

Elven Polydoctorate

Prime Requisite: INT&WIS

Requirements: none

Hit Dice: d4

Maximum level: 12

The highest educated in all of Mareten, and likely anywhere else, are the decedents of the True Elves. Through decades of study, the Polydoctorates learn the ways of the Cleric, the Librarian, and even the Mage.

XP	Title	1	2	3	4	5	6	1	2	3	4	6	1	2	3
0	Student	1						1					1		
2775	Polyassociate	2						1					1		
5550	Polyjunior	2	1					2					2		
11100	Polysenior	2	2					2	1				2		
22200	Polybachelor	2	2	1				2	2				2	1	
44400	Polyundergrad	2	2	2				2	2	1	1		2	1	
88800	Polyundergrad II	3	2	2	1			2	2	2	1	1	2	2	
180000	Polymaster	3	3	2	2			3	3	2	2	1	2	2	
330000	Polygraduate	3	3	3	2	1		3	3	3	2	2	2	2	1
480000	Polygraduate II	3	3	3	3	2		4	4	3	3	2	2	2	1
630000	Polydoctor	4	3	3	3	2	1	4	4	4	3	3	2	2	2
780000	Headmaster	4	4	3	3	3	2	5	5	4	4	3	2	2	2

Elven Polydoctorates advance in **saving throws** as a **mage**; they can wear **no armor**, and can only use **staves, whips, slings, or darts**. As part of their **Librarian's Code**, they must study and organize their books at least an hour a day, though this can be met by studying spells or other research. They advance in spells as the Cleric, the Librarian, and as a mage of ½ their class level, rounded up.

They may begin scribing scrolls at level 3, researching spells at level 5, and brewing potions at level 7. At level 9, they may **create magical items**; finally, at level 11, they may **cast ritual spells**.

Additionally, Elven Polydoctorates have the **Spell Storing** ability: they can cast any spell into their melee weapon, where it remains for up to 1 turn; the spell will discharge onto the next creature it successfully strikes. All elves gain a +1 bonus to surprise rolls when in the wilderness, speak four bonus languages (Elf, Gnomish, Hobgoblin, and Orc), detect hidden and secret doors with a proficiency throw of 8+ on 1d20 when actively searching or 14+ on casual inspection, are unaffected by the paralysis ghouls can inflict, and gain a +1 bonus on saving throws versus Petrification/Paralysis and Spells, and whenever elves build fastnesses, all ordinary animals within 5 miles of the stronghold become kind and helpful to the elves.

Librarian Proficiency List

Battle Magic, Beast Friendship, Black Lore of Zahar, Contemplation, Craft, Diplomacy, Elementalism, Elven Bloodline, Engineering, Familiar, Healing, Illusion Resistance, Knowledge, Language, Mapping, Mystic Aura, Naturalism, Performance: Dramatic Reading, Profession: Librarian, Prestidigitation, Profession, Read Languages, Research Desk*, Sensing Power, Soothsaying, Theology, Transmogrification, Unflappable Casting, Wakefulness

*Research Desk: The character was trained at the Research Desk, and can utilize that training to reduce the cost of researching spells by 10%; this may be taken multiple times, each reducing a further 10%.

Librarian magic:

Blast	2.25 (as cleric)
Death	0
Detection	1.25
Enchantment	1
Healing	0
Illusion	1
Movement	.75
Protection	1
Summoning	0
Transmogrification	1.25 (as cleric)
Wall	1.5 (as cleric)