

[Originally presented in White Dwarf 28 and Reprinted in Jeux Strategique 4 from Character conjuring by Roger E Moore -- slight alterations by DC]

## **WARSMITH**

(A subclass of Fighter with special manufacturing and spell capabilities)

Warsmiths are the makers of armor, shields and weapons of war, as well as locks, tools and other useful items. They worship the gods who oversee inventiveness and craftsmanship and hold holy the creative power of fire as represented by the forge. The hammer is their symbol of power and skill; it is used as a "holy symbol" and material component in many of their spells and is used with great effectiveness on the battlefield.

Only humans, dwarves and gnomes may become warsmiths. Dwarves progress to 9th level and gnomes to 6th level providing they have strengths of 18; dwarves with 17 strength may achieve 8th level and dwarves and gnomes of lesser strengths can achieve a maximum of 7th and 5th level, respectively. Humans may progress without limit. This class cannot be mixed with any other character class by non-humans, but dwarf and gnome warsmith/clerics can, at the DMs option, be used as player characters. Humans can, however, start as warsmiths and later switch to a second class (excluding the fighter class and sub-classes) or switch to the warsmith class from an initial non-fighter class. Most often humans will combine the warsmith class with the magic-user or clerical classes, in order to manufacture their own magic items.

Those desiring to become warsmiths must have a strength and constitution of 14+, wisdom of 12+ and an intelligence and dexterity of 9+. If strength, wisdom and constitution scores equal or exceed 16, that character gains a +10% bonus on earned experience. Warsmiths are usually Neutral, but may be Neutral Good, Neutral Evil, Lawful Neutral or Chaotic Neutral. Warsmiths gain constitution bonuses as per the fighter class.

### **Skills and Abilities**

Warsmiths are highly skilled metal-workers, familiar with leather-working, carpentry and tailoring. This background makes the warsmith exceptionally competent at smithy-work, armor-craft and weapon making. Given the proper tools, work facilities and a minimum amount of aid from one or two unskilled assistants, a warsmith can make any type of armor, shield or helmet in the times noted on p29 in the Dungeon Masters Guide. Dwarven warsmiths are able to make any of the listed armors twice as fast as humans and gnomish warsmiths are one and a half times as fast as humans.

Weapons are created by warsmiths at the rates listed on p30 and p34 of the Dungeon Masters Guide, provided the proper materials, tools and work areas are available. No other assistance is needed in weapon-making. Warsmiths make scabbards and sheaths at the same time they make weapons. Dwarves make listed weapons in one-third the time a human can and gnomes make them in half the time a human can (the manufacturing times listed in the DMG are all human times).

As warsmiths increase in levels, the quality of their manufactured items increases as well. From 6th level onwards, they can make items capable of magical enchantment, taking twice as long to do so. Also at this level, warsmiths are able to, with either a model to work from and/or proper training, fabricate any non-magical weapon or armor. Bladed weapons of the normal variety may be crafted with an extra sharp edge, thus giving a +1 to damage. At 8th level, this ability increases, to allow the edges on such blades to be of +1 quality in all respects save that they are non-magical. 9th level warsmiths may craft blades of such quality that they are +1 to hit, +2 to damage and by 10th level the blades are +1 to hit, +3 to damage. Also at 10th level, a warsmith may manufacture items of such quality that armor and shield work like +1 armor and +1 shields in all respects and blunt weapons can be balanced so as to become +1

to hit and damage. This continues, with the quality of edged weapons increasing to +2/+3 at 11th level, +2/+4 at 12th, +2/+5 at 13th, +2/+6 at 14th and finally leveling off at +3/+6 at 15th level. Blunt weapons and armor of +2 quality may be crafted at 14th level. To make all these items, the warsmith must use the very finest quality iron and steel and take at least twice the normal required time in crafting. Notice that a +1 sword created in this way would still not harm lycanthropes or gargoyles, as it is not magical.

From the 2nd level onward, warsmiths are able to manufacture locks of various sorts. D4+1 days are normally required to make a lock, depending upon complexity and purpose. A lock may be constructed as part of a door, wall, window or chest or as a separate item. Extra time may be spent working on a lock, making it harder to be picked without the proper key. For every level over 2nd, a warsmith may work an extra day in this manner on a lock. Each day of extra labour subtracts 5% from the chance to pick that lock. Magical spells and items that open locks (like Knock and the Chime of Opening) will function in any case as the lock is not magically protected. For example, a 5th level warsmith decides to fashion a new lock for his strongbox. This work would normally take (here the d4+1 is generated) 2 days, but he doesn't like thieves so he spends 3 days more to further refine and complicate the locking mechanism. This produces a -15% penalty on a thief's lockpicking ability. Warsmiths themselves, from their familiarity with lock making, can pick locks from the 2nd level up as a thief one level below them in ability. This ability is also subject to penalties for locks made by other warsmiths. All appropriate racial and dexterity bonuses for picking locks as outlines in the Players Handbook apply to warsmiths.

