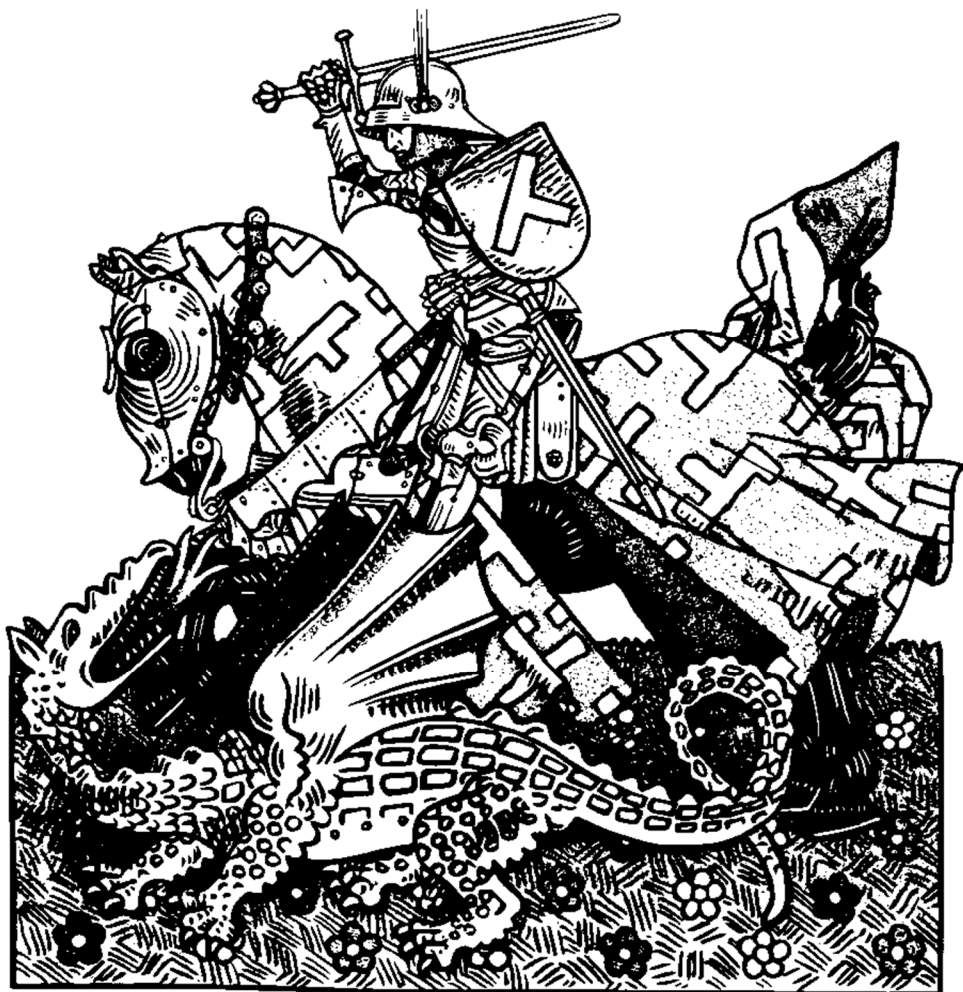


SWORD & SPELL

a fantasy adventure game



From the **WORLD of HARKANGRAF**
A **MIGHT & MAGIC** supplement
KNIGHTS & WARDERS

LLOYD



This supplement reimagines the classic Paladin and Ranger subclasses for the **WORD & SPELL** game.

Character-Types (Additions)

There are two subtypes of Fighters: Knights and Warders.

FIGHTERS

Knights

Fighters with a Charisma score of 17 may elect at any time to accept the status of Knight. The abilities of a Knight differ, according to the faction they serve. In any case, they must not have changed their faction from the start of play, and they lose their Knight status (which they can never regain) should they change factions.

- **Lawful Knights** have the following abilities. Once a day, they can cure with a touch 2 hit points of damage for each level they have. Once a day, they can **cure disease**, like the spell. Lawful Knights are immune to normal and magical diseases. They enjoy +2 to all saving throws. At 8th level, a Lawful Knight can **detect evil** (range 60) and **dispel evil** at will.
- **Neutral Knights** have the following abilities. Once a day, they can **hold person**, like the spell. Neutral Knights are immune to all charm effects. They enjoy +2 to all saving throws. At 8th level, a Neutral Knight can **detect thoughts** (range 60) and **quest** at will.
- **Chaotic Knights** have the following abilities. Once a day, they can inflict with a touch 2 hit points of damage for each level they have. Once a day, they can **cause disease**, like the reverse spell. Chaotic Knights are immune to normal and magical diseases. They enjoy +2 to all saving throws. At 8th level, a Chaotic Knight can **conceal evil** (range 60) and **dispel good** at will.

Knights can obtain a gifted horse at any time but may do so only once every 10 years. The horse is considered a Heavy Warhorse (MV 180, AC 5, HD 5+1, high intelligence).

All Knights may possess not more than six magical items, including arms and armor. They must give away their wealth to a nonplayer-character cause, except they may retain enough to pay their support and upkeep, pay the support and upkeep of any hirelings, and maintain a modest stronghold (at a cost of no more than 200,000 GP, with no more than 200 human guards). Knights associate only with characters of their faction.

Warders

Fighters with a Constitution score of 16 may elect at any time to become a Warder. A Warder must be Lawful and must be so from the start of play. They lose their Warder status (which they can never regain) should they change factions. They have the following abilities.

- They have a 3-in-6 chance to surprise others, while others have -1 to surprise Warders.
- They have a 5-in-6 chance of tracking creature when outdoors, with -1 to the roll for each day that lapses. When indoors, Warders have a 4-in-6 chance to track creatures if no more than 6 turns lapse since they see them, with -1 for tracking through normal doors, -2 for tracking through trap doors, and -3 for tracking through secret doors or chimneys/wells.
- They ignore movement penalties for when moving in Wilderness.
- They need to rest but one day in 10, rather than one day in seven when traveling in Wilderness.
- They never get lost in the Wilderness.
- They have +1d6 to damage when they hit Kobolds, Goblins, Orcs, Hobgoblins, Gnolls, Ogres, Trolls, Giants, Gnomes, Dwarves, Elves, or Treants.

Warders may never adventure in a party with more than one other Warder. They donate any wealth they can't carry on their body to a worthy nonplayer cause. They may not employ hirelings until 8th level. They associate only with characters of their faction.

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