

MAZES & PERILS

THE HOLY KNIGHT



WILD GAMES
PRODUCTIONS



MAZES & PERILS: HOLY KNIGHT

WRITERS: VINCENT FLORIO AND BRIAN FITZPATRICK

EDITORS: BRIAN FITZPATRICK AND GEORGE FIELDS

LAYOUT: BRIAN FITZPATRICK

ART: WILLIAM MCAUSLAND

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Holy Knights

When the Gods chose to start fighting their battles in the mortal realms, they needed champions. These champions would lead their troops into battle with an unshakeable faith in their mission. They would create fear in their gods' enemies and bring hope to their allies. And they would be unstoppable on the battlefield; even death would not deter them from their divine goals. These champions of their faith are called Holy Knights...

Extra Classes

Though we included six main classes in *Mazes & Perils Deluxe Edition*, there is plenty more to explore, so we'll be releasing a new class now and then to expand the world. Whether they expand the reach of the things in the dark or the things in the light is up to you!

An Overview...

Focused on becoming masters of martial combat, Holy Knights only gain limited casting abilities at higher levels. But as bastions of good, they are the bane of true evil everywhere. Their very presence can turn undead and keep them at bay.

When starting down the path of a Holy Knight, each champion gains an understanding of the evils they face. This understanding grants them bonuses against such evils in combat. As their studies continue, they learn strategies for dealing with many forms of undead. And at the highest levels, they are immune to fear and supernatural death. They have a profound belief that their gods will protect them against their enemies, and they use that belief as a shield.

Basic Features

Like the Fighting Man, a Holy Knight uses a d6 for their hit dice. They have no limitations on weapons, armor, or race, but must be of a Good-based alignment.



Special Abilities

Holy Knights have several special abilities gained at different levels:

- Favored Enemy: Lawful or Chaotic Evil
- Turn Undead
- Favored Enemy: Undead
- Spell Casting
- Relentless Battle
- Protection from Supernatural Fear, 10' Radius
- Immunity from Death

Favored Enemy

At 1st, 4th, and 6th levels, Holy Knights gain knowledge they can use to more effectively fight evil in their divine campaigns.

Favored Enemy: Lawful or Chaotic Evil

At 1st level, Holy Knights gain an understanding of a particular type of evil. They must choose either Lawful Evil or Chaotic Evil and gain a +1 to hit and damage against enemies with that alignment.

- Favored Enemy: Lawful Evil
- Favored Enemy: Chaotic Evil

For instance, one Holy Knight may take Favored Enemy: Lawful Evil and encounter a Gargoyle in combat. Gargoyles are Lawful Evil creatures, and the character would gain a +1 to hit and damage against them.

However, a different Holy Knight might have taken Favored Enemy: Chaotic Evil and come across a Gnoll in combat. Gnolls are Chaotic Evil creatures, and this knight would gain a +1 to hit and damage against them.

If either knight encountered a type of evil that was not favored, they would not gain the bonuses.

Favored Enemy: Undead

At both 4th and 6th level, the Holy Knight gains understanding of how to combat and defeat a specific type of undead. For the type of undead chosen, the knight gains a +1 bonus to weapon damage.

Among the undead available for study are:

- Ghouls
- Mummies
- Skeletons
- Spectres
- Vampires
- Zombies

For example, a Holy Knight may choose Favored Enemy: Skeletons at level 4 and Favored Enemy: Zombies at level 6, making him even more effective against his foes while another knight may choose Favored Enemy: Ghouls and Favored Enemy: Spectres. There are plenty of undead to be vanquished!

REFEREE

Note that these bonuses do not stack. Even if you take Favored Enemy: Chaotic Evil and Favored Enemy: Ghoul, use the bonuses most beneficial to your cause (i.e. +1 to hit and +1 to damage vs. Chaotic Evil is better than +1 to damage vs. Ghouls).

Turn Undead

Starting at level 3, Holy Knights gain the supernatural ability to Turn Undead like their less martial comrades, the Clerics. They may use this ability a number of times per day equal to 1 + their Charisma modifier. And they Turn Undead as if they were a Cleric two levels lower.

