

# Arcane Combatants

## Class Design

Deathdealer • Charles Myers  
Mithril Sorcerer • Thomas Weigel  
Sword-Sorcerer • ABPos  
Warden • Tywyll (a.k.a., Micah Blackburn)

## Layout & Editing • Thomas Weigel

**Adventurer, Conqueror, King System** • Autarch LLC

*Arcane Combatant* is a collection of spell-casting warriors and combat-trained spellcasters. It is designed for use with the *Adventurer, Conqueror, King System*.

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# Deathdealer

Experience	Title	Level	HD	Damage Bonus	Spell Rank					Petrification & Paralysis	Poison & Death	Blasts & Breath	Staffs & Wands	Spells	Attack
					1	2	3	4	5						
0	Walker	1	1d4	+1	—	—	—	—	—	13+	13+	15+	11+	12+	10+
3,000	Ghoul	2	2d4	+1	—	—	—	—	—	13+	13+	15+	11+	12+	9+
6,000	Ghast	3	3d4	+2	—	—	—	—	—	13+	13+	15+	11+	12+	9+
12,000	Wight	4	4d4	+2	—	—	—	—	—	12+	12+	14+	10+	11+	8+
24,000	Wraith	5	5d4	+2	—	—	—	—	—	12+	12+	14+	10+	11+	7+
48,000	Spectre	6	6d4	+3	1	—	—	—	—	12+	12+	14+	10+	11+	7+
95,000	Slayer	7	7d4	+3	2	—	—	—	—	11+	11+	13+	9+	10+	6+
190,000	Deathdealer	8	8d4	+3	2	1	—	—	—	11+	11+	13+	9+	10+	5+
340,000	Deathlord (9th level)	9	9d4	+4	2	2	—	—	—	11+	11+	13+	9+	10+	5+
490,000	Deathlord (10th level)	10	9d4+1	+4	2	2	1	—	—	10+	10+	12+	8+	9+	4+
640,000	Deathlord (11th level)	11	9d4+2	+4	2	2	2	—	—	10+	10+	12+	8+	9+	3+
790,000	Deathlord (12th level)	12	9d4+3	+5	3	2	2	1	—	10+	10+	12+	8+	9+	3+
940,000	Deathlord (13th level)	13	9d4+4	+5	3	3	2	2	—	9+	9+	11+	7+	8+	2+
1,090,000	Deathlord (14th level)	14	9d4+5	+5	3	3	3	2	1	9+	9+	11+	7+	8+	1+

Prime Requisite	INT, CON
Requirements	None
Hit Dice	1d4
Maximum Level	14
Starting Age	unknown

"In the mists of time, before Atlantis rose... Gath of Boal was imprisoned by the Horned Helmet and transformed into the Death Dealer, a creature of supernatural skill in battle—against whom nothing could stand."

—Prisoner of the Horned Helmet, 1988, Frank Frazetta, James R. Silke

Death has a special role for a few chosen few souls to play, that of deathdealer. Deathdealers walk in a dimly perceived world where the living and the dead coexist. The deathdealer sees only the dead, the dying and those who will be dying soon enough.

He is surrounded by near-maddening images and whispers of loved ones lost and foes vanquished. Few willingly walk this path.

At first level, deathdealers hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws by two points every three levels of experience. However, like mages, they advance in saving throws by two points every six levels of experience.

Deathdealers may only use weapons likely to draw blood, such as axes, daggers and swords. A deathdealer may only wear chain mail or lighter armor. They may fight wielding a weapon and shield, wielding a two-handed weapon, or wielding a weapon in each hand. Deathdealers increase their base damage roll from successful melee attacks by +1 at first level and by an additional +1 at third, sixth, ninth, and 12th level.

