

PIMP MY PALADIN

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Divine Host (class), Arcane Templar (class), Divine Vagrant (prc), 4 new spells, 7 new magic items, 7 new feats, and 4 artifact items.

DIVINE HOST

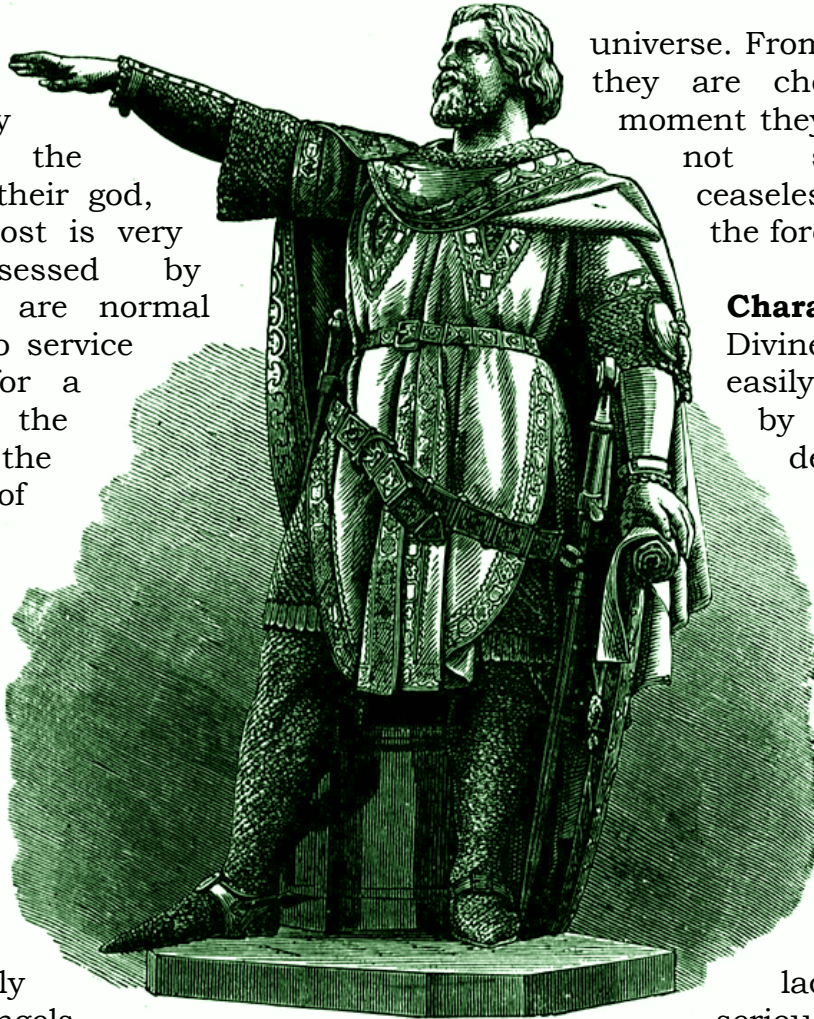
"DO NOT FEAR ME, FEAR MY GOD"

Where Clerics are touched by and feel the closeness of their god, the Divine Host is very nearly possessed by theirs. They are normal folk chosen to service as vessels for a fragment of the essence of the angelic hosts of the Celestial planes.

They know only the will of their Lord, and live for this service. As they grow in power, they eventually become angels themselves. While always acting for the greater good, they are still a Divine Host acting with the wrath and authority of the Celestial Gods is a awesome and terrible thing to see.

Adventures

Divine Hosts, by their very nature, adventure. They are chosen by the angels of the world to go forth and right wrongs and further good in the



universe. From the moment they are chosen to the moment they die, they do not stop their ceaseless quest for the forces of good.

Characteristics

Divine Hosts are easily recognized by their serious demeanor and stern manner.

They are chosen, the agents of the Celestial Hosts of the High Planes.

They are typically straight-

laced and serious, believing

they do not have time to worry about simple worldly matters. This often makes them come off as arrogant. Truly they are simply possess a single-minded zeal for the service of their holy lord.

Alignment

All Divine Hosts, being possessed of a fragment of angelic energy, are good. The more merciful ones are Lawful in nature, while those with a

zealous thirst for holy vengeance are Chaotic in nature.

Religion

Divine Hosts have a great and powerful connection to the high planes, and as such hold the gods of these planes in the highest regard.

Background

A Divine Host may come from any background, as they are chosen by the gods. It is believed that they are more commonly chosen from the peasants and commoners of the world

than the nobles because these hardy folk are more humble before the gods. There is no evidence to support this claim, as Divine Hosts are entirely too rare in the first place.

Races

The Celestial Host favors no race, and will select any whom they believe to be worthy to serve them. There is a slight bias against half-orcs because of their evil ancestry, but some half-orcs have been chosen simply so they can become symbols of good and redemption. Nearly every other race has been chosen at one time or another to become a Divine Host.