Warsmiths of the 5th level and above have a chance of identifying magical armor, shields and weapons. This identification process takes 6-36 turns (1-6 hours) of uninterrupted study per item. At 5th level there is a 5% chance of correctly identifying a magical item; this chance improves 5% per level thereafter until 95% accuracy (at 23rd level) is reached. Note that this score MUST be rolled by the DM and if the warsmith fails to correctly identify an item, assume a 20% chance of falsely identifying an item and an 80% chance of coming to no conclusion about the item at all. Only one attempt may be made to identify an item. Magical scrolls, rings, potions, wands, staves, rods, artifacts and miscellaneous magic items cannot be identified by warsmiths.

### **Weapons, Combat and Armor**

Warsmiths are initially proficient with two weapons. Though they are able to use any sort of weapon, one of the weapons learned at 1st level MUST be warhammer. An additional weapon is gained with every three levels of experience (at 4th, 7th, 10th, etc). The non-proficiency penalty for using a weapon is -2 to hit. They attack and save using the fighter's tables. Oil may be used as a weapon, but only evil warsmiths will use poison.

Warsmiths begin with only one free proficiency slot, which may be used for anything the player wishes. In addition, however, the warsmith is assumed to have the following non-weapon skills; weaponsmith, armorer and blacksmith with minor knowledge of leather working.

Because they use it so frequently in metalworking, warsmiths gain a +1 bonus to hit with the warhammer for every four levels of experience they have; 1st through 4th levels have a +1 bonus to hit, 5th through 8th levels have a +2, and so on.

From the 1st to 7th levels, warsmiths attack once per round. Warsmiths of 8th through 14th levels may attack three times every two rounds and from the 15th level up may attack twice per round. These attacks apply only to thrusting or striking weapons. Against opponents with less than one hit dice, they attack once per round per level of experience they have.

Armor and shields are used as per fighters. However, a warsmith may only cast spells while wearing leather armor or none at all but certain spells will improve armor class.

Warsmiths use magical items as per fighters.

## Deities

A warsmith's deity may be at most one alignment step removed from the war smith; for example, a Lawful Neutral warsmith could worship a Lawful Good, Lawful Evil, Lawful Neutral or Neutral deity only. Should there be a change of alignment, he or she becomes a normal fighter in all respects, though with a warsmith's hit dice if the change occurred after the 4th level. A return to warsmith status is possible if the new alignment allows, or if the former alignment is achieved again, but a quest and a considerable sacrifice will be involved (this should be played REAL loose).

## Spells

Warsmiths are able to cast spells that they receive from daily prayer to their deities in much the same way as a ranger would. Warsmiths receive their first spells at 5th level and gain more and more powerful spells at higher levels. Extra spells for exceptional wisdom are NOT given.

Warsmiths are allowed to research and develop new spells, but all should be similar in philosophy to those listed and be of reasonable power. No spells higher than 5th level may be learned or developed.

### SPELL TABLE

<u>1st level</u>	<u>2nd level</u>	<u>3rd level</u>
Affect Normal Fires (M-1)	Armor II	Armor III
Armor I	Flame Arrow (M-2)*	Firehammer
Cure Burns	Heat Metal (D-2)*	Flameblade
Detect Magic (M-1)*	Produce Flame (D-2)*	Protection from Fire (D-3)*
Protection from Normal Fire	Resist Fire	
<u>4th level</u>	<u>5th level</u>	
Armor IV	Armor Extension	
Fire Charm (M-4)*	Flame Strike (C-5)*	
Produce Fire (D-4)*	Wall of Fire (D-4)*	

Spells similar to those in the Player's Handbook are followed by a letter; (C) is clerical, (D) is druidic and (M) is magic-user. Those spells marked by an asterisk (\*) have been altered so there is no material component needed.

#### **Armor I** (Alteration)

Range: touch

Duration: 3 turns/level

Area of Effect: person touched

This spell confers AC6 on the recipient. This will not work in conjunction with the wearing of any armor other than padded or leather, or magical armor of any sort, including leather. However, rings of protection and the like (excluding bracers of defense) and dexterity bonuses will function.

Components: V, S

Casting Time: 1 round

Saving Throw: none

**Cure Burns** (Necromantic)

Range: touch

Duration: permanent

Area of Effect: person touched

This spell is similar to the clerical spell *cure light wounds*, but will only cure wounds caused by fire, steam or high temperatures. Wounds made by fire-based magic may be cured. *Cure burns* restores 1-8 hit points. This spell cannot be reversed. For every level above the 1st, one extra point of damage may be cured; thus at 8th level, a warsmith may cure 1d8+7 points of burn injuries with this spell.

