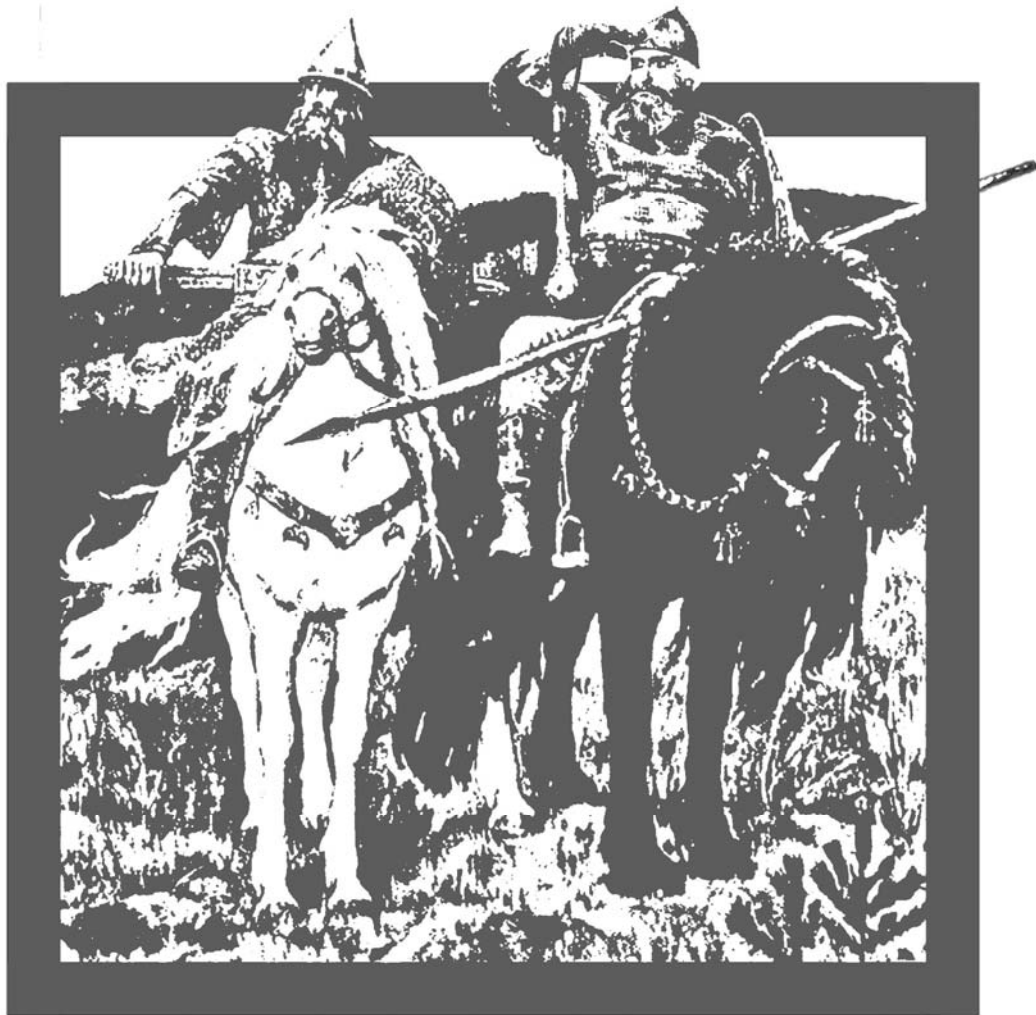


THE WARDEN

A Class Forged for Intrigues of the Wild Realms



By Phillip Morris Jr.

Courtesy of Contributions, Ideas, & Inspirations from Ray Nolan, Randy Smith & Missy Smith
A special thanks to all three of you for your creativity & companionship over the years.

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“I do not love the bright sword for its sharpness, nor the arrow for its swiftness, nor the warrior for his glory, I love only that which they defend.” – J.R.R. Tolkien

Wardens are a rare, small sect of men and women dedicated to the protection of their lord, land, and personal honor through advanced training in combat and the cultivation of exceptional personal skills. The origin of wardens is lost to the mysteries of the past. Some claim they were founded by a thief who discovered his inner nobility, others say a vengeful knight had to stoop to more subtle tactics to find the brand of justice she so desperately sought. A few even point to a long ago wandering bon vivant who stumbled into this craft while on a grand adventure. Regardless of their origin though, they have become a group that calls for respect and admiration for those that live up to the ideals wardens set for themselves.



Typically found in the service of a lord or acting as a forward scout for an army, some wardens do find themselves living the life of a wandering adventurer. This could come about because their lord was lost and no suitable liege could be found to replace them; or perhaps an order was given that went against the warden's personal honor forcing them into a self-imposed exile. On rare occasions wardens begin to twist their own philosophies or feel the call of dark powers leading to the abandonment of all they hold dear. Still others simply develop a sense of wanderlust that cannot be denied and are released from their oath of station and left to travel trail and hill wherever their nose might lead them.

Many young peasants find a great deal of romance in the life of the warden. The freedom to travel where they wish, rescuing the odd princess from the dread clutches of dragon or warlock, hunting game for sport, or perhaps invading the labyrinth of a great orc horde to recover stolen riches. It is no easy life though, and many who would seek it out find they are lacking in natural ability

to endure the rigors of such a vocation. All wardens carefully select their “squires” out of the many hopeful aspirants attempting to choose those who are most likely to both stick with the training and survive its trials to reach mastery of the vocation. It does not guarantee the fledgling warden a long or safe life, but it does give them the needed knowledge to enter it prepared.