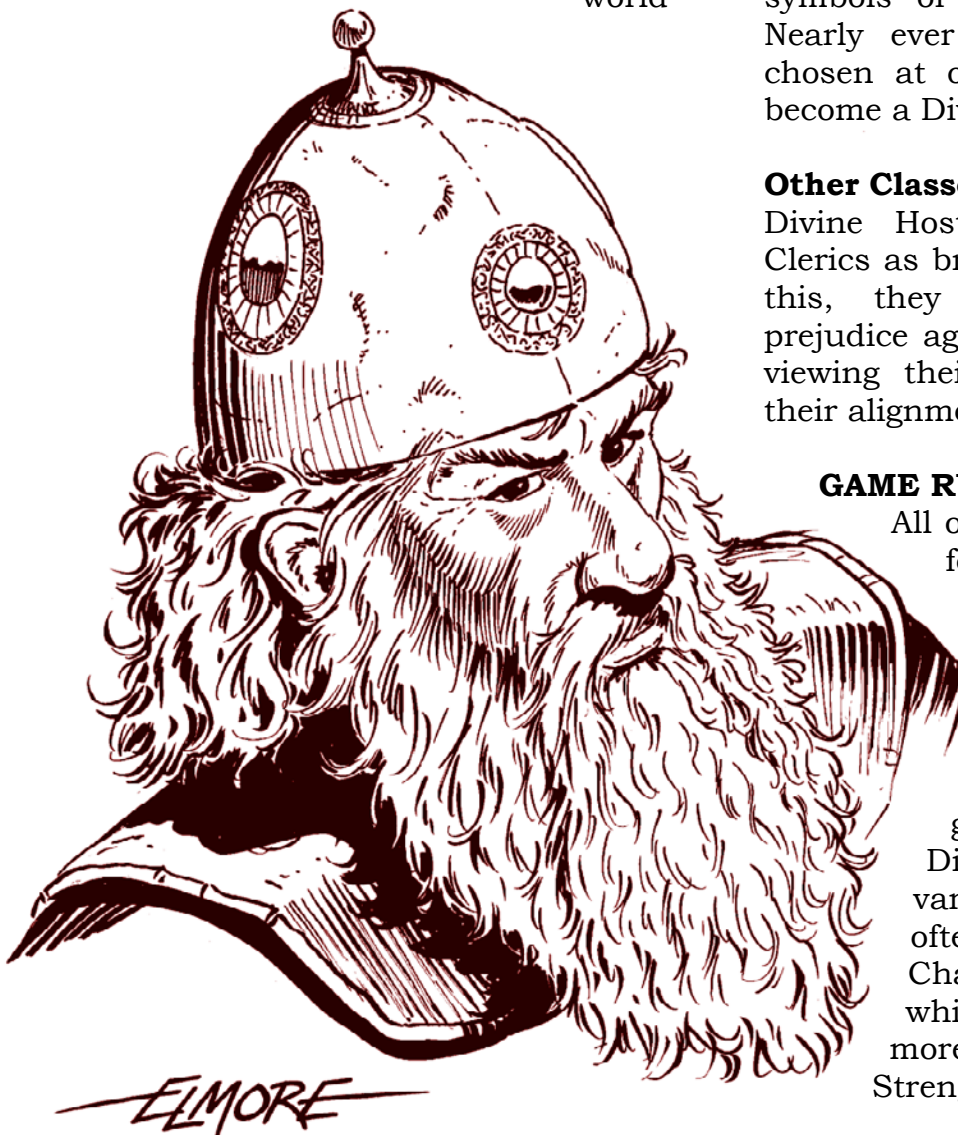
Other Classes

Divine Hosts view paladins and Clerics as brothers in arms. Beyond this, they make no particular prejudice against any class, instead viewing their associates based on their alignment and their actions.

GAME RULE INFORMATION

All of the following are class features of the Divine Host.

Abilities: Because of their combative nature, Strength and Constitution are of great importance to Divine Hosts. Their various special abilities are often benefited by a high Charisma or Wisdom, which some consider even more important than Strength and Constitution.



Alignment: Because of their celestial nature, all Divine Hosts are of good alignment. They may be lawful, neutral, or chaotic, but all Divine Hosts are of good alignment.

Hit Dice: d8

Weapon and Armor Proficiencies: Divine Hosts are proficient with simple & martial weapons, light & medium armors, and shields (except tower shields).

Class Skills: The Divine Host's class skills (and the key ability for each skill) are Craft, Diplomacy, Intimidate, Heal, Knowledge (Religion), Knowledge (The Planes), Profession, Ride, Sense Motive.

Skill Points at 1st Level: (2 + Int modifier) x 4

Skill Points at each additional level: 2 + Int modifier

Divine Self: Because they have been touched by a divine being, the Divine Host is considered an outsider rather than a humanoid for purposes of spells and magical effects. Unlike other outsiders, the Divine Host can still be brought back from the dead as if he were a humanoid. In addition, Divine Hosts are immune to any affect that would change their alignment from Good to Neutral or Evil. Such magic simply fails.

Detect Evil: At will, a Divine Host can use *detect evil*, as the spell.

Aura of Good: The power of a Divine Hosts aura of good (see the *detect*

good spell) is equal to his paladin level.

Divine Smite (Su): Beginning 2nd level, the Divine Host is able to imbue his attacks with his own divine power. Once per day he may attempt a *Divine Smite* with one normal melee attack. He adds his Charisma bonus or Wisdom bonus (if any) to his attack roll, whichever is higher. During this attack, his weapon will be imbued with holy power, making it good-aligned and thus it bypasses the corresponding damage reduction. At 5th level and every five levels thereafter, the Divine Host may attempt *Divine Smite* one additional time per day.

