

The Holy Midwife Invented by Jgermin

The Holy Midwife's life's goal is to assist and care for pregnant woman, new mothers and unborn and newborn babies of the world. They strive only to help ease a carrying woman's pain and ensure that the baby has the best chance of survival and health. The Holy Midwife brings in new generations of followers for her faith, as she baptizes the babies in the name of her Deity. She also can help ensure that a pregnancy is healthy and help prevent harm from befalling the baby or mother during childbirth.

Some Holy Midwives are dedicated to certain races, but most will help those of any race that are willing to devote their baby to become a disciple and follower of their Deity. Though they sometimes assist the rich and wealthy for a monetary price if their church is in need of monetary supplies. They primary promote their services in exchange for faith and following.

Holy Midwives rarely travel the lands, and if they do it is usually just from town to town or city to city in search of where they can best be of use, to help childbearing women and the infants they birth.

Hit-Die: d8.

Table: The Holy Midwife

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						0 th	1 st	2 nd	3 rd	4 th	5 th
1 st	+0	+2	+0	+2	Caregiver	1	1	-	-	-	-
2 nd	+1	+3	+0	+3		2	1	-	-	-	-
3 rd	+2	+3	+1	+3		3	2	1	-	-	-
4 th	+3	+4	+1	+4	Soothing Voice	3	2	1	-	-	-
5 th	+3	+4	+1	+4		4	3	2	-	-	-
6 th	+4	+5	+2	+5		4	4	2	1	-	-
7 th	+5	+5	+2	+5	Baptism	5	4	3	1	-	-
8 th	+6	+6	+2	+6		5	5	4	2	1	-
9 th	+6	+6	+3	+6		6	5	4	2	2	-
10 th	+7	+7	+3	+7	Greater Baptism	6	6	5	3	2	1

Requirements

To Qualify for a Holy-Midwife the character must have the following:

Race: Any

Sex: Female

Deity: Dedicated to their racial Deity of Birth or fertility.

Feats: Divine Cleansing

Skills: Knowledge (religion) +6 ranks, Knowledge (pregnancy) +6 ranks, Healing +6 ranks.

Special: Must be witness and assist at least 1 birth.

Class Skills

The Holy Midwife's class skills (and the key ability for each skill) are: Knowledge-Pregnancy (Int), Healing (Wis), Herbalism (Int), Concentration (Con), Craft (Int), Knowledge-religion (Int), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), Diplomacy (Cha), Gather Information (Cha).

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are class features of the Holy Midwife prestige class:

Weapon and Armour Proficiency: Holy Midwives get no additional weapon armour or shield proficiencies.

Spells: Holy Midwife's cast divine spells. To cast a spell a Holy Midwife must have a Wisdom score of at least 10 + the spell's level, so a Holy Midwife with a Wisdom score of 10 or lower cannot cast these spells. Holy Midwife bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell's level + Wisdom modifier.

The Holy Midwife is a divine spellcaster who needs to prepare her spells beforehand just like a cleric. This is done by getting a good night's sleep and spending one hour in prayer or meditation. The Holy Midwife can prepare and cast only spells from his own list. He casts them at his Holy Midwife's level.

Caregiver: A Holy Midwife excels at providing the best of care for pregnant women and infants, A Holy Midwife can take care of 1 pregnant woman and her baby per level of experience, to a maximum of 10 pregnant women and babies at the same time.

While under her care which usually lasts until 1 month after the baby is born, the Mother and Baby gain the benefit of +1 bonus to fortitude saving throws vs. all disease, illness and morning sickness.

Soothing Voice: A Holy Midwife who has this special ability can use this ability 1x per day per 2 levels, to calmly sooth and chant instructions to a pregnant mother who is about to give birth, or is in a lot of pain. The soothing voice has a calming effect and reduces the recipients stress and anxiety. The benefits are a +1 bonus to fortitude and willpower saves vs. such painful contractions.

Baptism: When the baby is first born, the Midwife who has this ability undergoes a short 15 minute ritual that involves sprinkling holy water on the infant and saying various prayers and incantations. The baby is then warded against illness and disease by gaining a +1 fortitude bonus for its first year of life. In addition the baby is now considered a follower of the Midwife's deity.

Greater Baptism: A very experienced Midwife excels at this ritual and when she performs this ritual, the baby is immune to regular nonmagical illnesses and diseases, and the baby also gains a +3 bonus to fortitude and willpower saves vs. any other type of effect against it for its first year of life. Midwives of this skill level have been known to gather together and when a plague or other disease hits a town, the youngest infants can be spared of its wake.

Holy Midwife Spell List

Holy Midwives Choose their spells from this spell list, a * indicates a new spell detailed below.

