estimates too low. If the tens digit is even, he estimates too high. The ones digit gives the exact percentage by which the estimate was off.



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For example, Nebless examines an item worth 500 gp. Her appraisal skill score is 75%. The DM rolls a 65, so the appraisal is relatively accurate. Since the first digit of the appraisal roll is even, the estimate is low. The second digit of the roll shows that the appraisal erred low by 5%. Nebless estimates the item is worth 475 gp.

If the appraisal roll fails, the DM should subtract the character's appraisal skill score from that die roll. Then the DM adds 10 to that number. This final number is the amount by which the appraisal is off. Again, if the tens digit is odd, the appraiser estimates too low. If the tens digit is even, he estimates too high.

For example, Nebless examines another item worth 500 gp. The DM rolls an 87; she fails the basic skill check by 12 more than her skill of 75%, so she is off by 22% (12+10). Since the tens digit is even, she estimates too high. Nebless places the value of the item at 610 gp.

Appraisal Adjustments

An NPC's race and ability scores affect the appraisal skill. These modifications are represented on Table 10: Appraisal Racial Adjustments table and Table 11: Appraisal Intelligence Adjustments table shown below.

Note that the ability score changes for the appraisal skill are based upon the appraiser's Intelligence, not his Dexterity. Dexterity does still influence an appraiser's other thieving skills.

Table 10:

Appraisal Racial Adjustments

Race	Modifier
Human	—
Dwarf	+10%
Elf	-5%
Gnome	+10%
Half-elf	—
Halfling	-5%

Table 11:

Appraisal Intelligence Adjustments

Intelligence	Modifier
12	-5%
13	—
14	—
15	—
16	+5%
17	+10%
18	+15%
19	+20%

Backstab

Appraisers can backstab just like thieves. However, they spend most of their time in shops and not on dangerous streets. Because of this, appraisers are not nearly as skilled at backstabbing as are normal rogues.



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Table 12:

Backstab Damage Multipliers

Appraiser's Level	Damage Modifier
1-6	-2
7-12	-3
13-18	-4
19+	-5

Thieves' Cant

Due to their constant exposure to thieves, appraisers can understand quite a bit of their secret communication—called thieves' cant. For every level of experience, the appraiser has a 10% chance of understanding thieves' cant. At 10th level, for example, the chance is 100%. The DM can adjust this chance for individual characters who have a greater or lesser exposure to thieves.

Scroll Use

Appraisers can read scrolls at 8th level—just like thieves. Their chance of error is only 20%.

Buying and Selling

Appraisers are not in business simply to look at pretty objects. Profit is the bottom line, and appraisers make their profit by that age-old maxim of buying low and selling high.

After estimating the worth of an item, an appraiser might offer to buy it—if he thinks there is a market for such a thing. He will generally offer half of the item's estimated retail price.

If the item is something easily converted into the currency of the realm—like precious gems or coins from another land—the appraiser will offer more (up to 90% of the item's value).

Purchasing an item involves a certain amount of risk. After all, an appraiser who cannot sell a recently purchased item loses money. This is why most appraisers make low offers when purchasing items.

Stolen Goods

If something is obviously stolen (or the appraiser believes that it is), the risk to the appraiser is even greater. If local law enforcement officials catch the appraiser, the best he can hope for is to lose the gold he paid for the item. However, the appraiser could face imprisonment or even a long torture session in which he'll give up the names of those who sold him the stolen piece. This is why most appraisers refuse to traffic in stolen goods.

Some less-than-lawful appraisers, however, specialize in such fencing. Unfortunately, the danger and complexity of fencing stolen goods forces the price of the items down. A fence's first offer for most stolen goods is about 20% of its true value. If the item is well known, the offer can dip as low as 10%. A fence never offers to pay more than 40% of a stolen item's overall value.

Reputation

The saying that a person is only as good as his reputation goes triple for appraisers. They trade upon their believability and their honesty. If a customer does not believe the results of a particular appraisal, he will not sell his goods to that appraiser.



When an appraiser makes an estimation of an item's worth, the information doesn't just blurt out of his mouth. He has to decide what to tell his client. If the appraiser hopes to purchase the item, the temptation to report a lower-than-actual price can be overwhelming. Smart appraisers build their need for profit into their bargaining instead of lying to their customers. After all, the client can always walk out the door and get a second opinion from someone else.

If an appraiser earns a reputation for dishonesty, his business will steadily decline; only those of less-than-savory reputations themselves will frequent his shop. Some appraisers make a profitable living fencing stolen goods, but even they must keep a semi-honest reputation. Cutthroats and thieves are notoriously short-tempered with those who try to cheat them.

Detecting/Identifying Magical Items

At 1st level, all appraisers can detect whether or not an item is magical. This ability is similar in effect to the *detect magic* spell. An appraiser can attempt to do this once per day per level. The appraiser must make a successful appraisal skill roll in order to detect magic. Failure means that the appraiser does not know if the item is magical.

Optional Critical Failure Rule

If the appraiser rolls a 99–00 when attempting to detect magic, he inadvertently activates the item. This may not seem dangerous when dealing with standard magical weapons and armor, however, accidentally activating a *wand of fireballs* could prove potentially devastating. Note that charged items—such as wands, staves, and rods—lose a charge when accidentally set off by an appraiser's critical failure.



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After reaching 3rd level, an appraiser can identify magical items as per the wizard spell of the same name. This ability requires no actual spellcasting and is nowhere near as exhausting to an appraiser as casting the actual spell. Appraisers cannot identify artifacts or relics.

To identify a magical item, the appraiser must spend one full day inspecting it and consulting local historians. The materials for this identification process cost one-half of the item's XP value. Appraisers usually pass this cost on to the owner of the item, in addition to their usual fee of 1–3% of the item's determined value.

To identify the item, the appraiser must roll under his appraising skill score. Failure indicates that the appraiser has not identified the item. A roll of 100 means that the appraiser has somehow misidentified the magical item. In addition, the DM can use the critical failure rule described above. If the appraiser succeeds, he can identify the magical item just as if he had cast the *identify* spell.

Once an appraiser reaches 8th level, he can make even more accurate and precise identifications of magical items. When an 8th-level appraiser attempts to identify a magical item, the DM should give him the same bonuses as a wizard who grinds up a *luckstone* and adds it to the material component of the *identify* spell. In other words, the appraiser can always determine the exact number of bonuses or charges that an item possesses once he reaches eighth level. In addition, he can figure out all of the functions of a multi-function device with a single attempt.

Contacts

People frequent an appraiser's shop because the appraiser has a network of merchants to whom he can sell an item at a good profit—thus ensuring a good deal on the original sale. This network allows the appraiser to get a better price for an item than any adventurer could ever hope to achieve.

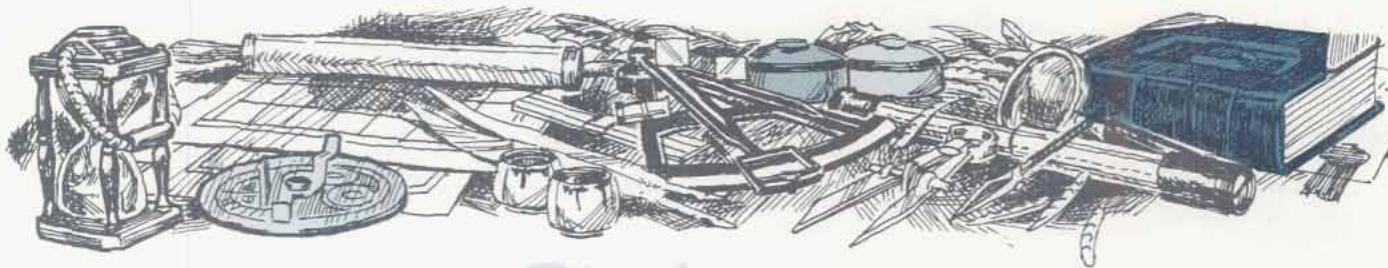
These contacts trust the appraiser. They know that the appraiser has a reputation to uphold, and if he fails to do so, he will soon be out of business. The hero has no such reputation to rely upon—at least not as an entrepreneur.

Thus, a good appraiser will give an adventurer a fair price for any items brought to him. This can save the hero untold hours of haggling.

An appraiser gains a contact at each level of experience. So, at 8th level, an appraiser has eight contacts. For this reason, an appraiser often stays in one place for his entire life. If he moves about from one place to another he loses touch with his contact.

When first made, an appraiser's contact is 1d4–2 levels below the appraiser. In this way, the appraiser's new contact will be anywhere from a single level below him to two levels above him.

At the DM's option, appraisers can use the rules in Chapter 11 to determine how their contacts rise in levels as the appraisers themselves progress in experiences. Otherwise, assume that the appraiser's contacts move up one level in experience for every two levels that the appraiser reaches. The appraiser will soon outstrip any of his contacts in experience.



The Appraiser

However, just because a contact is lower level than the appraiser does not mean that he is any less useful. It means that he or she may not possess the resources to meet the appraiser's constantly increasing needs.

Choosing Contacts

Each contact is characterized not only by his level but also by who he is and what he does. The appraiser tells the DM what kind of contact he is looking for, and then the DM comes up with an appropriate contact.

For instance, at 5th level the appraiser rolls $1d4-2$ and gets a 0 (2-2); this means that the appraiser gains a new 5th-level contact. Recently, the appraiser has dealt almost exclusively with religious items. Thus, the DM decides to give the appraiser a local 5th-level cleric as a contact. He arranges for the two characters to meet and become friends—or at the very least, realize how they could mutually profit from knowing and working with each other.

If at all possible, the process of gaining a contact should be worked into the game. A new contact should never arrive instantly or become a simple note on the NPC's sheet. Instead, the DM should set up an appropriate encounter in the course of the game in which the appraiser meets his new contact.

Selling Items

When an appraiser wants to sell an item, he usually approaches one of his contacts. Otherwise, he simply puts the item up for sale and hopes for the best. When an appraiser decides to sell an item to one of his contacts, he must make a roll against his appraising ability. If he makes the roll, he has sold the item. The percentage of the

item's true value that he receives is equal to double his appraisal roll.

For instance, Nebless tries to sell an item worth 500 gp (no matter what her estimation of its worth might happen to be). She rolls against her appraising skill of 75% and gets a 64. This means that she gets (2×64) 128% of its true value, or 640 gp.

If the appraiser chooses to put an item up for sale on the general market, he only receives a percentage of the item's actual value equal to his appraisal roll. Thus, if Nebless tried to sell a 500 gp item on the general market, she would only receive 64% of the item's total worth.

Fees

Occasionally, an appraiser will offer his services for free. After all, the first person to appraise an item often has the first opportunity to buy the item. However, most appraisers charge a fee for their expertise. This fee ranges anywhere from 1-3% of the item's estimated value. Additionally, appraisers charge higher fees for identifying magical items.



The Appraiser

Nebless

Nebless the Fence
Female Human Appraiser

Str: 10
Dex: 15
Con: 11
Int: 10
Wis: 17
Cha: 16

Armor Class: 6 (no armor)

Level: 5

THAC0: 18

Movement: 12

Hit Points: 18

Alignment: Neutral

No. of Attacks: 1

Special Attacks: None.

Special Weaknesses: None

Thieving Abilities

PP: 5% **DN:** 10%

OL: 40% **CW:** 40%

FT: 55% **RL:** 35%

MS: 5% **AP:** 75%

HS: 5%

Weapon Proficiencies: Knife, short sword, hand crossbow.

Nonweapon Proficiencies: Ancient history (16), Forgery (14), Local History (16), Reading/Writing (11).

Equipment: Knives (one in a plain scabbard at her belt and one tucked invisibly into her right boot), *magnifying glass* (adds +10% to her appraisal skill), *cloak of protection* +3, *philter of glibness*, *ring of truth*, *ring of blinking*.

Nebless is a brown-haired, green-eyed beauty in her early thirties. She is a charming woman with many suitors—although none of them have proved sharp or charming enough for her. Still, this doesn't prevent newcomers from trying all the time.

Role-playing: Nebless is supremely self-confident. She excels at her chosen profession and knows it. She has many city friends in high and low places. Nebless has lived in the city all her life and has no plans to leave.

Nebless can seem a bit haughty to those who do not know her. However, anyone who decides to test her mettle will not find her wanting. She is razor-sharp, wealthy, and well-connected. No streetwise person would dare assault her.

Combat: If faced with a threat, Nebless always tries to talk her way out of it, preferring to make friends instead of enemies. Failing that, she uses her *ring of blinking* to effect an escape.





The Blacksmith

Hoppsman raised the hammer and brought it down hard on the barely shaped lump of metal. Pumping his massive biceps, he repeated the motion again and again, beating the slab of steel mercilessly, forming it with his powerful blows and shaping it to his will.

Wrestling with metal was Hoppsman's true calling. The only time that he truly felt alive was when he created something from nothing—like forging a blade from a shapeless lump of steel.

Hoppsman kept pounding away at the metal rod until it took the shape of the image that glowed in his mind like the coals over which he feverishly worked.

After what seemed like an hour, Hoppsman stopped for a moment to wipe the sweat from his brow. The thin strip of cloth he wore tied around his forehead had long since soaked through, and the salty fluid flowed into his eyes. His dwarven eyebrows and beard were dusted with a thin crust of that same salt, as the sweat soaked his hair and then dried by the heat of the forge.

Hoppsman tossed the hammer to one side, ignoring the clatter it made as it skittered across the cut stone floor. Then he stabbed the still-hot blade into a barrel of water, deeply inhaling the steam that rose from its passing. He hefted the half-made blade in his hands. It was well balanced, and as he swung it about, it became a deadly extension of his arms.

He stripped off his black apron, and carried the weapon to his grindstone. As he opened the bladder that would drip water onto the stone wheel at a steady rate, he thought about how many of his ancestors worked at this same wheel before him and how many blades he sharpened on its wide, curved side. The dwarves of his clan had made many an excellent blade, but this particular one would be legendary.

Just as he set the blade to the stone, Hoppsman heard the distinctive sound of a throat being cleared. In one smooth motion, he

swung himself around, bringing the unsharpened blade before him. "Hold!" he cried. "Stay where you are, or I'll run you through. This blade may still be dull, but it will only hurt that much more!"

Before him stood a tall, thin, hooded figure in a dark cloak—a human by the height of it. "Fear not, blacksmith. My apologies for interrupting your work. I did not mean to startle you."

The voice was feminine, but untouched by tenderness; it held a warrior's intonation. The woman was holding out her hands. In her right, she grasped a well-wrapped blade with a fine scabbard peeking out through the strips of cloth.

Hoppsman harrumphed. "I was not startled, lady, but it pays to be cautious. How did you get down here? There are guards."

The woman swept back her hood, and her red hair spilled out, cascading down her shoulders. She stepped forward and began to unwrap the sword, setting it down on the low table that stood almost between them. "My name is Martia. The king himself granted me audience and then sent me down here to see you, the greatest of his smiths." Hoppsman smiled in spite of himself. "He thought you could help me with this."

The wrappings removed, Martia pulled the blade from its sheath; it came out in three separate pieces. Throwing caution to the wind, Hoppsman dropped the blade in his hand and stepped forward to examine the sword. After a long moment, he looked up at Martia, a soft glow of awe in his eyes.

"It's the Blade of Honesty. It was supposed to be destroyed," he whispered hoarsely.

"And so it was," gestured Martia. "But I need it once more. With it I can finally fell Cardax, the necromancer who rules my lands with an iron fist. Can you help me?"

Hoppsman cradled the fragments of the legendary blade in his hands, marveling over them for a moment. "Oh yes, milady. Nothing short of death could stop me."



The Blacksmith

Blacksmiths are men and women who mine ores from the ground and transform them into the purest metals. These metals are then made into strong or precious alloys that the blacksmith beats, twists, and forges into useful items.

Some smiths content themselves with shoeing horses. Others specialize in manufacturing fine suits of armor. Still others concentrate on the creation of weapons like hammers, maces, swords, and even arrowheads.

Adventurers need blacksmiths more often than they might think. Many heroes purchase their arms and armor from blacksmiths (or at least from merchants who purchased such goods from a blacksmith), but never think about maintaining their equipment. Yet when the hero escapes from a dungeon, it's not only his body that has sustained damage. His armor is full of scratches, holes, and newfound chinks, and his sword is notched and dulled.

Without proper upkeep, these bits of equipment eventually break. Unfortunately, a mail shirt doesn't tend to fall apart while its wearer walks along a city street. No, most often it shreds when struck by a blow from a murderous foe, leaving an adventurer entirely undefended against the next attack.

Regular visits to the neighborhood blacksmith can prevent such tragedies. Mail that is kept in shape and weapons that are kept sharp are (nearly always) dependable. The investment in time and money is a worthwhile one.

Of course, the blacksmith can help in more mundane ways as well. In many small towns, blacksmiths are the only source of nails, cast iron pots, wire, and a host of other everyday items. They can also repair those items that are old and broken.

Experience, THACO, and Hit Dice

Blacksmiths have their own level advancement as shown on the Blacksmith Experience Levels table below. Blacksmiths spend most of their time honing their skills at the forge. In addition many blacksmiths spend time practicing with weapons and armor. These smiths understand that it is useful to know how to wield the weapons and armor that they craft. After all, how can a master blacksmith continue to improve upon his swordmaking technique if he isn't really sure how best to handle such a blade in actual combat. For this reason, blacksmiths use the warrior's THACO table and saving throw chart.

Blacksmiths gain one 10-sided Hit Die per level and receive bonus hit points for high Constitution scores until 8th level. However, these craftsmen receive only two hit points per level after the 8th. In addition, blacksmiths do not gain bonus hit points from their Constitution after 8th level.



The Blacksmith

Table 13:
Blacksmith Experience Levels

Level	XP's	Hit Dice (d10)
1	0	1
2	2,000	2
3	4,000	3
4	8,000	4
5	16,000	5
6	32,000	6
7	64,000	7
8	125,000	8
9	250,000	8+2
10	500,000	8+4
11	750,000	8+6
12	1,000,000	8+8
13	1,250,000	8+10
14	1,500,000	8+12
15	1,750,000	8+14
16	2,000,000	8+16
17	2,250,000	8+18
18	2,500,000	8+20
19	2,750,000	8+22
20	3,000,000	8+24

Ability Scores

Blacksmithing is tough, and the vast majority of people are not suited for it. It requires incredible muscular power and endurance, as well as the ability to understand basic metallurgy. A good dash of common sense is helpful, as the blacksmith works in the real world, not in some pristine laboratory. In addition, nimble fingers help the blacksmith, for he works with sharp tools.

For these reasons, all blacksmiths must have a minimum Strength of 12, a minimum Intelligence of 9, a minimum Wisdom of 9, a minimum Dexterity of 9, and a minimum Constitution of 12. Strength and Constitution are a blacksmith's prime requisites.

Permissible Armor and Weapons

Blacksmiths have no restrictions on arms or armor and can use any kinds of weapons or protection that they like. Because they can get metal cheaply and create the necessary items on their own, most blacksmiths prefer to use metal items—particularly those used in melee combat.

Individual Experience Awards

Despite the fact that they are closely aligned with warriors, blacksmiths concentrate their skills more on making objects than using them. Thus, their individual class awards differ slightly from those of a warrior. Use the Blacksmith Experience Awards table for determining how many experience points a blacksmith earns during the course of a scenario.

When consulting the table, a "major" item refers to an entire weapon or suit of armor. Pieces of a weapon (like an arrowhead) do not count, nor do more domestic items such as horseshoes or pots and pans.

Table 14:
Blacksmith Experience Awards

Action	Award
Per major item made	200 XP
Per major item repaired	100 XP
Per gold piece value of item successfully sold	2 XP
Per magical item repaired	XP value of item



Proficiencies

A beginning blacksmith gets three weapon proficiency slots at 1st level and receives a new one every three levels (at the 3rd level, 6th level, and so on). A blacksmith suffers a -3 penalty when using weapons with which he is not proficient.

A blacksmith also receives four nonweapon proficiencies at 1st level and gains a new proficiency every three levels after that (at the 3rd level, 6th level, and so on).

At 1st level, the blacksmith must select Blacksmithing, Armorer, and Weaponsmithing as nonweapon proficiencies. Normally the Armorer and Weaponsmithing proficiencies cost multiple slots, but due to the blacksmith's dedication to his art, these necessary proficiencies cost him only a single slot.

The fourth proficiency slot can be spent on anything that the blacksmith wants. Some proficiencies are particularly helpful to the blacksmith. Animal Handling makes it easier for the blacksmith to shoe horses. Artistic Ability permits the blacksmith to make his work more than simply functional—it can be beautiful as well. Blacksmiths sometimes choose Heraldry as a nonweapon proficiency so they can inscribe the proper crests and symbols on shields and armor.

Some blacksmiths take up Mining so they can mine their own ore, or, at the very least, negotiate the lowest price when purchasing it from other miners. Other blacksmiths learn to construct ranged weapons through use of the Bowyer/Fletcher proficiency.

Blacksmiths can choose proficiencies from the general and warrior groups with no additional costs.



The Blacksmith

Warrior Abilities

Although blacksmiths are closely aligned with warriors, they do not possess all of the warrior's abilities.

Exceptional Strength

Like warriors, blacksmiths who have a Strength of 18 can roll percentile dice to determine exceptional ability. This is due to long hours spent over the forge beating raw metals into useful shapes.

Extra Attacks

The blacksmith never makes multiple melee attacks per round. No matter what the blacksmith's level, he can attack only once per melee round.

Weapon Specialization

Unlike warriors, blacksmiths cannot specialize in a weapon. They devote most of their time to making weapons, not using them. While they are not unfamiliar with the use of arms, blacksmiths simply do not have the extra time to master a specific weapon.

Blacksmiths do, however, receive a +1 to all attack rolls and +2 to all damage rolls made with a warhammer. This is due to the fact that the blacksmith works with the hammer all day and can wield it as if it were an extension of his actual arm.

Prices of Metallic Items

Blacksmiths can make their own metals out of raw ore. This is time consuming, but they have to pay only about half the normal value of the resultant metal. It takes a

blacksmith 1d6 weeks to reduce ore to basic metals.

Once the blacksmith has the metal, he can make any metallic items he wants (subject to any success with his Blacksmithing proficiency, of course). The total retail cost of an item includes the cost of materials (25%), the blacksmith's time and effort (50%), and the overall profit on the item (25%).

Merchants regularly sell weapons in many different kinds of stores. Armor, however, is a different story. The armorer must custom-fit the armor to the wearer, otherwise it may cause the wearer some problems in combat. Blacksmiths will usually charge an additional 5% of the armor's cost to cover the custom-fitting process.

The Blacksmith's Tools

The blacksmith must have access to a forge, a bellows, a coal-fed fire, his trusty hammer and anvil, and all the other elements of a fully equipped smithy in order to fashion items out of metal.

All blacksmiths start out with a modestly appointed smithy at 1st level. If this smithy is somehow destroyed, or if the blacksmith wishes to build a new smithy for any other reason, it will cost him 500 gp for every experience level that he has.

Making Equipment

Actually making an article of equipment may or may not require a proficiency roll, depending on the complexity of the item. The blacksmith can automatically craft a simple item—like a batch of nails. Conversely, constructing a full suit of field plate complete with embossed heraldry is



The Blacksmith

quite difficult. Such a task might warrant a -4 penalty to the blacksmith's Armorer proficiency roll. The DM should determine the extent of any modifiers to the Blacksmithing proficiency check.

Which Proficiency to Use

When the blacksmith makes armor of any kind, he rolls against his Armorer proficiency. When he wants to make a weapon, he rolls against his Weaponsmithing proficiency. When a blacksmith fashions any other metallic item, he rolls against his Blacksmithing proficiency.

For more details about the use of each proficiency, consult the "Proficiencies" chapter in the *Player's Handbook*. This chapter also lists the length of time required to make armor and certain common types of weapons.

Maintaining Equipment

The rules that follow apply to all characters—not just blacksmiths. Adventurers' gear undergoes a great deal of abuse in the course of their travels. Heroes must continually sharpen their blades, smooth out the dents in their chestplates, and repair the broken links of their mail, or these essential objects will fail at the most inopportune time—mostly when heroes need these items to stave off death.

Damaging Armor

Whenever a character sustains damage from an attack in which the attacker rolled a natural 20, the defender's armor must make a saving throw versus crushing blow. The DM should then consult Table 52: Weapon

Type vs. Armor Modifiers in the *Players Handbook* and apply the specific modifier to the armor's saving throw roll.

For example, a fighter wearing chain mail is struck by a club-wielding ogre that rolled a 20. The chain mail's save vs. crushing blow is a 7. The fighter rolls an 8, but the DM subtracts 2 from the roll after consulting Table 52. The final roll is a 6, which is insufficient to save versus the attack.

Magical armor add +1 to its saving throw for every +1 of its bonus. If the armor in question makes its save, it remains unaffected by the blow. Armor that fails this saving throw, however, sustains damage.

The DM should treat damaged armor as if it were poorly made; the armor is still usable, but it functions as 1 AC worse than usual. Unlike the disguised weakness of poorly made armor, however, the weaknesses of damaged armor are quite obvious. Anyone who looks at a suit of damaged armor can clearly see the rents, dents, and tears.

Damaged armor requires skilled repair by someone with the Armorer proficiency. Until that time, the armor suffers a -1 to any future saving throws. This penalty is cumulative. A suit of armor damaged three times without repair suffers a -3 penalty to all saving throws.

Nonmagical armor can only sustain four separate instances of damage. If the armor remains unrepaired after four hits, it will automatically break the next time an opponent rolls a natural 19 or 20. Broken armor does not provide any protection (treat the user as if he were not wearing any armor) and hampers its wearer's movement rate by half. In addition, the wearer suffers a -4 penalty on attack rolls until he removes the armor or takes it to a blacksmith for repairs.



The Blacksmith

Magical armor is more resilient than its mundane counterpart due to its enchanted nature and superior quality. A magical suit of armor can sustain four hits and an additional hit for every magical plus before breaking. Thus, a suit of *chain mail* +2 could sustain a total of 6 (4+2 for its magical bonus) hits before breaking.

Damaging Shields

Shields can sustain damage during combat, as well. However, these items only need to make a saving throw vs. crushing blow when struck with an attack roll of 20 by bludgeoning weapons or heavy slashing weapons—such as axes.

These attacks must come from the front or the flanks of the defender in order to affect the shield. Rear attacks do not have any chance to damage a shield unless the defender strapped a shield to his back.

Again, magical shields are more resilient than nonmagical ones. A magical shield can sustain a number of hits equal to its magical plus before breaking. Thus, a *shield* +2 could handle two damaging strikes before breaking.

Damaging Weapons

Weapons can suffer damage just like armor. However, this damage usually stems from the efforts of the attacker instead of the defender.

When an attacker rolls a natural 1 on his attack, his weapon must make a saving throw vs. crushing blow. Remember that a magical weapon adds +1 to its roll for every magical plus. If the item makes its saving throw, nothing happens. However, if the item fails its save, it sustains damage. Damaged weapons suffer a -1 penalty to any

future saving throws and a -1 penalty to future attack and damage rolls. The penalties are due to a dulling of the blade, notching of the head, or any other damage that might affect the performance and balance of a particular weapon.

If the item in question fails its save with a roll of 1, the weapon breaks (a bow snaps, a blade cracks, the haft of a mace splinters, etc.) The weapon is entirely useless in any combat situation.

Forceful Blow Option

The DM can apply these same damage rules whenever an attacker rolls a natural 20 and inflicts the maximum amount of possible damage. This reflects the fact that a truly powerful blow can hurt a weapon as well as a defender.

Weapons can sustain damage a number of times equal to half of their maximum damage potential (vs. man-sized creatures) rounded down. The weapon breaks once it surpasses its maximum damage number.

For example, a long sword normally does 1d8 points of damage—making its maximum damage 8 points. The long sword could sustain damage 4 times ($8 \times 2 = 4$). If the weapon sustains damage a fifth time, it breaks.

Magical weapons add their bonuses to their damage potential before dividing the number in half. A *long sword* +3 has a maximum damage of 11 (8+3). It could sustain damage five times before it shattered.

Penalties incurred on damaged weapons are cumulative. For instance, a long sword damaged four times would make future saves at -4 and suffer a -4 penalty to-hit.



Damaging Magical Armor and Weapons

When a magical weapon or suit of armor breaks, it loses all of its combat abilities. However, any other magical abilities inherent in the item can still function. For instance, a suit of *armor of blending* still appears as a normal suit of clothes even though the armor itself is broken. Intelligent swords even retain their sentience and noncombat powers, although they are useless in combat.

However, these additional powers continue to work only while each of the now-separate pieces of the item touch each other. A broken blade, for instance, still works if the pieces rest against each other in the sword's scabbard. If anyone removes a piece, the sword's powers do not function.