Divine Health (Ex): At 3rd level the celestial gods have blessed the Divine Host so that he becomes immune to all diseases, including supernatural and magical diseases (such as mummy rot and lycanthropy).

Minor Manifestation (Su): As time passes, the Divine Host becomes more and more in tune with divine magic deep that lies within their souls; they are able to harness the power of good that resides within themselves. Beginning 3rd level, and again at 7th level, the Divine Host must choose *Minor Manifestation* from the **Table: Minor Manifestations**. The Divine Host uses these abilities as if their Divine Host level were their caster level. A Divine Host may opt to select the same ability twice – if he does so, he doubles the number of times per day he may use that chosen ability.

Table: Minor Manifestations

Cure Light Wounds 3/day
Bless 3/day
Bless Weapon 3/day
Divine Favor 3/day
Protection From Evil 3/day
Aid 1/day
Consecrate 1/day
Resist Energy 1/day
Shield Another 1/day
Zone of Truth 1/day

Bane of the Undead (Su): By 4th level, the Divine Host has been imbued with power to destroy the most unholy of creatures – the undead. When making a melee attack against undead creatures, the Divine Host gains a bonus to his damage equal to his Charisma bonus or Wisdom bonus (if any), which ever is higher.

Smite the Evil: By 6th level, the Divine Host is able to deal extra damage to evil creatures with his *Divine Smite* ability. Whenever he uses *Divine Smite* against a creature, his attack deals 1d8 extra points of damage, but only if the

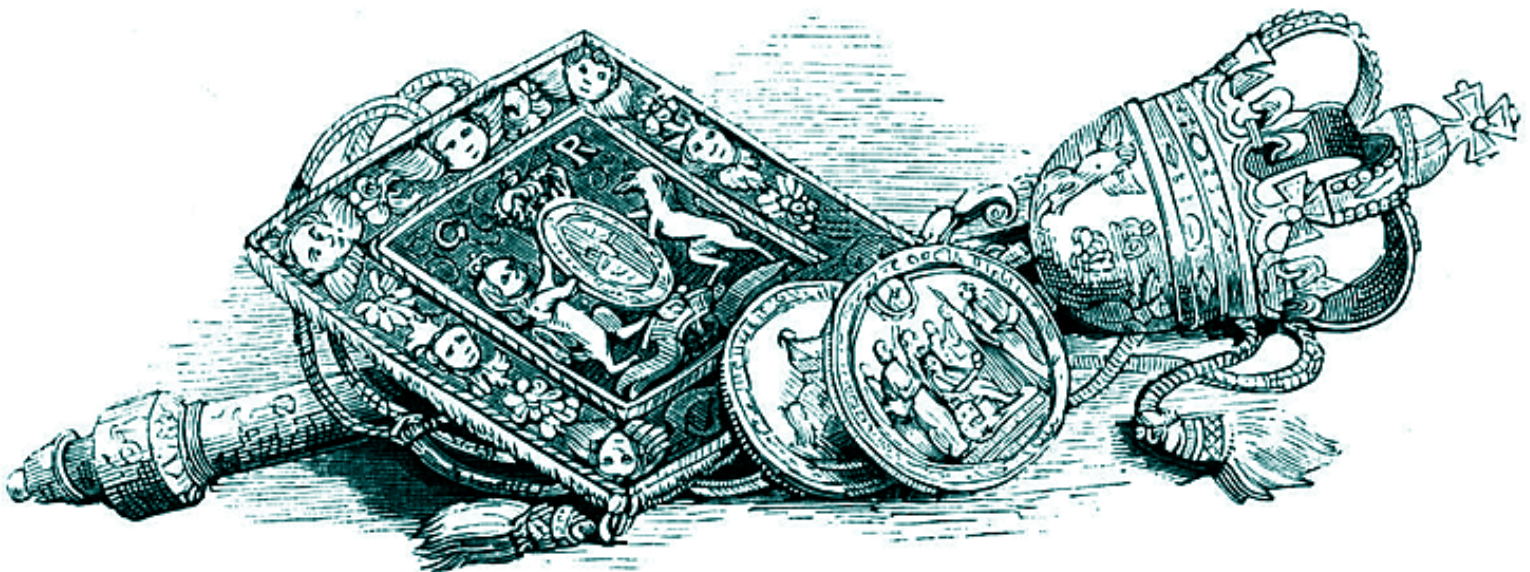
recipient of the attack is evil.

Medium Manifestation (Su): Beginning 8th level, and again at 12th level, the Divine Host must choose *Medium* Manifestation from the **Table: Medium Manifestations**.

Table: Medium Manifestations

Moderate Manifestations
Dispel Magic 3/day
Remove Curse 3/day
Daylight 3/day
Remove Blindness/Deafness 3/day
Remove Disease 3/day
Death Ward 1/day
Discern Lies 1/day
Divine Power 1/day
Restoration 1/day
Tongues 1/day

Bane of the Outsider (Su): By 9th level, the Divine Host can focus his power to deal extra damage to Outsiders. When making a melee attack against undead creatures, the Divine Host gains a bonus to his damage equal to his Charisma bonus or Wisdom bonus (if any), which ever is higher.