Holy Midwife Spell List: (divine spells)

<u>0th level</u>	<u>1st Level</u>
Create water, Cure minor wounds, Detect magic, Detect poison, Light, Purify food & drink, Resistance, Virtue, Clean Baby*, Soothe Baby*, Detect Heartbeat*	Cure light wounds, Bless, Endure Elements, Remove Fear, Cleanse, Create Air, Draw Breath*, Calm Mother*, Umbilical Split*, Ultrasound*
<u>2nd Level</u>	<u>3rd Level</u>
Calm Emotions, Cure Moderate Wounds, Resist Elements, Endurance, Lesser Restoration, Silence, Make Whole, Painless Birth*, Position Baby*	Cure Moderate Wounds, Create Food & Water, Remove Blindness/Deafness, Helping Hand, Prevent Blood Loss*, Breath of Life*
<u>4th Level</u>	<u>5th Level</u>
Cure Critical Wounds, Divination, Neutralize Poison, Restoration, Healthy Foetus*	Commune, Raise Dead, Complete Recovery*, Reverse Defect*

* New Spell detailed below

Appendix 1: New Spells Feats and Skills

New Spells:

Clean Baby

Air

Level: Clr 0

Components: V, S

Casting Time: 1 action

Range: 0

Target: Person Touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell will cause a minor air elemental to appear and extremely rapidly clean off a baby. It will render the baby complete clean of dirt, muck and fluids and bestow a pleasant baby powder like scent to the baby.

Soothe Baby

Enchantment

Level: Clr 0

Components: V, S

Casting Time: 1 action

Range: 0

Target: Person Touched

Duration: 1 turn

Saving Throw: None

Spell Resistance: No

This minor enchantment will sooth a crying and upset baby enough to make it somewhat calm, and although does not take away the feeling of hunger, fear or whatever is causing the baby to cry, it does calm it so that it does not cry as much.

Detect Heartbeat

Divination

Level: Clr 0

Components: V, S

Casting Time: 1 action

Range: 0

Target: Person Touched

Duration: 3 rounds

Saving Throw: None

Spell Resistance: No

This spell will allow the caster to touch any being with a heartbeat and the caster will have a mental counter that will constantly monitor and keep track of the exact heartbeat after 3 minutes. This works for Midwife's to cast the spell and put their hand on the mother's abdomen, the midwife will get an accurate rate of the fetus's heartbeat.

Calm Mother

Enchantment

Level: Clr 1

Components: V, S, M

Casting Time: 1 action

Range: 0

Target: Person Touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell is often cast on a mother who is worrying and anxious about the pregnancy or the birth. This spell helps slow their respiration and their heartbeat so they are at a more calm state. This also provides the benefit of a +1 willpower saving throw bonus against bad news if there is any concerning the baby and/or the mother.

Draw Breath

Transmutation

Level: Clr 1

Components: V, S

Casting Time: 1 action

Range: 0

Target: Person Touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell is cast on a person that is currently not breathing due to fluid being in their lungs. This spell is cast upon newborn infants who have trouble taking their first breaths, and this spell aspirates their airways and reflexively causes them to take a breath of air. This spell does not allow them to draw breath if they are not in an environment to be able to breathe air (underwater for instance). This spell also does not allow them to draw breath if the person is dead, or their lungs are impaired or not functioning.

Ultrasound

Divination

Level: Clr 1

Components: V, S, M

Casting Time: 1 action

Range: 0

Target: Person Touched

Duration: 3 minutes

Saving Throw: None

Spell Resistance: No

The Holy Midwife who casts this spell uses small 1' diameter mirror worth 150gp as the focus of the spell, and places her hand on the pregnant mother's belly. Ultrasonic sound waves spring forth from the Holy Midwife's hands and create an image in the mirror that resembles that of a modern day ultrasound. This image can detect shape, size and overall perception of the fetus's movement and condition. It can determine if limbs are missing or major deformities exist, or if used when the pregnant woman is very near birth, if the baby is facing the right direction.

Umbilical Split

Evocation

Level: Clr 1

Components: V, S

Casting Time: 1 action

Range: 0

Target: Infant touched

Duration: instantaneous

Saving Throw: None

Spell Resistance: No

This spell when cast and a newborn infant is touched causes the umbilical cord to split cleanly and seal off exactly 1/2" above the navel. The cord stump is sealed perfectly and it is protected against infection.

Painless Birth

Enchantment

Level: Clr 2

Components: V, S, M

Casting Time: 1 action

Range: 0

Target: Person Touched

Duration: 1 hr + 1 turn per level

Saving Throw: None

Spell Resistance: No

This spell is cast upon a mother about to give birth, and it numbs all pain from the chest down on the mother, allowing her to feel all sensations related to the pregnancy except the pain, which is instead converted to a minor buzzing sensation. This spell is probably the most boonful to a delivering mother and those that could afford or have the church affiliation are very grateful for this spell.