Deathdealers are known to die hard. At first level, the character gains a +2 bonus to AC and decreases the damage from any non-magical attacks by 1 point per die. At

seventh level, this protection increases to +4 AC and 2 points per die. At 13th level, the protection increases to +6 AC and 3 points per die. The damage reduction is applied per die. Damage can be reduced to 0, but not less than 0, on each die. The AC bonus from die hard stacks with potions of invulnerability, rings of protection, and similar effects, but does not stack with armor. Attacks from monsters of 5 HD or more are considered magical attacks due to the monster's ferocity.

A deathdealer's insightful whispers provides a +1 bonus to attack throws, proficiency throws, saving throws, and initiative rolls for 1 turn (10 minutes), once per day per level of experience. The deathdealer may listen to these whispers without expending an action.

Beginning at fourth level, deathdealers may summon haunt once per day. This spell-like ability functions as the spell *chimerical force*, taking 1 round to cast.

At tenth level, when deathdealers successfully slay a sentient creature with a melee attack, they can, in lieu of cleaving, expend a spell slot to heal using **death healing**. Healing is 1d6 per level of the spell slot expended, to a maximum value equal to the slain victim's maximum (starting) hit points.

Deathdealers may use any magic item usable by fighters or mages. Beginning at sixth level, deathdealers may cast **arcane spells** as an arcane caster of 5 levels lower. Starting at tenth level, deathdealers may begin to research spells, scribe scrolls, and brew potions. When deathdealers reach 14th level, they are able to create more powerful magic items such as weapons, rings, and staffs.

When deathdealers reach fifth level, their **implacable resolve** inspires those who follow them. Any henchmen and mercenaries hired by a deathdealer gain a +1 bonus to their morale score whenever the deathdealer personally leads them. This

bonus stacks with any modifiers from the deathdealer's Charisma or proficiencies.

When deathdealers reach ninth level, they can attract men from far and wide by constructing their own **death fortress**. When deathdealers establish a fortress, 1d4+1x10 zero-level mercenaries and 1d6 deathdealers of level 1–3 will arrive. If hired, they must be paid standard rates for mercenaries. Deathdealers' fortresses are otherwise identical to fighters' castles, as detailed in the Campaign chapter of the ACKS core book.

**Build.** Hit Die 0 [XP 0], **Fighting Ability** 2 [XP 1,000], **Arcane Casting** 2 (caster level –5 rather than ½) [XP 1,250].

**Customs.** Armor to *broad* [1 custom, XP 150], Weapons to *narrow* [3 customs, XP 450], drop missile damage bonus [1 custom, XP 150]. Net 5 customs.

## Class Proficiencies

Deathdealers start with one class proficiency, and gain an additional one at third, sixth, ninth, and 12th level.

Choose from the following list:

**Deathdealer.** Acrobatics, Alertness, Battle Magic, Black Lore, Blind Fighting, Combat Reflexes, Combat Trickery (force back, knock down, overrun, sunder), Command, Dungeon Bashing, Elementalism, Endurance, Fighting Style, Gambling, Illusion Resistance, Intimidation, Manual of Arms, Military Strategy, Mystic Aura, Riding, Running, Skirmishing, Swashbuckling, Unflappable Casting, Weapon Finesse, and Weapon Focus.

Deathdealers also start with one general proficiency (plus a number equal to their intelligence bonus), and gain another general proficiency at fifth, ninth, and 13th level.