Spiritual Wings (Su): At 11th level the celestial gods imbue the Divine Host with the ability to grow a pair of white feathered angel wings three times per day as a standard action. The wings have a duration of one hour before magically retracting themselves, and they grant the Divine Host the ability to fly speed of 90ft with good maneuverability. The Divine Host will always know the current duration of the wings, and so he will never be caught unaware if the duration is about to end. Retracting the wings early will have used up one instance of the ability for the day. Retracting wings is a free action.

Major Manifestation (Su): Beginning 13th level, and again at 17th level, the Divine Host must choose *Major* Manifestation from the **Table: Major Manifestations**.

Table: Minor Manifestations

Commune 3/day
Dispel Evil 3/day
Hallow 3/day
Mark of Justice 3/day
Righteous Might 3/day
Blade Barrier 1/day
Heal 1/day
Dispel Magic, Greater 1/day
Undead to Death 1/day
Forbiddance 1/day

Bane of the Wicked (Su): By 14th level, the Divine Host is able to maximize his abilities to deal extra damage to Outsiders and Undead creatures. The extra damage dealt from *Bane of the Undead* and *Bane*

of the Outsider is now equal to his Charisma bonus + Wisdom bonus (if any).

Angelic Wings (Su): At 16th level, the Divine Hosts *Spiritual Wings* ability becomes angelic by nature, allowing him to use it five times per day and summon the wings as a swift action rather than a standard action.

Smite the Wicked: By 18th level, the Divine Host is granted more power to deal with the likes of evil creature. Extra damage dealt by *Smite the Evil* increases to 2d8.

Celestial Wings (Su): At 19th level, the Divine Hosts can call upon his *Spiritual Wings* an unlimited number of times per day, as a swift action.

Supreme Form: At 20th level the Divine Host has become one with the celestial gods. The Divine Host ceases to age, is unaffected by any magical affects that would age him, and gains DR 20/evil

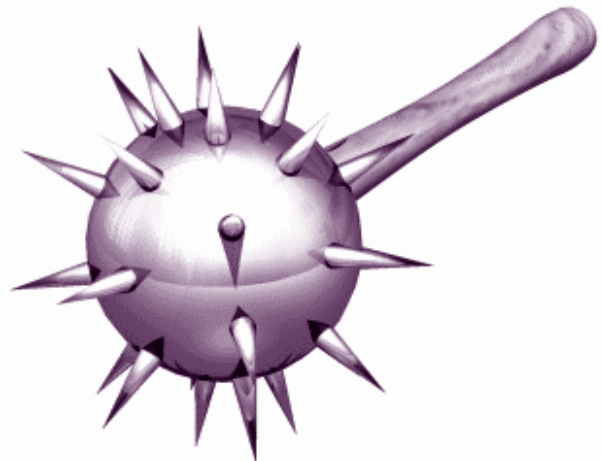
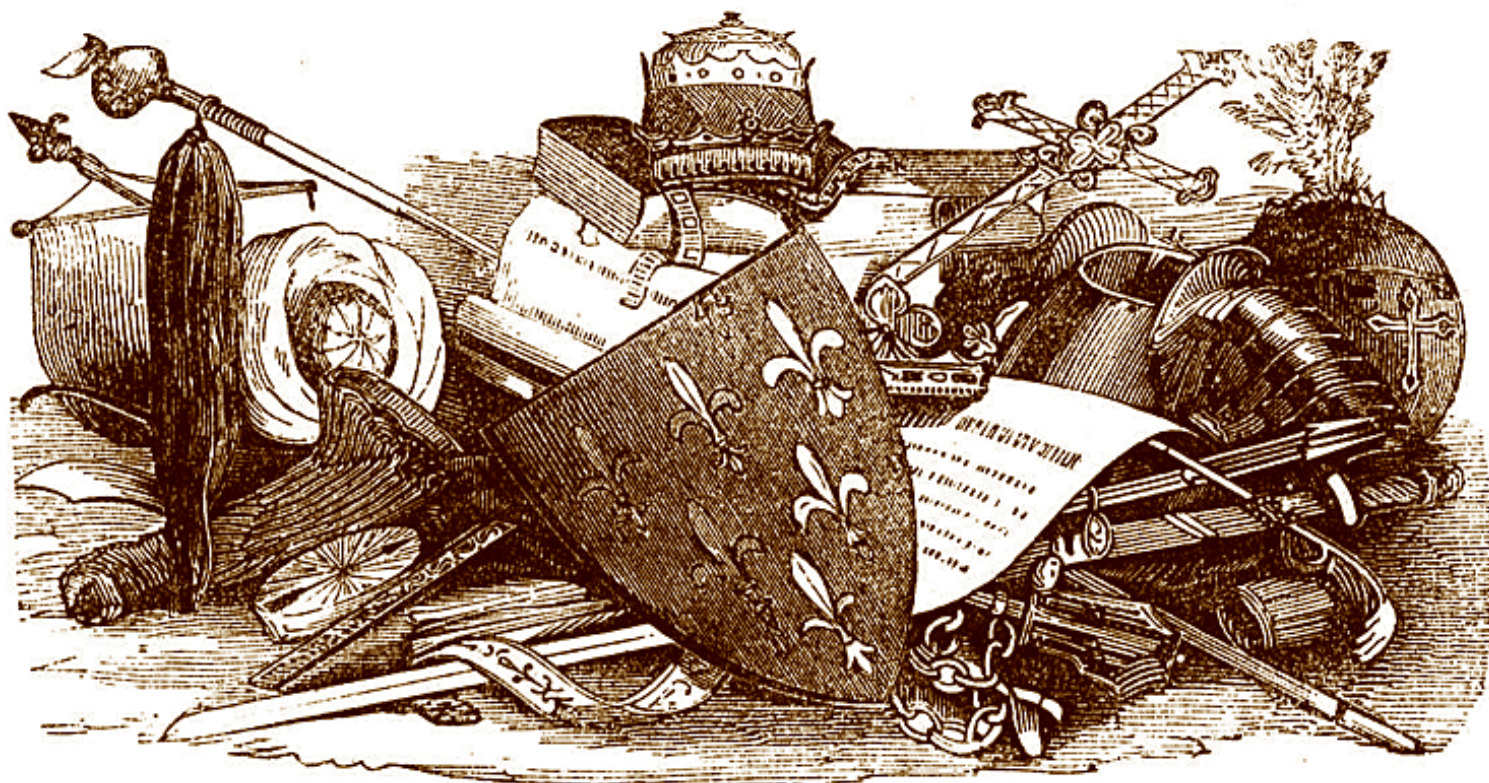


