

THE NEW ARGONAUTS: DOXTHENES

DMs who run an Argonauts campaign may find they have no players interested in playing a priest-type character with access to healing. This may lead to trouble, as without any source of fast healing it's more likely for heroes to fall in combat.

Doxthenes is a descendant of Dionysus and a worthy member of any group of heroes, and his knowledge of basic medicine and the right healing prayers may save the life of a player character. As an NPC he is low-key, content to drink his wine and let the PCs do the talking, but capable of holding his own in a fight if he needs to.



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Requires use of the Dungeons & Dragons® Third Edition Core Books, published by Wizards of the Coast, Inc. This document utilizes updated material from the v. 3.5 revision.

Doxthenes, human Ftr2; CR 2; Medium humanoid; HD 2d10+6; hp 21; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +2; Atk +4 melee (1d8/19-20, masterwork longsword); Full Atk +4 melee (1d8/19-20, masterwork longsword); Face/Reach 5 ft. by 5 ft./5 ft.; SA greater bloodline (Dionysus); AL NG; SV Fort +6, Ref +0, Will +1; Str 10, Dex 10, Con 17, Int 14, Wis 12, Cha 13.

Skills/Feats: Climb +2, Craft (winemaking) +5, Gather Information +3, Heal* +6, Knowledge (religion) +4, Spot +3; Combat Expertise^{B**}, Defensive Stance^{†B}, Hellenic Priest[†], Weapon Focus (longsword).

Greater Bloodline (Dionysus) (Su): As a greater scion of Dionysus, Doxthenes can use *daze monster* once per day as a supernatural ability (caster level 2, Will negates DC 13). He also gets a +2 bonus to his Constitution score (included in the above totals).

Gear: Masterwork longsword, masterwork breastplate, small cask of wine.

† Indicates a new feat available in *The New Argonauts*.

*In the campaign presented in *The New Argonauts*, magical healing is scarce but medical knowledge is common, so fighters get Heal as a class skill.

**As the time period presented in *The New Argonauts* does not have heavy armor, fighters get Combat Expertise as a bonus feat to offset the loss of one of their class features (it also helps set the fighters apart from barbarians and rogues, who lose nothing by not having access to heavy armor).

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