Position Baby

Transmutation

Level: Clr 2

Components: V, S, M

Casting Time: 1 action

Range: 0

Target: Person Touched

Duration: 1 rd.

Saving Throw: None

Spell Resistance: No

This spell allows the Holy Midwife to rotate a baby that is in the womb and in breach position, so that it rotates facing head down for a proper birth. The Holy Midwife typically uses this spell after casting Ultrasound, and then determining that the baby is not yet facing the right direction. The spell poses little risk, though if the umbilical cord is wrapped around the baby's neck, then the spell Repair Womb or a greater spell should be cast prior or right after this one. The material component for this spell is a little doll that the caster holds and turns in the direction they want the baby to rotate and face. The rotation happens over the course of 1 round and may cause a slight discomfort to the pregnant mother.

Breath of Life

Necromancy

Level: Clr 3

Components: V, S

Casting Time: 1 action

Range: 0

Target: Person Touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell is used on baby's who die either during birth or right after birth. If cast the Holy Midwife then administers a breath directly into the baby's lungs. This spell is cast on baby's who asphyxiated in the womb, due to lack of oxygen caused by umbilical cord or any other reason. This spell acts like a kick start for the body, and the baby makes a fortitude save vs DC 10 +1 per minute the baby was dead. If the fortitude save succeeds, then the heart starts beating again and the baby will draw in air and suffer no other ill effects.

Prevent Blood loss

Necromancy

Level: Clr 3

Components: V, S

Casting Time: 1 action

Range: 0

Target: Person Touched

Duration: 1 hr + 1 turn per level

Saving Throw: None

Spell Resistance: No

This spell is a preventative spell that is cast on a mother who is about to give birth. This spell will instantaneously seal any tears, ruptures or wounds that can occur during pregnancy so that she suffers no bleeding whatsoever. This spell creates a tiny invisible barrier that blocks the wounds as they occur. This allows the Holy Midwife to finish delivering the baby, and then go back and cast cure spells on the mother.

If this spell is cast on a non pregnant mother, then the effects are as follows, for the duration of the spell any wounds the person suffers are considered to do 1 less point of damage, and no blood loss can occur, even if a limb was severed. Though only a regeneration would restore the limb.

Healthy Foetus

Necromancy

Level: Clr 4

Components: V, S

Casting Time: 1 action

Range: 0

Target: Person Touched

Duration: instantaneous

Saving Throw: None

Spell Resistance: No

This spell is cast on a baby in the womb that is determined to be in distress, this spell will automatically untangle umbilical cords, restore heartbeat rate to normal and regulate the amniotic fluid levels and general environment for the foetus inside the womb.

This spell cannot heal defects of the foetus however.

Complete Recovery

Necromancy

Level: Clr 5

Components: V, S, M

Casting Time: 1 action

Range: 0

Target: Person Touched

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

This is the most powerful spell a Holy Midwife can cast on a mother who just gave birth. This spell puts the mother into a relaxed state where her body undergoes an incredibly fast recovery. Her weight and skin restores to the way it was just prior to pregnancy, her organs completely repair and return to normal and any ability damage or hit point loss she suffered during childbirth is restored. This spell also ensures the mom has a healthy milk supply and recovers her from fatigue. She is as good as new at the end of the 24 hour cycle. This is the most blessed spell a woman can receive, and unless special circumstances warrant, this spell costs as much as 1000gp donated to the church. The reason is this spell has a penalty to the Holy Midwife, who must temporarily channel her own constitution which is the catalyst to provide the healing, the constitution loss is temporary but takes 1 week to regain and does not follow the normal rules for temporary ability damage.

The Holy Midwife pays 4 constitution points and suffers this ability drain for a week. Only a miracle or wish can restore the temporary constitution loss immediately, no restoration spells are effective.

Reverse Defect

Transmutation, Necromancy

Level: Clr 5

Components: V, S, M

Casting Time: 1 action

Range: 0

Target: Infant(s) Touched

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

This spell can only be cast on an infant less than 24 hours old.

This spell will cause the infants body to go into a regenerative mode where congenital defects will automatically repair themselves within 24 hours. This spell will cure heart or any organ problems, blindness, deafness, brain damage, or just about any physical defect that would be considered abnormal. This spell when cast with a regeneration spell right after it, can regrow limbs.

This is the other most powerful Holy Midwife spell, that actually saps her constitution to perform this little miracle. This spell is used in various circumstances, but for non believers has a hefty price tag. The spell when cast drains the Holy Midwife of 6 constitution points, which can only be recovered after a weeks worth of bed rest. This constitution loss does not follow normal ability damage rules, and only a miracle or wish can restore the constitution loss immediately. A Holy Midwife usually performs her Baptisms and always saves this spell as the last action she performs for a baby. In dire emergencies Holy Midwives have been known to cast this spell on twins, by holding them with each hand at the time of the casting which causes 12 points of constitution loss but actually works on both babies.