Table: Divine Host Progression Chart

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Divine Self, Detect Evil, Aura of Good
2nd	+2	+3	+0	+0	Divine Smite 1/day
3rd	+3	+3	+1	+1	Divine Health, Minor Manifestation
4th	+4	+4	+1	+1	Bane of the Undead
5th	+5	+4	+1	+1	Divine Smite 2/day
6th	+6/+1	+5	+2	+2	Smite the Evil
7th	+7/+2	+5	+2	+2	Minor Manifestation
8th	+8/+3	+6	+2	+2	Medium Manifestation
9th	+9/+4	+6	+3	+3	Bane of the Outsider
10th	+10/+5	+7	+3	+3	Divine Smite 3/day,
11th	+11/+6/+1	+7	+3	+3	Spiritual Wings (3/day)
12th	+12/+7/+2	+8	+4	+4	Medium Manifestation
13th	+13/+8/+3	+8	+4	+4	Major Manifestation
14th	+14/+9/+4	+9	+4	+4	Bane of the Wicked
15th	+15/+10/+5	+9	+5	+5	Divine Smite 4/day
16th	+16/+11/+6/+1	+10	+5	+5	Angelic Wings (5/day)
17th	+17/+12/+7/+2	+10	+5	+5	Major Manifestation
18th	+18/+13/+8/+3	+11	+6	+6	Smite the Wicked
19th	+19/+14/+9/+4	+11	+6	+6	Celestial Wings
20th	+20/+15/+10/+5	+12	+6	+6	Supreme Form, Divine Smite 5/day



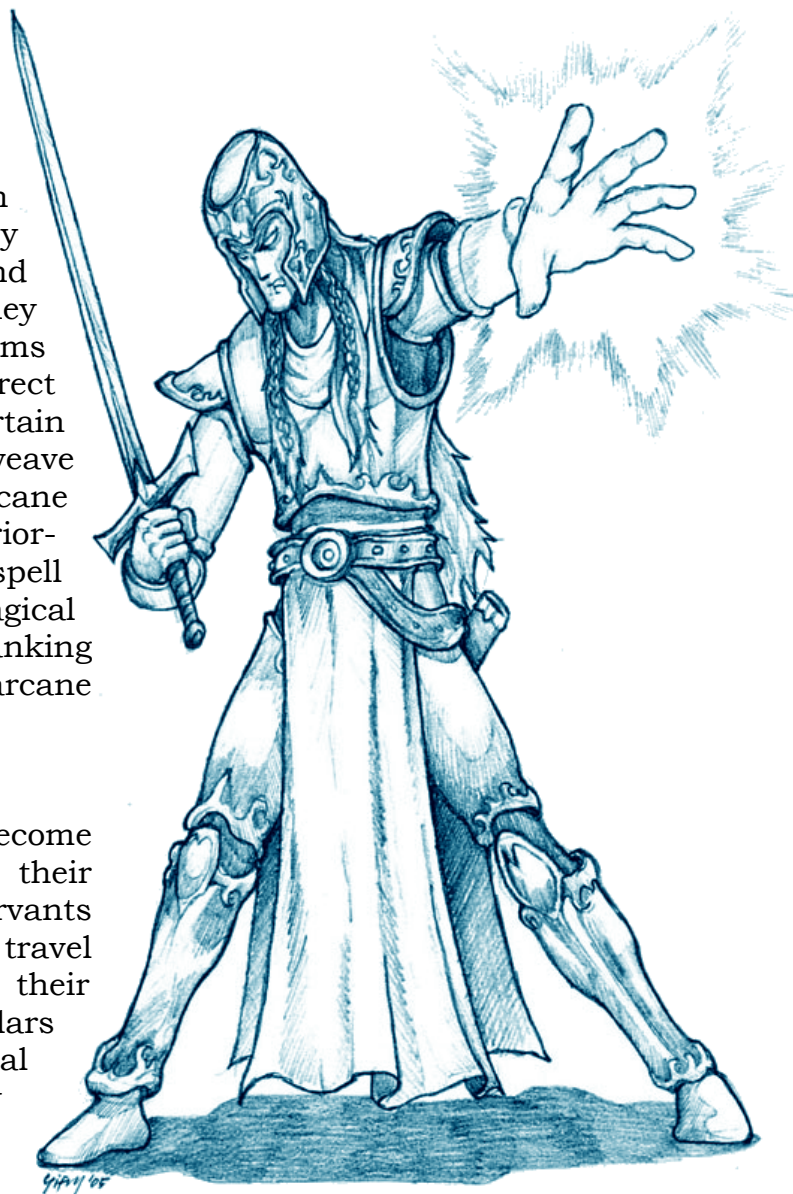
ARCANE TEMPLAR

"STRENGTH ALONE IS NOT ENOUGH"