# Mithril Sorcerer

Experience	Title	Level	HD	Spell Rank						Petrification & Paralysis	Poison & Death	Blasts & Breath	Staves & Wands	Spells	Attack
				1	2	3	4	5	6						
0	Shield Bearer	1	1d4	—	—	—	—	—	—	13+	13+	15+	11+	12+	10+
2,375	Defender	2	2d4	—	—	—	—	—	—	13+	13+	15+	11+	12+	10+
4,750	Apprentice	3	3d4	—	—	—	—	—	—	13+	13+	15+	11+	12+	10+
9,500	Student	4	4d4	1	—	—	—	—	—	12+	12+	14+	10+	11+	9+
19,000	Senior Student	5	5d4	2	—	—	—	—	—	12+	12+	14+	10+	11+	8+
38,000	Sorcerer (6th)	6	6d4	2	1	—	—	—	—	12+	12+	14+	10+	11+	8+
76,000	Sorcerer (7th)	7	7d4	2	2	—	—	—	—	11+	11+	13+	9+	10+	7+
150,000	Senior Sorcerer (8th)	8	8d4	2	2	1	—	—	—	11+	11+	13+	9+	10+	7+
300,000	Senior Sorcerer (9th)	9	9d4	2	2	2	—	—	—	11+	11+	13+	9+	10+	6+
450,000	Master Sorcerer (10th)	10	9d4+1	3	2	2	1	—	—	10+	10+	12+	8+	9+	6+
600,000	Master Sorcerer (11th)	11	9d4+2	3	3	2	2	—	—	10+	10+	12+	8+	9+	5+
750,000	Grand Sorcerer (12th)	12	9d4+3	3	3	3	2	1	—	10+	10+	12+	8+	9+	5+
900,000	Grand Sorcerer (13th)	13	9d4+4	3	3	3	3	2	—	9+	9+	11+	7+	8+	4+
1,050,000	Master of Rituals	14	9d4+5	4	3	3	3	2	1	9+	9+	11+	7+	8+	4+

Prime Requisite	INT
Requirements	STR 9+
Hit Dice	1d4
Maximum Level	14
Starting Age	17 + 3d6

Mithril sorcerers are a martial order of arcanists who have narrowed their study of arcane magic (eschewing the permanent magics of dweomercrafting and similar) in order to devote time to military prowess.

Low-level mithril sorcerers (those unable to cast spells) are considered to have a duty to put their lives down for those who *can* cast spells.

As a result, they are skilled combatants, equivalent to the martial cleric orders. At first level, they hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws by two points every four experience levels, and by saving throws by two points every six experience levels.

As a martial order, mithril sorcerers are trained to wear any armor, and in the weapons of the order (swords, daggers, spears, and polearms), either two-handed or with a shield. They cannot fight with two weapons.

Because of their discipline as an order and focus on **striking first**, mithril sorcerers gain a +1 bonus on Initiative rolls, for both spells and physical combat.

Starting at *fourth* level, mithril sorcerers **cast spells** as a mage three levels lower (i.e., at fourth level, the mithril sorcerer casts as a first-level mage).

At *seventh* level, mithril sorcerers gain **arcane striking**—when they strike an opponent successfully with a melee attack, they can expend a daily spell slot (one per attack) to deal an additional 1d6 damage per spell rank.

At *eighth* level (Senior Sorcerer), mithril sorcerers can **research new spells** as a mage (also three levels lower).

At *ninth* level, a mithril sorcerer can establish a **sanctum** as a mage, attracting 2d6 zero-level apprentices and 1d6 mithril sorcerers of levels 1–3 seeking to study. However, a dungeon constructed by a mithril sorcerer has no effect beyond what a fighter-constructed dungeon would have.

At *14th* level, the mithril sorcerer *can* research and cast **arcane ritual magic**, however, of levels 7–9.

Mithril sorcerers cannot enchant magic items (including potions or scrolls), mix crossbreeds, craft constructs, produce necromantic servants, or build dungeons (beyond the ability of a fighter, at least).

**Build.** Hit Die 0 [XP 0], **Fighting Ability** 1a (Cleric) [XP 500], **Arcane Casting** 3 (caster level –3 rather than 2/3) [XP 1,875].

**Customs.** Dropped potions and scrolls at seventh level [1 custom], magic items at 11th level [0.3 custom], and constructs, crossbreeds, and undead at 14th level [0.6 custom]. No dungeon at 9th [0.1]. Net two customs.

One custom was traded for **striking first** at first level, the other for **arcane striking** at seventh level.