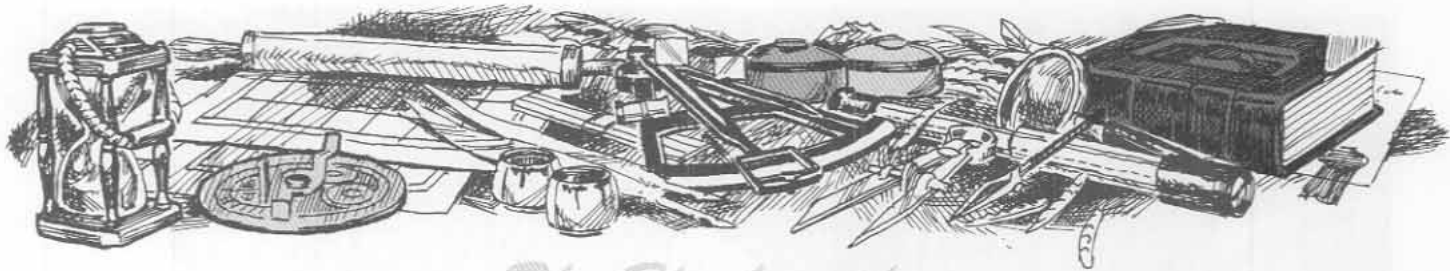
Repairing Equipment

Blacksmiths are most often in demand for their ability to repair damaged equipment. Certain kinds of damage need the attention of a professional and can't be fixed in the field.

Repairing Armor

Blacksmiths can repair damaged armor as long as they have access to the proper tools. Nonmetallic (leather, studded leather, or padded) armor can be repaired with patching materials and some thread. Metallic armor requires the use of a forge.

To properly repair a suit of damaged armor, the blacksmith gathers his materials and spends his time fixing the dents, breaks, and tears. Multiply each level below 10 of the



The Blacksmith

armor's defensive rating by the number of times the armor sustained damage to find out the total time required (in hours) to repair the armor.

For example, if a suit of leather (AC 8) was damaged twice, it would take 4 (2×2) hours to properly repair.

Broken armor can also be repaired—although it requires more time. It takes a blacksmith one day for every Armor Class level of the armor below 10 to repair it. Thus, broken leather armor (AC 8) would take 2 (10–8) days to repair. Repaired armor functions normally in combat.

Repairing Weapons

Blacksmiths (or anyone else with the Weaponsmithing proficiency) can repair damaged weapons. However, these repairs require the appropriate tools. For example, metallic weapons require the use of a fully operational forge.

A blacksmith can repair a damaged weapon in one hour per day it took to create the weapon. A long sword, for example, takes 30 days to create. It would therefore take a blacksmith 30 hours to repair the damaged weapon. Consult Table 41: Weapon Construction under the Weaponsmithing proficiency in the *Player's Handbook* to find out exact construction times of various weapons.

Broken weapons, on the other hand, take substantially longer to repair. This repair time is equal to one-half the weapon's construction time. This means that a broken long sword would take 15 days to repair.

Of course, a blacksmith must have all of the weapon's pieces in order to repair it. If these pieces are not available, the blacksmith must craft an entirely new weapon; this

process takes the full construction time of the weapon in question. A long sword with a missing tip would take a full 30 days to repair.

Repairing Magical Armor and Weaponry

Repairing magical weapons and suits of armor does not require any additional powers or abilities over and above those the blacksmith already possesses, as he does not have to re-enchant the items. However, the repairing of these magical items does require a great deal of skill, patience, and luck. Blacksmiths suffer a base –4 penalty to their proficiency checks when attempting this difficult task.

In addition, the degree of the item's enchantment also affects the difficulty of the repair job. The DM should give an additional –1 penalty for each level of the item's enchantment (+1, +2, etc.) to the blacksmith's proficiency roll.

For example, Hoppsman the blacksmith, who possesses a Weaponsmithing proficiency of 16, attempts to repair a broken *short sword* +1. He rolls a 12 on his proficiency check. Normally, this would be enough to successfully repair the sword. However, Hoppsman must subtract 5 (4 base and 1 for the weapon's level of enchantment) from his proficiency score for repairing a magical weapon. This penalty changes his score to an 11. The complexity of the task is beyond the skill of the blacksmith.

The full restoration of a piece of magical weaponry or armor requires all of the item's pieces. The blacksmith can replace the missing pieces of the item, but its enchantment will disappear.



The Blacksmith

Weapon Quality

The DUNGEON MASTER Guide features guidelines for weapons of exceptional quality. Skilled blacksmiths can make these fine weapons with a little bit of luck. When creating a weapon, the blacksmith must check against his Weaponsmithing proficiency.

When a blacksmith rolls equal to or less than the number of extra slots he has in Weaponsmithing, he creates a weapon of exceptional quality. Only blacksmiths with extra slots in Weaponsmithing have the ability to make exceptional weapons.

For example, Hoppsman has an Intelligence of 17. His base Weaponsmithing proficiency score is 14 (17-3). He has three slots in Weaponsmithing (two more than he must have at first level). If Hoppsman rolls less than a 2 while making a weapon, he creates a weapon of quality.

A weapon of quality possesses a +1 bonus to attack rolls or a +1 bonus to damage rolls. The DM decides which bonus applies to the weapon in question. If, however, the blacksmith rolls a natural 1 on his proficiency check, the weapon possess *both* bonuses. Note that these bonuses are nonmagical in nature. Creatures hit only by magical weapons cannot be harmed by weapons of quality.

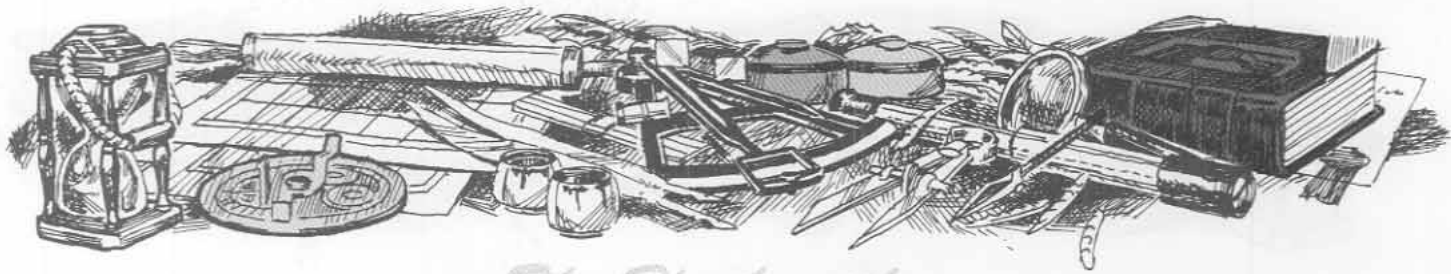
In addition to their attack and damage bonuses, weapons of quality make saving throws with a +1 modifier.

Apprentices

Unlike warriors, blacksmiths do not gain followers at a certain level. However, they often pick up blacksmithing apprentices in the course of their business. The blacksmith attracts a single apprentice every level after 3rd. These apprentices remain in the blacksmith's service only until the blacksmith goes up three levels in experience. At that point, the apprentice becomes a 1st-level journeyman blacksmith and strikes out on his own.

Most blacksmiths have up to three apprentices at a time, but renowned blacksmiths attract even more. At 8th level and above, the blacksmith attracts up to three apprentices per level. Each of these apprentices leave after the blacksmith attains one more level of experience. Apprentices who joined at the master's 6th and 7th levels leave automatically when their master reaches the 8th level.

At 10th level (and each level thereafter), the blacksmith attracts another blacksmith of five experience levels less than himself. This "master" apprentice comes to learn from one of the great masters. However, he only sticks around until the master blacksmith attains the next level. At that point, the "master" apprentice gains another level for himself and strikes out on his own. In rare instances, the "master" apprentice chooses to remain with his master blacksmith. If this happens, however, no new "master" apprentice can study under the master blacksmith.



The Blacksmith

Fees

Like most people, blacksmiths make their living by their abilities. They do not provide free services. The blacksmith's fees depend a great deal upon the circumstances. The higher a blacksmith's level, the more people must pay to benefit from his services. A blacksmith adds a 5% premium for every level of experience he has. In this way, a 10th-level blacksmith could charge 150% of an item's normal retail price for any object he makes. This also applies to repair fees.

For example, a long sword normally costs 15 gp. A long sword made by Hoppsman (a 10th-level blacksmith) would run 22 gp and 5 sp. Apprentice blacksmiths do not add any kind of surcharge. This is the reason that most weapons are sold at their normal price.

A weapon made by an experienced blacksmith has no special powers to justify its extra price. It is simply crafted with more skill and ornamented to a higher degree. Owning a weapon made by a high level blacksmith is more of a status symbol than anything else.

Armor Repair Fees

A blacksmith usually sets his repair fees in relation to the amount of time it takes him to repair the damaged armor. This fee ranges from 1-5 gp per hour, depending on the intricacy of the armor and the patience of the owner. The usual fee for repairing damaged armor runs 2 gp per hour.

Broken armor costs 10 gp per day to repair. In some cases, the repair work will be more expensive than a new suit of armor.

Weapon Repair Fees

A blacksmith's fee for repairing damaged weapons can vary a great deal. Normally, a blacksmith charges 1 gp per hour to repair damaged weapons and 5 gp per day to repair broken weapons. It is usually cheaper to replace a broken weapon rather than repair it.

Magical Weapon and Armor Fees

Repairing magical weapons and suits of armor costs more than fixing their nonmagical counterparts. Due to the highly intricate nature of the work, most blacksmiths charge between 15 and 25 gp an hour to repair damaged magical weapons and armor. Broken magical items cost 50 gp a day to repair.



The Blacksmith

Hoppsman

Hoppsman the Weaponsmaster
Male Dwarf Blacksmith

Str: 18/47

Dex: 14

Con: 16

Int: 17

Wis: 9

Cha: 10

Armor Class: -3 (*plate mail* +2 and *shield* +3)

Level: 10

THAC0: 11

Movement: 6

Hit Points: 85

Alignment: Lawful Good

No. of Attacks: 1

Special Attacks: +1 vs. orcs, half-orcs, goblins, or hobgoblins; +1 to attacks/+2 to damage with warhammer.

Special Defenses: +4 to saving throws vs. magical wands, staves, rods, spells, and poisons; ogres, trolls, ogre magi, giants or titans suffer a -4 penalty when attacking the dwarf.

Special Abilities: Infravision (60'); Detect information about underground passages.

Special Weaknesses: 20% chance of a magical item not suitable for a warrior to malfunction any time he uses it.

Weapon Proficiencies: Warhammer, battle axe, long sword.

Nonweapon Proficiencies: Armorer (16), Blacksmithing (18), Weaponsmithing (16), Reading/Writing (18).

Equipment: *Hammer and tongs* +2 (adds +2 to Blacksmithing proficiency), *warhammer* +3, *plate mail* +3, *shield* +2.

Hoppsman is stout—even for a dwarf—with corded, muscular arms. He is nearly as broad as he is tall and keeps his hair and beard cropped short. His hairstyle is contrary to

dwarven custom, but he finds it easier to trim his hair than to have it catch fire in the forge.

Role-playing: Hoppsman is a solitary dwarf who prefers his work to the company of people. This has served him well in his career, but has made him lonely. He yearns for the day he can give up his trade and turn it over to a worthy apprentice; that day seems very far away.

Hoppsman has little time for those who wish to chat, unless they happen to touch upon one of his favorite subjects: arms and armor. Once that happens, he opens up and becomes as friendly as one could expect.

Combat: Hoppsman rarely enters combat, being well-protected by the dwarven king's guards. He normally does not wear armor, but when he does, he wears one of the most magnificent sets of dwarven plate mail in the kingdom.

Hoppsman will not shy from a fight and will battle to the death to protect his home and those that he loves.





The Cartographer

Martia left the Sow's Ear sure that she had been suckered. The old guide who sold her the map looked like she spent more time negotiating her way into the bottom end of a bottle than showing clients the way to safely travel through Hobgoblin Pass.

The weather-beaten woman would probably remain at the tavern for the remainder of the night drinking herself into a stupor from which not even the gods themselves could rouse her. If it turned out that the besotted outdoorswoman had indeed suckered Martia, the valiant swordswoman would still have plenty of time to go back to the tavern and enact her revenge.

Three nights later, Martia found herself wasting long hours as she waited for the guide to keep their appointment. Never again would she agree to meet someone "three evenings hence." Such a nebulous time left far too much room for interpretation.

Disgusted, Martia wandered through the streets, careful to avoid the darkness of the alleys. When she reached the appointed building, a sturdy structure with a sign that depicted a curling map of the known world, Martia saw that a light still burned on the first floor.

She stepped up to the window and peered inside. Hunched over a piece of parchment, a youngish man, sharpened quill in hand, inscribed the outline of a map. He squinted carefully in the dim light of a nearby lantern, his hand making strong and steady strokes on the parchment. He was obviously absorbed by his work.

Martia knocked firmly on the window.

The young man leapt out of his seat, whirling in the direction from which the sound originated. He held his quill out in front of himself as if he hoped that the creature outside would somehow impale itself on the tip of the flimsy instrument.

When he saw Martia, the young man blew out a long sigh of relief. Then, his attention unoccupied by any imagined threat on his life, he

suddenly heard the sound of gurgling fluid. The young man turned back to his desk and saw that he had upended a bottle of ink in his haste. The pigment slowly trickled out of the container's narrow neck and onto his unfinished map.

He cursed and leapt forward, righting the bottle and cursing again. Then he stood up, walked slowly to the door and let Martia in.

"Good evening, Barth" said Martia, barely able to contain her mirth. "My apologies for startling you."

Barth blushed and smiled at her sheepishly. "My lady," he reached out to take her hand and then, realizing that his fingers were covered with ink, withdrew them. "No apologies are necessary. How may I be of help to you?"

Martia closed the door behind her and moved further into the room. She reached into her jacket and withdrew the map she had purchased in the tavern. "I need Brantus to take a look at this."

Barth's face fell dramatically. "I'm sorry, my lady, but my father has gone out for the evening. I am the only one here."

Martia grimaced meaningfully. "Do you know where he went?"

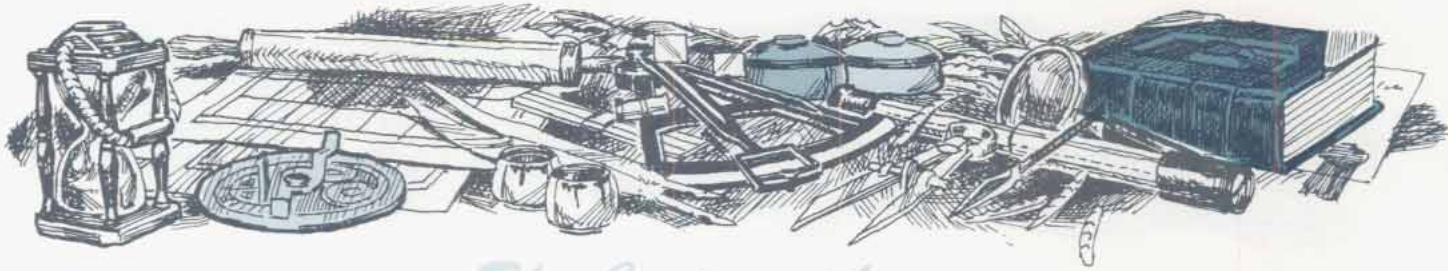
"I'm afraid not, my lady. He was quite secretive about his plans."

Martia considered her situation for a moment before asking, "Then perhaps you could help me?"

Barth smiled broadly. "Certainly, my lady." He wiped his hands clean on his apron, already blackened by several previous mishaps. He took the map from her gingerly and held it up underneath the lantern so that he could take a closer look. "And what is it you want to know about this particular map, my lady?"

"Have you seen it before? Is it real?" she asked impatiently before realizing she was being short with the young man. "I'm sorry. It's important that I know. And soon."

"Well then, my lady," Barth said, warming to the task, "I'd better get busy."



The Cartographer

In a fantasy world—as in any other world—information is power. This is especially true for adventurers who travel into the unknown in search of treasure, magic, and fame. Heroes that seek the path less traveled find that a bit of reliable information is their most powerful weapon.

Maps constitute a large part of an adventurer's most informative items. No matter how fearless an adventuring party, or how talented their guide, they must at least know the general location of a treasure before they can travel in search of it. This is why most heroes invest in reliable maps.

Most heroic tales tell of old, wizened townspeople who sell maps in darkened taverns. However, experienced heroes are hardly willing to trust a large investment of their time, money, and safety to a piece of paper hastily scribbled by a noxious, boozy old grifter.

Wise adventurers turn to a reputable cartographer for all their mapping needs. Not only can a cartographer supply reliable maps, but he can also neatly copy an adventuring party's hastily made maps. Additionally, adventurers can hire cartographers to participate in quests where their mapmaking skills can prove invaluable.

Experience, THACO, and Hit Dice

Cartographers have their own level advancement as shown on the Cartographer Experience Levels table.

Cartographers are known more for their ability to translate three-dimensional realities into two-dimensional maps than for any ability in combat. They spend a great deal of time hunched over tables in dim lamplight, scratching down outlines and symbols on rough parchment. Thus, cartographers use the wizard's THACO table and the rogue's saving throw chart.

Like wizards, cartographers gain one four-

sided Hit Die per level up to the 8th level. They gain only two hit points per level after the 8th and do not receive any bonus hit points due to high Constitution scores.

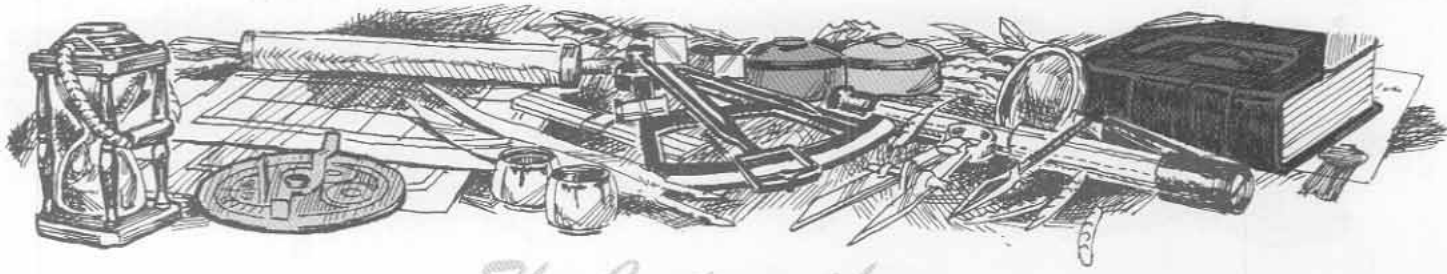
*Table 15:
Cartographer Experience Levels*

Level	XPs	Hit Dice (d4)
1	0	1
2	1,250	2
3	2,500	3
4	4,500	4
5	9,000	5
6	17,500	6
7	35,000	7
8	60,000	8
9	90,000	8+2
10	140,000	8+4
11	200,000	8+6
12	400,000	8+8
13	600,000	8+10
14	800,000	8+12
15	1,000,000	8+14
16	1,200,000	8+16
17	1,400,000	8+18
18	1,600,000	8+20
19	1,800,000	8+22
20	2,000,000	8+24

Ability Scores

Mapmaking is a difficult calling that requires a great deal of patience and the ability to understand spatial relationships. A bit of knowledge about basic architecture and geology doesn't hurt at all either. In addition, cartographers must possess some amount of artistic ability and a steady hand in order to render their maps in a legible and clearly understandable fashion.

For these reasons, all cartographers must have a minimum Intelligence of 12 and a minimum Dexterity of 10. The cartographer's prime requisite is Intelligence.



The Cartographer

Permissible Armor and Weapons

Cartographers have no restrictions on armor. They can use any kind of protection that they like. However, when actually making maps, they cannot wear gauntlets or any armor heavier than chain mail.

Cartographers can only use those weapons available to rogues. They do not spend much time on weaponry, as they are far more concerned with improving their mapmaking skills.

Individual Experience Awards

Cartographers are not much concerned with killing monsters or researching magic. Their individual experience awards are, therefore, unique to their class. Use the Cartographer Experience Awards table for determining how many experience points a cartographer deserves at the end of a scenario.





The Cartographer

Table 16:

Cartographer Experience Awards

Action	Award
Per map made from scratch	Varies
Per map copied	100 XP
Per fake map detected	200 XP
Per real map confirmed	200 XP

The number of experience points handed out for the creation of a new map (requiring the cartographer to do the legwork and research himself) varies greatly. The number depends on the size of the mapped area and the map's level of detail.

Simple maps that cover a small area (up to 100 square yards) are worth 1 XP per square yard. Simple maps that cover a great deal of area (up to 100 square miles) are worth 5 XP per square mile.

The greater the details included, the higher the map's value. Maps that involve several levels, those that are rendered in three dimensions, and those that are topographical in nature are worth double their base value, as they are difficult to produce.

Note that these experience awards are only given out for accurately fashioned maps. Incorrect maps are not worth any experience points at all.

Proficiencies

A cartographer gets two weapon proficiency slots at 1st level and receives a new one every five levels (at the 5th level, 10th level, and so on). A cartographer suffers a -4 penalty when using a weapon with which he is not proficient.

A cartographer also receives four non-weapon proficiencies at 1st level and gains a new proficiency every 3 levels after that (at the 3rd level, 6th level, and so on).

At 1st level, the cartographer must select the new Cartography nonweapon proficiency (see the section on New Proficiencies below). A cartographer must also take the Direction Sense proficiency. A mapmaker who can't tell direction will have a short-lived career.

Additionally, cartographers must take the Forgery proficiency. This permits them to convincingly copy maps made by others. They can also use this proficiency to spot fake maps made by con artists.

Lastly, they must take the Reading/writing proficiency so that they can properly label their maps. Maps without proper labels are potentially deadly.

The cartographer can spend any other non-weapon proficiency slots on whatever he wants. Many cartographers, however, are so dedicated to their art that they use all of their proficiency slots improving their cartography skill.

Here are some proficiencies that may prove useful to a cartographer NPC:

- **Artistic Ability:** This proficiency enables the cartographer to beautifully embellish and decorate his maps. The successful use of Artistic Ability adds an additional 15% to a map's retail price.
- **Modern/Ancient Languages:** Knowing other languages is a great asset to a cartographer. Not only will a linguistically educated cartographer enjoy greater success when copying old or foreign maps, but he will also receive many requests to translate foreign maps.
- **Navigation:** Some cartographers take this proficiency so that they can create maps of the heavens. These maps are extremely important to sailors and seagoing adventurers, who often pay a handsome price for them. In addition, cartographers with this skill can also create detailed maps of the shorelines, reefs, and rocks that surround coastal areas.



The Cartographer

Cartographers can choose from the general, rogue, and wizard proficiency groups without any additional costs.

New Proficiencies

The cartographer class is based upon the new Cartography nonweapon proficiency. Other characters may use the proficiency; however, these amateurs receive a -2 penalty to all of their cartography checks. In addition, they cannot combine this proficiency with Forgery to determine the authenticity of maps. That particular skill lies purely in the hands of the cartographer class.

Cartography

This proficiency permits a character to create maps of any kind. To do so, the character must develop an excellent sense of spatial relationships and become a good judge of distances.

When called upon to manufacture a new map, the first thing a cartographer must do is research the area to be mapped. The length of this research depends upon the size of the area. Obviously, mapping out the borders of a kingdom is a much more involved task than mapping out the streets of a small town.

While performing his research, the character may make several sketches. Once he is done with his research, the cartographer uses these sketches, along with his other notes, to construct the map. The DM then rolls the die and secretly checks the result against the mapper's cartography skill.

If the check fails, the cartographer comes up with an inaccurate and entirely useless map. The cartographer could sell the poorly made map, but his reputation would suffer, and the purchasers will certainly come looking for the

seller once they discover how bad the map is.

If the DM rolls a 20 on this proficiency check, the cartographer does not realize the inaccurate nature of the map. Otherwise, the character is aware that the map contains flaws. If the DM rolls a 1 on the check, the cartographer has created an almost perfect map. The cartography community at large will use the perfect map as model from which all other maps of the area in question be based. Such a map is worth triple the normal experience points for the cartographer.

A cartographer can also use this proficiency to create a map of a specific area from memory. When making a map entirely from memory—without notes or sketches—the character suffers a -3 penalty to his proficiency check. Success, however, means that the cartographer reproduces a useful map of the area in question.

The Cartography proficiency can also be used to estimate distances. In most cases, a cartographer can automatically estimate distances with 90% accuracy. The cartographer can choose to make a proficiency check which, if successful, enables him to judge distances with 100% accuracy. There is no penalty for failing this check.

This proficiency costs one slot and is based on Intelligence.

A Cartographer's Studio

To make full use of his abilities, a cartographer must have a studio in which to work. Each cartographer starts off with a meager studio at 1st level. After that, the cartographer must pay 200 gp per level to upgrade his studio. For example, when Barth reaches 4th level he must pay 800 gp to upgrade his studio.

For every level of difference between the cartographer's experience level and the upgrade level of his studio, the cartographer



The Cartographer

suffers a -2 penalty on his Cartography proficiency checks. For example, Darnuth, a down-on-his-luck cartographer, recently attained 6th level. Unfortunately, he only has the funds to upgrade his studio to level 4. Darnuth suffers a -4 penalty to all of his Cartography proficiency checks until he spends the money to upgrade his studio to level 6.

Unfortunately for Darnuth, he cannot just spend 1200 gp (200 gp x his level) and have his studio jump from level 4 to level 6. He must first upgrade his studio to level 5—for a cost of 1000 gp (200 x 5)—before he can upgrade to level 6. Thus, Darnuth must pay a heady grand total of 2200 gp to bring his studio up to his level.

A cartographer loses access to some of his abilities when not in his studio. For instance, without a studio, a cartographer cannot find maps that a customer may want. In addition, a cartographer cannot determine the authenticity of a particular map outside of his studio.

Measuring

Cartographers who wish to improve their chances at creating a perfect map can actually take measurements instead of simply attempting estimates.

This can only be done in smaller areas in which measuring is possible. Many cartographers use a ball of tough twine, knotted at one-foot intervals, with even larger knots at one-yard intervals. Measuring an area gives a cartographer a +2 bonus to his Cartography checks when making a map.

Measuring, however, is a time-consuming process. When a map needs to be made in a hurry, a cartographer must rely on his own skills instead of any tools. This particularly applies if the cartographer is in a dangerous area—like a battlefield or a dungeon populated with hostile creatures.

Detecting False Maps

To detect a false map, the cartographer must rely on his Forgery proficiency. The DM makes the detection roll secretly. If the roll succeeds, the cartographer knows whether a map is authentic, or whether it's a clever forgery. If the roll fails, the cartographer is uncertain about whether the map is a forgery or not.

If the DM rolls a 20, the cartographer incorrectly identifies the map as the opposite of what it actually is (authentic or a fake). For example, a cartographer who critically fails his check (rolls a 20) might identify an original map as a forgery.

A cartographer must have access to reference material (other maps, history texts, etc.) to attempt this detection. Cartographers receive a +2 bonus to their Forgery checks when in their own studio.

Cartographers try to protect their reputations and will use their studio (and get the resultant bonus) whenever possible. If this is not possible, they usually give their opinions with the warning that the absence of their own reference materials may adversely affect their evaluation.

Copying Maps

A large part of the cartographer's business consists of copying maps in his possession. A cartographer uses his Forgery proficiency to make an exact duplicate of the map in question.

Most apprenticeships consist of repetitious copying as the apprentices learn their trade. After they have completely copied a map, the master scans the copy, looking for flaws. He uses his own Forgery proficiency to check the copied map's accuracy.



Copying a map can take a great deal of time, depending on the map's complexity. As a rule of thumb, a cartographer can make one good copy of a map per day for every two levels of experience he has (rounded up). If the cartographer is pushed, he can generate more copies, but he suffers a -2 penalty to his forgery proficiency checks for each additional copy over his limit.

For example, Barth (a 3rd-level cartographer) can easily copy two maps per day. If his master demands that he copy four maps in a single day, Barth suffers a -4 penalty to each Forgery proficiency check (a total of four checks).

The DM must secretly roll a Forgery check whenever a cartographer copies a map. If the check is successful, the cartographer has faithfully copied the map in question. If the cartographer fails his check, the copy is an extremely poor one.

If the DM rolls a 20, the cartographer is unaware that he has created a faulty copy. If the DM rolls a 1, the cartographer has created an almost indistinguishable copy. Other cartographers suffer a -3 penalty to their Forgery checks when attempting to evaluate the perfect copy's authenticity.

Truly savvy cartographers will use their Forgery proficiency to check for flaws in any map they successfully make. This is performed in the same manner as if the cartographer were attempting to detect a false map.

Supplying Maps

Cartographers do a great deal of business supplying maps of different areas to the general populace. Whether or not a cartographer can supply a particular map to a customer depends on a number of different factors.

The base percentage chance for a cartographer to have a particular map in stock



The Cartographer

is equal to the cartographer's mapping proficiency plus three times his level. This number is modified by the map's rarity. These modifiers range from +65% (for a very common map) to -65% (for an extremely rare map).

