

Librarian Guard

Prime Requisite: INT
Requirements: none
Hit Dice: d6
Maximum level: 14

lvl	XP	Title
1	0	Collector-at-Arms
2	1900	Volunteer-Warrior
3	3800	Bibliosph-Swordmaster
4	7600	Clerk-Hero
5	15200	Cataloger-Exemplar
6	30400	Archivist-Myrmidon
7	60800	Researcher-Champion
8	120000	Curator-Epic-Hero
9	270000	Librarian-Warlord
10	420000	Scroll Saver-Warlord
11	570000	Codex Keeper-Warlord
12	720000	Bibliophile-Warlord
13	870000	Bookmaster-Warlord
14	1020000	Head Librarian-Overlord

	1	2	3	4	5	6
1						
2						
2	1					
2	2					
2	2	1				
2	2	2				
3	2	2	1			
3	3	2	2			
3	3	3	2	1		
3	3	3	3	2		
4	3	3	3	2	1	
4	4	3	3	3	2	
4	4	4	3	3	2	
4	4	4	4	3	3	

A Librarian Guard is not as well studied as many Librarians, but makes up for it with fierceness. Between overbearing “shushing” and bludgeoning ne’er-do-wells, the Librarian Guard is not to be trifled with.

Librarians Guards advance in **saving throws** as a **mage**; they can wear **any armor**, and can use clubs, maces, or knives. 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.

Librarian Guards start with **Loremastery** and **Collegiate Wizardry**; at level 3, the librarian may **scribe scrolls**. At level 5, they may **research spells**; at level 7, librarian guards gain the ability to **brew potions**. At level 9, Librarians may **create magical items**. At level 11, Librarians may **cast ritual spells**.

Their spells progress as Mages.

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)