While wardens are generally lawful in nature, some have tempered their beliefs with a pragmatism that lets them survive, and even prosper, where others might have failed had they clung desperately to the defense of the group over personal safety. These neutral wardens still make excellent allies, although it can be dangerous to force them into a situation where a great sacrifice might be called for.

The faction within the sect that seldom comes to mind when people gather is a seemingly small band that has taken their training and turned it to selfish acts meant only to gratify their own needs at the expense of others around them. The chaotic souls that make up this small group exploit the revered reputation wardens have cultivated for themselves; typically lying about their own natures to profit from the misery they frequently leave others in. Few would willingly travel with these mercenary adventurers, but there are rare adventuring companies that are made up of fellows who share a similar view; and others might find themselves in a situation desperate enough that bargaining with the chaotic wardens might feel like it's their only option. It is best to step lightly when dealing with them though and those who do had best watch the strap of their pouch to make certain it wasn't cut in their sleep.



Class Details

Prime Requisite: Wardens have two prime requisites, Strength and Dexterity. If a warden has a score of 13 or more in both ability scores, he gains a 5% bonus to experience points earned. If his Dexterity score is 16-18 and his Intelligence is 13 or more, the bonus is 10%.

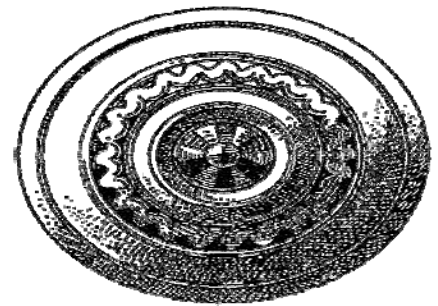
Minimum Scores: A warden must have a minimum score of 9 or greater in Strength, Dexterity, and Intelligence when first played. The Intelligence requirement represents a minimum level of insight and

reason needed to learn and integrate the many aspects of their vocation.

Hit Dice: At first level the warden starts with 1d6 hit points (plus his Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each level of experience through 9th level. Starting at 10th level they gain two additional hit points per level (the Constitution bonus no longer applies).

Weapons: A warden may use any missile weapon; and any weapon usable with one hand (two-handed weapons are prohibited).

Armor: A warden may only wear leather or studded leather armor; however, they may use a shield.



Special Abilities

Wardens have several special abilities; many of which are known in only limited ways at first level but improve as the warden continues to gain experience.

At first level wardens are well versed in the following skills: Climbing, Set Snares, Hide in Shadows, Move Silently, Pick Locks, Survival, and Tracking. As they advance in level wardens may improve these skills.

In addition to the abilities that improve with level advancement and their martial training, wardens have developed two special skills that are always at the ready. These include a heightened alertness and a mastery of the Florentine Fighting Style.

Climb Walls: Wardens are trained in the art of scaling sheer surfaces; including cliffs and fortress walls. A skill roll is required for each 100 feet they attempt to climb. If the roll fails, they fall a distance equal to half the height attempted taking 1d6 points of damage for every 10 feet fallen.

Set Snares: Wardens are trained in the art of setting snares and traps in wilderness environs. These snares may be set up as alarms, traps to capture or even harm any

who would stumble across them. The length of time needed to set one up depends upon how quickly the needed items can be gathered and the complexity of the snare in question.

Sample snares and traps are provided in Appendix I (p. 9) to serve as inspiration to both player and LL.

Hear Noise: Wardens can attempt to listen for noises or sounds that are out of place for any environment they might be found in. To attempt this, the warden must quiet both himself and any who are nearby to better take in the surroundings..

Hide in Shadows: Successful use of this skill allows the warden to move into the shadows, making him almost impossible to see. While concealed, he cannot be seen unless someone is actively looking directly at him, at which time he is allowed to roll again with a success allowing him to remain undetected. The warden needs to remain still while attempting to use this skill.

If the warden fails the initial skill check he will not know he failed until someone sees him and announces or acts in a way that reveals they know of his presence. If anyone is directly observing the warden, he cannot attempt to hide from them.

If the warden attempts to move while concealed, they must first succeed at a Move Silently skill check, then make a Hide in Shadows check at -3 (-50% if using the % method) with a failure resulting in revealing their location. Any attack automatically reveals their location.

Move Silently: Successful use of this skill allows the warden to move silently. When using this skill, he always believes that he was successful, but a failed roll means that someone can hear his passage. Circumstances can modify the roll such as a field of dry leaves giving a penalty or a loud tournament providing a bonus. This skill does the warden no good against someone who is already aware of his presence.

Pick Locks: Wardens sometimes need to gain access to a secured room or chest. To make the attempt they normally need a set of lock picks. A Warden may try to pick a lock more than once; but if he fails two more attempts after the first; he may not attempt that particular lock again until he has gained at least one level of experience.

Survival: Wardens are well versed in living off the land. No skill check is needed when traveling in fertile or wooded areas and searching for his own supplies while at full movement. By reducing their daily movement to half he may also supply up to four others automatically as well. A skill

check would only be needed if they wished to continue travel at their full daily movement rate. For every additional four people (or portion thereof) a -1 is made to the skill check (-15% if using % method).

If the warden is traveling through extreme environments such as dry scrub plains, deserts, winter storm tundra, etc., the LL may require a skill check to determine that the warden has successfully located supplies for himself, with the additional penalty applying to any grouping of four people above his own needs.