Wizards often have a reputation for dark deeds. Many a spellcaster has fallen not in battle against a great foe, but to a mob of angry peasants or perhaps to an overzealous cleric. Many Wizard-centric Colleges and Academies, realizing that they did not have the strength of arms to defend themselves in direct combat, began instructing certain martial-minded students to weave steel and sorcery. Thus Arcane Templars was born – Warrior-Wizards trained in sword and spell to defend the various magical academies and their high ranking mages from threats to the arcane order.

Adventures

Arcane Templars often become adventures by the virtue of their duty. As bodyguards and servants to powerful mages, they often travel the world in service to their masters. Other Arcane Templars are given a period of several years by their home academy to go into the world and learn of any great threats to magic that may be lurking, unseen. It is said that there are a few rare Arcane Templars who wander the lands as the last survivors of their destroyed academies. These Templars are melancholy in nature, often looking for vengeance.



Characteristics

Arcane Templars are skilled at both armed combat and magic, but are masters of neither. They are often aloof or arrogant, proud of their unusual combination of skills. Most Arcane Templars wear a symbol or

crest on their armor, depicting the seal of the arcane academy that instructed them in magic and combat.

Alignment

Arcane Schools will only train the most loyal members to become Arcane Templars. Discipline and loyalty are key points of instruction for all Arcane Templars; because of this, all Arcane Templars are lawful in alignment.

Religion

Most Arcane Templars believe they do not need the gods, and few pay homage to the divine. Occasionally (and extremely rarely), an Arcane Templar will pay service to gods of Arcane Magic.

Background

Arcane Templars spend most of their lives training. It takes years of discipline and focus to learn their skills. Because of this, most Arcane Templars spend their early, formative years, training at their Academy. This helps the Templar to focus and also helps create a sense of loyalty and family to the Academy.

Races

Humans, Elves, and Half-Elves are often Arcane Templars. Elves are particularly drawn to the concepts of mixing steel and spell, while Humanity's natural ability to learn quickly helps them become skilled Templars. Many Half-Elves become Arcane Templars a way of somehow paying homage to both halves of their heritage, the human steel and elven magic.

Other Classes

Arcane Templars feel an almost instinctive need to protect wizards and sorcerers and because of this they form strong bonds with them. They respect the martial prowess of fighters and rangers, but tend to look down on the undisciplined nature of barbarians and bards. They are untrusting of most rogues and are often openly hostile to paladins and clerics, who are the most common persecutors of the arcane.

GAME RULE INFORMATION

All of the following are class features of the Arcane Templar.

Abilities: Arcane Templars favor Strength to give them an edge in combat over other warriors who have focused solely on combat. Intelligence is important to help manifest more powerful spells.

Hit Dice: d8

Class Skills: Climb, Craft, Decipher Script, Intimidate, Jump, Knowledge (Arcana), Profession, Spellcraft, Use Magic Device.

Skill Points at 1st Level: (2 + Int modifier) x 4

Skill Points at each additional level: 2 + Int modifier

Weapon And Armor Proficiency: An Arcane Templar is proficient in all simple and martial weapons as well as all types of armor and shields (excluding tower shields).

Detect Magic (Su): The Arcane Templar is taught very early on to channel his senses to detect the magic that surrounds every living and nonliving thing; he may use *Detect Magic* at will.

Magical Blessing: An Arcane Templar is trained to identify spells cast against him and instinctively know how to defend against them. An Arcane Templar receives a bonus to all saving throws against spells and spell-like effects equal to his intelligence modifier.



Templar Smite (Su): Beginning 2nd level, the Arcane Templar learns to focus his arcane energies into a powerful attack – once per round he may attempt a *Templar Smite* with one normal melee attack, gaining a +1 bonus to his attack roll and damage roll. At 5th level, and every four Arcane Templar levels thereafter, this bonus increases by 1 (maximum of +5 at 17th level)

Restore Charges (Su): Arcane Templars are trained in the ancient art of *Restoring Charges*, an old art that Wizards cannot learn due to their lack of physical strength.

Beginning 3rd level, an Arcane Templar may attempt to restore charges to any magic item that has not fully expended all its charges. To do this, he takes 1 point of Constitution damage and attempts a Will save (DC is GM's discretion, minimum of 10) to restore 1 charge; this is a full round action and the Arcane Templar gets a bonus to his Will save equal to half his Arcane Templar level (rounded up). A failed save still costs him 1 point of Constitution damage. The Arcane Templar may not reduce his Constitution below zero this way, and he may only attempt to restore 1 charge at a time. The Constitution damage heals normally over time, but cannot be healed by magical means.

