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# The ARCANESMITH



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Requires the use of the Dungeons & Dragons Player's Handbook, Third Edition, published by Wizards of the Coast, Inc.

# The Arcane Smith

Second Revised Edition

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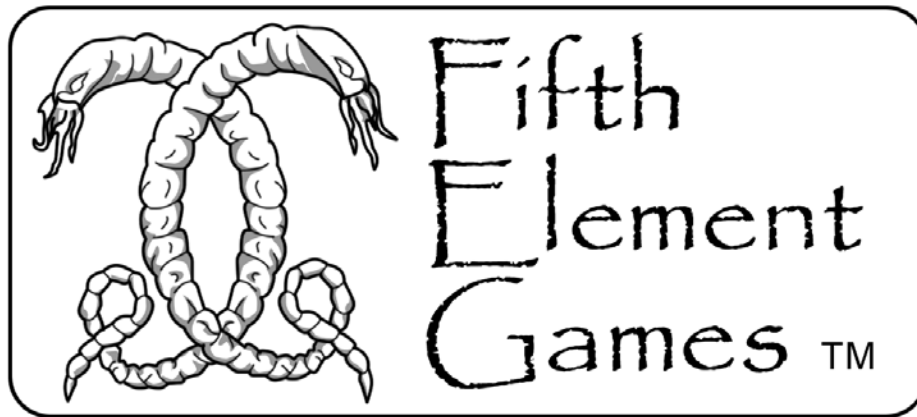
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# The Arcane Smith

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## The ARCANE SMITH

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In the folklore of many of the world's cultures, smiths are ascribed certain supernatural powers, ranging from incredible luck to the ability to cast curses upon their foes, and of course their mastery of fire and steel. As such, they were often viewed suspiciously, if not reviled outwardly, despite their clear importance in society as the workers of iron and steel.

*The Arcane Smith* presents a 20-level base class that builds upon this folklore and integrates it into the d20 System™. Clearly smiths would not be the object of open scorn in a highly magical society, so that particular aspect is downplayed. The arcane smith is a unique spellcaster who specializes in the creation, and sometimes the destruction, of certain types of magical items.

### DESCRIPTION

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Arcane smiths are masters of iron and flame. Their magical ability comes from their intimate relationship with fire and the materials they work with. Arcane smiths are experts in the forging of magical weapons, armour, rods and rings; that is, magic items made of metal. They are also experts in fiery magic.

**Adventures:** Arcane smiths seek out magical knowledge as much as any other arcane spellcaster. They ensure that their parties are well-equipped magically before undertaking a quest, and are the first to inspect any magical items that may be found on their journeys.

**Characteristics:** Arcane smiths rely heavily on their arcane magic. Though their spell selection is rather limited, their abilities with respect to magical items made of metal and their affinity with fire are their greatest strengths.

**Alignment:** Arcane smiths may be of any alignment. There is a slight tendency towards law, reflecting the

arcane smith's power to shape metal into forms that he chooses.

**Religion:** Arcane smiths worship at the anvil of the God of Fire and Blacksmiths. They share many convictions and morals in common with dwarves. Some also pay heed to the Goddess of Magic.

**Background:** An arcane smith generally begins his careers as a blacksmith's apprentice, usually at quite a young age. Less frequently, a young wizard's apprentice or burgeoning sorcerer might take up the hammer and anvil. Arcane smiths have a good degree of camaraderie amongst each other, and often have an elitist attitude towards "mundane" blacksmiths. These blacksmiths return the hard feelings with a goodly amount of suspicion and mistrust.

**Races:** Arcane smiths are found among all sentient races. They are particularly common among dwarves and gnomes. Depending on your campaign, it may be appropriate to treat the arcane smith class as the favoured class for one or both of these races. A career as an arcane smith could be a much more respectable choice for a dwarf than a career as a wizard or sorcerer.

**Other Classes:** Arcane smiths are most useful when working with other classes. Enchanted weapons are far more effective when they are in the hands of a fighter, for instance. There can be a degree of rivalry between arcane smiths and other arcane spellcasters, as some of their abilities overlap, though the arcane smith is more focused in his abilities.

**Role:** Arcane smiths provide some combat ability, as well as some offensive spellcasting ability, to a party. At higher levels, arcane smiths are useful for the magical items they can craft for the other party members.

### Shatterstrike

Divination

**Level:** ArS 1

**Components:** V, S

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** See text

Similar to the effects of true strike, you gain insight into your next attack against your opponent's weapon or armour. Your next single attack roll, if it is made to sunder an opponent's weapon or armour, gains a +20 insight bonus, ignores the object's hardness and deals an additional 10 points of damage if it hits.

### Strength of the Flame

Transmutation

**Level:** ArS

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creature gains strength from exposure to fire for the duration of the spell. He gains a +2 enhancement bonus to his Strength at the beginning of his turn if, since his last turn, he took at least 5 points of fire damage, or would have taken such damage if not for resistance or immunity to fire, or Damage Reduction. These enhancement bonuses stack with each other (up to a maximum of +8), but not with other enhancement bonuses, and last for the duration of the spell.

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## The SCION OF HEPHAESTUS

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The scion of Hephaestus is a prestige class for those arcane smiths who seek to truly become one with the flame. It is possible for characters without arcane smith levels to become a scion of Hephaestus, but the requirements are much more difficult to meet.

A scion of Hephaestus is a true devotee of fire and flame. He feels the warmth and power of the fiery element burning within him, and yearns to let it out. His blood burns with flame, and as he advances in levels he becomes more and more attuned to the element, culminating with his ascension (from his perspective) to the status of an elemental.

A scion of Hephaestus can be an intimidating opponent, wielding powerful magic and having significant combat ability as well. Creatures immune to fire have little to fear from a scion of Hephaestus, because his powers all stem from this element. Of course, a scion of Hephaestus is less likely to feel animosity towards a creature of fire, feeling some kinship with it.

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### GAME RULE INFORMATION

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Scions of Hephaestus have the following game statistics.

#### Requirements

To qualify to become a scion of Hephaestus, a character must fulfill the following criteria.

**Abilities:** Str 13.

**Base Attack Bonus:** +5

**Skills:** Craft (armoursmithing, blacksmithing or weaponsmithing) 10 ranks.

**Feats:** Craft Magic Arms and Armour, Weapon Proficiency (warhammer).

**Spellcasting:** Ability to cast 3rd-level arcane spells, including *fireball*, *heat metal* and *magic weapon*.

**Hit Die:** d10.

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**Also included are new spells exclusive to the arcane smith, and the Scion of Hephaestus prestige class, for arcane smiths who truly desire to become one with the flame.**

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