If the Warden attempts to use this skill underground, it automatically requires a successful check to find any supplies and any attempt made in artificial complexes (orc lairs, dungeons, etc) give a -2 to the check (-35% if using the % method).

Tracking: Wardens are trained in the art of following people across great distances by noticing the accidental signs they leave behind. A successful check allows them to continue following their target and gauge the speed at which they are traveling. Each day that has past since the target has been there gives a -1 to the skill check.

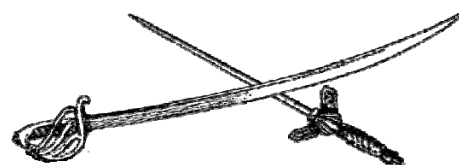
The LL may impose additional penalties depending on terrain (such as a granite cliff face) or weather conditions (a severe storm has recently washed away many markings). The LL may also give bonuses to the check because of the environment (muddy grounds, many broken limbs in a fledgling forest, recent snow, etc.).



Alert: From their first day as a squire, all wardens are taught to be attentive to their

surroundings to a seemingly supernatural level. This training helps them avoid many moments of surprise that might trap others. When checking, the warden is normally only surprised on a 1 in 6. If the monster normally has an increased chance of surprise, a bugbear for example, reduce their chance of success by one level (the above mentioned bugbear would only succeed in surprising on 2 in 6 instead of its typical 3 in 6 chance).

Martial Training: Wardens attack as fighters of equal level. When a warden reaches 15th level, he gains a second attack each round. Every five levels gained thereafter allows one additional attack per round up to a maximum of four attacks per round at 25th level.



Florentine Fighting Style: Wardens are also taught how to effectively use two weapons in combat. When wielding two weapons the second weapon needs to be smaller than the primary weapon. Sample pairings include long sword/short sword, short sword/dagger, scimitar/hand axe, and war hammer/light hammer to name but a few. Wardens may use the off-hand (smaller) weapon for defense granting them a -1 bonus to AC. If the weapon is magical, any bonuses it grants to hit are instead included as a bonus to improve his AC.

They may also use the off-hand weapon to improve their chances of landing a better attack in combat. The warden makes an attack using the worse of the two weapons and if the attack is successful they then roll damage for both weapons and deal the greater of the two amounts to the enemy. For example, Hedric the warden is wielding a long sword +2 and a short sword +1 while fighting a great ogre chieftain. He would roll an attack using only a +1 magic bonus for the short sword (the worse of the two attacks). If the attack successfully hits the ogre chieftain, Hedric would roll 1d6+1 for short sword damage and 1d8+2 for long sword damage. The short sword total is a lucky roll and totals 7, while a bad turn of fortune results in the long sword only totaling 4 damage. So Hedric would deal 7 points of damage. On the next round he hits again and rolls a 3 on the short sword but gets a total of 7 on the long sword, so he uses the long sword this round.

Warden Level Progression		
Experience	Level	Hit Dice (1d6)
0	1	1
3,200	2	2
6,400	3	3
12,800	4	4
25,600	5	5
52,000	6	6
104,000	7	7
210,000	8	8
370,000	9	9
530,000	10	+2 hp only*
690,000	11	+4 hp only*
850,000	12	+6 hp only*
1,010,000	13	+8 hp only*
1,170,000	14	+10 hp only*
1,330,000	15	+12 hp only*
1,490,000	16	+14 hp only*
1,650,000	17	+16 hp only*
1,810,000	18	+18 hp only*
1,970,000	19	+20 hp only*
2,130,000	20	+22 hp only*

* = HP modifier for Constitution is ignored.



Warden Saving Throws					
Level	Breath Attacks	Poison	Petrify	Wands	Spells or Devices
		or Death	or Paralyze		
1-3	15	12	14	13	14
4-6	13	10	12	11	12
7-9	9	8	10	9	10
10-12	7	6	8	7	8
13-15	5	4	6	5	7
16-18	4	4	5	4	6
19+	4	3	4	3	5



Mount & Animal Companion Saving Throws (Optional Rule)

In some campaigns the LL may allow player characters to attract special animal companions or unusual mounts in place of more typical retainers. In these instances the LL may choose to let the animal take no damage if it makes its save against area effect spells or attacks; provided the character was also successful and then survived the remaining damage taken.

Each LL decides for their own campaign which of the following skill advancement methods they wish to use. One method uses a set percentile progression similar to the table used by the thief (see the next page). The other uses a d6 to roll for success. Each warden starts with the following base skill levels:

- Climb Walls: 5 in 6
- Set Snares: 1 in 6
- Hear Noise: 2 in 6

- Hide in Shadows: 1 in 6
- Move Silently: 1 in 6
- Pick Locks: 1 in 6
- Survival: 1 in 6
- Tracking: 1 in 6

At first level the warden may increase 3 skills by 1 point. Each additional level gained lets them increase 3 more skills 1 point each. When skills increase above 5 in 6, the die code increases one level in the following progression: 7 in 8, 9 in 10, and

19 in 20. Above d20 the target number increases by one, from 19 to 20, to 21, and so on; remember that a natural roll of 20 always fails. Penalties are applied against the higher number and if they do not reduce the target number below a 19, the penalties are effectively ignored allowing high level wardens to track seemingly impossible targets across great distances. The table below shows an average rate of advancement if skills are spread evenly.

