

# Warden

A new class for *Adventurer Conqueror King* and *Labyrinth Lord*

By Matthew Skail



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## Warden

Prime Requisite: STR and INT

Requirements: None

Hit Dice: 1d6

Wardens are failed magicians. Though they have some mystical potential, they lack the ability to become full mages. But such abilities are not discarded. Wardens are taught martial skills, those that have the potential, and are trained to act as the swords and shields of the mages. In exchange, their minor gift is nurtured. They are trained until they are an elite fighting unit.

The process to become a Warden is trying, both physically and mentally. Wardens are marked with potent alchemy and transformation spells, and learn a style of magic that uses more internal resources than external ones. As such they can cast their (and only their) spells regardless of the armor they wear. But this magic takes years to manifest and develop, even longer than the spells of a wizard.

Never the equals of mages they protect, never quite trusted by mortals, they cling to their role and their honor. In a world that is either hostile or dismissive of them, honor is all they have.

Though not specialized in fighting, wardens are comfortable with weapons. At first level, wardens hit an unarmored foe (AC 0) with an attack throw of 10+. Wardens thereafter advance in attack throws and saving throws by two points every *four* levels of experience (i.e. as thieves). Wardens are trained to fight with swords and daggers, and spears and polearms. They can fight with a weapon in two hands or use a weapon and shield.

Wardens may wear any armor up to leather armor and have been trained to channel magic even while wearing leather.

At first level, wardens are protected by an **arcane ward**. This grants them a +1 to their

armor class while wearing leather armor or less. It increases in power as they grow in power, becoming a +2 at level seven and a +3 at level thirteen. Because this magic is a permanent part of their being, it cannot be dispelled. Wardens are also trained and transformed to gain **ensorcelled strike**. This ability grants them a flat +1 to all damage with weapons. Unlike fighters, this bonus does not increase over time.

Wardens learn and cast arcane spells as a mage five levels less, gaining their first spell at 6th level. At 10th level they can research spells, scribe scrolls, and brew potions. When a Warden reaches 14th level, they can create more potent items, such as rings and weapons. Their training allows them to use any magic item usable by wizards, as well as magic weapons and armor that they are proficient with.

At 9th level, a Warden can build a sanctum, like a wizard. Often, the apprentices they seek or receive will become wardens instead of mages (with DM approval, the same rules for apprentices can be used to make wardens instead, at least those who meet the strength requirement).

**Warden Proficiency List:** Acrobatics, Alertness, Battle Magic, Berserkerang, Blind Fighting, Collegiate Wizardry, Combat Trickery (force back, knock down, overrun, sunder), Command, Dungeon Bashing, Elementalism, Endurance, Familiar, Fighting Style, Intimidation, Leadership, Manual of Arms, Military Strategy, Mystic Aura, Sensing Power, Siege Engineering, Skirmishing, Swashbuckling, Unflappable Casting, Wakefulness, Weapon Focus

| Warden Level Progression |              |       |          |          |                                 | Arcane Spell Progression |   |   |   |   |              |
|--------------------------|--------------|-------|----------|----------|---------------------------------|--------------------------|---|---|---|---|--------------|
| Experience               | Title        | Level | Hit Dice | AC Bonus | Special                         | 1                        | 2 | 3 | 4 | 5 | Attack Throw |
| 0                        | Lookout      | 1     | 1d6      | +1       | Arcane Ward, Ensorcelled Strike | -                        | - | - | - | - | 10+          |
| 2250                     | Shield       | 2     | 2d6      | +1       |                                 | -                        | - | - | - | - | 10+          |
| 4500                     | Guardian     | 3     | 3d6      | +1       |                                 | -                        | - | - | - | - | 9+           |
| 9000                     | Defender     | 4     | 4d6      | +1       |                                 | -                        | - | - | - | - | 9+           |
| 18000                    | Guardsman    | 5     | 5d6      | +1       |                                 | -                        | - | - | - | - | 8+           |
| 36000                    | Protector    | 6     | 6d6      | +1       | Arcane Spells                   | 1                        | - | - | - | - | 8+           |
| 70000                    | Keeper       | 7     | 7d6      | +2       |                                 | 2                        | - | - | - | - | 7+           |
| 140000                   | Advocate     | 8     | 8d6      | +2       |                                 | 2                        | 1 | - | - | - | 7+           |
| 290000                   | Warden       | 9     | 9d6      | +2       |                                 | 2                        | 2 | - | - | - | 6+           |
| 440000                   | Warden 10 th | 10    | 9d6+1    | +2       | Minor Research                  | 2                        | 2 | 1 | - | - | 6+           |
| 590000                   | Warden 11th  | 11    | 9d6+2    | +2       |                                 | 2                        | 2 | 2 | - | - | 5+           |
| 740000                   | Warden 12 th | 12    | 9d6+3    | +2       |                                 | 3                        | 2 | 2 | 1 | - | 5+           |
| 890000                   | Warden 13th  | 13    | 9d6+4    | +3       |                                 | 3                        | 3 | 2 | 2 | - | 4+           |
| 1040000                  | Sentinel     | 14    | 9d6+5    | +3       | Major Research                  | 3                        | 3 | 3 | 2 | 1 | 4+           |

| Warden Saving Throws |                           |                |                |                |        |
|----------------------|---------------------------|----------------|----------------|----------------|--------|
| Level                | Petrification & Paralysis | Poison & Death | Blast & Breath | Staffs & Wands | Spells |
| 1-3                  | 13+                       | 13+            | 15+            | 11+            | 12+    |
| 4-6                  | 12+                       | 12+            | 14+            | 10+            | 11+    |
| 7-9                  | 11+                       | 11+            | 13+            | 9+             | 10+    |
| 10-12                | 10+                       | 10+            | 12+            | 8+             | 9+     |
| 13-14                | 9+                        | 9+             | 11+            | 7+             | 8+     |

