

WAR SMITHS

by Roger E Moore

A subclass of the fighter, with special manufacturing and spell capabilities.

War smiths are the makers of armour, 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 war smiths. Dwarves may progress to 9th level and gnomes to 6th level providing they have strengths of 18; dwarves with strengths of 17+ may go to 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 war smith/clerics can, at the DM's option, be used as player characters. Humans can, however, start as war smiths and later switch to a second class (excluding the fighter class and subclasses) or switch to the war smith class from an initial non-fighter class. Most often humans will combine the war smith class with the magic-user or clerical classes, in order to manufacture their own magical items.

Those desiring to become war smiths 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. War smiths are usually Neutral, but may be Neutral Good, Neutral Evil, Lawful Neutral, or Chaotic Neutral. War smiths gain constitution bonuses as per the fighter class.

Skills and Abilities

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

Weapons are created by war smiths 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. War smiths make scabbards and sheaths at the same time they make weapons. Dwarves make listed weapons in one-third of 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 war smiths 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. At 10th level, a war smith may manufacture items of such quality that armour and shields work like +1 armour and +1 shields in all respects, and weapons become +1 to hit and damage. To make these items, the war smith must take five times as long as normal, and must use iron and steel of the highest grade. Notice that a +1 sword created in this way would still not harm lycanthropes or gargoyles, as it is not magical. At 15th level and above, war smiths can manufacture non-magical armour, shields, and weapons of +2 quality, though this takes ten times as long as normal to do.

From the 2nd level onward, war smiths 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 each level over the 2nd, a war smith 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 war smith 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. War smiths 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 war smiths. All appropriate racial and dexterity bonuses for picking locks as outlined in the *Players Handbook* apply to war smiths.

War smiths of the 5th level and above have a chance of identifying magical armour, 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 war smith 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 war smiths.

Weapons, Combat and Armour

War smiths 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 a warhammer. An additional weapon is gained with every three levels of experience (at the 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 war smiths will use poison.

Because they use it so frequently in metalworking, war smiths 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, war smiths attack once per round. War smiths of 8th through 14th levels 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.

Armour and shields are used as per fighters. However, a war smith may only cast spells while wearing leather armour or none at all but certain spells will improve armour class.

War smiths may use magical items as per fighters.

Deities

A war smith's deity may be at most one alignment step removed from the war smith; for example, a Lawful Neutral war smith 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 war smith's hit dice if the change occurred after the 4th level. A return to war smith 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.

Spells

War smiths are able to cast spells that they receive from daily prayer to their deities as a cleric would. War smiths receive their first spells at 5th level and gain more and more powerful spells at higher levels. Bonuses in the form of extra spells are given to war smiths with exceptional wisdom, as per the *Players Handbook*, p11.

War smiths may be 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

1st Level
Affect normal fires (M)
Armour I
Cure burns
*Detect magic (D)**
Protection from normal fire

2nd Level
Armour II
*Flame arrow (M)**
*Heat metal (D)**
*Produce flame (D)**
*Resist fire (C)**

3rd Level
Armour III
Firehammer
Flameblade
*Protection from fire (D)**

4th Level
Armour IV
*Fire charm (M)**
*Produce fire (D)**

5th Level
Armour extension
*Flame strike (C)**
*Wall of fire (D)**

Spells similar to those in the *Players 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 that only the war smith's hammer need be used as a material component which will not be destroyed in casting the spells.

Armour I (Alteration)

Range: *Touch* Components: *V, S*
 Duration: *3 turns/level* Casting Time: *1 round*
 Area of Effect: *Person touched* Saving Throw: *None*
 This spell confers AC6 on the recipient. This will not work in conjunction with the wearing of any armour other than padded or leather, or magical armour of any sort, including leather. However, rings of protection and the like (excluding bracers of defense) and dexterity bonuses will function.

Cure Burns (Necromantic)

Range: *Touch* Components: *V, S, M*
 Duration: *Permanent* Casting Time: *4 segments*
 Area of Effect: *Person touched* Saving Throw: *None*
 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 each level above the 1st, one extra point of damage may be cured; thus at 8th level, a war smith may cure 1d8+7 points of burn injuries with this spell.