Artifact items cannot be restored with this ability.

Spells: Beginning 4th level, an Arcane Templar casts arcane spells which are drawn from the Arcane Templar spell list. An Arcane Templar must choose and prepare his spells ahead of time (see below).

To learn, prepare, or cast a spell, the Arcane Templar must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an Arcane Templar's spell is 10 + the spell level + the Arcane Templar's Intelligence modifier.

Like other spellcasters, an Arcane Templar can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table: Spells Per Day**. In addition, he receives bonus spells per day if he has a high Intelligence score.

Unlike a bard or sorcerer, an Arcane Templar may know any number of spells. He must choose and prepare his spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the Arcane Templar decides which spells to prepare.

Arcane Templar Spell List:

- **1st:** Read Magic, Mage Hand, Arcane Mark, Identify, True Strike, Magical Aura, Magic Weapon, Jump
- **2nd:** Locate Object, Arcane Lock, Knock, Whispering Wind, Obscure Object, Bear's

Endurance, Cat's Grace, Bull's Strength

- **3rd:** Dispel Magic, Non Detection, Arcane Sight, Clairaudience/Clairvoyance, Protection from Energy
- **4th:** Globe of Invulnerability (Lesser), Arcane Eye, Detect Scrying, Locate Creature, Stoneskin

Note: At the GM's discretion, this spell list may be modified.

Spellbooks: Beginning 4th level, the Arcane Templar must travel to an academy or school of magic and obtain a spellbook. An Arcane Templar must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook, except for read magic, which all wizards and Arcane Templars can prepare from memory.

When an Arcane Templar first receives his spellbook, it will contain five 1st-level Arcane Templar spells. For each point of Intelligence bonus the Arcane Templar has, the spellbook holds one additional 1st-level spell of his choice. At each new Arcane Templar level, he gains one new spells of any spell level or levels that he can cast (based on his new Arcane Templar level) for his spellbook. At any time, an Arcane Templar can also add spells found in other wizards' spellbooks to his own (or other Arcane Templar spellbooks).

Arcane Agility: An Arcane Templar has learned to use powerful

Pimp My Paladin

weapons, and still cast spells with great agility. Beginning 6th level, he may ignore any spell failure percentage while wearing light armor.

At 8th level he may ignore any spell failure percentage while wielding a shield.

At 10th level he may ignore any spell failure percentage while wearing medium armor.

At 14th level he may ignore any spell failure percentage while wearing heavy armor.



Smite Evolution (Su): Beginning 7th level, the Arcane Templar is able to make powerful arcane attacks against his enemies. He chooses one enchantment from the list below, and may add it to his *Templar Smite* three times per day. He must declare this enchantment before attempting his *Templar Smite*. At 11th level and every four levels thereafter, may use this ability one additional time per day and may choose a new enchantment from this list. Only one *Smite Evolution* enchantment may be used for each *Templar Smite* attempt.

- **Alignment Evolution:** The player must choose *Good*, *Evil*, *Neutral*, *Lawful*, or *Chaotic*. Against this type of creature, his *Templar Smite* deals extra damage equal to half his Arcane Templar level (rounded up). This may be taken multiple times, each time a different alignment must be chosen.
- **Critical Evolution:** When using *Templar Smite*, the attack's critical threat increases by 1d4 (roll 1d4 after the attack is made to recalculate the threat). This may be taken only once.
- **Disrupting Evolution:** When using *Templar Smite*, a successful attack disrupts the recipient's concentration. The recipient's arcane spellfailure chance increases by 20% for 10 minutes (non cumulative).

Familiar: At 12th level an Arcane Templar may choose to call a

familiar. This familiar functions exactly as a wizard or sorcerer's familiar as if the Arcane Templar were 4 levels lower than a wizard.

Heaven's Light (Ex): Beginning 16th level, the Arcane Templar can imbue his weapon so that it gives off a white light, illuminating an area of up to 30-feet. He may activate and deactivate this light as a free action (but must be wielding a weapon to use this ability).

Heaven's Brilliance (Ex): At 18th level, the Arcane Templar can cause his weapon to give off a blinding light twice per day upon command. The weapon flashes with a brilliant light and anyone within 20 feet except the wielder must make a Reflex save (DC 16) or be blinded for 1d4 rounds.

Blinded: The character cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Heaven's Wrath (Ex): At 20th level, the Arcane Templar can imbue the power of the heavens into his weapon. Whenever his weapon is empowered with *Heaven's Light*, the Arcane Templar can make a special *Heaven's Wrath* attack with that

weapon three times a day with one normal melee attack. This attack ignores nonliving matter – armor bonuses to AC (including enhancement bonuses to that armor) do not count against it because the weapon passes through armor (dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) This attack does not harm undead, constructs, and objects. If a strike with *Heaven’s Wrath* results in a critical

hit, the target immediately takes 4 points of damage to each ability score, Fortitude save for half damage to each ability (DC 25).