## Labyrinth Lord Conversion

Wardens are easy to convert to Labyrinth Lord.

They fight as thieves but save as magic-users.

Wardens may wear any armor up to leather armor (and shield) and have been trained (and altered by both potent spells and potions) to channel magic even while wearing leather. Wardens are trained to fight with swords and daggers, and spears and polearms. They can fight with a weapon in two hands or use a weapon and shield. They may use magical arms and armor they are proficient with, and any item usable by mages.

At first level, wardens are protected by an **arcane ward**. This grants them a +1 to their armor class while wearing leather armor or

less. It increases in power as they grow in power, becoming a +2 at level seven and a +3 at level thirteen. Because this magic is a permanent part of their being, it cannot be dispelled.

As their training continues, they eventually learn the art of spell casting. Wardens learn and cast arcane spells as a magic-user five levels less, gaining their first spell at 6th level.

At 9th level, a Warden can build a sanctum, like a wizard. Often, the apprentices they seek or receive will become wardens instead of mages (with DM approval, the same rules for apprentices can be used to make wardens instead, at least those who meet the strength requirement).

| Warden Level Progression |              |       |          |          |                                 | Arcane Spell Progression |   |   |   |   |   |   |   |
|--------------------------|--------------|-------|----------|----------|---------------------------------|--------------------------|---|---|---|---|---|---|---|
| Experience               | Title        | Level | Hit Dice | AC Bonus | Special                         | 1                        | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 0                        | Lookout      | 1     | 1d6      | +1       | Arcane Ward, Ensorcelled Strike | -                        | - | - | - | - | - | - | - |
| 2250                     | Shield       | 2     | 2d6      | +1       |                                 | -                        | - | - | - | - | - | - | - |
| 4500                     | Guardian     | 3     | 3d6      | +1       |                                 | -                        | - | - | - | - | - | - | - |
| 9000                     | Defender     | 4     | 4d6      | +1       |                                 | -                        | - | - | - | - | - | - | - |
| 18000                    | Guardsmen    | 5     | 5d6      | +1       |                                 | -                        | - | - | - | - | - | - | - |
| 36000                    | Protector    | 6     | 6d6      | +1       | Arcane Spells                   | 1                        | - | - | - | - | - | - | - |
| 70000                    | Keeper       | 7     | 7d6      | +2       |                                 | 2                        | - | - | - | - | - | - | - |
| 140000                   | Advocate     | 8     | 8d6      | +2       |                                 | 2                        | 1 | - | - | - | - | - | - |
| 290000                   | Warden       | 9     | 9d6      | +2       |                                 | 2                        | 2 | - | - | - | - | - | - |
| 440000                   | Warden 10 th | 10    | 9d6+1    | +2       |                                 | 2                        | 2 | 1 | - | - | - | - | - |
| 590000                   | Warden 11th  | 11    | 9d6+2    | +2       |                                 | 2                        | 2 | 2 | - | - | - | - | - |
| 740000                   | Warden 12 th | 12    | 9d6+3    | +2       |                                 | 3                        | 2 | 2 | 1 | - | - | - | - |
| 890000                   | Warden 13th  | 13    | 9d6+4    | +3       |                                 | 3                        | 3 | 2 | 2 | - | - | - | - |
| 1040000                  | Sentinel     | 14    | 9d6+5    | +3       |                                 | 3                        | 3 | 3 | 2 | 1 | - | - | - |
| 1190000                  | Sentinel     | 15    | 9d6+6    | +3       |                                 | 3                        | 3 | 3 | 2 | 2 | - | - | - |
| 1340000                  | Sentinel     | 16    | 9d6+7    | +3       |                                 | 4                        | 3 | 3 | 3 | 2 | 1 | - | - |
| 1490000                  | Sentinel     | 17    | 9d6+8    | +3       |                                 | 4                        | 4 | 3 | 3 | 2 | 2 | - | - |
| 1640000                  | Sentinel     | 18    | 9d6+9    | +3       |                                 | 4                        | 4 | 4 | 3 | 3 | 2 | 1 | - |
| 1790000                  | Sentinel     | 19    | 9d6+10   | +4       |                                 | 4                        | 4 | 4 | 3 | 3 | 2 | 2 | - |
| 1940000                  | Sentinel     | 20    | 9d6+11   | +4       |                                 | 5                        | 4 | 4 | 4 | 3 | 3 | 2 | 1 |

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