Warden Abilities Advancement Table (typical d6 advancement)								
Level	Climb Walls	Set Snares	Hear Noise	Hide in Shadows	Move Silently	Pick Locks	Survival	Tracking
1	5 in 6	1 in 6	2 in 6	1 in 6	2 in 6	1 in 6	2 in 6	2 in 6
2	5 in 6	2 in 6	2 in 6	2 in 6	2 in 6	2 in 6	2 in 6	2 in 6
3	7 in 8	2 in 6	3 in 6	2 in 6	2 in 6	2 in 6	2 in 6	3 in 6
4	7 in 8	2 in 6	3 in 6	3 in 6	3 in 6	2 in 6	3 in 6	3 in 6
5	7 in 8	3 in 6	4 in 6	3 in 6	3 in 6	3 in 6	3 in 6	3 in 6
6	9 in 10	3 in 6	4 in 6	3 in 6	4 in 6	3 in 6	3 in 6	4 in 6
7	9 in 10	4 in 6	4 in 6	4 in 6	4 in 6	3 in 6	4 in 6	4 in 6
8	9 in 10	4 in 6	5 in 6	4 in 6	5 in 6	4 in 6	4 in 6	5 in 6
9	9 in 10	5 in 6	5 in 6	5 in 6	5 in 6	4 in 6	5 in 6	5 in 6
10	19 in 20	5 in 6	5 in 6	5 in 6	5 in 6	5 in 6	5 in 6	7 in 8
11	19 in 20	5 in 6	5 in 6	7 in 8	7 in 8	5 in 6	7 in 8	7 in 8
12	19 in 20	7 in 8	5 in 6	7 in 8	7 in 8	7 in 8	7 in 8	9 in 10
13	19 in 20	7 in 8	5 in 6	9 in 10	9 in 10	7 in 8	9 in 10	9 in 10
14	19 in 20	9 in 10	5 in 6	9 in 10	9 in 10	9 in 10	9 in 10	19 in 20
15	19 in 20	9 in 10	5 in 6	19 in 20	19 in 20	9 in 10	19 in 20	19 in 20
16	19 in 20	19 in 20	5 in 6	19 in 20	19 in 20	19 in 20	19 in 20	20 in 20*
17	19 in 20	19 in 20	5 in 6	20 in 20*	20 in 20*	19 in 20	20 in 20*	20 in 20*
18	19 in 20	20 in 20*	5 in 6	20 in 20*	20 in 20*	20 in 20*	20 in 20*	21 in 20*
19	19 in 20	20 in 20*	5 in 6	21 in 20*	21 in 20*	20 in 20*	21 in 20*	21 in 20*
20	19 in 20	21 in 20*	5 in 6	21 in 20*	21 in 20*	21 in 20*	21 in 20*	22 in 20*

Warden Abilities Advancement Table (percentile advancement)								
Level	Climb Walls	Set Snares	Hear Noise (d6)	Hide in Shadows	Move Silently	Pick Locks	Survival	Tracking*
1	87	14	1-2	13	23	17	23	23
2	88	17	1-2	17	27	23	27	27
3	89	20	1-3	20	30	27	30	30
4	90	23	1-3	27	37	31	37	37
5	91	33	1-3	30	40	35	40	40
6	92	43	1-4	37	43	45	43	43
7	93	53	1-4	47	53	55	53	53
8	94	63	1-4	57	63	65	63	63
9	95	73	1-4	67	73	75	73	73
10	96	83	1-5	77	83	85	83	83
11	97	93	1-5	87	93	95	93	93
12	98	95	1-5	90	95	97	95	105
13	99	97	1-5	97	97	99	97	115
14	99	99	1-5	99	99	99	99	125
15	99	99	1-5	99	99	99	99	130
16	99	99	1-5	99	99	99	99	135
17	99	99	1-5	99	99	99	99	140
18	99	99	1-5	99	99	99	99	145
19	99	99	1-5	99	99	99	99	150
20	99	99	1-5	99	99	99	99	155

* The LL may impose penalties depending on the environment and amount of time that has lapsed; if the final score is still above 100%, there is still always a 1% chance of failure.

Higher Experience Levels

When wardens attain 9th level they have several options available to them. They may continue wandering the realms claiming no lands or holdings of their own. Wardens may also choose to settle down and either found an academy to train aspiring squires or they may be granted lands by a liege in exchange for the warden's service and loyalty.

Land-Owning Wardens: The Academy

Many landed wardens choose to found an academy to train others. When it is first



opened the academy will initially attract 3d4 squires who want to learn the ways of the warden. Of these, 1d4 will be skilled enough to become full wardens (1st level) within the first two months. The remainder will attain full status within the next 2 years (roll 2d12 for each squire to determine the length of time). Once a squire is a warden, their service to the character continues until reaching 6th level unless they are released from their oath of servitude. As squires and journeymen wardens leave they will be replaced by 1d2 new students, up to a maximum of 12 squires at any one time.

Of those being trained, up to 50% of the squires may serve under a lord who has need or desire of a retainer trained as a warden. These lords will pay a warden 100gp per month per class level attained (minimum of 100gp) by their servant to make certain they will be up to their task when they return home.

Land-Owning Wardens: The Barony

While some wardens found academies to pass on their skills, others have served so well or earned praise so great, a lord (often a count or duke; or even a king if the deed was great enough) gives them a parcel of land to forge a new settlement or govern a small community already present that needs a proper ruler. There are no set rules for how this land may appear, but it is fairly

common for these territories to be on the frontier or borderlands. This frequently places a warden with neighbors who aren't happy having a new lord so close to their own lands. To better protect his lands a warden will need to hire a mercenary force to help patrol its borders. If the warden is going to be an effective leader he will need to be both strong and fair to those who follow him and work his lands.