## Class Proficiencies

Mithril sorcerers start with one class proficiency, and gain an additional one at fourth, eighth, and 12th level.

Choose from the following list:

**Mithril Sorcerer.** Battle Magic, Combat Reflexes, Command, Craft, Diplomacy, Elementalism, Elven Bloodline, Endurance, Engineering, Familiar, Fighting Style, Healing, Knowledge, Language, Lore mastery, Manual of Arms, Mapping, Martial Training, Military Strategy, Mystic Aura, Naturalism, Quiet Magic, Performance, Prestidigitation, Profession, Swashbuckling, Unflappable Casting, and Weapon Finesse.

Mithril sorcerers also start with one general proficiency (plus a number equal to their Intelligence bonus), and gain another general proficiency at fifth, ninth, and 13th level.

# Sword-Sorcerer

Experience	Title	Level	HD	Damage		Spell Rank		Petrification & Paralysis	Poison & Death	Blasts & Breath	Staves & Wands	Spells	Attack
				Bonus		1	2						
0	Soldier of Lore	1	1d6	+1	—	—	—	15+	14+	16+	16+	17+	10+
2,425	Mystic Swordsman	2	2d6	+1	—	—	—	14+	13+	15+	15+	16+	9+
4,850	Fighter/Magic-User	3	3d6	+2	1	—	—	14+	13+	15+	15+	16+	9+
9,700	Arcane Warrior	4	4d6	+2	1	—	—	13+	12+	14+	14+	15+	8+
19,500	Mage Knight	5	5d6	+2	1	—	—	12+	11+	13+	13+	14+	7+
39,000	Dark Crusader	6	6d6	+3	2	—	—	12+	11+	13+	13+	14+	7+
80,000	Doomed Hero	7	7d6	+3	2	—	—	11+	10+	12+	12+	13+	6+
160,000	Sorcerer Prince	8	8d6	+3	2	—	—	10+	9+	11+	11+	12+	5+
280,000	Warlord Mage (9th level)	9	9d6	+4	2	1	1	10+	9+	11+	11+	12+	5+
400,000	Warlord Mage (10th level)	10	9d6+2	+4	2	1	1	9+	8+	10+	10+	11+	4+
520,000	Warlord Mage (11th level)	11	9d6+4	+4	2	1	1	8+	7+	9+	9+	10+	3+
640,000	Warlord Mage (12th level)	12	9d6+6	+5	2	2	2	8+	7+	9+	9+	10+	3+
760,000	Warlord Mage (13th level)	13	9d6+8	+5	2	2	2	7+	6+	8+	8+	9+	2+
880,000	Eternal Champion (14th level)	14	9d6+10	+5	2	2	2	6+	5+	7+	7+	8+	1+

Prime Requisite	STR, INT
Requirements	None
Hit Dice	1d6
Maximum Level	14
Starting Age	unknown

"It was surprising enough to see that Kane could actually read, mused Imel. What little information he had compiled gave Kane the reputation of being a rugged and skillful warrior—a violent personality by all accounts. In Imel's experience, such a man usually was contemptuous of anything concerned with the arts. Suddenly his eyes were held by a page filled entirely by a strange diagram. Startled, he slowly read the script on the page opposite and found his suspicions verified. With horror he shut the book and abruptly set it down. A grimoire. Was Kane then a sorcerer as well as a soldier? Imel remembered Arbas's warning and began to feel fear."

—Darkness Weaves, Karl Edward Wagner

Sword-sorcerers are humans who train to be mighty warriors, but also value arcane knowledge. They study magic but cannot suffer the sedentary academic life required to become serious wizards. Sword-sorcerers crave raw power; power both worldly and otherworldly, martial and supernatural. Sword-sorcerers may seek power for ambition, revenge, or nobler purposes. They will risk or compromise anything to achieve this power, including their souls, but not their freedom.