For example, an interested adventurer wants to see if Darnuth, a 3rd-level cartographer, has a map of the city sewers. The DM checks the cartographer's proficiency (16) and figures out that Darnuth's base chance to have the sewer map is 25% (16 + 9). The DM decides that the map in question is somewhat common and adds 55 percentage points to Darnuth's chance, for a total of 80%.

For simplicity, the DM can simply declare that there are certain maps that a cartographer always has on hand. Conversely, there are some maps that a cartographer simply cannot have in stock.

A cartographer cannot supply maps if he does not have access to his studio.

Apprentices

Cartographers do not gain followers—unlike most other classes. However, they often pick up mapmaking apprentices in the course of their business. These apprentices are paid little, but their support aids the cartographer's business, making it easier for him to take on more customers.

A successful cartographer attracts one apprentice for every level he gains after the 4th. These apprentices remain in the cartographer's service until the cartographer gains two levels of experience. At that point, the apprentice becomes a 1st-level journeyman cartographer and strikes out on his own.

After 8th level, the cartographer attracts two apprentices for every level of experience that he gains. Thus, at 9th level, the cartographer gains two additional apprentices. Again, these apprentices are free to leave after the

cartographer gains two levels of experience.

At 12th level—and each level thereafter—the cartographer attracts another cartographer of half his experience level (rounded down). Thus, at 15th level, the cartographer attracts a 7th-level cartographer to his studio.

This master apprentice (as he is known) comes to learn from one of the great masters. The master apprentice usually leaves after the master cartographer attains his next level of experience. At that point, the apprentice cartographer gains another level for himself and strikes out on his own.

The master apprentice can choose to remain with his master cartographer if both parties are agreeable. However, if this happens, the master cartographer will not attract any new master apprentices while the current one remains.

Note that the cartographer does not have to settle down and take on apprentices.

Savvy entrepreneurs will certainly leap at such cheap and eager labor, but not all cartographers were meant to languish behind a desk. Some of these skilled mappers prefer to roam the world, exploring new areas and creating new maps. These mapmakers rarely have time to instruct apprentices, and do not burden themselves with inexperienced students.

Cartography Fees

Cartographers' fees can vary greatly, depending on the complexity and rarity of the map needed, the urgency with which it is needed, and the amount of time it takes to produce the map.

Simple maps of local areas cost only 1 gp, but the prices go up from there. A map of the king's palace (restricted by the kingdom for security reasons) could cost 1500 gp or even more—depending on how many of the palace's secret passages were revealed on the map.



The Cartographer

Barth

Barth the Apprentice
Male Human Cartographer

Str: 9
Dex: 16
Con: 7
Int: 17
Wis: 13
Cha: 11

Armor Class: 8 (no armor)

Level: 3

THAC0: 20

Movement: 12

Hit Points: 6

Alignment: Chaotic Good

No. of Attacks: 1

Special Attacks: None.

Special Defenses: None.

Weapon Proficiency: Dagger, long sword.

Nonweapon Proficiencies: Cartography (17), Direction Sense (14), Forgery (15), Modern Languages (elvish, 17), Reading/Writing (18).

Equipment: Quill and ink, blank parchment (30 sheets), knife, compass, measuring string (100 feet long).

Barth is a young cartographer just starting out in his craft. He has apprenticed himself under his father, a 9th-level cartographer named Brantus. Barth started out as a 0-level apprentice under his father and has yet to leave his tutelage. Brantus is thrilled that his son has decided to follow in his footsteps, and he dreams of retiring and handing the family business over to Barth.

In the meantime, Barth's presence means that Brantus is passing by the opportunity to take on master apprentices (Barth is not of a high enough level to yet qualify himself). Still, as the old cartographer's saying goes, "blood is thicker than ink," and so Brantus keeps his son on. Ever

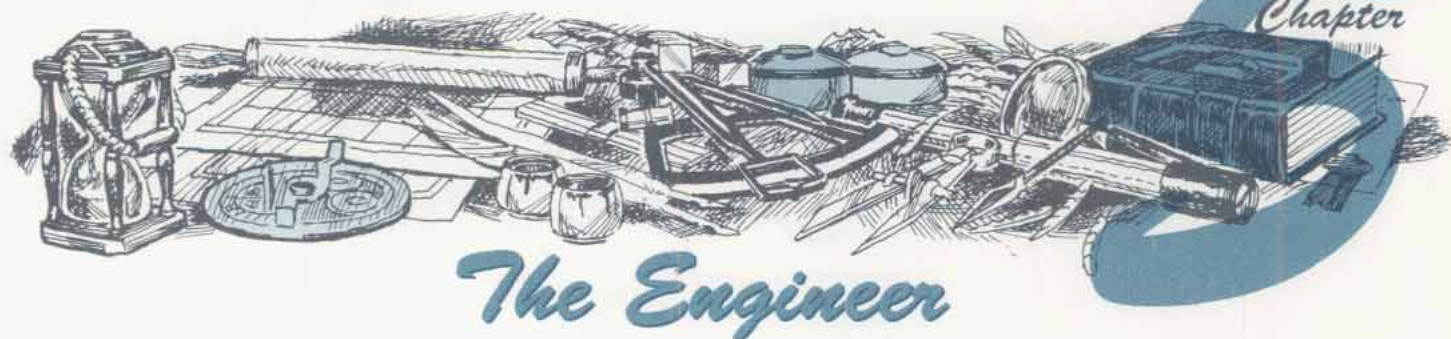


grateful for his father's generosity, Barth throws himself into his studies with vigor.

Role-playing: Barth is a shy young man who yearns for a life of adventure. Unfortunately, he was a sickly child, and his health has not improved. His father is dead-set against sending Barth "into the field," but Barth knows that it's only a matter of time before he strikes out on his own. He has every intention of returning to take over the family business, but first he wants to see a bit of the world.

Barth is breaking further out of his shell every day. He is friendly and happy to talk to customers; he enjoys taking a break from the drudgery of deskwork. Given the chance, he might sign on with some group of heroes to help them map some dangerous labyrinth.

Combat: Simply put, Barth is not well-suited for combat.



The Engineer

When Martia left the city and returned to her lands, she happily said farewell to the metropolis. The swordswoman had little patience for the bureaucrats and their ilk who filled the place like good-for-nothing vermin. Back in her homelands, she felt free.

However, circumstances would not allow Martia any rest. Cardax, the vile necromancer, still held much power—despite the loss of his monstrous ally, Drahlx. All across Martia's lands, the people, heartened by Martia's victory over the evil dragon, were taking up arms and rising up against Cardax's unholy oppression. They were hungry for freedom. All they needed was a leader to sound the clarion call to the final battle.

The time for simple battle cries had ended, though. Martia found herself confronted with an implacable foe, one who neither expected nor dispensed mercy of any kind. It was up to her to find a way to rid the world of this dead-hearted menace once and for all.

She had taken up her father's tattered banner and called to her side all those still fit enough to do battle. They came in droves; not even fear of the necromancer's retribution kept them away.

Once they were gathered, Martia put her plan in action. She took the battle directly to the necromancer himself, laying siege to his unholy castle. The black-stoned complex that Cardax called home struck terror into all who gazed upon it. Living dead patrolled the walls. Some of them sat perched atop parapets, looking like animated gargoyles, their dead eyes all-seeing and never blinking.

When Martia arrived at the castle, she was supported by a force of over 1,000 soldiers. When compared to the number of warriors—both living and undead—that served Cardax, this army seemed large enough to destroy the necromancer permanently. Unfortunately, she had not planned upon the stoutness of the edifice's walls.

After a few runs at the walls, it became

apparent that Martia's forces would be unable to simply walk into the castle, slay the necromancer, and exit with his head on a pike. She gave her warriors orders to dig in and ready themselves for a siege. Then she called Carter, her father's advisor, to her tent.

"My child," he said as he entered, "it seems that the strength of your good right arm shall not be enough to carry the day. Perhaps it is time to turn to brains where brawn has failed."

"What do you mean?" Martia demanded.

Carter attempted to smother a smile unsuccessfully. "I have taken the liberty—on your behalf, young one—of arranging for some expert assistance in this matter." He drew back the tent flap behind him, and a hard-looking man stepped directly in.

He was tall, and his sandy hair brushed against the top of the tent. His ruddy skin spoke of long hours spent working outdoors. As his eyes adjusted to the dimness inside the tent, they searched out and found Martia. A thin smile crept slowly across his face, broadening into a wide grin.

Carter cleared his throat. "Permit me to introduce—"

"No need, old friend," Martia leapt in, cutting the graybeard off. "I have made Wendat's acquaintance." She rose and offered the carpenter a hand which he shook strongly and did not let go of right away.

Martia took back her hand and stared defiantly into Wendat's eyes. "So, how is it that you can help me destroy the necromancer?"

Wendat laughed. "You always were one to leap right in." Then, seriously: "I have spent many years building things. With my skills, we could have several siege engines operating within just a few days. Within the week, we could be knocking on the door of Cardax's inner sanctum."

Martia considered this for a moment. "Very well, Wendat. It seems you are a man of many talents."



The Engineer

The engineer is one of the most unsung heroes of medieval fantasy. Without engineers, there would not be any castles, bridges, cathedrals, or architectural wonders of any kind. Elven and dwarven engineers also figure importantly in many fantasy settings. These demihuman builders are responsible for fantastic tree-cities and vast subterranean realms.

From a game point of view, military engineers occupy a rather important role, as well. Without their skills, invading armies would have a very difficult time breaching fortified gates and surmounting castle walls. Such edifices would stand nearly impervious to an unprepared army, but the engineer's knowledge can break even yard-thick walls.

Most adventurers will not need to hire an engineer's services until they reach higher levels. Experienced generals may contract engineers to build and operate siege equipment during the course of a battle, and high-level heroes often contract engineers to build a solidly fortified keep or base of operations. It is doubtful, however, that beginning adventurers will find themselves commanding vast forces or building their own castles.

Engineers are learned people who aren't afraid to get their hands dirty. They like planning out buildings, roads, contraptions, and all sorts of construction projects. In addition, they like to personally supervise the construction of their projects from beginning to end.

Engineers also spend a lot of their time building models and testing new, innovative ideas. Many of these skilled men and women believe that the infrastructure of the world would fall apart without them.

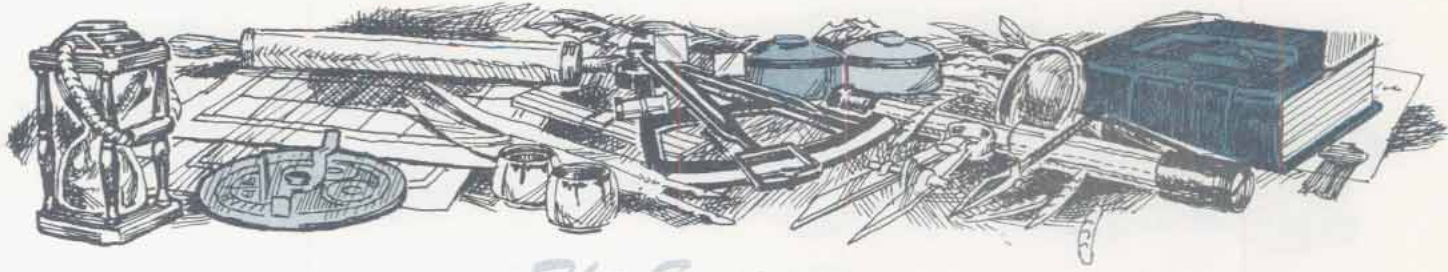
Experience, THACO, and Hit Dice

Engineers have their own level advancement detailed on the Engineer Experience Levels table below. Engineers spend most of their time either stuck behind a desk drawing up plans, or out in the field supervising their latest project. They are generally intelligent, and possess a strong dose of hard-won common sense. Some engineers are old warriors who have moved from the front lines to the rear. Now, these veterans create devices that help protect their fellow soldiers. For these reasons, engineers use the priest's THACO and saving throw table.

Engineers gain one eight-sided Hit Die per level, up to the 8th level. They only gain two hit points per level after the 8th and do not receive extra hit points from high Constitution scores.

*Table 17:
Engineer Experience Levels*

Level	XP's	Hit Dice (d8)
1	0	1
2	1,250	2
3	2,500	3
4	5,000	4
5	10,000	5
6	20,000	6
7	40,000	7
8	90,000	8
9	180,000	8+2
10	380,000	8+4
11	590,000	8+6
12	800,000	8+8
13	1,000,000	8+10
14	1,200,000	8+12
15	1,400,000	8+14
16	1,600,000	8+16
17	1,800,000	8+18
18	2,000,000	8+20
19	2,200,000	8+22
20	2,400,000	8+24



The Engineer

Ability Scores

Not everyone is cut out to be an engineer. It requires a great deal of patience, a strong desire to understand how things work, and the ingenuity to improve existing designs. In addition, engineers must have the ability to supervise complex construction projects. For these reasons, all engineers must have a minimum Intelligence of 12 and a minimum Wisdom of 10. The engineer's prime requisite is Intelligence.

Permissible Armor and Weapons

Engineers have no restrictions on the kind of armor they wear and can use any kind of protection that they like. However, when actually using their skills to plan or oversee the construction (or destruction) of something, they cannot wear any armor heavier than chain mail.

An engineer can use any weapon available to rogues. Their complex design and detailed supervision of projects precludes them from intense weapon training.

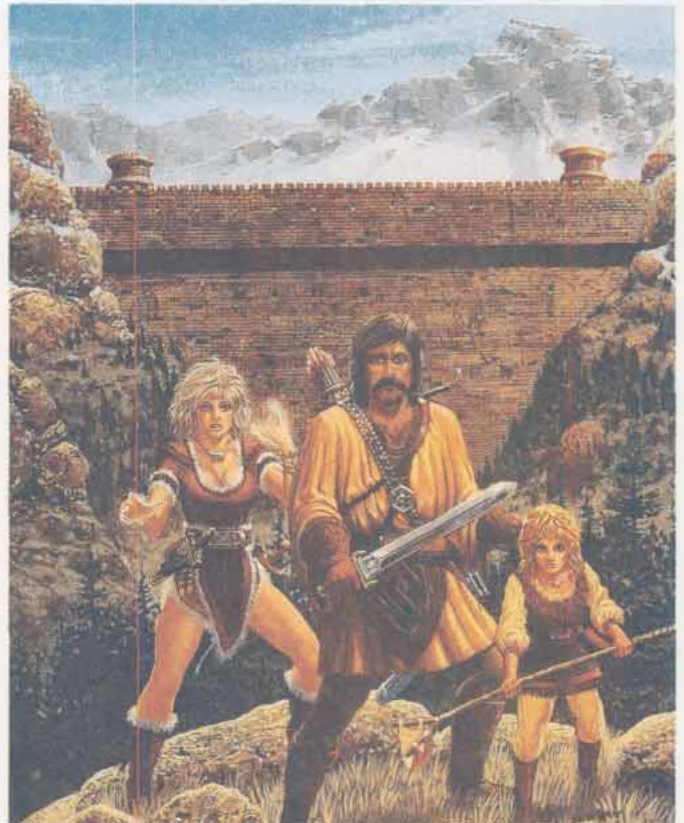
Individual Experience Awards

Engineers are not concerned with picking locks, worshipping gods, or using and researching magic. Engineers are concerned with "larger" pursuits. Their individual experience awards reflect this bias.

An engineer's award depends on the nature and complexity of his project. A good rule of thumb is to figure out how long it takes the engineer to do something and base the

experience award on that. For example, when an engineer actually designs something new (to him), he earns 100 experience points per day. If an engineer simply redesigns something he has already designed, he does not earn any points.

Once the engineer finally develops a solid design, he can attempt to construct it (or at least supervise its construction). By doing so, the engineer earns 50 experience points per day. He earns this amount no matter how many times he has constructed a similar project. As any engineer will tell you, each project presents its own unique problems. Thus, if an engineer successfully designs a small castle, he can use that design to build castles for several different nobles and earn the construction XP for each structure. Experience points are only awarded for successfully constructed projects.





The Engineer

Proficiencies

An engineer receives three weapon proficiency slots at 1st level and another one every four levels (at the 4th level, 8th level, and so on). An engineer suffers a -3 penalty when using a weapon with which he is not proficient. An engineer also receives four nonweapon proficiencies at 1st level and gains a new proficiency every three levels after that (at the 3rd level, 6th level, and so on).

At first level, the engineer must select the Engineering nonweapon proficiency. Due to his dedication to his work, though, this initial selection only costs him a single proficiency slot. Additionally, the Engineering proficiency check modifier for an engineer is only -1 instead of the -3 normally assessed against characters from other classes.

In addition, engineers must take the Reading/Writing proficiency so that they can properly record their plans on paper or parchment for later use. No engineer is so foolish as to believe that he can consistently access all required information from memory. An engineer must also take at least one of the following proficiencies to determine the engineer's field of specialization: Carpentry, Mining, or Stonemasonry.

Engineers with the Carpentry proficiency can plan and construct wooden structures. This includes frame structures of all sorts. If they also take the Seamanship proficiency, they can apply their skills to building boats and other seagoing craft. When combined with Weaponsmithing, the Carpentry proficiency can be used to construct siege engines and other large-scale devices of war.

Engineers who choose to concentrate on Mining (as most dwarves and gnomes do) know how to plan and carve out mines in any kind of solid soil. These engineers can also

use this proficiency to properly dig and reinforce trenches or walls of earth to protect friendly troops. They could even excavate an underground tunnel beneath the wall of an enemy keep or castle.

Engineers that choose Stonemasonry concentrate on building lasting structures. These engineers design and build edifices with sturdy foundations. A properly built structure will likely outlive its designer many times over. Any stone structure constructed and designed by a stonemason/engineer receives a +3 bonus on any saving throws it must make.

The engineer can fill any remaining nonweapon proficiency slots—as well as any future slots—with any proficiency he wishes. However, many engineers are so dedicated to their craft that they simply pick slots that advance their ability in their field.

Certain proficiencies can prove particularly helpful to the engineer.

- **Artistic Ability:** The engineer can use this proficiency to make straightforward designs into actual works of art. Many cathedrals and palaces have been built by engineers who possessed Artistic Ability.

- **Heraldry:** The engineer can adorn his creations with the seals of all who commissioned the work.

- **Modern Languages:** Knowing other languages is particularly helpful to an engineer who regularly works with an army that travels in foreign lands. Such an engineer may be called upon to acquire both local supplies and labor in a pinch.

Engineers can choose proficiencies from the general, warrior, and wizard groups without additional cost.



The Engineer

Engineers at War

As mentioned before, engineers can play a big part in a war—particularly when an army needs to launch an assault upon an entrenched foe. The design and construction of siege engines and other battle paraphernalia falls in the hands of the engineer. Players and DMs interested in full details about siege equipment and how it's used in the course of a battle should consult the *PLAYER'S OPTION™: Combat and Tactics* book.

Engineering

Engineering takes place in two steps: design and construction. In the design stage, an engineer must discover viable solutions to an array of specific technical problems.

Once an engineer creates a design, he enters the construction phase. In this phase, the engineer must supervise the implementation of his design.

Design

Good engineers plan everything out well ahead of time, creating models, testing stress points, and thinking up new ideas. This highly organized and logical approach often saves time, money, and even lives.

When an engineer draws up plans for something, the DM rolls a secret Engineering proficiency check. The DM should feel free to add as many modifiers as he likes to this roll, depending on the situation. These can take the form of numerical penalties or bonuses (–4 penalties for complex designs and +4 bonuses for simple ones). Additionally, the DM can require multiple proficiency checks for various project stages, or he can allow the engineer to skip such checks when creating simple designs.

If the project is particularly complex and actually depends on the design of several smaller stages, the DM is justified in making a proficiency check for each part of the design, plus a final check to make sure that each piece was fit properly into the final design.

If the end result is a success, the plans are good, and the engineer can move on to the construction of the item.

If the engineer fails these checks, his design is bad. Any structure or device created from such plans will eventually fall apart (in the case of houses) or fail when stressed (such as a castle wall that crumbles after the first ballista volley). The engineer cannot attempt to redesign that item until he reaches the next level.

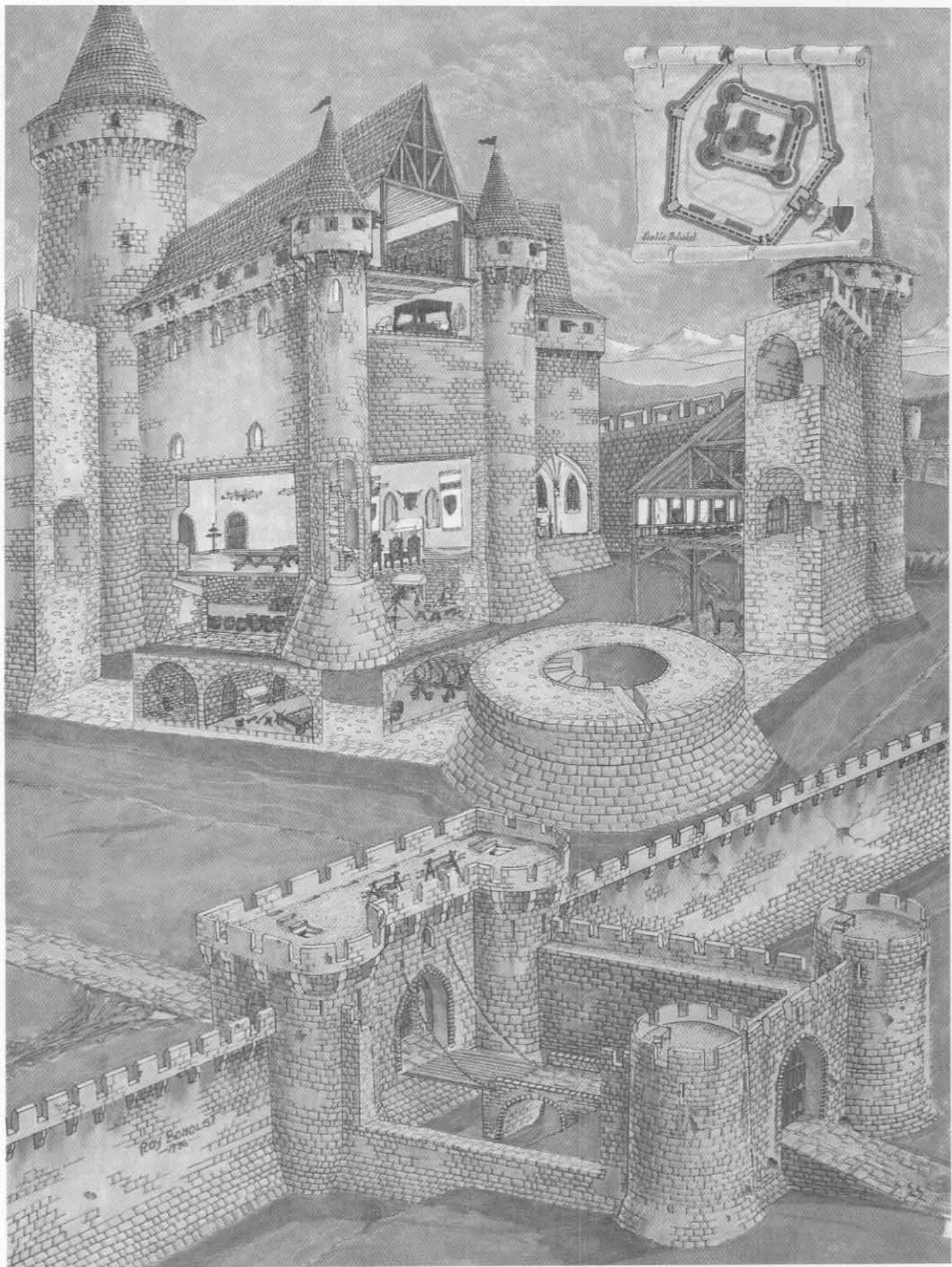
If the DM rolls a 20 on the design check, the engineer believes that his design is solid. In reality, however, the design possesses severe flaws. Cautious engineers always try to have another engineer check their work, just in case.

If the DM rolls a 1 on the design check, the design is an exceptionally good one. In time, most engineers will see it as an innovation. An engineer earns triple the normal experience points for such a design.

Construction

Once the engineer has a good design to work from, he can begin construction. Note that the engineer does not have to design the structure that he is constructing. All an engineer requires is a copy of a design created by a qualified engineer.

In large engineering firms, the master engineer often does the design work. His higher-level engineering apprentices actually oversee the construction. In this way, the firm can crank out a large amount of product in a relatively short period of time.





The Engineer

The length of time it takes to construct something varies a great deal. For example, castles can take years or even decades to finish. Many lords contract the construction of a beautiful manor and never live to see the final results of their planning.

When an engineer undertakes a construction, the DM makes a proficiency check. If the roll succeeds, the project succeeds.

If the roll fails, the structure or device is constructed poorly. Since so many external variables (quality of materials, weather, skill level of hired labor, etc.) influence any given construction effort, the engineer is not prohibited from immediately trying again.

If the DM rolls a 20 on the check, the engineer has a poorly built structure. However, he believes that the structure is fine. Every time a poorly made item is used or a poorly built structure undergoes stress (battering rams, ballista fire, magical attack), it has a 25% chance of falling apart. Smart engineers always have a second engineer check their work.

If the DM rolls a 1, the engineer has built an extremely durable structure or item. Such well-built objects receive a +1 bonus to all saving throws.

Evaluation

An engineer can also use his Engineering proficiency to evaluate a design or construction by making a successful proficiency check. However, engineers cannot evaluate their own work. If the check succeeds, the engineer knows if the other engineer's construction or design is any good. If he fails the check, the engineer is not sure. A roll of 20 indicates that the engineer completely miscalculates the structure or design in question.

Apprentices

Engineers do not gain followers. However, they often pick up engineering apprentices in the course of their work. These apprentices are paid little, but their support aids the engineer's business, making it easier for him to take on more complex tasks. In return, the apprentices get a (nearly) free education.

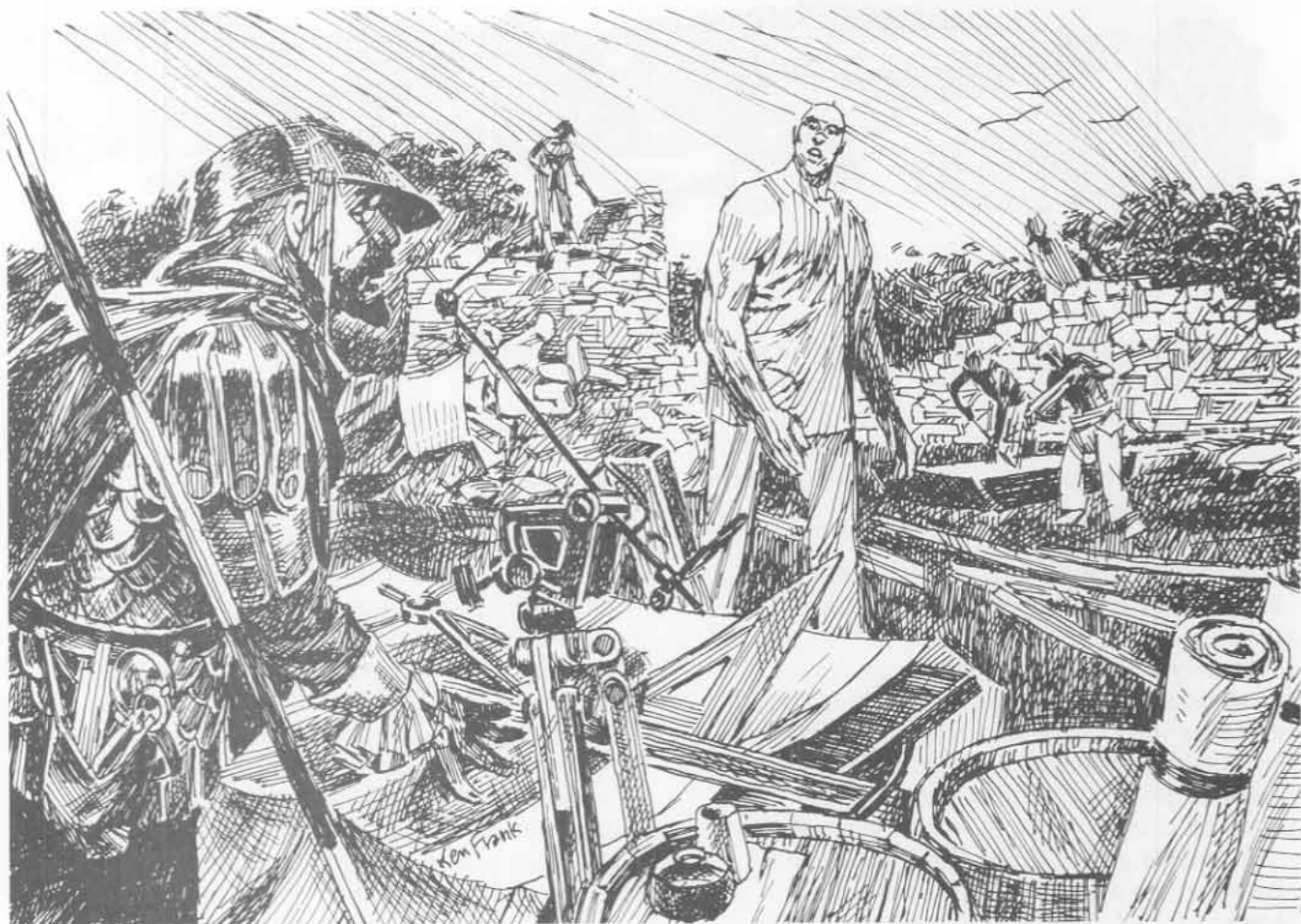
After they attain 5th level, engineers attract one apprentice every time they advance to another level. Thus, a 7th-level engineer would have two apprentices. The new apprentice remains in the engineer's service until the engineer goes up two levels of experience. At that point, the apprentice becomes a 1st-level journeyman engineer and strikes out on his own.

