

THE NEW ARGONAUTS: FEAT PREVIEW

The New Argonauts is a high-fantasy, low-magic mini-campaign setting. Heroes are descended from the gods and face terrible and strange monsters, but generally do not have fantastic powers at their disposal. This means that unlike in the core game, magical healing is scarce, which affects many assumed concepts in the core game (for example, "monsters can deal a lot of damage because the default party has a character with healing spells," and "PCs are expected to handle 4-5 encounters per session, often in a short amount of time, because they can use healing magic to recover from combat").

Rather than forcing PCs to wait for days or weeks to fully recover from their battles (which is not exciting and certainly not heroic), *The New Argonauts* presents two methods for PCs to heal more quickly. The first assumes Greek medicine was remarkable for its time, with simple but effective surgical methods for treating nonfatal wounds and broken bones. The second assumes the presence of godly power in the world and puts minor magical healing into the hands of heroes despite a scarcity of spellcasters.



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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.

Field Surgeon [Asclepian, Fighter, General]

Your awareness of human anatomy allows you to perform simple surgery to treat wounds.

Prerequisites: Heal 5 ranks.

Benefit: You can perform simple field surgery, allowing creatures to recover more quickly from their wounds. Field surgery expends one use from a healer's kit. To perform field surgery, you must make a Heal check and spend time treating an injured creature; success means that on the creature's next rest period it heals 1d4 points of damage (this is in addition to the normal amount healed from resting and with being under long-term care from a person with the Heal skill).

The amount of time you take treating the injury determines the DC of the check according to the following table.

Treatment Time	DC
1 minute	25
5 minutes	20
10 minutes	15

You decide how long you will perform the surgery before making the check. You cannot take 20 on this check. If you fail the check by 4 or less, nothing happens. If you fail this check by 5 or more, the patient loses 1 hit point. If this puts the patient below 0 hit points, he starts dying.

You can use field surgery on a creature multiple times, but the additional healing from field surgery in one day cannot exceed the patient's Constitution score (additional surgeries have no effect).

Example: A patient with Constitution 10 cannot recover more than 10 additional hit points from field surgery per day.

Try Again: You may try again as long as the patient is alive.

There is a followup feat in the book that allows for more advanced medicinal effects.)

Hellenic Priest [General]

The gods have given you the power to heal with a touch.

Prerequisites: Heal 2 ranks, Knowledge (religion) 1 rank, worshiper of an Olympian god

Benefit: Three times per day, you may call upon the power of the gods to heal a creature 1d4 points of damage. This is a supernatural ability, and only works on yourself or other worshippers of the Olympian gods.

Heal is always a class skill for you.

This feat requires you to pay proper homage to the Olympian gods and respect their edicts. Failure to do so strips you of the ability to use this feat until you have atoned for your transgressions, similar to a cleric becoming an ex-cleric.

Special: You may take this feat multiple times. Each time you take it gives you three additional uses of this ability per day.

Note: In a standard campaign, this feat can be used for other (non-Greek) pantheons. It is a spell-like ability (equivalent level 0) and only heals 1-2 points of damage per use.

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