The sword-sorcerer is an iconic role from the classic era of heroic fiction. As a class it is intended to enable players to create characters with the abilities of Michael Moorcock's protagonist Elric, Karl Edward Wagner's Kane, or Roger Zelazny's Dilvish the Damned, among others.

Sword-sorcerers are eager to take advantage of the great power of chaotic forces, without becoming slaves of chaos. Consequently, sword-sorcerers cannot have a Lawful alignment. Sword-sorcerers will lose their spellcasting ability and powers of arcane dabbling and contacting dark powers during any period in which they hold a lawful alignment.

Sword-sorcerers are mighty opponents. At first level, they hit an unarmored foe (ACO) with an attack throw of 10+. They advance in

attack throws and saving throws as fighters, by two points every three levels of experience. They increase their base damage roll from successful missile and melee attacks by +1 at 1st level and by an additional +1 at third, sixth, ninth, and 12th level.

Sword-sorcerers may wear chainmail or lighter armor, but may not wield shields. They are trained in the use of all weapons, and may wield a two-handed weapon or a weapon in each hand.

Due to their education and intense curiosity, all sword-sorcerers begin with **loremastery** as a bonus proficiency.

"I have never attempted to raise the cursed legions of Shoredan. My grandmother told me that only twice in all the ages of Time has this been done. I have also read of it in the Green Books of Time at the keep of Mirata."

—"The Bells of Shoredan," Dilvish the Damned, Roger Zelazny

At **third** level, a sword-sorcerer gains the ability to **cast arcane spells** as a mage of one-third their level, using the same spell list and the same rules for learning and casting spells. Unlike mages, they can cast spells while wearing chainmail or lighter armor.

"The albino frowned, remembering the secret pacts of his forefathers. He took a deep breath and closed his pain-filled scarlet eyes. He swayed, the runesword half-loose in his grip. His chant was low, like the far-off moaning of the wind itself. His chest moved quickly up and down, and some of the younger warriors, those who had never been fully initiated into the ancient lore of Melhibone, stirred with discomfort. Elric's voice was not addressing human folk—his words were for the invisible, the intangible—the supernatural. An old and ancient rhyme began the casting of word-runes."

—The Bane of the Black Sword, Michael Moorcock

At **fourth** level, a sword-sorcerer can **contact dark powers**. Once per week, the character can contact higher plane (as the spell), similar to the soothsaying proficiency.

When a sword-sorcerer reaches **fifth** level, his or her **battlefield prowess** inspires others to follow. Any henchmen or mercenaries hired by the sword-sorcerer

gain a +1 bonus to their morale score whenever the sword-sorcerer personally leads them. This bonus stacks with any modifiers from charisma or proficiencies.

At **ninth** level, a sword-sorcerer with sufficient resources can build a **castle** and establish a domain, in the same manner as a fighter.

At **tenth** level, a sword-sorcerer becomes capable of **arcane dabbling**, as the proficiency, allowing the use of wands, staves, and other magic items only usable by mages. The character must make a proficiency throw of 3+ or the attempt backfires in some desultory way (Judge's discretion).

**Build.** Hit Die 1 [XP 500], **Fighting Ability** 2 [XP 1,000], **Arcane Casting** 1 [XP 625].

**Customs.** Armor to *broad* [1 custom, XP 150], drop one fighting style [1 custom, XP 150]. Net 2 customs.

One custom was traded for **loremastery** at first level, the second for **contact dark powers** at fourth and **arcane dabbling** at tenth.

## Class Proficiencies

Sword-sorcerers start with one class proficiency, and gain an additional one at third, sixth, ninth, and 12th level.

Choose from the following list:

**Sword-Sorcerer.** Alchemy, Battle Magic, Beast Friendship, Berzerkergang, Black Lore of Zahar, Collegiate Wizardry, Command, Elementalism, Elven Bloodline, Familiar, Fighting Style, Illusion Resistance, Intimidation, Knowledge, Language, Leadership, Magical Engineering, Military Strategy, Mystic Aura, Naturalism, Quiet Magic, Prestidigitation, Riding, Sensing Power, Swashbuckling, Transmogrification, Unflappable Casting, and Weapon Focus.