At 9th level and above, the engineer attracts a number of journeyman engineers whose combined experience levels equal one half his experience level (rounded up). Each journeyman must be at least a 1st-level engineer.

Thus, at 9th level, the engineer could gain five 1st-level journeyman apprentices, or two 2nd-level and one 1st-level journeyman apprentices, or any combination equaling five. The exact number and level of these journeyman is purely up to the DM.

These apprentices are free to leave after the engineer reaches his next level of experience, but there will always be more on the way. They each gain a level of experience at the same time as the engineer.

At 12th level (and each level thereafter), the engineer also attracts another engineer with four levels less experience. Thus, at 15th level, the engineer attracts an 11th-level engineer to his business. This engineer has come to learn from one of the great craftsmen and studies with the master engineer until he attains the next level of experience. At that point, the



“apprentice” gains another level for himself and can strike out on his own again.

The “apprentice” can choose to remain with the master engineer if both are agreeable to that. However, no new head apprentice can study with the master engineer, as there is already too much competition for the master’s limited time.

Note that all of these apprentices are attracted cumulatively. This means that a 12th-level engineer could have two 0-level apprentices, six 1st-level journeyman apprentices, and one 8th-level “apprentice,” all at the same time. They form the engineering team which the master engineer manages.

Engineering Fees

An engineer’s fees vary greatly, depending on the size and complexity of the project, the urgency with which it is needed, and the amount of time it takes to actually produce it.

On the average, an engineer gets paid 2 gp per level for every day that he works. It is a lucrative field, although quite demanding mentally and physically. In addition, engineers usually charge extra for their apprentices according to the following scale:

*Table 18:
Engineering Pay Scale*

Apprentice Level	Daily Pay
0	2 sp
1	1 gp
2	3 gp
4-5	6 gp
6-8	10 gp
9+	16 gp

Finally, the engineer’s employer must assume the cost of all labor and materials necessary to complete the project.



The Engineer

Wendat

Wendat the Wily One
Male Human Engineer

Str: 13

Dex: 9

Con: 12

Int: 18

Wis: 12

Cha: 16

Armor Class: 0 (*chain mail +2, shield +2*)

Level: 9

THAC0: 16

Movement: 12

Hit Points: 40

Alignment: Neutral Good

No. of Attacks: 1

Special Attacks: None.

Special Defenses: None.

Weapon Proficiencies: club, dagger, short sword, sling, staff.

Nonweapon Proficiencies: Engineering (17), Reading/Writing (18), Carpentry (13),

Weaponsmithing (16).

Equipment: *chain mail +2, shield +2, long sword +2, cloak of elvenkind, quill and ink, parchment (10 oversized sheets), measuring string, carpentry tools.*

Wendat is a handsome man in his late thirties. The years have been kind to Wendat. Although the sun and wind have weathered

his skin, they have not affected his boyish good looks. Wendat's life has been a good one; he has seen much death and destruction (and caused more than a little of each himself), but this has not diminished his ready grin and the easy confidence with which he holds himself.

Wendat has spent his entire adult life studying engineering and weaponsmithing; there are few who know more about the tools of siege warfare than he. He has two 0-level apprentices and one 4th-level engineer apprentice working under him. He works them hard, but they learn well.

Role-playing: Wendat left his home at the age of 12, and he has rarely looked back. His parents were poor farmers, barely able to keep food in his mouth. By entering a trade, Wendat escaped poverty. Although he has not seen his parents for nearly a year, he sends them gold whenever he can.

Wendat is proud of how far he has come from his poverty-stricken roots, but he is careful not to display his wealth. He still sees himself as a farmboy and refuses to put his heritage behind him. He is a man of the people, and his workers respond well to this; they reward his manner and his generosity with incredible loyalty and industriousness.

Combat: Wendat usually sticks to siege warfare, but he can defend himself when pressed. His apprentices and workers will always rally to his side.



The Guide

Martia cursed as she pulled her leg from the depths of a leaf-covered bog. The muck sucked at her limb as she hauled it free from the deadly slop. Many a traveler had disappeared into such a pool of quicksand, never to be heard from again.

As she found firmer ground, Martia took stock of herself. She was covered in smelly slime and caked dirt. Even the links of her chain mail were full of the noxious stuff. She was not having a good day.

After his defeat at the castle, the evil necromancer had retreated to his legendary keep. Bloodlust still clouding her reason, Martia had doggedly pursued the death mage directly into the marshland that surrounded his sanctum.

At Wendat's request—nay, demand—she had stopped in a city along the marsh's edge to hire herself a guide who would see her safely through the deadly mire. In her haste, she had struck a deal with the first applicant, a wizened creature by the name of Prada.



Prada was an ancient halfling, an old outdoorswoman whose wanderlust had carried her halfway across the continent and back. She had grown up near the marshlands, she told Martia, and she knew them like the back of her hand. Prada was eager to see anyone who could take a poke at Cardax, and the unlikely pair took off into the marsh early the next morning.

Martia heard a curse behind her. "How many times must I tell you: follow my footsteps exactly. This place is more dangerous than you know." The halfling's tone was that of schoolmarm scolding a child caught cheating.

Struggling to her feet, Martia whirled about and found herself belt to eyeball with her diminutive guide. "Do not speak to me that way, halfling. I am paying you to get me to Cardax's home, not to drown me in unending muck!"

The halfling's nostrils flared widely. "My most sincere apologies, Madam Martia," the sarcasm dripped from her tongue. "If I had known that you were planning a pleasure cruise, I'd have been more careful. It is absolutely beyond me how one such as you could have killed Drahlx and driven Cardax from his throne. I would have thought such deeds required a spot of courage and a brain larger than that of a besotted troglodyte!"

For a moment, Martia was taken aback by the halfling's full-sized fury. Before she could respond, a geyser spouted from the marsh beside her, spraying mud and decaying plants thirty yards into the air. Martia wiped the muck from her eyes and swore heartily. Her language took an even darker turn as she saw the creature rising up before her.

It took her a moment to recognize it out of its normal context: the bulbous head covered with a chitinous layer of filth, the great dinner-plate eyes glaring with some animal approximation of mortal fury, the eight thick, long tentacles snaking out of the inky depths of the dirt. It was a giant, mud-dwelling octopus.

One of the creature's tentacles had already wrapped itself around Prada's tiny frame. The



The Guide

halfling was stabbing at the slimy flesh with her knife, but it was having little effect. Martia rushed forward, swinging the Blade of Honesty in a wide arc. The flashing blade struck true, severing the mighty tentacle cleanly in half.

The smell clued Martia in to the fact at which she had previously only guessed. The foul stench of the grave sprang forth from the stream of greenish ichor that spouted out of the tentacle's stump. The eight- (now seven-) armed thing attacking without any kind of warning was undead—some kind of zombie parody of the original creature.

Cardax was no doubt behind the ambush. Steeling herself, Martia leapt for the creature's head as it began to retreat back into the muck. As she did, she felt Prada's lasso encircle her leg.

This was going to be fun.

* * *

Sooner or later, any adventurer worthy of the name is going to travel someplace that he has never been before. After all, a large part of being a hero involves venturing into unknown lands. Smart travelers always make sure they have one of two things: a good map, or a good guide. The best travelers use both.

A guide is rarely out of date, doesn't fall apart when wet, and is a lot harder to lose. In addition, a guide acts as an interpreter, working as a liaison between the adventuring party and any indigenous peoples they may stumble across while traveling.

A good guide is worth his weight in gold. A bad one can cost even the most alert adventurer his life. It's important for a hero to find the right person, someone he can trust. Guides are only good in one locale, but they are familiar with everything in that area. Good guides not only take you from one side of their homeland to another, they also rattle off important facts about an area and relate the region's entire history. They know the real

powers in the area and can easily distinguish them from petty thieves or ambitious charlatans.

Experience, THACO, and Hit Dice

Guides have their own level advancement scheme as detailed in Table 19: Guide Experience Levels. They spend their days wandering about, working for whoever will hire their services. In between jobs, guides travel their chosen terrain, keeping themselves abreast of any changes—political or otherwise—that have occurred in the region.

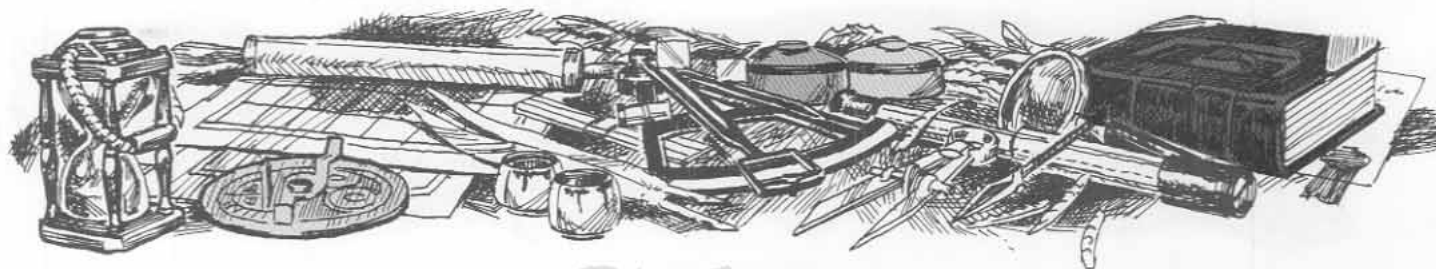
Guides are always ready to defend themselves and are excellent hunters, as they spend much of their time foraging for food. For these reasons, guides use the warrior's THACO and saving throw table.

Due to the fact that guides do not train quite so hard as the average warrior, they only gain one eight-sided Hit Die per level up to the 8th level. In addition, guides never receive the warrior's hit point bonus for high Constitution. After 8th level, guides only receive 2 hit points every time they advance a level and do not gain extra hit points from high Constitution scores.

Ability Scores

Most people don't have the temperament to endure stretches of solitude, interspersed with short bursts of intense interaction with total strangers. Others balk at the possibly unsteady nature of the work. Quite a few don't have the charm to pull off the business end of the career.

After all, guides are more than just up-to-date maps. They often function as ambassador,



The Guide

interpreter, teacher of etiquette, and even cook. For these reasons, all guides must have a Wisdom of at least 12, a Constitution of at least 10, and a Charisma of at least 9. The guide's prime requisite is Wisdom.

Table 19:
Guide Experience Levels

Level	XPs	Hit Dice (d8)
1	0	1
2	1,500	2
3	3,000	3
4	6,000	4
5	12,000	5
6	25,000	6
7	50,000	7
8	100,000	8
9	200,000	8+2
10	400,000	8+4
11	600,000	8+6
12	800,000	8+8
13	1,000,000	8+10
14	1,200,000	8+12
15	1,400,000	8+14
16	1,600,000	8+16
17	1,800,000	8+18
18	2,000,000	8+20
19	2,200,000	8+22
20	2,400,000	8+24

Permissible Armor and Weapons

Guides have no restrictions on armor. They can wear any protection they like. However, they cannot use many of their skills when wearing anything heavier than leather armor.

A guide can learn to use any weapon, although they cannot specialize in weapons like their warrior counterparts. These outdoorsmen concentrate on their chosen areas

rather than on improving their weapons-related skills. For a guide, weapons are simply a means to an end, not a way of life.

Individual Experience Awards

Guides earn their individual experience points in their own unique way. Their ambition is not to conquer creatures, but to learn more about their home and to earn enough money to live comfortably. Occasionally, they feel the need to travel to foreign lands and spend months or even years wandering through new lands, meeting new peoples and making new friends.

Awarding a guide's individual experience awards can be tricky because of their varied experiences. Consult Table 20: Guide Experience Awards when handing out experience at the end of an adventure.

Table 20:
Guide Experience Awards

Action	Award
Per new path learned	500 XP (varies)
Per potential disaster averted or avoided	Varies
Per vital bit of new information learned	250 XP (varies)
Per gold piece earned in course of acting as a guide	1 XP

Learning Paths

A guide earns 500 XP for every new significant path he discovers. If the guide simply discovers a new route home from his favorite tavern, that's certainly not worth 500 XP (unless it involves a circuitous route,



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perhaps through the city's sewers), but it might be worth 10 XP or so.

Conversely, establishing a new trade route through a nearby mountain chain would be extremely valuable to society. Such an action might be worth 5,000 XP or more, depending on the difficulty of the task and the usefulness of the route.

Avoiding Disasters

If a guide manages to avert or avoid some kind of impending disaster for his employer, he earns experience points equal to the XP value of the obstacle. For example, if a guide manages to lead a party past a patrol of 15 orcs, the crafty outdoorsman would receive experience as if he had fought and defeated all 15 of those orcs.

New Information

Guides collect information about the areas through which they travel. This includes notes about who is in charge, where you can sell stolen goods, where you can find a healer or a cleric, and so on.

Whenever a guide manages to discover a piece of information that could come in useful sometime in the future, he earns a certain amount of XP. Exactly how much is earned depends on how useful the information is. In most cases, the amount is equal to 50 XP. However, extremely important information brings the guide greater experience awards.

For instance, if a guide learns that the head of the local Thieves' Guild is actually the mayor of the town, the DM could award him anywhere from 2,500 to 5,000 XP—depending on the thief's power. Of course, the fact that the guide possesses this information could come back to haunt him. If the mayor discovered that the guide knew his secret, the thief might hire deadly assassins to "take care of" the guide.

Acting as a Guide

A guide receives one experience point for each gold piece paid by a client. This does not apply to any treasure earned in the course of an adventure unless the terms of the guide's agreement with the party stipulate that he is to receive a share of the treasure in exchange for his services as a guide.

Proficiencies

A guide receives three weapon proficiency slots at 1st level and earns a new one every four levels (at the 4th level, 8th level, and so on). A guide suffers a -3 penalty when using a weapon with which he is not proficient. A guide also receives four nonweapon proficiencies at the 1st level and gains a new proficiency every three levels after that (at the 3rd level, 6th level, and so on).

At first level, a guide must take the Direction Sense proficiency. In addition, he must choose his other starting proficiencies from the following list: Navigation, Etiquette, Firebuilding, Fishing, Heraldry, Modern Languages, Riding (land-based or airborne), Weather Sense, Ancient History, Local History, Hunting, Mountaineering, Survival, or Tracking.

Once he earns additional nonweapon proficiency slots through level advancement, he may choose any available skill; the limitations given above apply only to 1st level.

Several different types of guides are listed below, complete with descriptions of which proficiencies would best fit them. DMs do not have to select any of these templates. In fact, it is fairly simple to create a unique NPC guide from scratch. However, adventuring parties are most likely to encounter the common types of guides detailed below.





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Note that every guide, regardless of specialized training, receives a particular proficiency's special effect. Thus, if a navigator chose the Tracking nonweapon proficiency, he would receive the benefits that proficiency grants to the hunter.

Guides can choose proficiencies from the general, warrior, and rogue groups without additional cost.

The Hunter

Some guides prefer the wilderness and make a good living by showing others how to live off the land. Hunters could easily live as hermits in the wildlands, using their skills to support themselves. However, most hunters hire out as guides because there are certain things that you can't purchase with animal pelts and hides.

Hunters often take on wealthy clients and show them the best hunting and fishing areas. In exchange, the hunters earn themselves enough gold to meet their needs for some time. Some hunters work hard throughout the summer months and then comfortably wait out the winter months in a city.

Hunters must take the following nonweapon proficiencies at first level in addition to Direction Sense: Tracking (which costs two slots) and either Hunting or Fishing.

Unlike most classes, guides do not suffer a -6 penalty to their tracking rolls. In fact, these outdoorsmen do not suffer any base penalty at all when tracking. The guide uses the Tracking proficiency in many ways, not the least of which is trailing beasts or foes. Often, hunters use this ability to pick out the easiest trail by noticing well-worn (and presumably safe) trails that local inhabitants and animals have forged. In this way, a guide can actually manage to work his way through an area about which he knows little or even nothing.

The hunter, of course, also uses Tracking to hunt wild beasts for food and profit. When combined with the Hunting proficiency, this proficiency permits a skilled hunter to follow a beast for several days, if necessary.

Due to his experience as a hunting party leader, the hunter only suffers a -1 penalty to his Hunting proficiency check for every two characters that accompany him.

For example, if a hunter leads five other people into the woods to hunt, he only suffers a -3 penalty. A normal character would suffer a -5 penalty to the check.

The Tracking proficiency may not seem helpful to a hunter who chooses Fishing as his specialization. However, the guide can use this proficiency to discover the best fishing spots in an area.

The hunter can also use his Tracking proficiency to trail large fish, like sharks and whales, and even schools of smaller fish across a body of water. However, the hunter suffers a -6 penalty to his proficiency check when attempting to track the movements of aquatic animals.

The Escort

The escort is an urban guide who specializes in navigating his clients through the murky political and geographical waters of a town or city. A 1st-level escort must fill two of his remaining three nonweapon proficiency slots with the following proficiencies: Etiquette and Local History.

Using Etiquette, the escort can help his charges in their dealings with all levels of society—from beggars to royalty. Additionally, he can help them negotiate with local businessmen, bureaucrats, and diplomats.

Local History gives the escort an historical perspective of the social and political landscape. He knows the events that have



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shaped the local government and he can predict, with some degree of accuracy, the government's reaction to certain situations.

Without a local escort, adventurers run the risk of committing terrible social blunders that could get them run out of town or worse. In addition, escorts can prove invaluable in many circumstances by providing the heroes with intelligence about local people and places.

Escorts are free to choose their remaining nonweapon proficiencies from any available groups.

The Navigator

Some guides find their true calling on the high seas. They study the skies and direct the path of a ship by way of the stars. Without them, many a ship would have long since run aground. Only the most desperate sailors will take a seagoing craft across the water without the assistance of an experienced navigator. Adventurers would be wise to follow the examples of professional ship captains and hire on a capable navigator.

All navigators must select the following nonweapon proficiencies at first level (in addition to Direction Sense): Navigation and Weather Sense.

Normally a character with the Navigation proficiency can reduce the chance of getting lost up to 20% The navigator's base number, however, is 25%. A navigator can reduce the chance of getting lost by an additional 10 percentage points (up to a maximum of 50 percentage points) for each extra proficiency slot he dedicates to Navigation.

Navigators also require a deep understanding of weather. Unexpected storms have sunk many a stout ship. If a guide detects bad weather early enough, there's a chance that he can navigate the ship away from the storm or into a safe harbor.

The 1st-level navigator is free to spend his remaining nonweapon proficiency slots on anything that he wants. However, navigator characters are strongly encouraged to choose the Swimming proficiency.

Later on, the navigator may want to pick up the Seamanship nonweapon proficiency, too. A good navigator knows the basic operations of a sea-going vessel. An extra set of skilled hands may mean the difference between life and death when struggling with the wild nature of the sea.

The Interpreter

The interpreter is a guide who specializes in facilitating communication between people. The interpreter is often employed as a diplomat, but this kind of position is usually reserved for high-level interpreters who have worked their way up the political ladder. These ambassadors have paid their dues working as simple translators and occasionally as protocol advisers.

1st-level interpreters must fill two of their remaining nonweapon proficiency slots with the following proficiencies: Etiquette and Modern Languages.

The interpreter uses the Etiquette proficiency to smoothly interact not only with members of his own culture, but also with foreign speaking people. This proficiency also supplements the interpreter's knowledge of a given language, as simple translations often fail to convey the shades of meanings inherent in any language.

To act as an interpreter, a guide must obviously know more than one language. Languages are the cornerstone of the interpreter's business; the more languages he speaks, the more clients he will have. However, some interpreters choose to concentrate on one or two languages, pouring all of their skills into them. Most others, though, find it more



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valuable to achieve a working facility in a number of different languages.

1st-level interpreters should also take Reading/Writing as their last nonweapon proficiency slot—although this is not a requirement. Interpreters with this skill can translate written words in any language in which they are proficient.

The Mountaineer

Some guides specialize in traversing the vast chains of mountains that divide the continents. These hardy souls enjoy nothing more than challenging the most difficult terrain. Mountaineers have a difficult job, as some of the fiercest monsters in the world live in mountains (orcs, trolls, goblins, etc.). Even when traversing well-known passes, many travelers prefer to keep a mountaineer along just in case a humanoid ambush forces them to use a secondary route.

1st-level mountaineers must take the following nonweapon proficiencies in addition to Direction Sense: Mountaineering, Rope Use, and Weather Sense.

With Mountaineering, the guide can actually lead a group of people into the mountains and traverse sheer cliffs with the aid of ropes and pitons. Mountaineers receive a +25% bonus to their chance to climb surfaces when using this proficiency. In addition, they receive a bonus of +10% for every subsequent slot of Mountaineering that they take.

Mountaineers need the Rope Use proficiency for similar reasons. With it, they can safely rope all the members of a party together when climbing a mountain or any other sheer surface. This skill gives a +15% bonus to a mountaineer's climbing skills. Mountaineers also enjoy an additional +5% bonus for each subsequent nonweapon proficiency slot they devote to Rope Use.

This means that a 1st-level mountaineer gets a minimum bonus of +40% to any climbing rolls when using a rope. This reflects their dedication to their craft.

As with navigators, true mountaineers need to know about impending changes in the weather, and for this reason they must have the Weather Sense nonweapon proficiency. The weather can change quickly at higher altitudes, and a party caught on the face of a mountain during a thunderstorm is in serious danger.

The Spelunker

The spelunker is a close cousin to the mountaineer. Instead of working on the outside of a mountain, the spelunker explores the vast underground caves and massive networks of passages that penetrate the earth below our feet. While the weather is certainly not a risk underground (except in certain magical instances), the spelunker uses a lot of the same skills as the mountaineer.

In a typical setting, the underworld is rife with all sorts of humanoid races. The spelunker can take a party to these creatures' home, or he can show them how to simply avoid them.

1st-level spelunkers must purchase the following nonweapon proficiencies (in addition to Direction Sense): Mountaineering, Rope Use, and (a new proficiency) Caving.

Consult the mountaineer description to see how Rope Use and Mountaineering affect a guide. The same skills used to climb sheer cliff faces that tower high above the earth can be applied to underground equivalents that descend into unknown depths.

The Caving proficiency is described later in this chapter. Any character class can purchase the Caving proficiency. However, it only costs a spelunker 1 slot to take it, while other classes must spend two slots for the proficiency.



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New Proficiency

Caving

The caving proficiency enables a character to function underground. The skill modifier varies depending on the complexity of a

character's action. Note that Dwarves and Gnomes receive a +3 bonus to their checks.

Because they spend so much time underground, spelunkers are exempt from the standard penalty when attempting to determine direction underground. They simply use Direction Sense (a required proficiency) in place of the Caving proficiency.





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Table 21:
Caving Penalties

Attempt to Detect	Penalty
Grade or slope in passage	-1
New tunnel or passage construction	-1
Unsafe walls, ceilings, and floors	-2
Approximate depth underground	-3
Sliding or shifting walls or rooms	-4
Stonework traps, pits, and deadfalls	-6
Direction underground	-6

Survival

Many guides don't have enough proficiency slots to take all of the suggested proficiencies at the onset of their careers. Once they've gone up a few levels and have earned an additional slot, the temptation is often to simply concentrate on their primary proficiency (Mountaineering, Navigation, etc.)

However, it is highly recommended that a guide take the Survival nonweapon proficiency after he fills all of his required proficiencies. Often a guide will find himself in a situation in which he has no food or water and must rely on himself. In such cases, the Survival nonweapon proficiency means the difference between life and death.

Remember, that each time a guide chooses the Survival proficiency, he must specify an environment. Well-traveled guides often purchase Survival proficiencies in areas other than their primary one. To do so, however, the guide must have spent a substantial amount of time in that particular

environment. Otherwise, the DM is within his rights to deny the character the ability to use that specific proficiency.

Guide Fees

A guide's fees vary greatly depending on the following variables: the length of the employment, the distance, and the personal danger involved. On the average, a guide receives 5 gp per level for every day that he works. However, this number can change drastically. For instance, if a guide is an escort hired to show a group of adventurers around a new city, he'll probably only command 1 gp per day and the assignment may only last a day or three.

The longer the term of the employment, the less the guide charges. The life of a freelance guide is an uncertain one. The promise of a steady flow of gold is worth a great deal to a person in such a situation. In effect, the guide is offering a rebate in return for job security.

The farther the job takes the guide from home, the more it's going to cost, especially if it's a one-way trip for the employer. After the assignment is over, the guide is going to have to make his way back home by himself.

Obviously, the more dangerous the job, the more the guide is going to charge. A mountaineer will charge an exorbitant amount to lead a group into a dragon's lair. Many adventurers cannot afford these fees up front. If they could, they'd hardly be out searching for treasure.

However, many guides are willing to take on such jobs in exchange for a portion of the treasure. They will never work for less than half a share, and at that rate, they'll refuse to enter combat unless they absolutely have to.



The Guide



Prada

Prada the Hunter Female Halfling Guide

Str: 10
Dex: 12
Con: 13
Int: 10
Wis: 17
Cha: 9

Armor Class: 3 (leather armor +2, ring of protection +3)

Level: 12

THAC0: 9

Movement: 6

Hit Points: 60

Alignment: Chaotic Good

No. of Attacks: 1

Special Attacks: None.

Special Defenses: None.

Weapon Proficiencies: Hand crossbow, dirk, short bow, short sword.

Nonweapon Proficiencies: Direction Sense (18), Fishing (16), Hunting (16), Survival [swamp] (11), Tracking (17).

Equipment: Leather armor +2, ring of protection +3, short sword +2, compass, camping gear, flint and steel, rope (50'), pitons, torches, oil.

Prada is a tough old halfling who thinks she's seen it all in her many years. Compared to most of the people she's met, she's right. Prada spent the better part of her life exploring and learning about the swamp surrounding the necromancer's fortress. She remembers when it was a thriving place, teeming with life instead of undeath, and she yearns to see the restoration of the natural order.

Role-playing: Prada is often more bark than bite. She knows that her size can be a detriment in a world in which most humanoids tower over her, but she does her best to turn this apparent weakness to her advantage.

Prada was raised in the swamps, and unlike most of her fellows who left when the necromancer claimed the place for his own, she has never left the shelter of its willows for long. No one knows the place better than Prada, and she is quite proud of this fact. The halfling sometimes vanishes in the sweltering foliage for weeks at a time.

Combat: Prada is no fool. She knows she has little chance against most humanoids in a "fair" fight. She uses her knowledge of the swamp to her advantage. She can hide in it forever with little chance of discovery. If Prada decides to attack, she usually strikes with her short bow from cover.



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Martia grimaced as pain ran down her right arm and coursed through that entire side of her body. She had been injured in battle before, but never so badly. Now, it was all she could do to keep her feet. She and Prada had held off the necromancer's beasts for what seemed like hours. They had fought back to back until one of the foul creatures imbedded an axe deep into the proud halfling's chest. Her dying word to Martia had been, "Run."

Faced with an overwhelming force against which she now had no aid, Martia did the one thing she had never done before. She took Prada's advice and fled. The shame itself threatened to overwhelm the young warrior, but it was not that which brought her down in the end. She managed to escape the horde of undead creatures, but—she learned too late—these creatures were not the true danger. They were only meant to wear her down and herd her straight to the necromancer himself.

Just when Martia thought that she had finally managed to elude the dark mage's minions, she ran smack dab into Cardax himself. He laughed at her. In her weakened state, she held no threat for him.

Cardax had reached out and snatched the Blade of Honesty from her grasp with a magical force. Then the magical blade, the one that Martia had planned to use against the necromancer, whirled about and cut deep into her right arm, pinning it to her side.

Horribly wounded, she had stumbled deeper and deeper into the swamp, away from the necromancer's triumphant glare. Cardax's cackling laugh echoed throughout the slime-encrusted trees and into the corners of her skull as she fled. She ran on, desperately trying to escape the man who had become the embodiment of her own personal doom.

Martia had finally collapsed about an hour later—though it had felt like days. One horrifying thought flew through her mind before she lapsed into unconsciousness: she knew that even death wouldn't free her from one with such power over the dead.

* * *

Martia awoke screaming for her life, that horrifying thought still foremost in her mind. She sat bolt upright, not even realizing that she was in a bed. Arms grabbed her and pulled her back down to its soft surface, careful of the stitches and bandages that bound her arm and side.

Martia screamed for another minute before her eyes focused well enough to realize that the kindly face looking down at her was not Cardax's. Relieved, the wounded warrior collapsed back onto the bed.