Protection from Normal Fire (Abjuration)

Range: *Touch* Components: *V, S, M*
 Duration: *1 turn +1 turn/level* Casting Time: *3 segments*
 Area of Effect: *Person touched* Saving Throw: *None*
 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.

Armour II (Alteration)

As *armour I* in all respects, except that it protects as AC4.

Armour III (Alteration)

As *armour I* in all respects, except that it protects as AC2.

Armour IV (Alteration)

As *armour I* in all respects, except that it protects as AC0.

Firehammer (Conjuration/Summoning)

Range: *Touch* Components: *V, S, M*
 Duration: *4-10 rounds, +1 round/level (or less)* Casting Time: *4 segments*

Area of Effect: *Hammer touched* Saving Throw: *None*
 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 similarly be 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 plusses 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.

Flameblade (Conjuration/Summoning)

Range: *Touch* Components: *V, S, M*
 Duration: *2-5 rounds, +1 round/level* Casting Time: *4 segments*

Area of Effect: *Weapon touched* Saving Throw: *None*
 This spell confers the bonuses to hit and damage as a *Flame-tongue* sword possesses, upon a non-magical sword, scimitar, or dagger. The weapon will not be harmed by use of this spell. The weapon will shed light equal to a normal torch.

Armour Extension (Alteration)

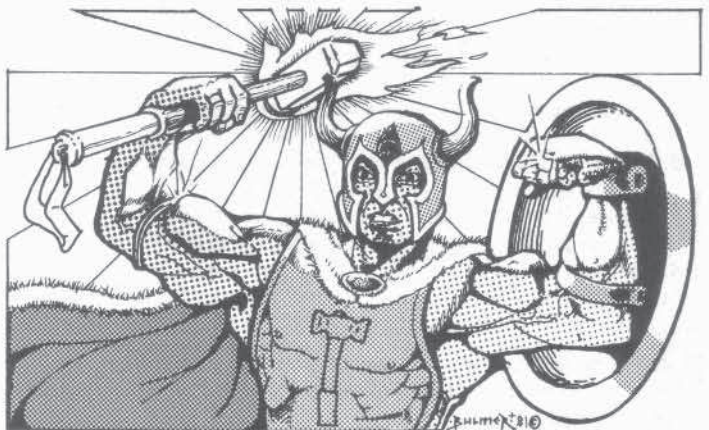
Range: *0* Components: *V, S, M*
 Duration: *Special* Casting Time: *4 segments*
 Area of Effect: *Special* Saving Throw: *None*

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

SPELLS USABLE BY CLASS AND LEVEL

War smith Level	Spell Level					13	14	15	16	17	18	19	20*
	1	2	3	4	5								
5	1	-	-	-	-	4	4	2	2	-	-	-	-
6	2	-	-	-	-	4	4	3	3	-	-	-	-
7	2	1	-	-	-	4	4	3	3	1	-	-	-
8	2	2	-	-	-	4	4	4	3	2	-	-	-
9	2	2	1	-	-	4	4	4	4	3	-	-	-
10	3	2	1	-	-	5	4	4	4	4	-	-	-
11	3	2	2	1	-	5	5	5	4	4	-	-	-
12	4	3	2	1	-	5	5	5	5	5	-	-	-

* Maximum spell ability level.



WAR SMITHS (FIGHTER) TABLE

Experience	Level	Hit Dice	Title
0-2250	1	1d10	Blacksmith
2251-4500	2	2d10	Locksmith
4501-9000	3	3d10	Ironworker
9001-18000	4	4d10	Toolmaster
18001-36000	5	4d10+1d8	Flamemaster
36001-75000	6	4d10+2d8	Craftsman
75001-150000	7	4d10+3d8	Forger
150001-300000	8	4d10+4d8	Deviser
300001-600000	9	4d10+5d8	Artificer
600001-900000	10	4d10+6d8	War Smith
900001-1200000	11	4d10+6d8+2	War Smith (11th level)
1200001-1500000	12	4d10+6d8+4	War Smith (12th level)

300000 experience points per level thereafter. War smiths gain 2HP per level after the 10th.

Henchmen and Hirelings

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