Sword-sorcerers also start with one general proficiency (plus a number equal to their Intelligence bonus), and gain another general proficiency at fifth, ninth, and 13th level.

# Warden

Experience	Title	Level	HD	Spell Rank					Petrification & Paralysis	Poison & Death	Blasts & Breath	Staves & Wands	Spells	Attack
				1	2	3	4	5						
0	(White) Lookout	1	1d6	—	—	—	—	—	13+	13+	15+	11+	12+	10+
2,250	(White) Shield	2	2d6	—	—	—	—	—	13+	13+	15+	11+	12+	10+
4,500	(White) Guardian	3	3d6	—	—	—	—	—	13+	13+	15+	11+	12+	9+
9,000	(White) Defender	4	4d6	—	—	—	—	—	12+	12+	14+	10+	11+	9+
18,000	(White) Guardsman	5	5d6	—	—	—	—	—	12+	12+	14+	10+	11+	8+
36,000	(Red) Protector	6	6d6	1	—	—	—	—	12+	12+	14+	10+	11+	8+
70,000	(Red) Keeper	7	7d6	2	—	—	—	—	11+	11+	13+	9+	10+	7+
140,000	(Orange) Advocate	8	8d6	2	1	—	—	—	11+	11+	13+	9+	10+	7+
290,000	(Orange) Warden (9th)	9	9d6	2	2	—	—	—	11+	11+	13+	9+	10+	6+
440,000	(Yellow) Warden (10th)	10	9d6+1	2	2	1	—	—	10+	10+	12+	8+	9+	6+
590,000	(Yellow) Warden (11th)	11	9d6+2	2	2	2	—	—	10+	10+	12+	8+	9+	5+
740,000	(Green) Warden (12th)	12	9d6+3	3	2	2	1	—	10+	10+	12+	8+	9+	5+
890,000	(Green) Warden (13th)	13	9d6+4	3	3	2	2	—	9+	9+	11+	7+	8+	4+
1,040,000	(Blue) Sentinel	14	9d6+5	3	3	3	2	1	9+	9+	11+	7+	8+	4+

Prime Requisite	STR, INT
Requirements	None
Hit Dice	1d6
Maximum Level	14
Starting Age	unknown

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 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 are trained (and altered by both potent spells and potions) 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 *seventh* level and a +3 at *13th* level. 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.

As their training continues, they eventually learn the art of **spell casting**. Wardens learn and cast arcane spells as a mage five levels less than they are, gaining their first spell at *sixth* level.

At *ninth* 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).

At *11th* 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.

**Build.** Hit Die 1 [XP 500], **Fighting Ability** 1 [XP 500], **Arcane Casting** 2 (caster level -5 rather than ½) [XP 1,250].

**Customs.** Weapons to *narrow* [2 customs]. Net 2 customs.

## Class Proficiencies

Wardens start with one class proficiency, and gain an additional one at fourth, eighth, and 12th level.

Choose from the following list:

**Warden.** Acrobatics, Alertness, Battle Magic, Blind Fighting, Combat Reflexes, Combat Trickery (disarm, knock down), Command, Elementalism, Elven Blood, Familiar, Fighting Style, Leadership, Lore-mastery, Magical Engineering, Mystic Aura, Naturalism, Quiet Magic, Precise Shooting, Prestidigitation, Running, Sensing Power, Skirmishing, Soothsaying, Swashbuckler, Unlappable Casting, Wakefulness, Weapon Focus, and Weapon Finesse.

Wardens also start with one general proficiency (plus a number equal to their Intelligence bonus), and gain another general proficiency at fifth, ninth, and 13th level.

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