Clever wardens of a chaotic bent will quickly learn to build up a false reputation to cloak themselves in to help avert any accusations that reveal their true nature. Those that don't must found a settlement that is independent of any others or plan a way to conquer territory that already has a leader the warden thinks he can best.

Traveling Wardens: Lord-Wardens

Not all wardens choose to settle down when they reach a high level of fame. These "Lord-Wardens" continue to travel through

the realms of men and beyond. Claiming no permanent home, they are frequently welcomed by any honorable lord for up to three days. In exchange for this kindness the warden is expected to entertain his host with stories of his travels. As a matter of respect the warden will also typically provide an update of what the warden knows regarding the goings on within the lord's own territories.

Chaotic wardens may attempt to take advantage of a lawful lord's kindness, but if discovered they may face imprisonment for their many past misdeeds. Because of this danger, many of the darker wardens prefer to find bands of brigands, mercenaries, pirates or cruel warlords. In these places the warden may share knowledge of where

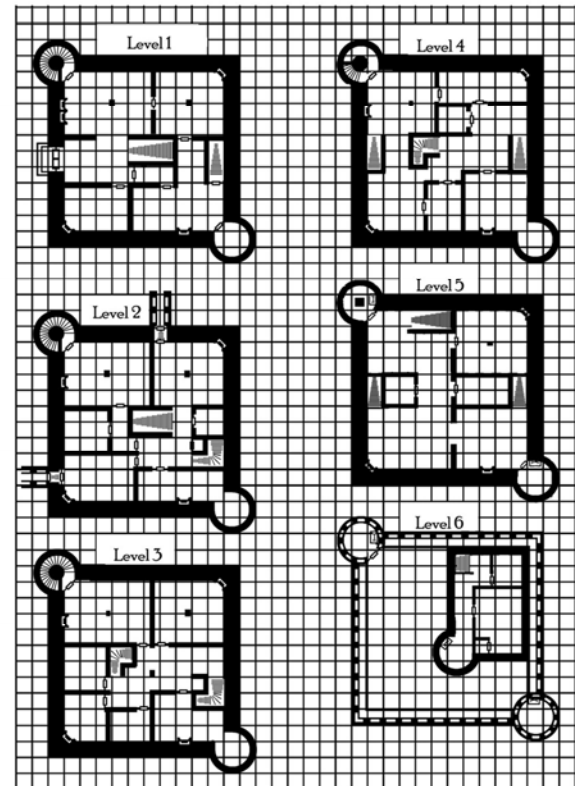
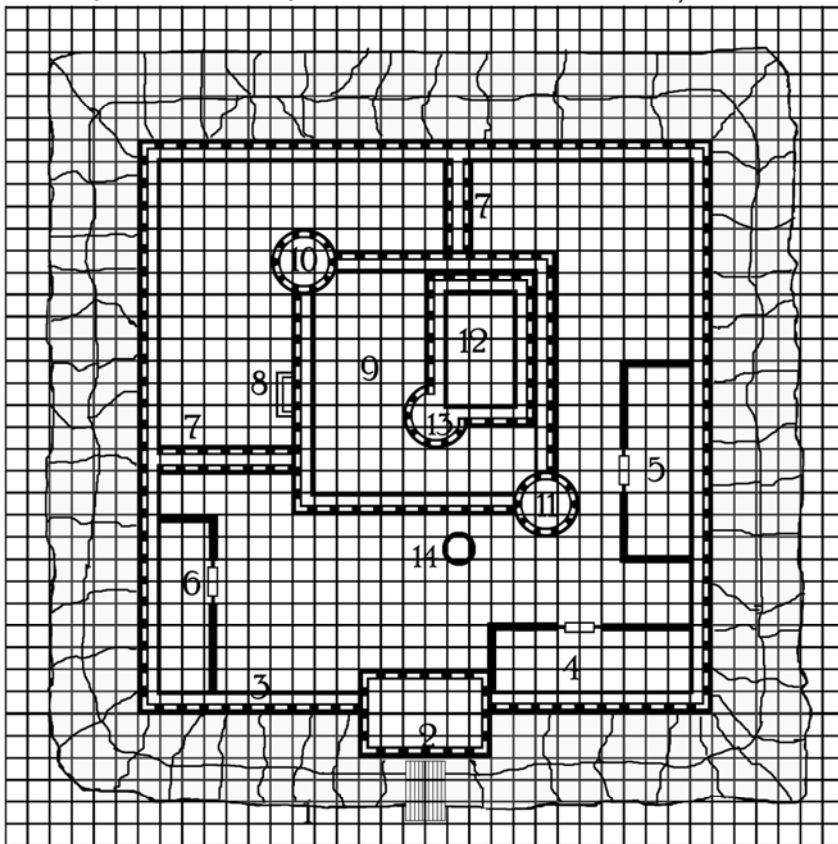
lucrative raids may be found or the location of an easy prize. With this knowledge the warden might buy himself a few days rest among like-minded souls.

In addition to receiving sanctuary from local nobility, a warden may call upon the kindness (or fears in the case of chaotic wardens) of wild creatures who share his outlook. These creatures will provide information, mundane supplies, and even limited support for whatever quest or task the warden is currently undertaking. In exchange for this treatment, it is expected that the intelligent creatures of the wild are able to call upon the warden from time to time to help them with their own needs if the warden is not already caught up in a matter of great importance.