New Skill

Knowledge (pregnancy), Int, Trained only

This skill is used to determine if a woman of humanoid race is pregnant and estimate how far along she is. This skill check DC is determined by several factors, including how far along the pregnant woman is and what race she is. The DC table below, plus the result of the check are displayed.

Table Skill Difficulty Class

Woman is	DC
1 st trimester	25
2 nd trimester	20
3 rd trimester	10
Different race than skill user	+5
Women is very overweight	+5
Women is very petite	-5

If the check is successful, then the person knows exactly what week the pregnant woman is at. This skill involves close physical contact, including pulse taking, and overall examination of the woman. If performed from just eyeballing, then the DC for 1st trimester goes up to 35.

Appendix 2: Pregnancy and the Races

The following information is custom to my Prandria campaign and may vary depending on your own campaign. Feel free to switch out any information as desired or rewrite your own information on these topics.

Dwarves

Gestation period: 60 weeks

Dwarves view pregnancy as a time of celebration and drinking, and dwarven women and babies are the only race not to known to have any birth defects as a result of alcohol consumption while pregnant. Dwarves who are clannish in nature all take turns helping and offering assistance for the new pregnant woman. Who they call a "SolBearer" if the dwarven woman is unmarried, then the dwarves typically find a suitor so that the woman can be provided for. Many a dwarf considers it his honour to take the hand of a pregnant woman and step up to the plate and teach the children as if they were his own.

Dwarves in the community all typically pitch in and construct the pregnant mother a home if she already does not have one.

During the childbirth it is not uncommon for dozens of dwarves to be crowding around the birthing mother to offer cheers of support. Dwarven Holy Midwives are adept at taking advantage of all the assistance offered. A dwarf's gestation period is longer than that of a human, with 20 weeks per trimester. The extra duration is what helps the baby develop tougher than normal bones and skin, which accounts for most dwarves above average constitution. Dwarven babies typically weigh between 8 and 10 pounds, slightly higher than human babies.

Elves

Gestation period: 104 weeks

Elves view pregnancy as a time of reflection and celebration of life. The entire community performs rituals at various stages throughout the pregnancy, but it is considered a bonding time between mother and baby. During childbirth, it is elven custom to only allow a Holy Midwife or other midwife to attend and assist in the birth, it is considered bad luck for anyone to be present and distract the mother from her ultimate experience. Elves carry their babies for two years, during this time they develop an empathy with their babies far greater than any other race. They can tell the mood and general state of the baby at all times after their 60th week. Elves however have some of the most common problems during childbirth, not so much for the baby, but elven mothers tend to have far more injuries as a result of childbirth due to their generally lower constitution. Elven babies are born between 4 and 6 pounds, as they develop very slowly in the womb and they are very thin at birth.

Gnomes

Gestation period: 52 weeks

Gnomes share some of the same views of pregnancy as the dwarves do. They celebrate and all pitch in to help the pregnant mother and her husband if there is one. Gnomes are also fond of caring for the baby as a community, and it is not uncommon for the baby to spend time in over a dozen homes while the mother recuperates and gathers her rest. During the birth it is typical for immediate family only to be actually with the mother during the birth, the rest of the clan typically stays outdoors and waits for the good news.

Gnomes tend to have small babies between 3 and 4 pounds.

Goblins

Gestation period: 16 weeks

Goblins view pregnancy as a weakness and treat pregnant woman little better than normal. Goblin society considers woman to be little more than breeding factories and pregnancies are so common that they are not treated as anything special. The Goblin woman is 5x as likely to have twins as other races, and goblin babies weigh between 2 and 3 pounds at birth. Goblins tend to not have a single mate, so in most cases the birthing mother may even be alone when she gives birth. Holy Midwives are virtually unheard of in the goblin society.

Halflings

Gestation period: 32 weeks

Festivals and food by which all others pale by comparison, a pregnant woman never goes hungry in a halfling community where on each day a different member of the community is responsible for preparing any and all meals that the pregnant mother may want. Halflings love family and pregnant woman are considered the luckiest and most beautiful of them all. Pregnant women are treated as if their charisma is 4 points higher in a halfling community. Halflings also love to crowd around a woman while she bears her baby, and Holy Midwives are very common in halfling society. A halfling baby is between 2 and 3 pounds, and if a set of twins is born then the day is marked as a special day for the community usually as this is seen as a grand omen.

Humans/Half-elves

Gestation period: 40 weeks

Humans and Half-elves are the least likely to be stereotyped into one specific attitude toward pregnancy because it varies from town to town, region to region and even family to family. Holy Midwives are very common amongst human.