For example, a Holy Knight with a Charisma of 12 (+1) would be able to Turn Undead 2x a day. And if

<u>Charisma Score</u>	<u>Modifier</u>
3	-2
4-7	-1
8-11	0
12-15	+1
16-17	+2
18	+3

he was level 3, he would function as though he were a 1st level Cleric performing a Turn Undead. See page 8 in the Cleric section in the *Mazes & Perils* book for details.

Spellcasting

Starting at Level 5, a Holy Knight is capable of casting a limited number of spells per day. They gain many of the same spells as their Clerical brothers. See the next section for a list of available spells.

Relentless Battle

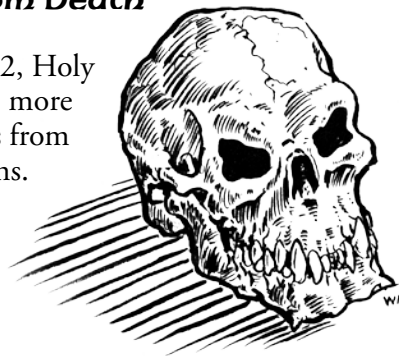
At level 7, Holy Knights gain the ability to stand and fight long after most mortal men would fold: Relentless Battle. Knights can remain fighting until they get to -5 HP or the combat is over. Once combat ends, the character falls unconscious.

Protection from Supernatural Fear, 10' Radius

At level 8, the Holy Knight gains the ability to resist supernatural fear affects and can protect all allies within a 10 foot radius. This includes all creatures who induce Fear-like symptoms such as the Mummy who can inspire fear in his victims the first time they see him in combat.

Immunity from Death

At levels 10 and 12, Holy Knights gain even more divine protections from their divine patrons.



Immunity I

Starting at level 10, Holy Knights become unaffected by instant death effects created by supernatural means. Normal means and magical spells will still work.

Immunity II

At level 12, Holy Knights are also unaffected by instant death effects created by magical means. Normal methods such as assassinations will still work, but spells like Finger of Death will no longer affect the character.

Spells

Like Clerics, Holy Knights rely on their Wisdom as their key ability score to cast their spells. They may choose from the following spells (* are new):

- 1st— Cure Light Wounds, Detect Undead*, Light, Magic Weapon*, Protection from Undead*
- 2nd— Darkvision*, Halt Undead*, Slow Undead*
- 3rd— Create Water, Improved Cure light Wounds, Remove Curse, Speak with Dead
- 4th— Create Food, Dispel Evil, Protection from Evil

If not listed below, all spells are Cleric spells that can be found in the *Mazes & Perils* book.

New Spells

Darkvision

Level: 2

Range: 0'

For one hour, the target can see 60' even in complete darkness. The target sees the world only in black and white, but otherwise has normal sight. Does not grant the ability to see in magical darkness.

Detect Undead

Level: 1

Range: 20'

For 10 minutes the character is able to concentrate and focus his energy to detect if there are undead in the area. The character may take slow 5' steps in any direction to move the spell area, but opening doors or moving objects will result in being disturbed. If the character is disturbed in any way, the spell effects will end.

Halt Undead

Level: 2

Range: 30'

For 1d6 rounds, the undead affected is unable to move in any direction and frozen in its tracks. The undead may attack if a victim is within touch range but with a -2 to hit.

Magic Weapon

Level: 1

Range: 0'

When cast, this spell grants the weapon touched with a +1 magical enchantment to hit and damage for 1d6 rounds. While active, the weapon cannot be broken; and the enchantment is still valid if the caster dies or the weapon is dropped.

Protection from Undead

Level 1

Range: 0'

For 12 turns, this spell protects the target from any undead intending harm. The protected individual gains a +1 to all saving throws required vs. attacks by undead nearby. And undead foes attacking the protected individual have a -1 to all attacks.

Slow Undead

Level: 2

Range: 30'

All undead in the spell range are slowed to half their normal speed for movement and attacks. If a target leaves the spell radius, all effects are canceled. This spell can affect up to a maximum of 12 targets at once.