Martia felt much more calm after resting awhile. She woke up to find a damp cloth laying upon her forehead. Her arm and side were swathed in bandages, and she was clothed in a loose, white gown. Unfortunately, she also noticed that her sword and armor were nowhere in sight.

While she was still considering what to do next, the door to the one-room hut opened, and a young man dressed in blue robes stepped inside. His head was shaved bald, even down to his missing eyebrows, giving him an ageless look. Martia was sure she had never seen him before.

"Who?" she began, but her voice faltered. She was still quite weak. The young man held up his hand to forestall any more questions and spoke in a soothing voice.

"My name is Gnarvis. Some friends of mine found you unconscious in the swamp. You were bleeding badly so they brought you to me.

"I have treated your wounds and given you something for your pain, but you are still gravely injured. You will be in my care for some time."

"I need to kill Cardax," Martia rasped.

"Of course," said Gnarvis. "All in good time."



The Healer

Adventuring is hazardous duty. Anyone who seeks out fortune and glory will certainly encounter danger. Eventually, a hero's luck will run out. When this finally happens, that poor fellow is going to need some "stitching-up." Traditionally, many heroes turn to the cleric in their party for a quick fix. After all, instant magical healing is far more beneficial than nature's slow process.

Often, however, a cleric may not be available to ask the gods' blessings upon a wounded comrade. Alternately, a hero may find himself travelling with a war priest who refuses to magically heal wounds because he believes that they are the "gifts" of his deity.

Other times, the hero may be unable to afford the attentions of a cleric. Magic is not inexpensive, and persuading a priest to curry favor for you with his god (particularly if you're not a true believer yourself) can be costly.

In such cases, wounded heroes make their way to a healer. Healers are cheaper than priests, they don't use magic, and they don't usually worry themselves about deities. This makes the healer an invaluable resource to small villages and heroes in desperate need of assistance.

Experience, THACO, and Hit Dice

Healers, like any other character class, have their own level advancement (shown on the Healer Experience Levels table).

While there are some healers who find time to take up the martial arts, they are few and far between. In general, healers concern themselves more with healing wounds than

inflicting damage. In fact, many healers are downright pacifists. For these reasons, healers use the rogue's THACO table. In addition, they use the wizards saving throw table.

Though healers do not engage in physical training, they do realize the advantages of staying in shape. These hard-working men and women generally spend their days laboring in harsh conditions and not holed up in some dank tower engaged in research.

Because of this, healers use a six-sided die to determine their hit points for each level up to the 8th. After 8th level, healers only gain 2 hit points per level and do not receive bonus hit points for high Constitution scores.

*Table 22:
Healer Experience Levels*

Level	XPs	Hit Dice (d6)
1	0	1
2	1,250	2
3	2,500	3
4	5,000	4
5	10,000	5
6	20,000	6
7	40,000	7
8	80,000	8
9	160,000	8+2
10	320,000	8+4
11	480,000	8+6
12	640,000	8+8
13	900,000	8+10
14	1,060,000	8+12
15	1,220,000	8+14
16	1,380,000	8+16
17	1,540,000	8+18
18	1,700,000	8+20
19	1,860,000	8+22
20	2,020,000	8+24



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Ability Scores

A good healer is a rare commodity. Many people dabble in the healing arts, but few actually have the dedication to truly master them. It's a long way from the inn matron's chicken noodle soup to a really effective poultice.

Often a healer finds himself in his occupation less by choice and more by some overwhelming sense of responsibility to his fellows. For these reasons, all healers must have a Wisdom of at least 12 and a Constitution of at least 9. The healer's prime requisite is Wisdom.

Permissible Armor and Weapons

Battlefield medics occupy an honored position in most armies. While many healers do not fit this mold, there are those courageous few who brave the dangers of war. Even so, healers cannot perform their duties while wearing anything heavier than leather armor. In addition, a healer cannot wear gloves or gauntlets of any sort. Such things interfere with the healer's ability to work with a patient.

Healers are permitted to learn the use of the following weapons: club, dagger, dart, sling, and staff.

Individual Experience Awards

Like other character classes, healers earn experience points in their own unique way. They tend to focus more on the aftermath of a

battle rather than the combat itself, and this affects how they learn from their adventures. They gain experience for healing injuries and for learning new ways to bring relief to their patients.

Table 23:

Healer Experience Awards

Action	Award
Per patient's hit point healed	10 XP
Per discovery of new treatment or antidote	500 XP
Per gold piece earned in course of acting as a healer	1 XP

Occasionally, a healer will stumble upon a new way to treat a fever or disease (such as using rare herbs, or applying a standard treatment to a non-standard affliction). If, in the course of an adventure, a healer successfully uses his Healing proficiency in an original way, the DM should award him 500 XP.

Proficiencies

A healer receives two weapon proficiency slots at 1st level and gains a new one every four levels (at the 4th level, 8th level, and so on). A healer suffers a -3 penalty when using a weapon with which he is not familiar.

A healer also receives four nonweapon proficiencies at 1st level and a new proficiency every three levels after that (at the 3rd level, 6th level, and so on). At 1st level, a healer must take both the Healing and the Herbalism proficiencies. These are the skills that define the healer as such, and without them he could not perform his duties. See the notes in the



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Player's Handbook for full details about how the healer can use these proficiencies to aid patients in healing in a natural, nonmagical manner.

As the healer progresses in levels, he must fill any new nonweapon proficiency slots with either the Healing or the Herbalism proficiencies. In this way, the healer actually progresses in his chosen profession.

Additionally, the healer can change any earned weapon proficiency into a nonweapon proficiency after 1st level. These slots are exchanged on a one-for-one basis: 1 weapon proficiency slot is worth 1 nonweapon proficiency slot. These transformed proficiencies do not have to be spent on Herbalism or Healing, but many healers choose to concentrate all of their efforts on improving their skills.

Healers can choose from the general and priest nonweapon proficiency groups without any additional cost.

Extra Healing Abilities

The fact that healers concentrate so heavily on their chosen art means that they gain extra abilities and bonuses from their Healing and Herbalism proficiencies. Other classes may not receive these bonuses, no matter how closely they may follow the healer's path.

Working with Poisons

The healer adds an extra +1 bonus to his patient's saving throws vs. poison for every two proficiency slots he has in both the Healing and Herbalism proficiencies.

For example, Gnarvis spends two of his proficiencies on Healing and an additional two on Herbalism. Normally a character with the Healing proficiency could treat a poisoned wound and give the poisoned character a +2

bonus to his saving throw against the poison. Gnarvis, however, can add +3 to the saving throw.

Gnarvis's old teacher Narlick is a legendary healer. He has spent six slots on Herbalism and seven on Healing. This means that he adds +5 (+3 added to the basic bonus of +2) to a poisoned character's saving throw.

Working with Disease

Similarly, a skilled healer has a better chance of treating disease. For every three slots of Herbalism, the healer receives a +1 bonus to his Healing proficiency roll when treating a disease.

Gnarvis does not receive any modifiers since he only has two slots of Herbalism. Narlick, on the other hand, receives a +2 bonus to his healing proficiency roll when he treats a diseased patient.

Working with Multiple Patients

Normally a character can only treat up to a maximum of 6 patients in a day. Healers, however, receive intense training in their field. To reflect this, healers can treat an additional patient per day for every slot of Healing that they possess. Gnarvis has two slots worth of healing and can handle up to 8 (6+2) patients. Narlick has 7 slots of healing and could treat 13 (6+7) patients at a time!

Complex Wounds

At the DM's discretion, certain injuries can be more difficult to work on than others. If a character has been beaten below 0 hit points (and the optional death's door rule is in effect), the victim suffers from complications that make treatment very difficult.



In such cases, for each hit point of the patient below 0, the healer suffers a -1 penalty to his proficiency check. For example, if Martia was at -5 hit points when she was brought to Gnarvis, the healer would suffer a -5 penalty to his roll when trying to minister to her wounds.

Focusing Attention

Normally, a character with the Healing proficiency can only attempt to heal a particular patient once per day. A healer, however, can focus his attention on that patient and try several times to heal him. For a healer to focus his attention on one patient, though, he must spend less time with his other patients. In fact, a healer must give up the opportunity to treat two other patients for each additional healing attempt on the same patient. Furthermore, each successive attempt incurs a -1 penalty.

For example, Gnarvis currently has 10 people

in his care. One of these patients suffers from a strong fever that the healer can't break. Gnarvis decides to focus his attention on the feverish patient. This means that two of Gnarvis' other patients cannot receive treatment from the healer this day. In addition, Gnarvis suffers a -1 to his healing proficiency check for the second healing attempt on the fever victim.

Note that a character can only be healed a maximum of 3 hit points per day from the Healing proficiency. Once a healer succeeds in restoring 3 hit points to a patient in a single day, there is nothing more he can do for the patient until the next day.

To work as a healer, a character must have access to certain tools and medicines. A healer's kit costs 100 gp per level of the healer. Every time the character goes up a level, he must pay another 100 gp to upgrade his kit. If the kit is lost or damaged at any time, it must be replaced.



The Healer

A healer can work without his kit, but suffers a -2 penalty to all Healing proficiency checks. Additionally, he cannot use his Herbalism proficiency to supplement his Healing proficiency without a healing kit.

Offices and Hospitals

Most healers work out of a structure dedicated to treating the sick. The size of the edifice directly affects how many patients a healer can minister to each day, as he must have a bed for each patient.

Maintaining an office or hospital costs money. For each bed available, the healer must generate at least 5 gp per month. Often the local government will pitch in to help a healer who cannot maintain an office or hospital. After all, it's in the best interests of the community to have a healer on hand for emergencies. However, if the healer experiences a sudden windfall, the community will expect to have their funds repaid.

Often, several healers combine their offices to form a hospital. This is a way for the healers to share expenses while treating a large number of people.

When working in a hospital, the healer receives a +1 bonus to his Healing proficiency checks. This only applies if the patient in question actually has a bed in the hospital.

Field Hospitals

Many armies bring healers along with them to set up field hospitals. These are often little more than a number of cots set up under a large tent.

Field hospitals are no place to practice real medicine. Usually, the wounded are patched up quickly and either sent back into battle or transferred to a real hospital. Healers receive an additional -1 penalty to their Healing proficiency rolls when working in a field hospital on patients who have less than 0 hit points.

Many field hospitals have priests on hand to tend wounded officers or heroes. Few regular soldiers ever see a priest when they are wounded. That privilege is reserved for the elite and (upon occasion) the critically wounded.

Using Herbs

In addition to his other requirements, the healer must keep a good stock of herbs on hand to use in poultices and medical concoctions. He can purchase these on the open market if he likes, or he can cultivate his own herb garden.

If he decides to purchase the herbs, a healer must spend 10 gp per level each month to maintain his supply. This assumes that he has a steady stream of patients upon whom he uses the herbs. Otherwise, the herbs will keep for 3d4 months before losing their effectiveness.

The price of herbs can skyrocket in certain circumstances. If the healer is in foreign lands, the price will double, as he will have to find local equivalents of the herbs that he uses back home.

Rare Herbs

At the DM's discretion, certain diseases may only be treatable with particularly rare herbs. Obtaining these herbs may not be as simple as going down to the market. If these special herbs are down at the market, they cost anywhere from 60-100 gp for a single dose.

In other cases, the herb may only be found in exotic locals. This is cause for an adventure, as either the healer will have to go someplace to find the herb or he'll have to send someone to find it for him. More likely, the healer will hire on a party to locate the herb and accompany them on their quest. After all, it's likely that the heroes wouldn't know how to locate or harvest the herb in question.



The Healer

Herb Gardens

Many healers maintain an herb garden of their own to save costs and guarantee a steady supply of the proper herbs. Healers who wish to cultivate an herb garden must take the Agriculture proficiency. Alternately, the healer can hire someone to maintain the garden for him, but that gardener would have to have the Agriculture and the Herbalism nonweapon proficiencies to successfully grow the proper herbs.

Maintaining an herb garden costs only 5 gp per level of the healer each month, but this is only if the healer performs the labor himself. Otherwise, it costs 15 gp per level each month to hire on a gardener.

Most healers that have a home base start out keeping their own herb garden. It's cheap, easy, and it helps to pass the time between patients. However, at later levels, the demands on a healer's time become more substantial; most take on at least an assistant gardener to keep the herb garden in tip-top shape.

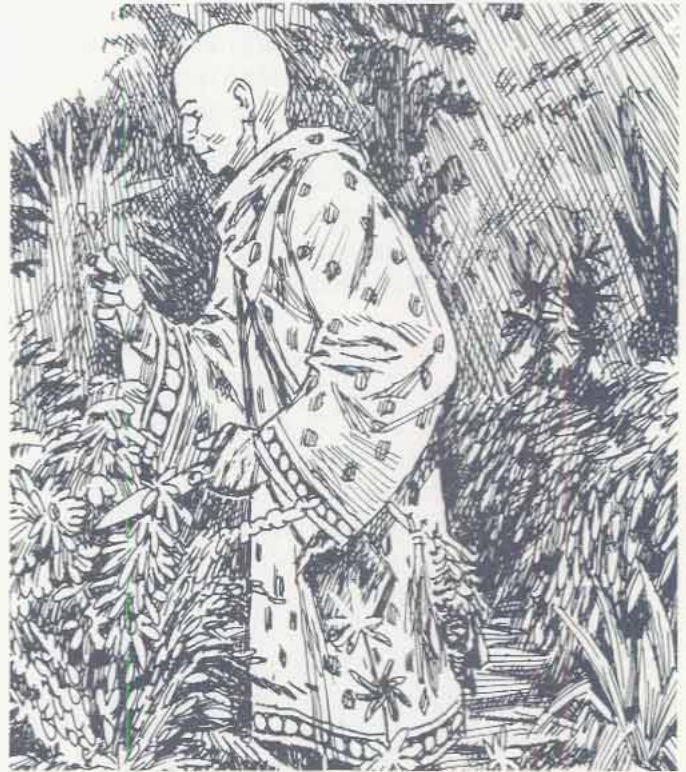
Home-Grown Bonus

Home grown herbs, those cultivated by the healer himself, add a +1 bonus to any Herbalism proficiency rolls. The bonus is due to the higher amount of control the healer has over the quality of the herbs from his own garden.

Maintaining an Herb Garden

In order for the healer to receive the home grown modifier, he must strictly maintain his garden. If the garden stands untended for even a day, the bonus lapses until the garden is brought back up to the healer's demanding standards or quality.

If the garden remains untended for more than a week, any herbs taken from it actually



give a -1 penalty to any Herbalism proficiency checks. Each week the herb garden is untended adds a cumulative -1 penalty—up to a maximum of -4.

Restoring the garden merely requires a little hard work. If the garden has been neglected for only a week or less, the healer must spend a half day restoring the garden.

However, it takes one full day to restore the garden for each week of neglect. A garden ignored for four weeks requires four full days of work to restore. The time needed to restore a neglected garden can never take more than a full week of gardening.

Many times, healers band together to share a garden. Sometimes they run it cooperatively, each taking a turn in the garden. More often, they simply hire a gardener to tend the herb garden for them and then split the costs. An herb gardener can only handle so many demands by himself, though.



The Healer

A gardener can tend enough herbs to satisfy one experience level of his employers' demands for each point of the gardener's Agriculture skill. For example, a gardener with a score of 15 in his Agriculture proficiency could handle the demands of up to 15 total experience levels of healers (three 5th-level healers, two 7th-level healers and a 1st-level healer).

Once the healers' levels exceed the abilities of their single herb gardener (as they often do in hospital settings or with other large groups of healers), they must hire on additional herb gardeners to help take up the slack. Each additional herb gardener demands another 10 gp per month in salary.

Herb gardens that sell their product to any healer are often headed by a single herb gardener and some underlings who possess the Agriculture proficiency. Herbs purchased from these gardens do not give the Herbalism proficiency bonus associated with private gardens. However, the underling gardeners only cost 5 gp per month to hire.

Stingy healers can maintain a garden like this if they like, but they will suffer the loss of the bonus. Many hospitals run a secondary garden with herbs available to outside healers, and in that case, they use this method for the non-personnel herbs.

Apprentices

Healers do not gain any followers—unlike members of player character classes. However, healers often pick up apprentices in the course of their business.

Once a healer reaches 5th level, he attracts a single apprentice every time he gains an additional level. The apprentice only remains in the healer's service until the healer himself goes up three full levels in experience. At that

point, the apprentice becomes a 1st-level journeyman healer.

Most healers only have up to three apprentices at a time, but the most famous and renowned healers attract even more. At 8th level and above, the healer attracts up to three apprentices per level. Each of these is ready to leave after their master attains one more level of experience. Those apprentices that were retained at the master's 6th and 7th levels can leave automatically when their master reaches the 8th level.

At 10th level (and each level thereafter), the healer attracts another healer of five experience levels less than himself. This master apprentice hopes to glean knowledge from one of the legendary practitioners of the healing arts. However, this apprentice is already a healer, and only stays until the master healer attains the next level of experience. At that point, the master apprentice gains another level for himself and can leave the healer's service.

Apprentices require a lot of their master's time. A healer must surrender the opportunity to work on one patient a day for every apprentice he has. This relationship cannot be neglected except in the most dire of emergencies.

Of course, apprentices can help the healer as well. While in his service, they each possess the Healing and the Herbalism proficiencies at half (round up) the level of their master. In addition, they can attend up to four patients per day (their studies take up the rest of their time).

Once an apprentice becomes a 1st-level healer, he is not obligated to leave. If the master healer desires, the new healer can join his practice as a journeyman healer. However, if there is not enough local demand for another healer, the master sends the new healer off—possibly with a letter of recommendation.



The Healer

Gnarvis

Gnarvis the Healer
Male Human Healer

Str: 11
Dex: 9
Con: 15
Int: 12
Wis: 18
Cha: 12

Armor Class: 7 (*robes +3*)

Level: 4

THAC0: 19

Movement: 12

Hit Points: 20

Alignment: Lawful Good

No. of Attacks: 1

Special Attacks: None

Special Defenses: None

Weapon Proficiencies: Dagger, staff.

Nonweapon Proficiencies: Healing (17),
Herbalism (10).

Equipment: *Robes +3*, healing herbs, staff, knife
(surgical).

Gnarvis is a young journeyman healer who graduated from his apprenticeship just over a year ago. After leaving his master, Gnarvis decided to return to his family's ancestral home in the bayou portion of the necromancer's swamp. Most of the area had long since been twisted into something unholy by Cardax's spells, but some small pockets of resistance have held out.

The young healer has kept himself busy over the past year, tending to those in the bayou who lead the resistance movement against Cardax. Gnarvis is not a fighting man, but his skills are highly valued by those remaining in his community. Equipped with only his herbs, his surgical knife, and the robe his master gave him as a parting gift, Gnarvis has given his fellows



more cause for hope than any swordsman.

Role-playing: Gnarvis is quiet and confident. He knows that the necromancer could likely destroy the entire bayou if he wanted, but the simple fact that he has yet to do so has encouraged the young healer.

Gnarvis is more than just a healer to the people of the bayou. To them, he represents hope. After all, he didn't have to return to the horrors of the bayou, and no one would have blamed him if he'd taken his education and set up shop in a thriving metropolis far from Cardax. No one, that is, but Gnarvis himself. His sense of duty keeps him where he knows he belongs.

Combat: Gnarvis does not like to fight, but he has been trained in the use of his staff. He will only use it to defend himself or if the life of a friend is in danger. Otherwise, he prefers to retreat. He is a healer, and it is not in his nature to willfully damage sentient beings.



The Historian

Martia slogged through the muck on the outskirts of the bayou as she searched for the hut of Gnarvis's friend. She'd been looking for nearly an hour already, and the sun would be setting soon. Martia did not want to be caught out of doors after dark. Gnarvis's other patient had been a vibrant example of just how dangerous the swamp could be.

Martia had been horrified when the man crawled feebly to the healer's door. Most of the man's face was missing, but Gnarvis had been confident that the poor soul would survive his wounds. Gnarvis could do nothing to reconstruct the man's face, though, and there was little chance the wounded man could afford a cleric's healing touch. He would bear his scars for life.

"Palcher here is one of the lucky ones," noted Gnarvis. "He'll actually have a chance to heal. Most people who encounter the necromancer's minions end up deceased—or worse."

"Or worse" meant that those who once fought bitterly against Cardax's every advance would now forcibly find their way into his service.

"It has been going on for years. Brothers are forced to take up arms and defend themselves against their own brothers, who, only a week before, were fighting against the monstrosities. Sometimes, we must even fight against our grandparents." With these words, Gnarvis had grown even more solemn.

"My father's father roams the swamp these days, although he's been dead and gone for five years. As of last month, his son—my father—fights at his side." Gnarvis had blinked away the water filling the corners of his eyes.

"That's why I came back. That's why I can never leave until Cardax is dead!"

Coming from the gentle healer, these harsh words had cut deeply. Soon after hearing them, Martia had rededicated herself to her purpose.

While she was recovering from her injuries, Martia had realized that there was no way she could make it through the necromancer-tainted

portion of the swamp on her own. Even if she did, Cardax would certainly see her coming from over a league away. A frontal assault on the keep was out of the question.

She confessed her fears to Gnarvis, and the young healer had told her of a lesson that his grandfather had once taught him. "Grandfather was a great warrior. He wasn't as strong, as tall, or as skilled with a blade as other fighters, but he was smart."

"'Know your foe,' he always said to me. 'To get rid of the largest oak, you attack the trunk, not the branches.' Whether that foe is a head cold or a kobold, that maxim always holds true. Once you know all you can about your foe, you've increased your chances to destroy that enemy. Then you can avoid all those distracting branches and destroy the trunk."

"But how can I discover more about Cardax?" Martia had complained. "He's been around for so long, and rumor has it that he's long since killed anyone who possessed any knowledge of his origins."

"Not everyone," Gnarvis had smiled.

Now, Martia found herself stumbling through the swamp on the outskirts of the bayou. Exhausted, her injuries still sapping some of her strength, she sat down on a log to rest.

As she did, an arrow pierced the air over her head. Her fatigue fell away, and she threw herself into the mucky ground and scrambled for cover. When she finally came to a stop behind a rock, she realized someone was laughing at her.

"My dear Martia," cackled the voice, "you are your father's daughter."

"Who are you?" Martia demanded, more spooked than she cared to admit.

"Grahlista," came the voice again, but this time from behind Martia.

She whirled back around and came face to face with an elderly woman holding a cocked crossbow pointed at her heart. "As any good historian will tell you dear, 'Know your foe.'"



The Historian

"Those who ignore the past are condemned to repeat it." This cliché says a lot about a historian's function in society—including one based on fantasy. History plays a vital part in any fantasy role-playing game. Without a decent history, a setting can seem hollow or two-dimensional.

Many questions remain unanswered in such a low-detail fantasy campaign. Where did all the powerful magical items and artifacts come from? How did the king of the largest nation come to power? What kind of wars has this nation fought with its neighbors?

Fantasy campaigns high in detail, however, often have answers to these questions. The historian NPC plays an important role in such worlds, as he is the chronicler and guardian of important information. Bards still spin juicy tales of the past in taverns across the world, but historians are more interested in the factual components of these tales rather than the way in which these tales are performed.

The historian's job also includes learning from the past and applying these lessons to "present day" life. Some gifted historians can even predict future events based on centuries of collected data.

Over the years, historians research deeper and deeper into the past, hoping to discover new details and gain some further understanding of what has gone before. They hone their understanding of the past to a razor's edge, and with that edge, they attempt to pierce through the veil of time and arrive at the truth.

Experience, THACO, and Hit Dice

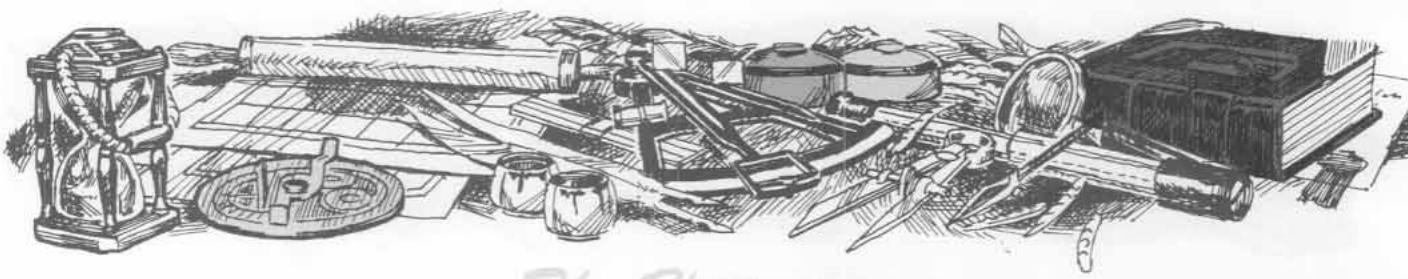
Historians, like any other character class, have their own level advancement as shown on Table 23: Historian Experience Levels below.

In general, historians are bookworms who spend their days gathering, collating, and analyzing facts. Sometimes, however, the lure of new information leads them into mysterious—and perilous—waters.

At these times, historians must rely upon their skill with a blade instead of the sharpness of their wits. For these reasons, historians use the rogue's THACO and saving throw table. In addition, historians receive a d6 Hit Die for each level up to the 8th, and gain 2 hit points for each level of experience above the eighth.

Table 24:
Historian Experience Levels

Level	XPs	Hit Dice (d6)
1	0	1
2	1,200	2
3	2,400	3
4	4,800	4
5	9,500	5
6	19,000	6
7	38,000	7
8	76,000	8
9	150,000	8+2
10	300,000	8+4
11	450,000	8+6
12	600,000	8+8
13	750,000	8+10
14	900,000	8+12
15	1,050,000	8+14
16	1,200,000	8+16
17	1,350,000	8+18
18	1,500,000	8+20
19	1,650,000	8+22
20	1,800,000	8+24



The Historian

Ability Scores

Relatively few people are drawn to the academic world of the historian. Aspiring historians must know how to read and write, and have decent penmanship so that future generations can draw upon their works. They must also be able to perceive how seemingly disparate historical events link together in an intricate web. In addition, historians must study ancient and modern languages and cultures to broaden their perspective.

More than anything else, historians must possess a driving curiosity. It is this absolute need to know that draws them out of their libraries and into the wilderness.

For these reasons, all healers must have a minimum Intelligence of 12 and a minimum Wisdom of 10. The historian's prime requisite is Intelligence.

Permissible Armor and Weapons

Some of the most famous military units or mercenary organizations actually had historians dedicated to their unit. These military chroniclers often fulfilled other duties, such as healing the wounded and training recruits in the basics of military strategy. Their main duties included keeping a record of the organization's successes and failures, as well as knowing the name of each and every member of the unit.

Historians cannot wear any armor heavier than chain mail, as these chroniclers require mobility and a clear field of vision. Otherwise, they will never be able to record their observations.

Historians can wield a club, dagger, dart,

hand crossbow, knife, lasso, sling, short sword, and staff. However, these academics usually prefer their quill, inkpot, and blank book with which they record their findings.

Historians often think of themselves as journalists for future generations. They try to be impartial and rarely have any reason to involve themselves in the middle of the action.

Individual Experience Awards

Historians earn experience points in their own unique way, as they tend to focus more on how and why things happen. This affects how they learn from their adventures.

Usually, a historian's main goal in life has nothing whatsoever to do with material wealth—although many historians struggle with the necessity of raising funds to support their studies. Instead, they earn points for learning new things and recording important events, thoughts, discoveries, and experiences for the benefit of others.

Attending Events

Some historians glean all of their information from other people's sources—such as books, maps, and libraries. These historians are most often interested in events beyond the memory of most living people.

Other historians like to wade in the thick of things so that they can report on modern-day events. Eyewitness accounts are essential to any chronicler of modern events.

Historians, then, should seek out important events to witness with the eventual aim of becoming a chronicler of the events. To this end, they receive experience



The Historian

points for simply showing up at an important event and paying attention to it.

Generally speaking, the historian will not become directly involved in the action. Even so, he earns experience for being present at events. The more important the event, the greater the experience. The average amount of experience points that a historian should receive for attending an event is equal to one-fourth of the total XP value for the event in question. A DM should only increase the XP award if the event is truly important—such as the death of a king on the battlefield.

Learning Facts

Similarly, every time the historian learns an important new fact, he earns experience. This award can be in addition to the awards for attending an event. This means that the historian actually earns more points for attending an event and learning new facts from the event.

These new facts cannot only be new to the researcher; they must in some way advance the scholarship in a particular field. For example, Grevnar, a student of contemporary history, learns that the ancient battle of Fo-Chu took place on a volcanic island. As it turns out, this information is part of the established body of knowledge surrounding the battle, so Grevnar would not receive any experience points. If, however, Grevnar discovered that the battle of Fo-Chu never really took place at all, he would gain some experience points.

The amount of experience awarded is based upon the importance of the fact. If the fact is fairly mundane, then the DM should only award 100 XP. However, if the historian manages to learn something earth-shattering—like the fictitious nature of Fo-Chu—he should earn 1000 XP.