Components: V, S, M

Casting Time: 4 segments

Saving Throw: none

**Protection from Normal Fire** (Abjuration)

Range: touch

Duration: 1 turn + 1 turn/level

Area of Effect: person touched

The recipient will be able to work comfortably in temperatures up to the boiling point of water and if exposed to open flame will take only one point of damage per round if the flame does less than or equal to 6 points per round. Half damage will be taken from exposure to hotter fires. This spell affords no protection from magical fires.

Components: V, S, M

Casting Time: 3 segments

Saving Throw: none

**Armor II** (Alteration)

As Armor I in all respects, except that it protects as AC 4.

**Armor III** (Alteration)

As Armor I in all respects, except that it protects as AC 2.

**Armor IV** (Alteration)

As Armor I in all respects, except that it protects as AC 0.

**Fire Hammer** (Conjuration/Summoning)

Range: touch

Duration: 4-10 rounds + 1 rnd/level

Area of Effect: hammer touched

When cast upon a hammer, flames will radiate in a 3"-6" diameter from the hammerhead, giving off light equal to a clerical *light* spell. The wielder of the hammer, who must have been holding the hammer at the moment it was touched by the spell-caster will not be affected by the flames and his/her possessions carried at the time will be similarly immune. The hammer will do an extra 1-4 points of fire damage in combat and gains a bonus of +1 to hit, in addition to any magical pluses the hammer may have. The hammer may be thrown but will lose the *firehammer* enchantment one round after leaving the user's hand. Magical or normal hammers will not be harmed in any way by this spell.

Components: V, S, M

Casting Time: 4 segments

Saving Throw: none

**Flameblade** (conjuration/Summoning)

Range: touch

Duration: 2-5 rounds + 1 rnd/level

Area of Effect: weapon touched

This spell confers the bonuses to hit and to damage as a Flame Tongue sword possesses upon a non-magical sword, scimitar or dagger. The weapon will not be harmed by the use of this spell. The weapon will shed light equal to a normal torch.

Components: V, S, M

Casting Time: 4 segments

Saving Throw: none

## Armor Extension (Alteration)

Range: 0

Duration: special

Area of Effect: special

This spell, when cast immediately after one of the *armor* spells, will double the duration of that spell if it was applied to the warsmith only.

Components: V, S, M

Casting Time: 4 segments

Saving Throw: none

### SPELLS USABLE BY LEVEL

Warsmith level	1st	2nd	3rd	4th	5th
5	1	-	-	-	-
6	2	-	-	-	-
7	2	1	-	-	-
8	2	2	-	-	-
9	2	2	1	-	-
10	3	2	1	-	-
11	3	2	2	1	-
12	4	3	2	1	-
13	4	4	2	2	-
14	4	4	3	3	-
15	4	4	3	3	1
16	4	4	4	3	2
17	4	4	4	4	3
18	5	4	4	4	4
19	5	5	5	4	4
20*	5	5	5	5	5

\*Maximum spell ability level

### WARSMITH (FIGHTER) EXPERIENCE TABLE

	Experience	Hit Dice	Level Titles
1st	0 2250	1d10	Blacksmith
2nd	2251 4500	2d10	Locksmith
3rd	4501 9,000	3d10	Ironworker
4th	9,001 18,000	4d10	Toolmaster
5th	18,001 36,000	4d10+1d8	Flamemaster
6th	36,001 75,000	4d10+2d8	Craftsman
7th	75,001 150,000	4d10+3d8	Forger
8th	150,001 300,000	4d10+4d8	Deviser
9th	300,001 600,000	4d10+5d8	Artificer
10th	600,001 900,000	4d10+6d8	Warsmith
11th	900,001 1,200,000	4d10+6d8+2	Warsmith (11th level)
12th	1,200,001 1,500,000	4d10+6d8+4	Warsmith (12th level)
	+300,000 per level	+2 hp per level	

Proficiencies: 2/1 + 1/1 per 3 levels  
Armor: Any  
Weapons: Any (must have hammer)  
Alignment: Neutral-based  
Races: Human, Dwarven (9), Gnome (6)  
Attributes: Strength 14  
Constitution 14  
Wisdom 12  
Intelligence 9  
Dexterity 9  
Hit Dice: d10 or d8 (see above, Con bonus of a fighter)

### **Henchman and Hirelings**

Hirelings may be taken on by a warsmith of any level, though they will not hire armorers, smiths, weapon-makers and the like. Henchmen may be taken on at any level, with the exclusion of assassins, bards and monks. Other warsmiths may be taken on as henchmen and may assist in the making of weapons and armor. Warsmiths do not normally establish castles, preferring to take service at existing castles, unless adventuring.