Sample Outpost Keep

One Square = Five Feet



- 1 = Unfilled Moat, 10' Deep, 20' Wide
- 2 = Gatehouse, Has Draw Bridge, Portcullis, & Wooden Gates
- 3 = Castle Walls, 20' High, 5' Wide with Battlements
- 4 = The Smithy, Two Story Stone Building
- 5 = Butcher & Workshops, Two Story Wooden Building
- 6 = The Stables
- 7 = Overwalks, 5' Wide Bridges that Connect the Outer Wall to the Keep
- 9 = The Keep, 60' by 60' & Standing 80' High
- 10 = North Tower
- 11 = South Tower
- 12 = Warden's Private Chambers
- 13 = Pinnacle Tower
- 14 = Courtyard Well

NEW MAGIC ITEMS

Given the adventurous nature that is a warden's life; some have been rewarded by thankful wizards and priests with new and unusual magic items. Other wardens have found themselves needing unique tools to overcome an obstacle. These factors, along with many others, have given rise to a variety of new magic items. What follows here is just a small selection of the things that may be found in their possession.

Dagger of Deflection: A +2 dagger that bestows an added benefit when wielded in the off hand. Twice per day when its wielder is hit by an attack from any creature ogre-sized or smaller, but before they are told how much damage is taken, the character may choose to make a Saving Throw vs. Death. If the save is successful, the attack is effectively parried by the dagger resulting in the character taking no damage.

Healing Draught: A rare and much sought after healing item, this leather waterskin holds 5 doses of healing magic. It can be drunk in five individual draws of 1d6+1 each, or all at once for the entire amount of healing brew still in it, or any combination in between so long as the total amount healed does not exceed 5d6+5. If not all is consumed, it may be stoppered and saved for later.

If any water or other liquid is poured into it, the remaining brew is ruined.

Inferno Quiver: This powerful relic whose origins are lost to mystery holds up to a score of arrows. If an arrow is left within the quiver overnight, when it is later pulled from the quiver the tip will ignite with fire. It then works in the same way as any other fire-tipped arrow.

In addition to igniting all arrows left within it overnight, three times per day the archer may shoot at a target and cause the arrow to explode into a ball of fire with a 15 foot radius when it hits. Anyone caught within the blast zone (including the original target) takes 3d6 points of damage (save vs. Spells for half damage).

Lodger's Cloak: Normally a forest green or regal blue in color; when worn they act as a minor cloak of protection granting a +1 bonus to Armor Class but no bonus on saving throws. However, if taken off and unfurled after sunset the cloak transforms into a great tent. It comes complete with a warm fire and comfortable bedding for 6.

The cloak remains a tent until one hour past sunrise. It then reverts back to its normal day wear.

Marksman Arrow: These ebony shafted, ivory-tipped arrows will automatically hit any target they are aimed at within range and deal 1d6+1 points of damage. Only 1d4 arrows are normally found together at any one time.

Seeker Compass: This small crystal globe filled with exotic oils has a very small mummified hand balled into a fist floating at its center. Once per day the compass can be held and asked to point to any keep, town, or city. The actual name of the desired target must be stated for the compass to work. The index finger of the hand will extend and point in the direction of the named target for three turns. After which it balls into a fist again..

If the desired location has no name, or the wrong name is known, the finger will simply drift in a circle for the one turn before balling into a fist again. If there are multiple places with the same name, it will point to the closest one.

In addition to asking for it to point to a named location, the user of the compass may state "point again" instead of a new location, it will then point toward the last destination requested. Adventurers have used this feature on rare occasions as a way to alert someone else of their direction. It has also been used to set traps for the foolish or ill-prepared.

Please note that what makes a usable name for a given location is up to the discretion of each LL to best suit the needs in their own particular game.

Stalwart Torch: A well-made torch bound with bronze rings, the Stalwart Torch functions at three levels. When the first command word is spoken, the torch ignites a faint glow with only a 10 foot radius. A second command word causes it to glow with a greater intensity out to a 30 foot radius.

If the third command word is uttered, the torch will spark to life with a glaring brightness shedding light out to a 60 foot radius. Any undead caught within the radius of the light at this level of brightness will take 2d6 points of damage when it first touches them. This level of brightness lasts only one turn. Once the duration expires the torch cannot be reignited at any level until the following sunset.

The fire from a Stalwart Torch is real and can be used to set fires. If the torch is

submerged in water for more than one round it will be extinguished.

Tracking Stone: A perfectly round tiger's eye two inches in diameter banded by a ring of gold, this talisman allows someone to see the steps of any who have recently passed through an area.

When this stone is held directly in front of the bearer's eye, all steps taken by any living creature in the last day within a 60 foot radius are revealed to the bearer. Each set of prints glows softly. Even steps that would not have left footprints are revealed. The bearer has 3 turns to select one set of prints to follow and the prints will continue to glow when gazing through the stone for up to three hours. After that time has passed, the stone becomes inactive until the next day.

Vulture Claw Ring: An intricately crafted copper ring made to look like a vulture with a single small claw protruding from it. While this ring is worn, anytime a save vs. Poison is failed, a second save attempt is immediately rolled. If the second save is successful, then there are no ill effects from the poison. The ring becomes warm for just a moment alerting the character to the present danger.

Rumors exist of a cursed version that cause its wearer to fail all Poison saves.