Recording Facts

Learning facts is not the only job an historian undertakes. He must also record his knowledge, otherwise future generations will not benefit from his work.

Recording facts is a lot easier than discovering them. The historian must simply write his findings down. Eventually, these findings may be copied and find a place in a well-stocked library.

An Historian should receive approximately one quarter to one half of the experience he earned for learning the fact. Note that the historian does not receive experience points for recording common facts.

Telling Histories

Many historians come from pre-literate cultures that value oral tradition. These historians do not know how to read or write; their histories are handed down throughout the years in the form of stories. These historians earn their title by committing these tales to memory. They are the guardians of their culture's mythologies and histories.

Historians also receive experience points by telling the histories carried in their head. To actually earn the points, the historian must take the time to tell the tale to a PC or NPC who is actually listening to the story. These NPCs cannot just babble endlessly on a city streetcorner and receive experience points.

Each time the historian tells a tale, he earns a number of experience points equal to one tenth to one half the number of XPs he earned for learning the facts behind the tale. Thus, the amount of experience depends on the importance of the tale.



The Historian

An historian can earn points for retelling a history, however, the tale must be a new one for his audience. Thus, he couldn't sit in a tavern and earn XP for endlessly repeating one boring history.

The DM should make an appropriate History check (either local, modern, or ancient—depending on the nature of the tale) to determine how well a historian recounts an event. If the check is a success, the historian manages to tell the tale in an enthralling and informative manner. If the check fails, the historian's dry recitation of the tale actually causes a large majority of his audience to wander away; he receives no XP for such a failed effort.

Proficiencies

An historian receives two weapon proficiency slots at 1st level and earns a new one every four levels (at the 4th level, 8th level, and so on). Historians suffer a -3 penalty when using a weapon with which they are not proficient.

An historian also receives four nonweapon proficiencies at the 1st level and gains a new proficiency every three levels after that (at the 3rd level, 6th level, and so on). At 1st level, an historian must take either the Ancient History or the Local History proficiency. Many historians will take both, but some prefer to specialize in one or the other. See the "Proficiency" chapter in the *Player's Handbook* for full details on these nonweapon proficiencies.

The historian is strongly recommended to take the Reading/Writing proficiency as well. Without it, he is unable to gain any experience for recording facts.

As the historian progresses in levels, he is not required to fill new nonweapon

proficiency slots with any particular proficiencies. Historians do not need to increase their historical proficiencies as they progress in level—although most of them do.

Historians can, if they like, exchange any and all of their weapon proficiencies for nonweapon proficiencies—although they must take at least one weapon proficiency at 1st level. The proficiencies are exchanged on a one-for-one basis.

Certain nonweapon proficiencies can aid the historian in his work. These are:

- **Heraldry:** With this proficiency, the historian can recognize symbols and family crests. This can be exceedingly important in the historian's line of work, as he generally spends much of his time concentrating on noble or famous families.

- **Musical Instrument:** Oral cultures often set their ancient histories and mythologies to music. An historian with this proficiency (or the Singing proficiency) receives a +1 bonus to his History proficiency roll.

- **Languages:** The study of languages is absolutely essential for any serious student of history. This is particularly true of historians who study ancient history. Without the Ancient Languages proficiency, these historians cannot translate eyewitness accounts of long-past events.

At best, language deficient scholars must depend on someone else's (possibly incorrect) translation. At the very least, there is a high probability that the translated text will not contain any of the subtle nuances of the original text. In fact, historians who use translated texts when researching an historical event receive a -1 penalty to their History proficiency roll.



The Historian

Other Proficiencies

Many other proficiencies can be useful for a historian at the proper moment.

Having an applicable proficiency to use on a given historical situation confers a bonus (usually +1 for each relevant proficiency brought to bear on the situation) to an historian's History proficiency check. For instance, an historian with the Armorer proficiency receives a +1 modifier to his History proficiency roll when he attempts to identify a piece of ancient plate mail that once belonged to a famous warrior.

If the application of the nonweapon proficiency to the historical check is particularly tenuous, the historian must successfully make a check of the applicable proficiency before conferring the bonus.

Historians can choose proficiencies from the general, warrior, rogue, and wizard nonweapon proficiency groups without additional costs.

Character Kits

The incredible depth and breadth of historical study lends itself to specialization. It just isn't practical to attempt mastery over every single subject in every single time period of a given campaign world. Thus, most historians concentrate on certain periods or subjects within the field of historical scholarship.

Four of these specialists are presented here in the form of Historian Kits. These four kits are by no means representative of the entire field of historical scholarship. Dungeon Masters are encouraged to create kits of their own that reflect the uniqueness of their particular campaign worlds.

The Ancient Historian

The title of this kit refers to the character's area of concentration, not his age. Ancient historians prefer the company of musty old tomes to that of most other creatures and spend much of their time nestled in underground carrels of vast libraries.

The majority of ancient historians' discoveries come from new insights gleaned from ancient texts. In addition, these historians develop new theories about established historical facts and principles.

For the most part, members of this kit delve into past events with little concern about how their discoveries may affect "contemporary" life. That kind of understanding will come with time.

Requirements: Ancient historians must memorize and organize vast storehouses of seemingly disparate facts and then synthesize them into a meaningful whole. For this reason, they must possess a minimum Intelligence score of 14—in addition to the standard requirements for a historian.

Role: Ancient historians rarely accompany heroes upon epic adventures. However, they may be the impetus behind such adventures. For example, an ancient historian may require a rare tome to complete his studies, so he hires some heroes to retrieve it from its current location.

Also, the heroes may occasionally require the services of an ancient historian. Who else could accurately tell them the particulars of the ancient curse which protects an artifact they've been hired to find.

Governments and nobles often commission these historians to gather and maintain national records and histories. In addition, some ancient historians specialize in the history behind magical items or artifacts (using the Spellcraft nonweapon proficiency).



The Historian

Weapon Proficiencies: Dagger, dart, sling, and staff.

Nonweapon Proficiencies: *Required:*

Ancient History, Ancient Language, Reading/Writing, and Heraldry.

Recommended: Modern Languages, Spellcraft.

Equipment: Ancient historians must have access to major libraries to continue their studies. Without this access, they cannot progress from level to level. In addition, they must maintain their own personal libraries.

Keeping a personal library costs an ancient historian 250 gp per level. Thus, a 4th-level ancient historian must pay 1,000 gp to maintain his personal library. The historian must pay this amount when he reaches the next level. He will not receive the benefits of the new level until this amount is paid.

An ancient historian rarely strays far from his library and always keeps a notebook, a pen, and a bottle of ink with him just in case.

Special Benefits: Ancient historians receive a +2 bonus to all Ancient History proficiency checks. This is due mostly to their strong relationship with librarians and book sellers in their area. These merchants and scholars provide the ancient historians with first crack at the finest research materials.

Additionally, an ancient historian can seek out a patron to cover the costs of maintaining his personal library. To successfully do so, the ancient historian must make an Ancient History proficiency check every time he advances a level (the check can be made at 1st level). If he succeeds, the historian has found himself a patron and does not have to pay the library upkeep fee this level.

The ancient historian must make this roll every level in order to keep his patron. If he

fails, the patron discharges him, and he must somehow come up with the library upkeep fee himself. He can try again for another patron (or even the same one) when he reaches the next level of experience.

Any time that the ancient historian fails such a check, though, he suffers a cumulative -1 penalty to his chance to retain a patron the next time he attains a new level of experience. This prevents the ancient historian from abusing his patron's good will.

The ancient historian's patron may also help with other costs. Often the patron will provide the historian with meals and a place to sleep. Upon occasion, the patron may even finance purchases of truly rare and important tomes or historical pieces. Alternatively, the patron may agree to finance an expedition to locate such items. Either way, the ancient historian must make a check against his Ancient History nonweapon proficiency to convince his patron that the item is worth the cost and effort.

Special Hindrances: Ancient historians must always appease their patrons. For example, ancient historians must ask their patrons' permission to leave town. Whenever an ancient historian wishes to leave town, the DM should roll an Ancient History proficiency check. If the roll fails, the ancient historian does not have permission to leave.

The ancient historian can ignore his patron and leave against his wishes. However, he will immediately lose his patron's support. When the historian reaches the next level, his attempt to find a new patron (or reestablish relations with the old one) becomes quite difficult. In fact, the historian must make a History proficiency roll with a -4 penalty to determine if any patron will have him.



The Chronicler

The chronicler (also known as a local historian) is more concerned with the development of history on a daily basis than the ancient historian. He collects stories both legendary and mundane and spins them into epic tales and simple parables, all for the entertainment and edification of those around him.

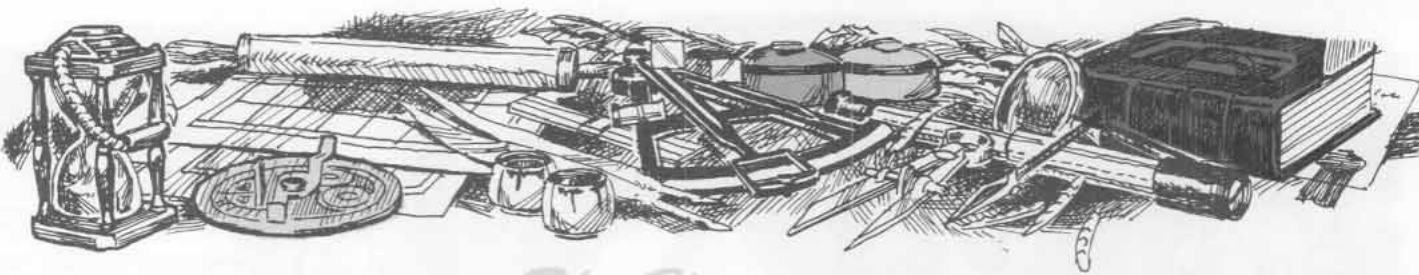
Many chroniclers travel around quite a bit in an effort to keep up on current events. In a very real sense, they are the reporters of their time. Without the news that they bring with them on their journeys, people living in remote areas would know little or nothing of their distant neighbors.

Chroniclers are often itinerant wanderers with no place to call their home. They do not have a patron to support them. Rather, they make their living by their knowledge and wits.

Chroniclers spend their days talking to people and learning as much as they can about the histories of the places they visit. Sometimes they record these tales in a book, but more often they simply memorize them.

Many chroniclers use music and song to recount their tales. The music acts as a mnemonic device that helps the chronicler organize and dispense the vast amount of knowledge he possesses. In this respect, chroniclers are much like bards, except that they have no magical powers as such. They rely only on their wits and memories.

Requirements: In addition to the standard historian's requirements, the chronicler must have a minimum Charisma score of 13. This is due to the fact that a chronicler must spend much of his time pumping people for new stories. The remainder of his time is spent relating chronicles to a largely illiterate populace. Without some degree of personal charm and stage presence, even the most



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knowledgeable chronicler will have trouble attracting and keeping an audience.

Role: The chronicler can be encountered in just about any situation. He likes to travel and his curiosity often endangers his health. Heroes may find themselves forced to protect a chronicler from an angry crowd.

Adventurers may also find themselves in need of the chronicler's services, as he probably knows every important detail of the area in which he wanders. Often, the chronicler's insights into local politics and current events can be quite enlightening.

Adventurers who wish to make a name for themselves need look no further than the chronicler. Of course, they will probably need to back up their tales of prowess and glory with some sort of evidence. However, chroniclers may ask permission to join an interesting group of adventurers in order to carefully record their heroic deeds.

Weapon Proficiencies: Dagger, dart, staff, short sword, and sling.

Nonweapon Proficiencies: *Required:* Local History, Etiquette, and Singing.

Recommended: Reading/Writing, Musical Instrument.

Equipment: Chroniclers do not require any specific equipment—although some carry notebooks filled with collected stories.

Chroniclers who don't keep notes of their stories must make a Local History proficiency check every time they wish to recall an appropriate story. If they fail this check, they can try again the next day.

Special Benefits: Chroniclers receive a +3 bonus to their Local History proficiency roll when attempting to recall an event from memory. These historians spend much of their time telling and retelling their stories until they become second nature.

Special Hindrances: The chronicler is exceedingly curious. He tends to ask

questions when he should keep his mouth shut and he constantly sticks his nose into other people's business. For this reason, a chronicler suffers a -2 penalty to his Charisma score when dealing with people who have something they wish to hide.

The Annalist

The annalist is an historian who concentrates solely on a specific topic. The annalist devotes his life to chronicling and maintaining the history of his specialty. Commonly, this specialty area is the proceedings of a royal court or some other form of government. However, annalists sometimes attach themselves to a particular town or wandering mercenary unit.

The annalist is the undisputed expert in his chosen topic. He spends his days listening to tales and recording them in black and white for the edification of future generations.

Many powerful people or organizations wish to be remembered long after they are dead and gone. This is the annalist's task. He maintains meticulous records about his topic and organizes the data in easily recognizable threads or tales.

The annalist often reads some of the histories he has recorded to his employer. Sometimes, he even delves into tomes created by those who have gone before him to find a story appropriate to the situation or the moment.

These tales are sometimes read at affairs of state or before a unit is about to march off to battle. They remind listeners about the traditions and duties they have sworn to uphold. In addition, these tales remind the audience that they are part of something larger than themselves.

Requirements: The annalist must organize vast amounts of information and boil it down



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to a meaningful tale. Also, he must relate that tale to an audience in an entertaining or commanding way.

As such, the annalist must possess a minimum Intelligence score of 14 and a Charisma of 12. This is in addition to the regular historian requirements.

Role: The annalist usually attaches himself to some larger organization or important personage. Heroes may encounter an annalist any time they run into a person or group with a real sense of history about its family or itself.

Some adventurers may even hire an annalist to record their deeds. Annalists charge 5 gp per week, but this fee can escalate depending on what other duties the annalist must perform.

Some annalists have a great deal of "down" time between their historical duties. Usually, they fill this time by performing other duties—for which they charge extra. Annalists who travel in dangerous areas where they must defend themselves—such as a dungeon—usually demand a share of any discovered treasure from their employers.

The annalist is an almost inexhaustible source of information about his specialty. However, an annalist will never part with any information without the permission of his employer.

Weapon Proficiencies: Dagger, dart, staff, sling.

Nonweapon Proficiencies: *Required:* Ancient History, Local History, Reading/Writing. *Recommended:* Singing, Musical Instrument.

Equipment: The annalist requires little in the way of equipment. An annalist always carries a blank notebook, a pen, and a bottle of ink with him, just in case he should be required to begin an annal on the spot.

An annalist also has access to his employer's library. This library may contain several volumes dedicated entirely to the annalist's specialty. These books are very likely

supplemented by ancillary texts concerning matters related to the main topic.

The cost of maintaining the modest library is borne entirely by the annalist's employer. If and when the annalist leaves his employer's service, he may not take any of his employer's books. In addition, all of the annalist's work becomes the property of his employer. If he leaves under good terms, the annalist may make copies of whatever he wishes.

Special Benefits: After spending an entire level with the same employer, the annalist receives a +3 bonus to any proficiency rolls related to the annalist's topic. When away from his employer's library, the annalist still receives a -3 penalty to both Ancient and Local History checks.

Spending an entire level with an employer means that every point of experience for that whole level must be earned while in the employ of that person or organization. If the annalist earns even 1 XP while away from his employer's service, he does not receive the bonus.

Special Hindrances: The annalist is bound to his employer. He knows little else about the history of matters outside his area of expertise. In fact, an annalist suffers a -3 penalty to his Local and Ancient history proficiency rolls when investigating matters outside his area of expertise.

In addition, the annalist cannot simply leave his employer at the drop of a hat. If he does, the annalist abandons his kit and becomes a regular historian, losing one level of experience in the process. For example, if a 7th-level annalist leaves his employer, he loses all annalist bonuses and becomes a 6th-level historian.

If the annalist ever returns to his former employer, he regains his lost level. However, most employers simply refuse to rehire an annalist who abandoned them.



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The Collector

The collector is an historian interested in the physical remains of history. Historical tales are simply backdrops that enhance the collectable nature of rare antiquities; these stories imbue the item with a value that transforms it from an ordinary item into a truly wondrous museum piece.

Collectors can be found in the field much more often than typical historians. They scour the earth looking for the valuable bits and pieces of the past that they desire. They can expound for hours upon their favorite subjects, often to the point of boring those around them. However, these collectors don't care; they are almost lost in the mists of time.

Collectors do not study history for the purpose of entertaining others or keeping records. They desire only the fortune and prestige that comes from owning historical antiquities. Of course, many collectors profess (and actually have) altruistic motives for their passion. They believe that their work confirms the theories of their more desk-bound brethren.

Competition between collectors is quite stiff. Those who run in the same circles and share the same interests are quite aware of each other. They butt heads in the field as often as they do in the classroom. After all, they are competing for the possession of unique objects.

Requirements: Collectors spend a lot of time interacting with other people in the field. Sometimes they are called upon to fight for what they want (or already own). For these reasons, collectors are more physical than regular historians.

As such, collectors must have a minimum Strength score of 10 and a minimum Constitution score of 12.

Role: The collector can be encountered

while working alone or with a group. They tend to enjoy traveling by themselves, as they are often distrustful of others.

However, even the greatest collectors need assistance from time to time. This is especially true if one or more of their competitors gathers a force of minions to unearth an item. In such cases, a collector may feel compelled to hire a few adventurers.

Other times, a collector may find himself in competition with adventurers. Perhaps both groups are striving to unearth a particularly rare item. A serious collector will do his best to ensure that the item in question finds its way into his collection.

Many collectors concentrate their efforts on acquiring particularly powerful and unique magical items. Entire adventures or even campaigns can be driven by the importance of finding just one special magical item.

Weapon Proficiencies: Club, dagger, dart, mace, sling, and short sword

Nonweapon Proficiencies: *Required:* Ancient History and Appraising.
Recommended: Reading/Writing, Etiquette, Local History, Disguise, Forgery, Tracking, Modern Languages, and Ancient Languages.

Equipment: Collectors do not require any special equipment. They usually dress appropriately for the surrounding locale, as they do not want to draw any attention to their work and alert competitors to their presence.

As soon as word gets out that a particular collector is in a certain area, all of his competitors will descend on that region, determined to beat the collector to his discovery.

A collector's rank among his fellows is based upon a system of one-upmanship. Those who consistently outperform their competitors earn the most respect.

Special Benefits: Collectors can wear any



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kind of armor they wish—including plate mail. However, most collectors eschew anything heavier than chain mail, as it is quite difficult to remain inconspicuous while tromping around in a suit of field plate armor.

Special Hindrances: Collectors must constantly add to their collection. In fact, they must procure one important piece for their collection each level. Collectors are unable to advance to the next level if they

have not attained an important piece—even if they have enough experience points.

The items needed are often magical in nature—particularly when trying to reach the 8th level and above. For this reason, many collectors possess more magical items than one might expect for a historian of their level. This is another reason why collectors try to maintain a low profile. Their wealth makes them obvious targets for thieves and other rogues.





The Historian



Grahlista

Grahlista the Chronicler
Female Human Historian

Str: 8
Dex: 11
Con: 12
Int: 13
Wis: 15
Cha: 14

Armor Class: 8 (leather armor)

Level: 6

THAC0: 17

Movement: 12

Hit Points: 22

Alignment: Chaotic Good

No. of Attacks: 1

Special Attacks: None.

Special Defenses: None.

Weapon Proficiencies: Short sword, hand crossbow.

Nonweapon Proficiencies: Local History (15), Etiquette (14), Singing (14), Musical Instrument [lute] (10), Reading/Writing (14), Ancient History (12).

Equipment: Lute +3 (+3 bonus to musical instrument proficiency rolls made while playing this lute), hand crossbow and 20 bolts, short sword, leather armor, half-filled notebook, pen, and a bottle of ink.

Grahlista is one of the gruffest chroniclers around. She has a hard exterior, but also possesses a heart of gold. Grahlista spent her entire life in the swamp. She was born and raised there, and she plans on dying there.

Everyone in the area knows of Grahlista. In one sense, she is the annalist of the community. She is the repository of all the tales and legends handed down to her by her predecessor.

Role Playing: Grahlista is distinctly unfriendly to those she doesn't personally know. Cardax has made the bayou a dangerous place, and as the keeper of the bayou's tales, Grahlista knows she must be extremely cautious in these dark days.

Grahlista warms up to people quickly once she establishes that they are not minions of the necromancer. She is always eager to hear new tales and to find a new audience for her stories. Despite the fact that the people of the bayou have heard her yarns over and over again, they still love to listen to her ringing voice. However, Grahlista always enjoys a new listener.

Combat: Grahlista is long past her prime, but does not show it. She aggressively protects her territory and prefers to attack from ambush.



The Scribe

Grahlista had been most informative. It seems that Cardax had once been a powerful advisor in the court of Martia's grandfather before he turned to black magic.

After the death of Martia's grandmother, her grandfather had been overcome with grief. He ordered his strongest wizard and his best friend to come up with a method to return the beautiful young queen to life.

Martia's grandmother, a raven-haired beauty named Manditia, had been assassinated by a killer from a rival kingdom. Not only had the hired blade stabbed the young lady in her sleep, he had also decapitated her. Without that vital piece of her anatomy, even the most devout priests in the kingdom could not restore the young queen to life. She was forever dead.

However, Cardax had been unwilling to accept that verdict. He tossed himself into the study of necromancy and disappeared from court entirely while he apprenticed himself to some of the darkest wizards to walk the planet.

Even though the young wizard mastered all of the dark arts, he still couldn't raise the queen from the dead. The strain of his frustration and the evil pacts he had made with extraplanar fiends finally shattered Cardax's sanity.

He had staged a coup of the kingdom, killing the king and forcing the royal kin to flee for their own safety. In his madness, he set himself up as the supreme ruler of the kingdom and began his conquest of the entire continent.

Cardax's reign had become synonymous with terror; the evil necromancer executed anyone who publicly disagreed with him and then restored the victims to unlife. The numbers of his undead minions had swelled until he was the terror of the entire region. The surrounding nations had swiftly banded together and had driven Cardax's legions back within his nation's original borders.

After relating all of this to Martia, Grahlista had reached into a trunk at the foot of her bed

and withdrew a scroll. She had unrolled it, showing it to Martia. "This scroll was stolen from Cardax's keep while he was away at the capitol. These days, it's impossible to get within 100 yards of the place, but back then, when his attention was elsewhere, it was not so difficult."

She had pointed to the writing on the page. It was in a strange set of characters that Martia could not read. Grahlista had cackled sarcastically. "No one can read it, child. The language in which it is written hasn't been spoken for centuries.

"Legend has it that the words on this scroll hold the key to Cardax's downfall. You will need to return to the capital to get it deciphered. There are none here who are the equal of such a task.

"In the city, there is a man named Wilshire. Long ago, he was the finest scribe that the country had ever seen. He has spent many years in the service of Cardax, but now that the necromancer has been driven back to his keep, you may find that he is willing to help. May the wind be at your back, child, for Cardax will not suffer being trapped in this swamp for long."

* * *

The hovel was dark, but even so, Martia could smell the filth. The warrior cursed her luck. It looked like yet another rumor had led her into another dead end. The scribe had gone into hiding after Cardax's fall, afraid of possible repercussions for his work with Cardax. Word was that he had been too scared to brave the wilderness.

Martia's contact had been sure Wilshire would be here. She kicked down the door and stormed in. Lifting her lantern high above her head, she saw a lumpy mattress in one corner of an otherwise barren room. A filth-encrusted man sat upon it and blinked into the light. "Wilshire!" Martia demanded. The man nodded meekly. "Welcome back to the land of the living. You're coming with me."



The Scribe

Very few people in medieval society actually possessed the ability to read and write—despite the fact that the written word had been in use for centuries. Most people went about their daily lives occupied with more practical concerns. Writing and reading were best left to the nobility, cloistered clerics and wealthy merchants.

In most fantasy worlds, however, the ruling classes routinely write proclamations, writs, and contracts. Spellbooks and thaumaturgical texts contain mostly written words, and even maps use written labels.

This means that the ability to read, while actually held by few, is needed by many. The basic laws of supply and demand have created a market in which literate people can sell their services to those who cannot read or write—often at exorbitant prices.

Scribes are also useful to the literate community. Long before the invention of the printing press, copies of books were made by hand. These highly trained professionals laboriously duplicate each and every penstroke from an original to a fresh new copy.

In addition, many scribes specialize in translating written words from one language into another. This can be a vital means of communication, particularly between nations. In a particularly tense diplomatic situation, a mistranslated phrase could actually have the power to hurl both countries headlong into war.

More experienced scribes are even of use to wizards. These scribes can read magic, just like a thief, and even copy spells and scrolls. Most powerful wizards employ a scribe to handle most of the “mundane” magical copying—such as transferring low-level spells and copying simple scrolls.

Experience, THACO, and Hit Dice

Scribes have their own level advancement scheme as shown on Table 24: Scribe Experience Levels below. Scribes are the white-collar workers of medieval-fantasy society. They spend their days entirely indoors, slaving away over new and ancient documents. They often work late into the night and their eyesight suffers badly from poorly lit conditions. For these reasons, scribes use the wizard's THACO and saving throw tables.

Scribes are rarely known for their abilities in combat. In fact, these generally non-active NPCs are more likely to flee an impending conflict than defend themselves. In addition, a scribe's time does not allow him leisure to work on his physique.

Because of this, scribes receive one d4 as a hit die for each level of experience up to the 8th. These NPCs only gain 1 hit point per level after the 8th and do not receive bonus hit points from high Constitution scores.

Ability Scores

Good scribes are as hard to find as honest merchants. A scribe is in a position of complete power when employed by an illiterate person. Few such people have enough gold to double-check the scribe's labor, and so “conning” an individual who can't read or write is easy to accomplish.

Honest or otherwise, the scribe needs to be able to read and write impeccably. He must have excellent penmanship and an excruciatingly accurate attention to detail. Without these, he will make too many mistakes to remain in business.

Of course, the scribe must also possess an ability to understand foreign languages. Otherwise, his value to certain employers (those who tend to pay the most) will be greatly diminished.

For these reasons, all scribes must have a minimum Intelligence score of 15. The scribe's prime requisite is Intelligence.

*Table 25:
Scribe Experience Levels*

Level	XP	Hit Dice (d4)
1	0	1
2	1,200	2
3	2,400	3
4	4,800	4
5	9,500	5
6	19,000	6
7	38,000	7
8	76,000	8
9	150,000	8+1
10	300,000	8+2
11	450,000	8+3
12	600,000	8+4
13	750,000	8+5
14	900,000	8+6
15	1,050,000	8+7
16	1,200,000	8+8
17	1,350,000	8+9
18	1,500,000	8+10
19	1,650,000	8+11
20	1,800,000	8+12





The Scribe

Permissible Armor and Weapons

Generally speaking, scribes do not enter combat if at all possible. They are simply not suited for the martial life. Scribes cannot wear any armor

Similarly, scribes have very little use for weapons. Scribes can learn the following types of weaponry: dagger, dart, knife, sling, and staff. Normally, scribes do not carry weapons, as they wish to promote a nonthreatening image to potential employers.

Individual Experience Awards

Scribes earn experience points through the use of their own unique abilities. They tend to work in scriptoriums and libraries, and rarely ever adventure.

A scribe's main goal is not to rescue the weak (often, they are the weak) or to vanquish monsters. They just want to do the best job that they possibly can—and get paid handsomely for it. For this reason, scribes receive most of their experience points by way of the monies they collect for their services.

Assigning experience points to a scribe is fairly straightforward. Refer to Table 25 for the scribe's earned experience rate.

Table 26:

Scribe Experience Awards

Action	Award
Per gp earned as a scribe	1 XP
Per magical scroll duplicated	2,000 XP
Per spell copied	1,000

Note that experience points awarded for duplicating spells and scrolls are cumulative with any points the scribe earns for being paid for the work. For instance, if a scribe receives 250 gp to copy a scroll, he earns both the duplicating award (2,000 XP) and the wage award (250 XP) for a total of 2,250 experience points.

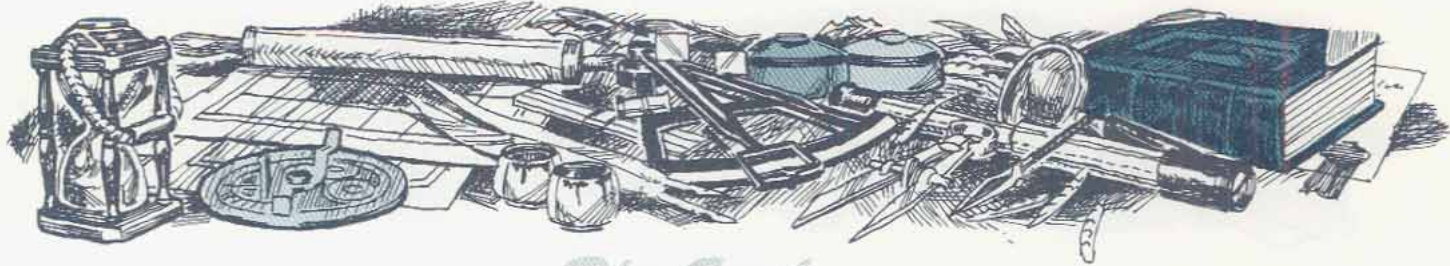
Proficiencies

A scribe receives one weapon proficiency slot at 1st level and earns a new one every six levels (at the 6th level, 12th level, and so on). A scribe suffers a -5 penalty when using any weapon with which he is not proficient.