Followers and Squires

As a Holy Knight advances in experience and prestige, they may also gain followers seeking to learn their ways and join their ranks. Some of these followers may be useful for running errands while others may follow their lord into combat and turn the tide of battle.

Though the Holy Knight may hire specialists or men at arms to aid them in their quests, their followers will not be nearly as effective - essentially becoming level 0 characters with limited abilities.

The Holy Knight may acquire anywhere from 1 to infinite followers, but it is limited by their Charisma score. See the *Mazes & Perils* book for the Maximum Number of Followers allowed.

Behavior of Followers

There are no hard and fast rules for these disciples who may choose to follow the Holy Knight. It falls to the discretion of the referee as to what they might be able to accomplish.

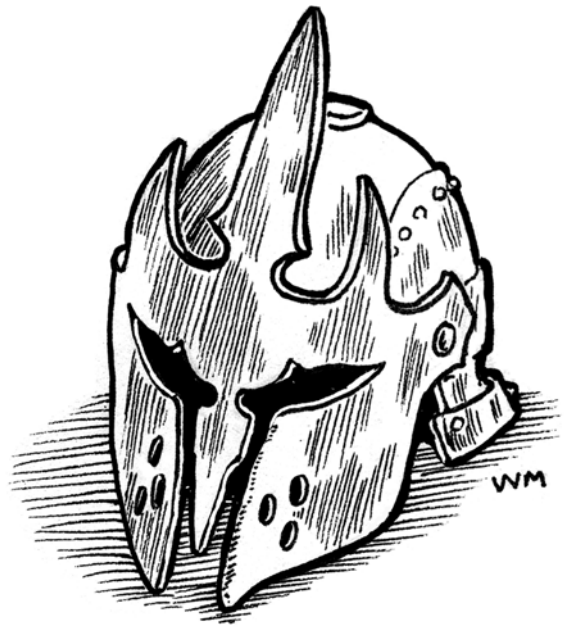
Some of these devotees will follow their leader to the very gates of hell and beyond. Others may turn and run at the first hint of combat. And a few turncoats may even be used against the Holy Knight should they be properly motivated by his enemies.

Common sense should apply here. If the character treats these followers well, offering not only advice but food, shelter, and training in the ways of combat in the name of the knight's chosen deity, they would be so inclined to stay. If the knight treats them fairly and never gives them a questionable command, they may do anything for him - even so far as to follow the occasional questionable command.

If those questionable commands occur too frequently, they will start to doubt their leader. Should the character be selfish and send his followers on errands even he would not do for himself, those in his retinue would likely become less inclined to help their glorious leader.

Some Rules of Thumb

If it becomes necessary, the GM can employ this tactic to determine whether the follower begins questioning an odd command.



1. The GM secretly rolls a d100 and notes the number.
2. The player rolls a d100 and declares that the higher or lower roll wins.
3. If the GM's roll fits what the player declared, the NPC will question the command given.

For example, let's say the Holy Knight drinks a bit too much sacrificial wine one night and jokingly tells one follower to fight another to prove their fighting skills. The followers have seen this one too many times and the GM declares that there's some dissension in the ranks, rolls a d100 and asks the player to roll a d100 and declare "higher" or "lower".

If the player rolls a 73 and the GM rolls a 54 and the player declared "lower", the followers grumble but fight anyway. If the player declared "higher", the NPCs may choose to throw down their weapons and leave the knight's retinue for good.

Stats

Should the Holy Knight (or the GM) wish to use these followers in combat, here is a simple stat block to use:

GENERIC FOLLOWER

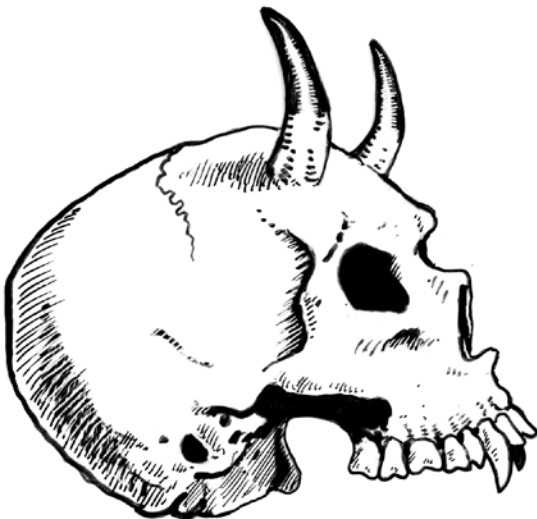
Move: 120' AL: N HD: 1/2 AC: 8 Dmg: by weapon