Wolf's Head Clasp: This silver clasp is fashioned in the shape of a small shield with the relief of a wolf's head etched into it. The clasp is typically used to fasten a cloak or cape about someone's neck or worn on a baldric. When someone wears it under the light of the moon they may take the form of a dire wolf but retain their own mind.

They may remain in this form as long as desired, but if the character stays in wolf form past sunrise they are trapped in it until the next night the moon's light can be seen.

Please note that this talisman will not function and does not detect as magical on nights of the New Moon.

OF GODS

As the number of wardens increased across the lands, they gained the attention of powers, both higher and lower. They were seen as potential tools in the eternal struggle between Law and Chaos. Wardens could act as loyal agents who were always ready to be dispatched by way of omen, dream or portent.

Below are two sample powers that may be used as written or to serve as an inspiration for your own pantheon. It is advised players work with their group's LL to determine what, if any, optional powers listed are used in their game.



Kaylem, Herald of the Fallen

Demigod

Legends claim that Kaylem was once an honorable scout locked into the service of a dishonorable lord. Because the veteran held his oath more dear than life itself he would not commit a crime for his lord, but he also would not break his pledge of service. This led to a mission of certain death, just so his lord would be rid of him. None can be certain, but it is said he did not fall until the last of a dozen of well-armed ogres and their captain had been dispatched.

Kaylem's many deeds of glory while surrounded by great evils, and his loyalty to his Oath served as a foundation of power that let him live on beyond death. In time words of his deeds spread and those who were trapped or faced certain death took to calling upon him for protection. These prayers and cries for justice further fueled his just emerging divine nature. Three times he aided those who were doomed to die. Each of these miracles served to elevate his nature further.

The odd title claimed by this fledgling god is to signify that those who were driven to death by injustice and betrayal would not be forgotten. His small priesthood works to find those who are bound against their will, be they slave or knight. There is also an order of knights dedicated to his cause and will gather to aid those who challenge the most harsh of rulers.

Because he claims dominion over some who have fallen, he has on more than one occasion had to face the god of death for the right to claim spirits of those who Kaylem senses should fall under his area of influence. His connection to death, either righteous or to be avenged, has also given rise to an order of assassins who will carry out "the good deed" for a price. This small

band causes the godling some amount of discomfort because he cannot banish them from working their services under his name.

Kaylem sees wardens as kindred spirits in his cause and has frequently sent omens to guide them or provided subtle support through wandering clerics or on occasion entire adventuring parties. The young god is convinced that his future attendants and exalted servants will be found mainly within the ranks of those called wardens.

Appearance: Kaylem appears as an aging but still trim man whose short stature and well tanned skin hide do little to hide the fierceness seen in his eyes. He normally wears green-stained leathers with a small rucksack slung over his shoulder.

Favored Weapons: Shortsword and bow.

Symbol: A bow that uses a chain for its string.

Followers: Wardens, assassins, scouts, justicars, sheriffs, and others who treasure their word above all else or have lost loved ones to betrayal.

Clerics: Kaylem will only bestow clerical powers upon those whose alignment is lawful. While some of a neutral or chaotic bent may worship him, he will not give them power through his divine will.

Optional Boon: Clerics are permitted to use a short bow in combat.

New Clerical Spell: Brand (6th level)

Duration: 1 day per level

Range: Touch

This spell creates a mark that can only be seen by lawful or neutral individuals. This symbol will tell the target's single greatest crime. A save vs. Spells may be made to avoid the effect.



Tor, The Elder Star

Greater God

It is said that the Eye of Tor has gazed down upon the night-slugger of the world, offering it his protection while it rested starting the day the sun first set. One of the first Powers, Tor has been worshipped as a strong defender who was responsible for driving back the Old Gods, freeing the night from horrors they would again unleash upon it given the opportunity.

The strength of Tor is the strength of man's courage made manifest. The bravery of a squire to stand fast over the fallen knight he was sworn to protect. The inner willpower that leads peasants to rise up

against tyrants. Legends say the first knight to raise his sword against chaotic dragons now stands at the side of Tor in a place of highest honors.

It is Tor's decree that the strong watch over the weak, that might be used only to defend the just and the pure. In the darkest of times, it is the brave and capable who should step forward to show that none will bow before the eternal dark. Because of this philosophy, Tor takes a great interest in adventurers and sees the potential for great destinies from their numbers.

Through his own agents, Tor helped to foster the wardens into a sustained and growing order. He sees their wanderlust and inclination towards challenging evils a source of safety in the dangerous world men find themselves in. It is Tor's hope that some day the wardens will form into a great free company dedicated to the cause of good in all the realms.

Appearance: When seen, Tor looks like a powerfully muscled human with slightly elfish facial features who stands well over six feet tall. With an unusually long and thin bladed long sword at his side and wearing bronzed breast plate with a kilt of scale mail to protect his legs; Tor stalks the horizon offering protection wherever it is needed.

Favored Weapon:

Long sword.

Symbol: North Star with sword blades for the top and bottom parts of the star burst and a set of eyes in the middle.

Followers: Honorable nobles, adventurers, knights, those who seek to protect others, and many commoners and freemen who wish to be defended against the darkness that is in the world.

Clerics: Tor's clerics may be either lawful or neutral because while he favors law and defense of the group, he understands that some must balance sacrifice with the ability to help many others in the future.

Optional Boon: Once per day clerics of Tor may cast a Light spell in addition to their normal allotment of spells.