A scribe also receives four nonweapon proficiencies at the 1st level and gains a new proficiency every three levels after that (at the 3rd level, 6th level, and so on). At 1st level, a scribe must take the following nonweapon proficiencies: Reading/Writing and Forgery.

Reading and Writing is obviously essential for a scribe, but why Forgery? The reason lies in the fact that scribes spend a great deal of their time painstakingly duplicating documents down to the finest details. In effect, they are creating forgeries of the original.

It is also recommended that the scribe take the following nonweapon proficiencies:



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- **Heraldry:** The knowledge of family crests can come in handy when employed by a member of the nobility or upper-class. Sometimes even the slightest error in duplicating heraldic symbols can spark great conflict.
- **Etiquette:** This proficiency not only aids the scribe in dealing with rich and noble clients, but also helps him translate documents into other languages. A letter penned with an incorrect formal greeting can cause a diplomatic fiasco.
- **Languages:** Learning additional languages increases a scribes market value. In addition, many scribes learn Ancient Languages in order to specialize in the translation of historical documents.

Scribes do not have to fill their nonweapon proficiency slots with specific proficiencies as they progress in level. However, noble families and powerful wizards often choose their personal scribes from among the most talented of this NPC class. Thus, most scribes fill their slots with applicable proficiencies.

After 1st level, a scribe can exchange any and all of his weapon proficiencies for nonweapon proficiencies. This exchange takes place on a one-for-one basis.

Scribes can choose proficiencies from the general, rogue, and wizard nonweapon proficiency groups without any additional cost.

Equipment

Scribes require a steady supply of paper, pens, and ink. A scribe cannot work without these basic tools. Additionally, most scribes prefer to work at a desk or other stable, flat surface. Any time a scribe works on a rough or unstable surface, he suffers a -3 penalty on his proficiency checks.

Maintaining an office—which includes a desk and the necessary scribing supplies—costs a scribe 50 gp per level. The scribe must pay this maintenance fee every time he advances to a new level. For instance, when Brion the scribe advances to 7th-level, he must pay 300 gp to upgrade his facilities and supplies.

Scribes who fail to pay this maintenance fee cannot advance to the next level. In addition, they receive a -4 penalty to all proficiency checks related to scribing until they pay the fee.

Scribe Abilities

Scribes possess a number of abilities similar to rogues and a few which are unique to their own class. The following section details these abilities.

Reading Languages

Scribes have a chance to read languages they do not normally know. 1st-level scribes have a 5% chance to read a document in an unfamiliar language. This chance increases by 5 percentage points each time they advance in level. Thus, a 9th-level scribe has a 45% chance of puzzling out the meaning of such foreign writing. This ability cannot rise above 90% regardless of the scribe's level of experience.



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The scribe's percentage chance to read the document also represents the total portion of the document he can decipher. If a 9th-level scribe rolls under 45 on percentile dice when trying to read a document penned in a foreign language, he would understand about 45% of the document's contents. This ability can never rise above 90%.

Reading Magic

Scribes can use their *read languages* ability to translate documents that are magical in nature (scrolls and spell books). Their percentage chance for this magical translation is equal to their *read languages* percentage. A 9th-level scribe, then, would have a 45% chance to translate a magical scroll.

If a scribe successfully translates a magical document, he can then make a copy of the document (see below). However, the scribe has no real understanding of the document and cannot cast any spell contained in the document.

Copying Documents

To copy a document, the scribe must make a successful Reading/Writing proficiency check for each page. If the scribe fails the check, the document contains a flaw. The DM should always make this check secretly. The scribe can only detect these flaws if he takes the time to proofread the document when he's done. A scribe can copy up to five pages per day per level—up to a maximum of 80 pages.

Proofreading Documents

Despite their skill and training, scribes can make mistakes when copying documents. Many scribes proofread important copying jobs to ensure that the copies are accurate.

To proofread a document, a scribe must make a successful Reading/Writing proficiency check for each page. The scribe can check each page as often as he wishes.

Most scribes will note corrections directly on the page unless the nature of the job is such that he must recopy the entire document. Scribes receive a +1 bonus on their proficiency checks when recopying a proofread document.

Forging Documents

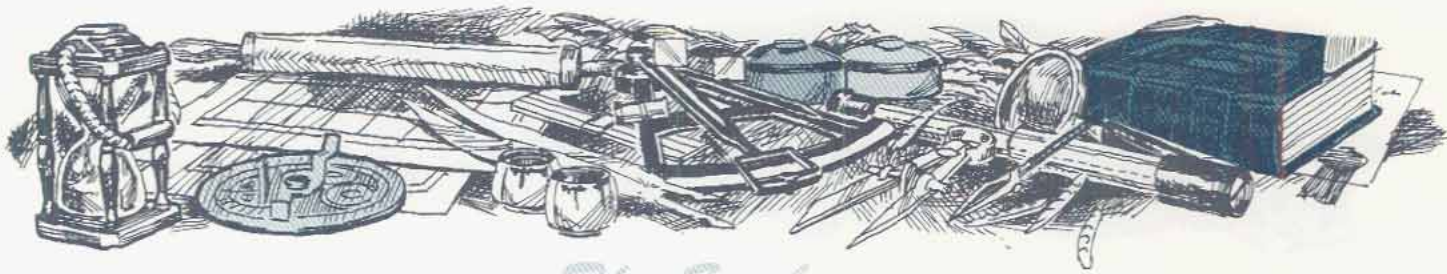
Scribes spend much of their time making detailed copies—forgeries, if you will—of documents. These truly detailed forgeries are almost impossible to distinguish from their originals. To create an indistinguishable copy, a scribe must make a successful Forgery check. Failure means that the forgery is easily detectable. Scribes can forge only one page per level per day.

For the most part, scribes do not make these forgeries with the intent of deceiving someone; the documents are entirely legal. Of course, a dishonest scribe can easily turn his skills toward crime and make a living by cleverly forging documents. Occasionally, a disreputable scribe may freelance with a local thieves' guild.

Identifying Forged Documents

The scribe performs this process as outlined in the description of the Forgery proficiency in the *Player's Handbook*. However, the following additional rules apply:

- A scribe cannot detect a signature forgery if he has never seen the original signature. He must have something to reference the forgery against.



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- If the scribe has seen the original signature but does not have a copy of it when attempting to detect a forgery, he suffers a -3 penalty to his proficiency check.

Translating Documents

There is always a big demand for written translation—especially in areas where several different races live close to each other. Multi-lingual scribes can often make large amounts of money by translating texts, messages, and maps into different languages.

To translate a document, the scribe must know both the original language of the document and the proposed language of the translation. The scribe must then make a Language proficiency check for each language that is not the scribe's native tongue. This means that a scribe might have to make two separate proficiency checks (one for the original document and one for the proposed translation) if the languages were not his native tongue.

If the scribe fails his check of the original, he cannot proceed with the translation and must wait at least 1 day before making another attempt. If, however, the scribe fails his proficiency check on the proposed translation, his failure is not complete. The DM should subtract the scribe's Language proficiency score from his roll and multiply the result by five. This number represents the percentage of the document that the scribe could not translate.

For example, Matrou the scribe is proficient in common (no score or need for a check), dwarvish (15), and elvish (15). He needs to translate a one-page document from common into elven and checks against his elven Language proficiency. He rolls a 17 and fails the check by 2. This means that he

could not translate 10% (2×5) of the page.

If the scribe rolls a 20 on a language proficiency check, he has made a mistake in the translation. However, he is unaware of this error.

Scribes primarily work with the written word, so they prefer to make a written copy when working on a translation. However, they can translate an entire document and simply read it aloud if they can speak the language in question.

Reading Documents

In a mostly illiterate society, the ability to read a document aloud is a marketable skill. With such reading service available, some illiterate persons actually manage to get around their handicap. Of course, scribes charge money for this service, which effectively prevents the lower classes from utilizing it.

A scribe's reputation is of the utmost importance when dealing with illiterate clients, as few people can afford to have a document double-checked for errors. These prospective clients prefer to deal with trustworthy scribes.

Normally, a scribe does not need to make a Reading/Writing proficiency roll when reading a document—even if it is not in his native language. However, certain circumstances—such as faded ink, poor handwriting, or a partially destroyed parchment—require the scribe to make a successful proficiency check. This check is made secretly by the DM. If the roll fails, the scribe is not aware that he has made a mistake.



The Scribe

Dictation

Scribes are available to create documents for those who need them. For the most part, a scribe does not need to make a Reading/Writing proficiency check when taking dictation. However, certain factors—

such as client with a thick accent, or a document full of complex instructions on a topic not known by the scribe—require the scribe to make a proficiency check.

Again, the DM should make the check secretly. The scribe should not be aware that any mistakes (if any) were made. Errors can





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be found by successful proofreading the document in question.

Illuminating Documents

In medieval society, documents were more than a collection of words on a page. Rather, they were adorned with tiny pictures, intricate titles, and decorative calligraphy. In addition, many documents were inlaid with gold leaf. The process of creating these decorated manuscripts was called Illuminating.

Illuminating manuscripts for rich and noble patrons is one of the chief functions of the scribe. In effect, the scribe turns a simple page into a work of art. Scribes must possess the Artistic Ability proficiency in order to illuminate documents.

The scribe must make an Artistic Ability check for every page he illuminates. If the scribe fails the roll, he has made some error. However, the scribe can easily correct this mistake. All he has to do is work on the same page and try it again.

Unfortunately, a roll of 20 on an Artistic Ability check means that the scribe accidentally destroys the page in question. The scribe must recopy or reforge the page before he can try to illuminate it again.

A scribe can illuminate up to one page per level each day. Scribes can never illuminate more than eight pages in a single day.

Duplicating Scrolls

A scribe can duplicate a scroll much in the same way as a wizard or priest (see the *DUNGEON MASTER Guide* for full details). However, there are a few elements in the copying process that are unique to scribes.

To duplicate a scroll, the scribe must have

a copy of the scroll. He cannot create scrolls by copying directly from a spell book, nor can he receive the spell as a gift from a deity. Only wizards or priests have the power to perform such tasks.

In addition, the scribe must have all of the proper materials available in order to copy the scroll. If the client does not supply these materials, the scribe includes their cost into his copying fee.

Finally, the scribe must successfully read the spell off of the original scroll before he can copy it. Once he succeeds in reading the original, the scribe can make copies of it as often as he likes. However, if the same spell comes up again on a different scroll, the scribe must make a separate attempt to understand that spell.

If the scribe fails in his attempt to read a spell, he cannot attempt to read it again until he reaches the next level of experience. Also, the scribe must make a separate attempt to read each spell on a scroll. Failure to read one spell does not affect an attempt to read another.

Copying Spells

A scribe can copy spells from one spell book to another, just like a wizard can (see the *DUNGEON MASTER Guide* for full details). Of course, the scribe must first read the spell before copying it. This is handled just as if the scribe were trying to read a spell off a scroll.

Apprentices

Unlike the members of player character classes, scribes do not gain followers at higher levels. However, they often pick up apprentices in the course of their business.



The Scribe

Once a scribe reaches 5th-level, he attracts a single apprentice every time he gains another level (at the 6th, 7th, 8th, and so on). That apprentice remains in the scribe's service until the scribe himself goes up one full level in experience. At that point, the apprentice becomes a 1st-level scribe.

At 8th level and above, a scribe attracts up to three apprentices per level. Each of these apprentices is ready to leave after their master attains a single level of experience.

At 10th-level, and each level thereafter, a scribe attracts another scribe of five experience levels less than himself. This journeyman has come to learn from a master. Once the master earns another level of experience, the journeyman gains a level and can leave if he wishes.

However, the journeyman can choose to remain with his master if both are agreeable. If this happens, no new journeyman seeks out the master scribe.

Once an apprentice becomes a 1st-level scribe, he is not obligated to leave. If the master scribe permits, the new scribe can join his practice as a junior partner.

Fees for Services

Scribes do not lend people their services out of the goodness of their hearts. They expect to get paid like any other professional. Consult Table 26: Scribing Fees to find out the basic service fees of a scribe. Note that these prices can fluctuate greatly depending on the market forces and the scribe's own personal situation.

For instance, a 1st-level scribe without a reputation might only receive half of what a more experienced scribe commands for the same job. This is the incentive he offers his clients to attract their business away from

other well-known scribes in the city.

Similarly, high-level scribes can command higher prices for their services. These professionals have established an excellent reputation, and many people are willing to pay more for that.

Some scribes work for a salary. Usually they receive 5 gp per level per week. Sometimes scribes will band together (usually under a high-level scribe upon whose reputation they trade) to form a scribing business. Any extra money left over after salaries covers the business' overhead (the building, paper, pens, inks, candles, and so on).

Table 27:
Scribing Fees

Service	Fee
Copying documents	2 sp/page
Proofreading documents	1 sp/page
Forging documents	1 gp/page
Identifying forged documents	4 sp/page
Translating documents	1 gp/page
Reading documents	1 sp/page
Taking dictation	3 sp/page
Illuminating documents	10 gp/page
Duplicating scrolls	250 gp/level of spell
Copying spells	250 gp/level of spell



The Scribe

Wilshire

Wilshire the Unfortunate
Male Human Scribe

Str: 10
Dex: 13
Con: 8
Int: 18
Wis: 9
Cha: 7

Armor Class: 10

Level: 10

THACO: 19

Movement: 12

Hit Points: 20

Alignment: Neutral

No. of Attacks: 1

Special Attacks: None.

Special Defenses: None.

Weapon Proficiencies: Knife.

Nonweapon Proficiencies: Reading/Writing (19), Forgery (12), Etiquette (7), Ancient Languages (18), Modern Language [dwarvish] (18), Modern Language [elvish] (18), Artistic Ability (7), Heraldry (18).

Equipment: Nothing

Wilshire is a spineless stooge who possesses a great deal of talent. He once made quite a success of himself by toadying up to anyone who happened to be in power.

When Cardax staged his coup over the local government, Wilshire read the writing on the wall and immediately threw in with the necromancer. The alternative, as Cardax pointedly told him in person, was death.

In the end, it turned out that Wilshire had backed the wrong horse. When Martia's forces kicked Cardax out of the capitol, the necromancer left nearly all of his staff behind—including Wilshire.

Although he managed to escape with his life,



the master scribe was stripped of his possessions, beaten, and made a pariah by all those loyal to Martia's family.

Role-playing: At one time, Wilshire was quite a charming man in a slimy sort of way (his Charisma was 14 before his fall). These days, there is barely a flicker of the suave, politically adept manipulator that served as the royal scribe under two governments. In short, Wilshire is a sot who spends most of his nights in the bottom of a cracked mug.

Wilshire still holds out hope that he might one again attain his former glory. Despite his current state, he still has a sharp mind. The only question is whether or not he will drink himself to death before his final chance for redemption comes along.

Combat: Wilshire's spirit has been almost totally crushed. Although adept with a knife, the fallen scribe will throw himself at his assailant's feet and whimper for his life at the first sign of trouble.



The Seer

Martia screamed inside her head as the vision of her father leapt out of the darkness and hovered above the table. She nearly bit through her lip to keep the cry from bursting out of her chest. The taste of blood on her tongue brought her back to the land of the living.

It was then that she realized she had closed her eyes. With an effort, she wrenched them open to stare at the apparition that now shared the room with her and Balmira, the elven seer conducting the seance. It truly was her long-dead grandfather—or at least his spirit.

Martia swallowed down the lump rising in her throat and blinked back the tears that threatened to blind her. To see him again after so many years was truly a shock. She was loathe to disturb his rightfully deserved rest, but the situation was crucial.

After she had slapped Wilshire around a bit and sobered him up, he had been eager to please. The fat weasel had managed to clear his besotted head long enough to perform the task for which Martia needed him: he translated the document.

It had been an easy feat. Wilshire had recognized the document from years before when Cardax himself had shown it to him. The scroll contained the text of a prophecy made soon after Cardax's coup.

Even then the necromancer had been paranoid about the eventual end of his reign. Martia's grandfather had commissioned a seer to look into the future and prophesy the means by which Cardax's finish would finally come.

The prophet's message was twisted and full of riddles and unseen meanings, unfathomable to even himself. However, one truth had come through loud and clear: the necromancer's doom would be brought about by one of his own blood.

This broad statement had caused fear and blatant paranoia to rule Cardax's court. He saw traitors everywhere and executed many innocents.

Now, sealed off in his castle and surrounded by

the undead, Cardax felt that he was finally safe. There was no one that was "one of his own." Only the dead kept him company.

"Time is short," hissed Balmira. "The spirit will not stay with us for long. Ask your questions quickly and be done with it!"

The seer's harsh voice cut through Martia's fear, peeling it off of her like a skin she wasn't even aware she had. "G-grandsire," she stuttered and then trailed off.

The apparition smiled down at her seated form. "Yes, my favored one? It is so good to see you again." Then his serene face turned sour. "But if you saw fit to disturb my final rest, than times must be dark indeed. What do you need from me, granddaughter?"

Martia pushed her heart out of her throat and found her voice. "Grandsire, there is much turbulence in the land, but we have finally exorcised the demon that stole your throne."

With that, the ghostly image smiled broadly. "It was only a matter of time, dear one. If matters are so fine, what do you need of an old one like me?"

"Grandsire, the prophesy of Cardax's doom. Who is the one that can bring the necromancer down? Can you tell me?"

The apparition's grin grew wider until it seemed it would split his translucent head. "Ah, so you have not figured it out for yourself. When that prophecy was made, the seer was actually able to name a name, but for that person's safety, we decided to make the threat to Cardax's life a bit more...encompassing."

Martia felt her heartbeat quicken. "Who then, Grandsire? Who?"

The old man grimaced showing his years. "In a battle in my youth, dear one, I was made...unable to father a child."

Fear shoved a cold icicle deep into Martia's heart. "But then who sired my father?"

The apparition chuckled. "Why Cardax did, my dear one. You are his granddaughter!"



The Seer

Few people in society are as feared, respected, and misunderstood as the seer. These enigmatic figures have the power to commune with the dead and talk with spirits about things long-thought buried. They can also peer into the future, parting the veil of time—if only for a little while. For these reasons, the services of a seer are in great demand and command a hefty price. Even if their “expertise” were not in such high demand, seers would still charge a great deal for their services, as working with mystical forces takes an incredible toll on the seer’s body. Still, the useful information that they obtain makes up for their exorbitant prices.

Seers are often shunned by the more conservative portions of society. The fact that a talented seer could likely prophecy someone’s last moments upon the earth tends to make people nervous.

Still, many people eventually find that a seer is their last hope for finding out important information. Governments use them regularly to solve crimes and to predict the movements of their enemies. In addition, many an assassination has been prevented by the intervention of a seer who received a vision of the assassin’s face.

However, those who seek out a seer rarely receive an easy answer to their questions. The misty veils of time are difficult to part, and even extremely gifted seers are confused by the complexity and constantly changing nature of their visions. A seer’s answer, then, is often cryptic or seemingly nonsensical, and those who seek out these prophetic figures often experience disillusionment and frustration.

Experience, THACO, and Hit Dice

Seers have their own level advancement as shown on Table 28: Seer Experience Levels. Seers are not much for violence, but they understand that a person must sometimes defend himself. In addition, seers are fairly active, spending much of their time outdoors. They wander around their homeland, trying to keep in touch with all that is going on around them.

For these reasons, seers use the rogue’s THACO table and the wizard’s saving throw table. In addition, seers receive one d6 as a hit die for each level up to the 7th. Seers gain +1 hit point per level after the 7th, but do not receive bonus hit points due to high Constitution scores.



The Seer

Table 28:

Seer Experience Levels

Level	XP	Hit Dice (d6)
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5
6	40,000	6
7	60,000	7
8	80,000	7+1
9	125,000	7+2
10	200,000	7+3
11	350,000	7+4
12	650,000	7+5
13	950,000	7+6
14	1,250,000	7+7
15	1,550,000	7+8
16	1,850,000	7+9
17	2,150,000	7+10
18	2,450,000	7+11
19	2,750,000	7+12
20	3,050,000	7+13

Ability Scores

Seers are truly the jack-of-all-trades of the magical world. They must be smart and savvy, clever and pious, witty and full of wonder. Seers must also have an incredible imagination. It is this which allows them to deal with otherworldly powers and work wizardly magic.

In addition, seers must constantly deal with contradictions and paradoxes. To them, they are simply different paths which lead toward the exact same end.

Besides all this, seers must have a commanding presence. True, the vast majority of people may not wish to hear what a seer has to say, but they usually find the prophet difficult to ignore.

For these reasons, all scribes must possess a minimum Intelligence and Wisdom of 15, and a minimum Charisma of 13. The seer's prime requisites are Intelligence and Wisdom.

Seers and Magic

Seers are a special kind of magic-user. In a very real sense, they are clerics who study a certain kind of wizardly magic to meet their needs. The seer can use divination spells from both the wizard and cleric spell list. Whenever a spell shows up on both lists, use the cleric's version of the spell instead. It is important to note that seers can only use divination spells. They cannot use spells from any other school or sphere.

Seers can freely pick and choose from the priest and wizard spells available to them. There are no restrictions on how many of one type or the other they must take.

Seers must maintain spellbooks for their wizard spells, just like a regular wizard. They are treated like diviners (a wizard specializing in divining spells) and receive all of the bonuses for that school of specialization.

For example, a seer can memorize one additional wizard spell per spell level. The number of spells listed on Table 28: Seer Spell Progression tells how many total spells (both priest and wizard) the seer can memorize. The extra wizard spell for being a specialist is not included in this table. A 1st-level seer, for instance, could have a single priest or wizard spell and then an additional wizard spell.

Seers get a +1 bonus to any saving throws against divination spells. Also, other characters suffer a -1 penalty when the seer casts a spell against them.

Seers get a +15% bonus when trying to learn wizardly divination spells. When a seer reaches a new level, he can automatically add one wizard spell to his spellbook without having to make a learning roll. If the seer ever attempts to create a new divination spell, the spell counts as one level less when determining the difficulty of the spell.

Seers are allowed to choose cleric spells only from the divination sphere. Note that the seer does not necessarily have to worship a deity (or deities) in order to receive his spells. However, some connection with otherworldly powers and forces is present. DMs interested in including new sources of magic should read **PLAYER'S OPTION: Spells and Magic**.

The Seer Spell Progression table lists how many spells a seer receives at each level (not including the extra wizard spell for specializing in divination). The seer gains spells much more slowly than either a priest or a wizard. This is due to the fact that they split their time between their wizardly and priestly studies and duties.





The Seer

Seer's Spell List

Boldface spells are cleric spells. **Plainface** spells are wizard spells. Spells that are *italicized* or in *bold italics* are, respectively, wizard and cleric spells from the *Tome of Magic*.

1st Level

Analyze Balance

Bless

Cantrip

Combine

Detect Evil

Detect Magic

Detect Poison

Detect Snares & Pits

Detect Undead

Hornung's Guess

Identify

Locate Animals or Plants

Patternweave

Purify Food & Drink

Read Magic

2nd Level

Augury

Detect Charm

Detect Evil

Detect Invisibility

ESP

Find Traps

Know Alignment

Locate Object

Past Life

Sanctify

Speak With Animals

3rd Level

Alamir's Fundamental Breakdown

Clairaudience

Clairvoyance

Extradimensional Detection

Locate Object

Speak With Dead

Wizard Sight

4th Level

Detect Lie

Detect Scrying

Divination

Focus

Locate Creature

Magic Mirror

Reflecting Pool

Tongues

Uplift

5th Level

Atonement

Commune

Commune With Nature

Consequence

Contact Other Plane

False Vision

Khazid's Procurement

Magic Font

Thoughtwave

True Seeing

6th Level

Find the Path

Legend Lore

Speak With Monsters

7th Level

Divine Inspiration

Mind Tracker

Vision

8th Level

Screen



The Seer

Table 29:
Seer Spell Progression

Level	1	2	3	4	5	6	7	8	9
1	1	—	—	—	—	—	—	—	—
2	1	—	—	—	—	—	—	—	—
3	2	—	—	—	—	—	—	—	—
4	2	—	—	—	—	—	—	—	—
5	2	1	—	—	—	—	—	—	—
6	3	1	—	—	—	—	—	—	—
7	3	2	—	—	—	—	—	—	—
8	3	2	1	—	—	—	—	—	—
9	4	3	1	—	—	—	—	—	—
10	4	3	2	1	—	—	—	—	—
11	4	3	3	2	—	—	—	—	—
12	4	3	3	2	1	—	—	—	—
13	4	4	3	2	2	—	—	—	—
14	4	4	4	3	3	—	—	—	—
15	4	4	4	4	3	1	—	—	—
16	5	5	4	4	4	2	—	—	—
17	5	5	5	4	4	2	1	—	—
18	5	5	5	5	4	3	2	—	—
19	5	5	5	5	5	4	2	1	—
20	5	5	5	5	5	5	3	2	—

Permissible Armor and Weapons

Seers shun combat whenever possible. Their world consists entirely of spells and mysticism. They are more concerned with unearthing what has happened, will happen, or is happening in the world than they are in causing such things to happen. Due to their powers, most talented seers often know what threats are coming their way long before they actually materialize. They use this knowledge to avoid any such danger.

Due to the fact that they deal with wizardly magic, seers are not permitted to



wear armor of any kind. However, they can use magical items open to both wizards and priests (as well as any available for general use). If a seer decides to concentrate entirely on priestly spells, spurning the wizardly side of his nature, he can wear any kind of armor.

Seers are limited in the kind of weapons they use in the same way. Generally, they are only permitted to learn the use of the following two types of weaponry: staff and sling. This incredibly restricted list is due to the crossover between the wizard's limited list of available weapons and the priest's inability to use edged or pointed weapons. However, if a seer forgoes the opportunity to learn and use wizard spells, he can use any kind of blunt, bludgeoning weapon that he likes.



The Seer

Individual Experience Awards

Seers earn experience points in ways unique to their class. Usually, adventurers consult seers before embarking on dangerous quests. Most seers prefer to stay at home rather than actually adventuring.

A seer deals in the kind of information that you cannot get from a historian or a guide. Seers can talk to the dead and peer into the future or even the past. For this reason, seers receive most of their experience points from creating and researching magical items, earning money for rendering their services, and using their special abilities.

Assigning experience points to a seer is fairly straightforward. Most of the opportunities are similar to those of a wizard or priest.

Table 30:

Seer Experience Awards

Action	Award
Per gp earned as a seer	1 XP
Spell cast to overcome foe or problems or to divine information	100 XP/spell level
Making potion or scroll	XP value
Making permanent magical item	XP value
Spell successfully researched	500 XP/spell level
Tragedy averted through divination magic	varies
Fate sealed through divination magic	varies

Averting Tragedy

As a person who possesses an unusual amount of access to information, the seer often feels a great sense of responsibility to use his powers wisely. If in his plumbing of the infinite depths a seer comes across information about an upcoming tragedy that will affect an innocent, it is his duty to warn that person of his impending doom.

This can be a great impetus for adventures. The seer may not be able to deliver his warning without help from the adventurers. Perhaps the endangered person is far away or already in some sort of lesser (but still substantial) danger.

Alternatively, the seer may charge the heroes with simply delivering a message for him. They may very well be unable to understand the importance of the seer's words, but they can rest assured that the recipient will (or at the very least should) understand exactly what it is that the seer writes.

Awarding experience for this kind of action can be very difficult. After all, if the seer is helped by many people, they should get some of the credit. The amount of experience usually depends on the level of danger and the importance of the endangered person.

As a guideline, the seer should receive 100 XP for each level of the person rescued by the seer's warning. Note that the DM should alter this in accordance with the importance of the person. For example, if a seer sent word to the king about an assassination attempt, he should probably receive several thousand XP per level of the king.

Sealing Fate

While the seer may wish to protect the innocent, he also has a responsibility to see that the guilty receive their just rewards.



The Seer

Sometimes he may find that a certain personage has avoided the just punishment of the authorities. The seer must then deliver a self-fulfilling prophecy to the person in question. This prophecy must be damning, yet inscrutable enough so that if the person does not amend his ways, his own paranoia about the message will drive him to the exact fate that he fears so much.

One classic example of this comes from the story of Oedipus. A seer traveled to see Oedipus's father, the king of the land, and told him that his only son would someday kill him. The king sent a servant out into the forest to kill his son, but the servant didn't have the heart to murder the infant in cold blood, so he simply staked him to the ground by his tiny foot and left him to die of exposure.

A shepherd found the child before he died and raised him as his own. Although maimed by his experience (Oedipus means "club foot"), the boy grew up to be a powerful man. Many years later when Oedipus was traveling to the capitol, he crossed paths with a man in a chariot who would not give way. A fight ensued, and Oedipus killed the man. It was not until later that he found out that the man was the king—his father.