Possessions: Work clothes; possible weapons include a quarterstaff or dagger, shortbow (if hunting) and quiver (d20 arrows)

Holy Knight- Experience and Spells Per Level

Level	Experience	Hit Dice	Spells Per Level				Special Abilities
			1	2	3	4	
1	0	1	-	-	-	-	Favored Enemy: Evil type*
2	1,900	2	-	-	-	-	
3	3,800	3	-	-	-	-	Turn Undead*
4	7,600	4	-	-	-	-	Favored Enemy: Undead*
5	15,200	5	1	-	-	-	Spell Casting*
6	30,000	6	2	-	-	-	Favored Enemy: Undead*
7	60,000	7	3	-	-	-	Relentless Battle*
8	120,000	8	4	1	-	-	Protection from Supernatural Fear 10**
9	240,000	9	5	2	1	-	
10	350,000	10	6	3	2	-	Immunity I*
11	460,000	11	6	4	3	1	
12	680,000	12	6	5	4	2	Immunity II*

* See the [Special Abilities](#) section for a description.



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Death lurks around every turn! Not everyone will survive – but hey, those are the breaks! It's all worth it to find fame, fortune, and make a name for yourself, right?

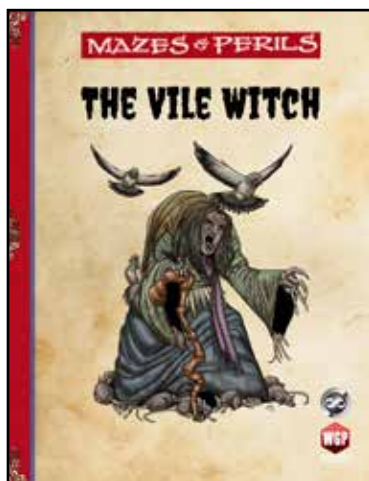
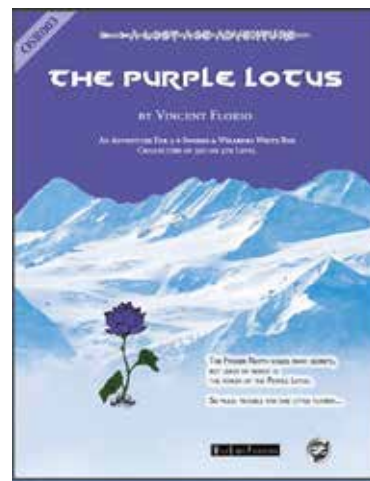
Mazes & Perils is a fantasy game that takes you back to the days when it was simple: no powers, no special abilities, just swords and magic. All you need to play are a few friends, some dice, and your imagination. And if it's not in this book – make it up! Remember, you rule the game, not the other way around!

The Frozen North holds many secrets, not least of which is the power of the Purple Lotus. Impossible to find, it may be the only way to help a brother get vengeance.

Will your heroes help find the flower or keep it for themselves?

The Purple Lotus is a short adventure designed for 3-6 *Swords & Wizardry White Box* characters between 3rd and 4th level, but it can easily be adjusted for use with any edition of your favorite fantasy RPG.

Mazes & Perils version coming soon!



She's coming for you, out of the darkness. She's full of bile, pus, and spite... Plus she reeks of the sewers, dung heaps, and garbage that has been the product of the civilized world for generations. Are you ready for her? She's ready to give you a kiss!

The Vile Witch is a nasty creature... part spellcaster, part disease vector, and 100% trouble for whoever runs across her.

The Vile Witch supplement offers 14 pages (9 pages of content) enabling you to play this new class as a PC or an NPC in a *Mazes & Perils* campaign. It includes some neat new tricks, nearly 20 new spells, plus rules for Familiars and Swarms you can use to entice or frighten your players.

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