New Clerical Spell: Sunburst (4th level)

Duration: 1 round per level

Range: 120'

When cast, this spell produces a powerful burst of light with a 60' diameter as bright as the noon day sun. Any undead touched by this light takes 1d6 points of damage per round they are caught within its area of effect.



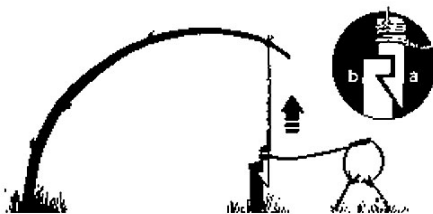
Appendix I: Snares

One of the warden's many skills is the ability to set snares. While not as all encompassing as a thief's ability to find and remove traps, it can still be a potent skill when used carefully. Below you will find a short list of snares with brief descriptions to provide examples for use in the game. These should also serve to inspire players to devise interesting or unusual snares for their own games.

PLEASE NOTE: In no way should these traps be attempted in real life, they are dangerous and could be illegal in your area.

Simple Snare: Wardens make these by placing a noose over a small lair opening or along a well traveled trail. The noose is securely tied to a strong tree or firmly anchored stake. When something passes through the noose it will snag around them. As the victim moves or struggles the noose will tighten. This sort of snare seldom causes real damage to whatever is caught in it but can securely bind them in one place. Some victims are able to escape the restraints or break free depending on the victim's strength and the type of cord used.

Spring Snare: These are best set along game trails, ravines with steeply sloping walls, or narrow openings of hedges and thickets. When something runs through the snare the trigger bar is tripped and the victim is flung from the ground.

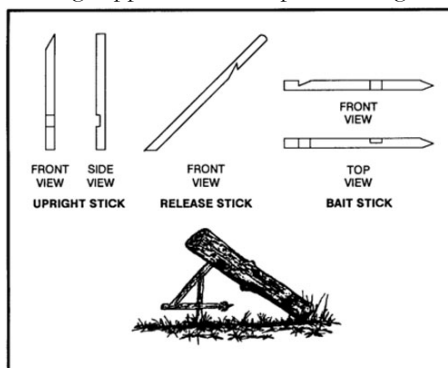


Baited Snare: Built much like the Spring Snare above, the primary difference is some form of bait left out. The bait is connected to the trip bar with a small cord. When pulled the trip bar is released and the noose set below flings whatever is standing in it into the air.

Leg Snare: First use either a natural fork in a stout sapling or two poles tied together and secured firmly in the ground. Run a line from your base to a wooden toggle and pass the toggle under the fork. When game takes the bait or steps across a trip wire, the

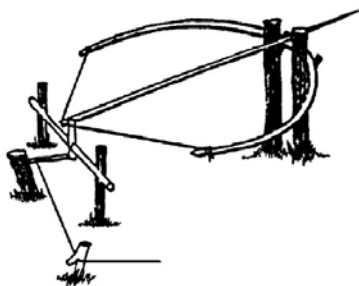
toggle is released sending the game flying into the air. Large scale versions of this trap are excellent for capturing heavy targets.

Deadfall: One of the most simple traps that can be made, these are still effective affecting targets of any size. The warden uses three notched sticks that hold fast under tension. The warden runs a cord from the tension pole to either a bait stick or trip wire set across a some point downhill. When set off the tension pole is pulled free dropping whatever heavy object is being supported down upon the target.



Pig Spear Trap: This deadly trap is made using a flexible shaft with a great deal of spring to it. A spear-tipped stick is tied securely to the shaft and a trip ring or is attached to a tripwire that serves as the trigger mechanism. A short toggle line is fixed to hold the shaft with tension in it. When set off, the spear swings down into the target.

Bow Trap: Another deadly trap, this one uses a rudimentary bow that is anchored to the ground with spikes. The aiming point is set when the bow is anchored. A short toggle stick is used to hold the bowstring in a ready position. A catch stick is driven into the ground with a tripwire tied to it and run around another series of stakes back to the toggle stick. When the wire is stepped on, the string is released launching the arrow at the targeted point.



Spear Deadfall: A variation of the more common deadfall trap, this version uses a heavy branch set in a pivoting position and weighted with rocks on the back of its "head". Thick branches are sharpened to a point and tied to the "head" pointing down. When the tripwire is triggered the spear tips are released dropping down to impale the target.

Pit Noose: A pit or natural hole that can hold your desired target must be used. Four or more spikes are driven into it with a noose loosely attached to the exposed tips. The noose itself is secured to a spoke or post outside the pit itself. When the target falls into the pit the noose is pulled fast about them leaving the victim's leg tied in place and possibly hanging in the pit.



Platform Trap: This trap is normally set over a small depression on a game trail or shallow opening between thickets. A small camouflaged platform has a noose hidden upon it and a trigger mechanism running under it. When stepped on the trigger pulls a tension cord running to two separate sides of the noose pulling it tight. This will hold the target's leg pinning them in place.

Platform Spike Trap: This variation of the common platform trap above uses one or two spikes instead of a snare noose. When the trigger is tripped spikes on one or both sides of the platform on short tension shafts are released that impale the target.

Bottle Trap: A simple variation on the well known pit trap. The pit is dug so that the top is narrower than the bottom. A stone slab, block of wood, a tangle of thorny branches or similar object is then suspended above the pit's opening. With a tension toggle used to keep it in place. A tripwire is run across the pit (often in an x-pattern) so that when something falls into it a cord running to the tension toggle is pulled releasing the covering heavy object. The object then drops down trapping the target in the hole until the warden returns to check it.

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