The DM should award experience points for pronouncing a dooming prophecy in the same way he awards XP for Averting Tragedy. The base reward is 100 XP per level of the person whose fate was sealed by the seer's prophecy. This can be affected by the victim's importance (pronouncing a prophecy to a noble is worth more than pronouncing one to a farmer).

The seer does not need to deliver the message personally, although he should get more experience points if he does. The subjects of these messages do not take kindly to the dire portents revealed to them. Many a seer has been killed delivering his warning.

Creating Spells and Magical Items

Seers are just as capable as a wizard or priest of concocting potions, inscribing scrolls, crafting magical items, or researching new spells. When working on something wizardly, they use the guidelines for wizards, and they use priestly guidelines for priestly pieces. However, the seer can create magical items that have to do with divination magic. All other forms of magic are outside of the seer's realm of understanding.

Proficiencies

A seer receives one weapon proficiency slot at 1st-level and earns a new one every six levels (at the 6th-level, 12th-level, and so on). A seer suffers a -5 penalty when using any weapon with which he is not proficient.

A seer also receives four nonweapon proficiencies at 1st-level and gains a new proficiency every three levels after that (at the 3rd-level, 6th-level, and so on).

When starting out, a seer must take the following nonweapon proficiencies: Ancient History, Local History, and Prophecy (a new proficiency).

Without a strong grounding in history, the seer has little or no chance of understanding the true import of many of his divinations. Communing with the dead means little if you don't share a similar frame of reference with the person being contacted. There is usually not enough time to stop and ask the spirit to elaborate upon the meaning of a particular turn of phrase.

Local History is just as important as Ancient History. A seer (or his client) is usually interested in events that happen around his home area. Seers rarely travel great distances,



The Seer

preferring to tap into the vast, unknown, and mysterious storehouse of knowledge that the world offers in their own region.

The seer is strongly recommended to take the Reading/Writing, Modern Languages, and Ancient Languages proficiencies as well. Since the seer concentrates on communicating with the unknown, it is best for him have a strong understanding of many different languages.

In addition, a spirit may sometimes show the seer some writing. In such cases, it is important

that the seer possess the ability to read.

As a seer progresses in levels, he is not required to fill any new nonweapon proficiency slots with any particular proficiencies. After 1st-level, a seer can exchange any and all of his weapon proficiencies for nonweapon proficiencies. These proficiencies are exchanged on a one-for-one basis.

Seers can choose proficiencies from the general, priest, and wizard nonweapon proficiency groups without additional cost.





The Seer

New Proficiency

The seer has a single new nonweapon proficiency called Prophecy. Every seer must take this nonweapon proficiency at 1st-level. Prophecy is not available to any other character class.

Prophecy

This proficiency allows a seer to convey the information he receives through divination magic in a fairly understandable way. Most information gleaned through divinatory methods comes to the seer in quick, almost explosive visions, or nearly incomprehensible words. The seer can use this prophecy to “translate” those visions and words into a format more easily understood by normal men and women.

This is not to say that such messages become crystal clear. In fact, these prophecies are still couched in enigmatic and cryptic language. However, without this proficiency, a seer’s warnings would be totally incomprehensible.

Once a seer receives a prophetic vision through the use of his magic, he must make a Prophecy proficiency check. Failure means that he was unable to convey the message of his vision in a way that anyone else can understand.

The seer can also use this proficiency to decipher prophecies made by others. In order to do this, the seer must have the complete prophecy—either written down or memorized—on hand. He then makes a proficiency check with a -2 penalty. If he succeeds, he is able to get a general sense of the prophecy. Failure, however, indicates that the seer could not decipher the prophecy.

If the seer fails to interpret a prophecy, he

cannot take another shot at it until he has had a full night’s sleep. Once he wakes up with a refreshed mind, the seer can attempt to interpret the prophecy again.

If the prophecy is a particularly long or complicated one, the DM can require several successful checks on the seer’s part. Each time a check is passed, the DM should give the seer a short clue as to the meaning of a particular passage from the prophecy. It’s still up to the seer to piece the whole thing together.

If a seer critically fails (rolls a 20) his proficiency check when deciphering a prophecy, he comes up with an interpretation that is totally incorrect. However, he is unaware of his error.

The misinterpretation should be something stated by the DM so that the seer (and any who believe his interpretation) will actually work to make the prophecy come true if they are trying to prevent it. For example, if the prophecy states that the party should destroy *Oghar’s gem*, the seer misconstrues the warning and tells the party that they must protect the item. Conversely, if they are struggling to bring the prophecy to fruition, this interpretation will actually set them at cross-purposes to their true desires.

If the seer entirely misinterpreted a prophecy, he cannot attempt to reinterpret it until he is conclusively shown his error. In addition, he requires a full night’s rest before attempting to interpret the prophecy again.

No equipment is required to make use of this nonweapon proficiency. All the seer needs is either the message from a spell to turn into a prophecy or a prophecy which someone else has made.

This proficiency costs one slot and is based on Wisdom; it has a -2 check modifier.



The Seer

Equipment

Seers do not require much beyond the material components for their spells. Most seers have a preferred place to work in, though, and proper maintenance of this place can be expensive.

The seer's sanctum must be a place of peace and quiet, a room or area sealed off from the hustle and bustle of everyday life. It should be an ideal place to while away the hours lost in meditation upon any subject that happens to cross the seer's roving mind.

While the seer is in this place, he receives a +1 or bonus to any saving throws or proficiency checks he needs to make. Conversely, any saving throws made against the seer's spells are at a -1 penalty under the same circumstances.

The seer can function perfectly fine outside his sanctum. However, he does not receive his saving throw and proficiency bonus when outside this area.

Maintenance of a seer's sanctum costs 50 gp per level. This price must be paid every time the seer advances in level. For example, if he manages to get from 4th to 5th level, a seer must pay 250 (5 × 50) gp.

If the fee is not paid, the seer does not gain any benefits (including additional hit points) from the new level. These benefits can be reinstated at any time by simply paying the fee.

Priestly Seers

The basis of being a good seer is founded strongly upon the seer's relationship with his deity or the otherworldly powers that he serves. Thus, a seer can focus on his clerical aspect and ignore his wizardly side. However, the converse isn't true. Simply put, a seer requires spirituality first and then intellectual rigor.

Once a seer decides to completely focus on his clerical nature, he is called a clerical seer. Clerical seers forgo the use of any wizardly abilities. This includes casting wizard spells, keeping a spellbook, researching new spells, using magical items that only wizards are permitted to use, and so on. However, clerical seers can use any kind of armor. In addition, they are only limited to clerical weapons (non-edged).

The priestly seer can become a regular seer if the DM approves. The seer must again follow all the restrictions of the regular seer. He receives all of the wizardly powers of the seer, except the benefits of being a specialist wizard (diviner).

For example, a clerical seer who chooses to become a regular seer does not receive the saving throw bonuses due a specialist. In addition, he does not get a bonus to his chance to learn spells, nor does he automatically learn a spell at each level. Most importantly, the seer does not receive an extra wizard spell for each spell level.



The Seer

Balmira

Balmira the Seer Female Elf Seer

Str: 11
Dex: 12
Con: 10
Int: 16
Wis: 17
Cha: 15

Armor Class: 5 (*bracers of defense AC 5*)

Level: 9

THAC0: 16

Movement: 12

Hit Points: 42

Alignment: Neutral Good

No. of Attacks: 1

Special Attacks: None.

Special Defenses: None.

Weapon Proficiency: Staff.

Nonweapon Proficiencies: Ancient History (15), Local History (15), Prophecy (15), Reading/Writing (17), Modern Languages [dwarvish] (16), Ancient Languages (16), Religion (17), Spellcraft (14).

Priest Spells: *Bless, detect evil, detect magic, know alignment, augury, speak with dead.*

Wizard Spells: *Cantrip, identify, detect invisibility, ESP, wizard sight.*

Equipment: *Staff +3, bracers of defense AC 5, ring of invisibility, crystal ball with telepathy, paper, pen, and ink.*

Balmira is a devout, young seer committed to Cardax's destruction. Her studies of the prophecies surrounding Cardax's rise to power indicate to her that the necromancer's days are numbered. To her mind, it won't be long until Cardax falls from power.

Role-playing: Balmira is an elf who takes her duties as a seer seriously. Throughout the years, she has plagued the necromancer on and

off by infiltrating her way into his court invisibly and by spying on his people with her crystal ball. With the information she learned, Balmira formulated prophecies that were sure to give Cardax many sleepless nights. Balmira would often turn herself invisible, sneak into the court, and magically appear before the assembled ones who had betrayed the old king. She would deliver her prophecy and disappear just as quickly and quietly as she had come. Close as it might have come at some times, she was never caught.

Combat: Balmira does not enjoy fighting. In fact, she goes to great lengths to avoid it. When it appears unavoidable, she usually uses her ring to become invisible and sneaks away.





Using Specialists

"You fool!" shouted Cardax as Martia battled her way through the throng of undead soldiers on her steady path toward the necromancer's throne of bone. It seemed like she'd been slashing her way toward her goal for hours. Gangrenous ichor covered her blade and the magical armor she had found in her grandfather's secret armory.

With its help, the dead could not touch her directly, although they were definitely hampering her progress toward their unholy master. Martia gritted her teeth and steeled herself as she fought yet another wave of rapidly rotting warriors.

"How do you think you can stand against me, girl?" the man shrieked, as the madness of his many years shone in his eyes. He cackled as he leapt to his feet and stood atop the seat of his blackened throne, the bones of which looked like they had once served as the fuel in some horrible and arcane ritual.

"Your grandfather was a fool, Martia. I loved him like a brother, and we both loved your grandmother. And yet he betrayed her memory. He let her die, and he did nothing to bring her back!" The man was actually foaming at the mouth now, and it was all Martia could do to prevent his insane patter from distracting her from the job at hand.

The Blade of Honesty hummed angrily as it swept through the undead horde. Light glowed along the edge of its blade and gleamed through the long-dead blood that slid along its edges. The blade was fulfilling the purpose for which it had been forged and reforged once again. The light of its truth banished the dark lie that animated these bodies: they were not truly alive.

Martia saw the necromancer teetering on the edge of his throne and made a last-ditch push toward the dais upon which it stood. "I've learned about the prophecy of your end, Cardax. I've come to fulfill its conditions and halt your reign of terror."

As the young warrior battled her way nearer and nearer, Cardax's pale eyes grew wide. "So you say, whelp. But if you've read the prophecy, then you

know that I can only be undone by one of my own." He gestured widely to the unliving men that carried out his will. "As you can see, none of mine are in the position to do anything to harm me."

His wild cackle caught in his throat as he saw the undaunted fire raging in Martia's eyes. "Foul man, you are in for quite a surprise if that's what you think."

With a final sweep of her sword and a desperate leap, Martia made the dais's outer edge. Standing directly beneath the man who had killed everyone in her family but her, Martia spat out the last words he would ever hear.

"For I am one of yours, evil beast. When you lay with my grandmother, she gave birth to my father, who was unknowingly yours. And as sure as I am his daughter, I am one of your own!"

With that, she thrust the Blade of Honesty deep into the ancient man's chest, impaling his long-dead heart upon its razor-sharp shaft. The tip of the blade stood out from Cardax's back as he slid down the length of steel and into Martia's waiting arms.

"And so I kill you," Martia whispered, her final word to him leaping off her tongue like a curse he would carry with him into whatever afterlife would accept such a twisted creature, "Grandfather."

* * *

As Martia staggered out of the keep, the sun's first rays poked through the trees and fell upon her upturned face. The long night of Cardax's reign was finally over.

Now Martia could return to the capitol and lay claim to her family's throne. There would be pretenders who would seek to steal the birthright that she had fought so hard to reclaim, but she would persevere.

As she trod toward her hidden steed, she reflected on the fact that so many people had helped her in her quest. They would probably help her again. With that thought, Martia finally smiled.



Using Specialists

Specialists can play an intriguing part in any campaign. The preceding chapters detailed a number of NPC classes that are sure to breathe life into any fantasy world.

However, keeping track of every player character's various contacts can become quite tedious. Besides all the work involved with NPC generation, a DM must also figure out how the supporting cast moves up in levels with respect to the hero. While a 1st-level scribe may be useful to a 1st-level fighter, that same fighter at 7th level is going to want to turn to a scribe of a higher level, despite any previous relationship he may have had with that scribe.

The system detailed in this chapter allows Dungeon Masters to place responsibility for NPCs in the hands of their players. It also includes some guidelines by which DMs can determine how quickly specialists rise in level without having to keep track of every experience point.

Player Characters and Specialists

Since player characters stand to benefit most from the inclusion of specialists into a campaign, they should be responsible for maintaining records on each of the specialists involved in their characters' lives. There are two ways to introduce specialists into your game.

DM-Generated Specialists

Some DMs like to have total control over the nonplayer characters in their game. These Dungeon Masters create each specialist and introduce him into the game just as they would any other NPC that the

adventurers meet in the course of play.

The starting level for each specialist is up to the individual Dungeon Master, but should rarely be higher than that of the highest-level character in the party. Once the DM creates a character, he must decide whether to attach him to a particular character or the entire party. Perhaps one of the wizards has known this apothecary since his youth. Or maybe the adventuring group has just recently met (or is about to meet) an aspiring young engineer.

Note that specialists attached to a particular character should never initially be of higher level than that character. Ideally, all characters and specialists begin together at 1st level. New specialists that are introduced in already existing campaigns can be of any level.

Usually, when a DM generates a specialist, he includes several things about the specialist (knowledge, magical items, hidden agendas) that the party should not know about. Thus, the Dungeon Master needs to keep track of the NPC information.

Player-Generated Specialists

Dungeon Masters who do not require that much control over their game can simply allow their players to generate specialists for each of their characters. This decreases the DMs workload. However, Dungeon Masters are strongly encouraged to check their players' work when they're done.

Players should create 1st level specialists. At the DM's option, these specialists can be near the character's level. However, this can have a drastic impact upon an ongoing campaign. It is recommended that most advanced-level specialists enter a campaign at one-half the average experience level of the adventuring group.



Using Specialists

Players can generate any kind of specialist that they like, although they must come up with some rationalization as to why the specialist keeps in touch with their character—and vice versa. Otherwise, there is no reason for any kind of special relationship and the specialist is then reduced to the level of a regular NPC. If this is the case, the players should have nothing to do with creating and presenting these specialists.

Attached Specialists

Once the player or Dungeon Master creates a specialist, he must attach it to a specific player or party. Attached specialists are NPCs who have a close relationship with a particular hero or group of heroes. This NPC takes a close interest in the welfare of the person or group, and they, in turn, look out for the NPC.

Once an NPC is attached to a player, that player (or gaming group) is responsible for keeping track of the NPC's records (equipment, important information, and experience). In addition, the character's player is also responsible for the NPC's level advancement (discussed later).

The Number of Specialists

A character can have a number of specialists attached to him. However, the maximum number of attached specialists is equal to the maximum number of henchmen that character can have. This number is listed on Table 6: Charisma in the *Player's Handbook*.

The number of specialists a character can know personally is not reduced by the number of henchmen he may happen to have. Conversely, the number of specialists attached to a character does not influence the total number of henchmen that the character can

possess. The two matters are entirely separate.

If a character wishes, he can let a relationship with a certain specialist lapse. He can then pick up a relationship with a different specialist through role-playing. The newly unattached specialist becomes a standard NPC; his fate no longer depends upon the adventurer. Alternately, one of the other heroes in the party can strike up a relationship with the specialist and take him as one of his own attached specialists.

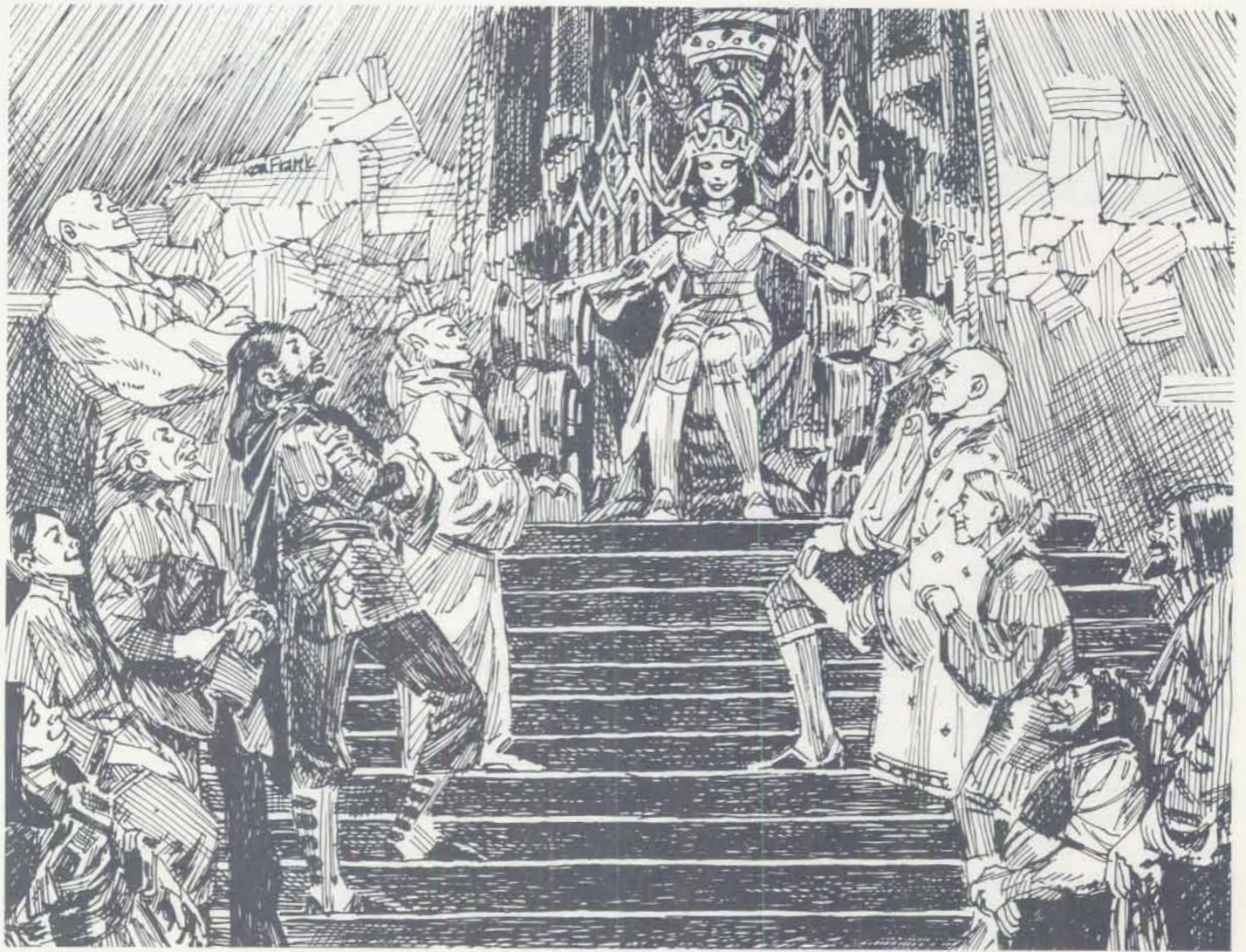
A character does not have to attach himself to his maximum number of specialists. Instead, he can leave a couple of spaces open in case he meets a specialist in the future who will fulfill whatever particular needs he may develop. This specialist can be introduced by the DM as an NPC and then co-opted by the hero (at the DM's discretion), or the player can generate the specialist himself at a later date.

Note that if every player in a party creates the maximum number of specialists available to his character, the DM will have his hands full. The average Charisma of 10 or 11 permits up to four attached specialists. If the party consists of eight adventures, they could have up to 32 specialists attached to their group! DMs are strongly encouraged to limit the number of specialists created at the beginning of play.

Level Advancement

As player characters advance in level, they may soon outstrip the NPC specialists that they consult. After all, these NPCs rarely go on incredible adventures or travel to far-off lands and perform incredible feats of bravery. They are mostly homebodies.

There are two ways that a Dungeon Master can measure an NPC's level advancement.



These methods are dependant on whether the specialist in question is a standard NPC, or whether he is attached to a specific adventurer or group.

Standard NPCs

Although standard NPCs do not usually gain experience through fantastic adventures, this does not mean that they sit around and do nothing while they wait for the adventurers to return. Rather, these professionals accrue experience by working in their respective fields. While the heroes are off on an adventure, ignoring their friends back home, these specialists go about their business, working for other people and even themselves. A Dungeon Master can decide a standard NPC's experience level advancement as he likes. Most often, the specialist keeps pace with the player

characters. Simply make the specialist's level equal to the average level of the party, or a level or two less. Rarely should the specialist's level exceed that of the most experienced party member.

Attached Specialists

An attached specialist's level of experience is entirely dependent upon the way the character to which he is attached treats him. If the specialist is ignored by the adventurer, he will stagnate, unable to proceed much further without the patronage of a promising hero.

However, if the adventurer takes a personal interest in the specialist's career, he can ensure that the specialist prospers throughout the years, keeping pace with the hero's own advancement.

For an attached specialist to advance a



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level at the same time that the player character does, he must receive something out of the ordinary from that character. The exact nature of this extraordinary action can vary a great deal depending on the hero and the specialist.

The easiest way for a hero to contribute to a specialist's welfare is to hire the specialist on a regular basis. To cause the specialist to gain a level at the same time as the hero, the adventurer must consult with the specialist in some fashion and reimburse him for his trouble. This consultation must be something that would normally earn the specialist at least 200 XP per the specialist's current level.

For example, a 4th-level healer would have to earn 800 XP due to his contact with the adventurer. If this was fulfilled, the healer would progress to 5th level when the hero gained another level.

Heroes can substitute certain items in lieu of consultation with a specialist. Donating magical items to a specialist is acceptable, as long as these items would help the specialist in his work or, at the very least, be of some use to the specialist. The experience point value of the item must be equal to or greater than the number of experience points the specialist would normally require in order to advance from a consultation.

A *potion of extra-healing*, for instance, is worth 400 XP. The adventurer would have to give two of these to the 4th-level healer described above to permit him to advance to the 5th level.

These two methods can be combined in any fashion. The healer might receive a single *potion of extra-healing* (400 XP) and then use his skills to heal 40 hit points (at 10 XP each, that's 400 XP) for the hero or a friend of the hero.

If the specialist actually accompanies the

party on an adventure, he should then gain experience normally. In this case, the specialist could advance independently of his patron hero.

Gifts to Specialists

Adventurers can also help specialists from particular classes advance in levels by giving something valuable to that specialist. Appropriate gifts for each specialist class are described below.

It's up to the DM to determine how many and what kind of gifts are required to allow the specialist to gain a level at the same time that the player character does. If the conditions are met (they should be outlined to the players in advance), then the specialist advances a level at the same time as the character.

If these conditions are not met, the specialist cannot advance until he receives more gifts and the hero to whom he is attached gains yet another level. Obviously, specialists of higher level require more important gifts in order to advance.

It is definitely in the heroes' interests to help out their specialists in as timely a manner as possible. If they fail to do so, their specialists may lag permanently behind them.

As DM, you should make sure to present the heroes with opportunities to track down or discover items that their attached specialists might want. These items can function as another kind of treasure with a directly applicable use.

Apothecary

Apothecaries like anything that helps them in their quest for an improved concoction. A book of recipes from another



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apothecary, for instance, would be perfect. Alternatively, a sample of a new and unusual concoction might be enough for the apothecary to figure out a recipe of his own.

Besides recipes, apothecaries are always in desperate need of certain rare ingredients—like scales from a red dragon's hide or the brain matter of a psionically active creature. The apothecary may ask adventurers for these items specifically. In fact, he may even send them out on the road with a kind of grocery list. This could provide the background for several side-adventures.

Appraiser

Appraisers can use all sorts of objects—as long as they are valuable. An appraiser makes his reputation on his ability to acquire and then sell rare or unusual pieces. If a hero brings such materials to an appraiser, he can help the merchant a great deal.

If a hero does nothing else but provide his appraiser with rare items, the appraiser can still go up in level. However, the hero must bring the appraiser enough items that he can sell—in gold pieces—one tenth of the amount of experience he needs to advance to the next level. For instance, a 7th-level appraiser needs 25,000 experience points to make it to the next level. To help him do so, his heroes need to give him 2,500 gp worth of items.

Blacksmith

The blacksmith prizes well-wrought weapons, finely crafted armor, and other metallic pieces as well. He can advance in level through gifts of such rare items.

These items do not have to be magical. The sword used by an ancient king to fell a giant would be sufficient—regardless of whether it is magical or not. Another

example would be a sword made from a new metallic alloy or rare ore. A good supply of such ore would also be an incredible gift that would permit the blacksmith to advance in levels for as long as the ore lasted.

Cartographer

Cartographers collect maps, and they are always excited to acquire a new map of an unknown land. They even appreciate maps of known areas if these maps happen to bring some new and vital piece of information to light.

If the adventurers keep maps of the areas that they explore, they should give these to their cartographer. Heroes that adventure regularly into interesting and unknown lands and surrender their maps to their cartographer are guaranteed to help him advance between levels. If they're lucky, the cartographer may even make them a copy of the original.

Engineer

Engineers live to figure out new and better ways to build things. If the heroes can supply an engineer with blueprints or samples of innovative constructions, they will help him advance in level.

Sometimes, providing the engineer with the location of such a construction is enough—especially if the construction in question is immovable. However, the heroes may have to accompany the engineer to ensure his safety.

Guide

Guides are harder to reward by any means other than providing them with work. Still, supplying a guide with a map or with interesting information about a certain race or location can be helpful.

Guides are particularly interested in



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establishing contacts of their own in distant lands. If the heroes happen to form a friendship with such a person, they should take pains to offer their guide an introduction to this person. If the guide is not currently with them, this introduction can take the form of a letter of recommendation bearing the heroes' mark.

Healer

The healer is always interested in new healing techniques. If the heroes can provide him with these regularly, he will be eternally grateful. New and beneficent herbs can also help, particularly if they are alive and can be transplanted into the healer's garden.

Historian

More than anything else, the historian wants stories and information. These can take the form of tales of the adventurers' own exploits or of other notable personalities. Of course, any tales that the heroes tell had better be supported with witnesses or some other kind of evidence. If a character lies to a historian or unwittingly presents him with false information, the historian misses his next chance to advance another level. In addition, any ancient tomes, scrolls, and relics would help the historian advance.

Scribe

The scribe desires nothing more than new books and scrolls which he can copy. An original work adds yet another tome to his inventory. With this he can increase his clientele.

Magical scrolls and spell books are particularly desirable. In fact, they may be necessary to help the scribe advance through the higher levels. At that point, nonmagical texts simply won't do.

Seer

Seers collect prophecies made in the past. The more powerful the seer who made the prophecy—or the more accurate that seer's prophecies have proven in the past—the better. Modern seers can interpret these often ancient visions and use the results to their advantage.

Also useful are items or information that figure into prophecies. Anything that might help bring about a prophecy's ultimate conclusion (or prevent it!) is desirable.

Other Specialists

At the DM's option, player characters can attach NPCs from any class to themselves as specialists. In this way, heroes can call on the special skills of warriors, wizards, priests, and rogues whenever they may need.



Appendix

Minimum Ability Scores

Class	Str	Int	Wis	Dex	Con	Cha
Apothecary	—	12				
Appraiser	—	12	10	9	9	
Blacksmith	12	9	9	9	12	
Cartographer	—	12	10			
Engineer	—	12	10			
Guide	—	—	12	10	9	
Healer	—	—	12	9		
Historian	—	12	10			
Scribe	—	15				
Seer	—	15	15	13		

Boldfaced numbers indicate the class's prime requisite(s). NPCs who possess scores above the prime requisite minimums receive a +10% XP bonus.

New Nonweapon Proficiencies

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Cartography	1	Intelligence	-2/0
Caving	2	Wisdom	Varies
Concocting	1	Intelligence	-2
Prophecy	1	Wisdom	-2

Proficiency Slots

NPC Class	Weapon Proficiency	Nonweapon Proficiency	Penalty	Initial	#Levels
	Initial	#Levels			
Apothecary	1	6	-5	4	3
Appraiser	2	4	-4	4	3
Blacksmith	3	3	-3	4	3
Cartographer	2	5	-4	4	3
Engineer	3	4	-3	4	3
Guide	3	4	-3	4	3
Healer	2	4	-3	4	3
Historian	2	4	-3	4	3
Scribe	1	6	-5	4	3
Seer	1	6	-5	4	3

Specialists' Required Proficiencies

Class	Proficiencies
Apothecary	Concocting
Appraiser	None
Blacksmith	Blacksmithing, Armorer, Weaponsmithing
Cartographer	Cartography, Direction Sense, Reading/Writing, Forgery
Engineer	Engineering and either Carpentry, Mining, or Stonemasonry
Guide	Direction Sense
Healer	Healing, Herbalism
Historian	Ancient History or Local History
Scribe	Reading/Writing, Forgery
Seer	Ancient History, Local History, Prophecy

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I wouldn't open that if I were you!

—last words heard by Gwelhyth the Impetuous

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