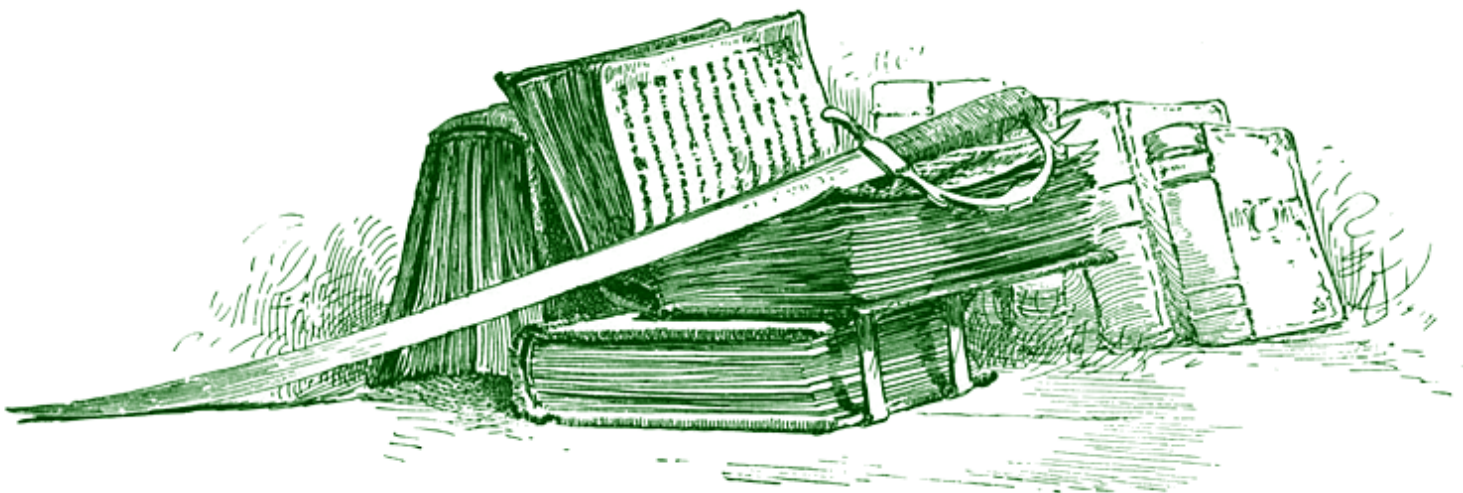
Code of Conduct: Arcane Templars must be Lawful in some capacity. An Arcane Templar's first loyalty is always to the magical academy he serves. This loyalty is taught to them from the moment they begin training.

Table: Arcane Templar Progression Chart

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Detect Magic, Magical Blessing
2nd	+1	+0	+0	+3	Templar Smite (+1)
3rd	+2	+1	+1	+3	Restore Charges
4th	+3	+1	+1	+4	Spells
5th	+3	+1	+1	+4	Templar Smite (+2)
6th	+4	+2	+2	+5	Arcane Agility (light armor)
7th	+5	+2	+2	+5	Smite Evolution (3/day)
8th	+6/+1	+2	+2	+6	Arcane Agility (shields)
9th	+6/+1	+3	+3	+6	Templar Smite (+3)
10th	+7/+2	+3	+3	+7	Arcane Agility (medium armor)
11th	+8/+3	+3	+3	+7	Smite Evolution (4/day)
12th	+9/+4	+4	+4	+8	Familiar
13th	+9/+4	+4	+4	+8	Templar Smite (+4)
14th	+10/+5	+4	+4	+9	Arcane Agility (heavy armor)
15th	+11/+6/+1	+5	+5	+9	Smite Evolution (5/day)
16th	+12/+7/+2	+5	+5	+10	Heaven’s Light
17th	+12/+7/+2	+5	+5	+10	Templar Smite (+5)
18th	+13/+8/+3	+6	+6	+11	Heaven’s Brilliance
19th	+14/+9/+4	+6	+6	+11	Smite Evolution (6/day)
20th	+15/+10/+5	+6	+6	+12	Heaven’s Wrath

Table: Arcane Templar Known Spells Per Day

Spells:	1st	2nd	3rd	4th
1st	--	--	--	--
2nd	--	--	--	--
3rd	--	--	--	--
4th	1	--	--	--
5th	1	--	--	--
6th	1	0	--	--
7th	1	0	--	--
8th	1	1	--	--
9th	1	1	--	--
10th	2	1	0	--
11th	2	1	0	--
12th	2	1	1	--
13th	2	1	1	0
14th	2	2	1	0
15th	2	2	1	1
16th	3	2	2	1
17th	3	2	2	1
18th	3	3	2	1
19th	3	3	3	2
20th	3	3	3	3



DIVINE VAGRANT

"HAVE I STRAYED FROM THE PATH, OR HAS THE PATH STRAYED FROM ME?"

The Divine Vagrant is one who has strayed from the purist path of the paladin, but not enough so to take the path of evil.

All Divine Vagrants begin their lives as paladins, but at some point they may lose their way or perhaps find that the meaning of life is more than the black and white nature that is the paladin. Regardless of their intent, giving up the life of the paladin has some drawbacks, but the Vagrant is able to use his knowledge of the divine to simulate the paladin-like abilities he once had.

Requirements

To qualify to become a Divine Vagrant, a character must be a lawful good paladin of 7th level or higher. Upon becoming a *Divine Vagrant* however, he loses all class abilities related to the paladin (including casting spells), and he must change his alignment to any neutral or good, but it cannot be lawful good.

Class Skills

The Divine Vagrant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal

(Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Skill Points at Each Level: 3 + Int modifier

Class Features

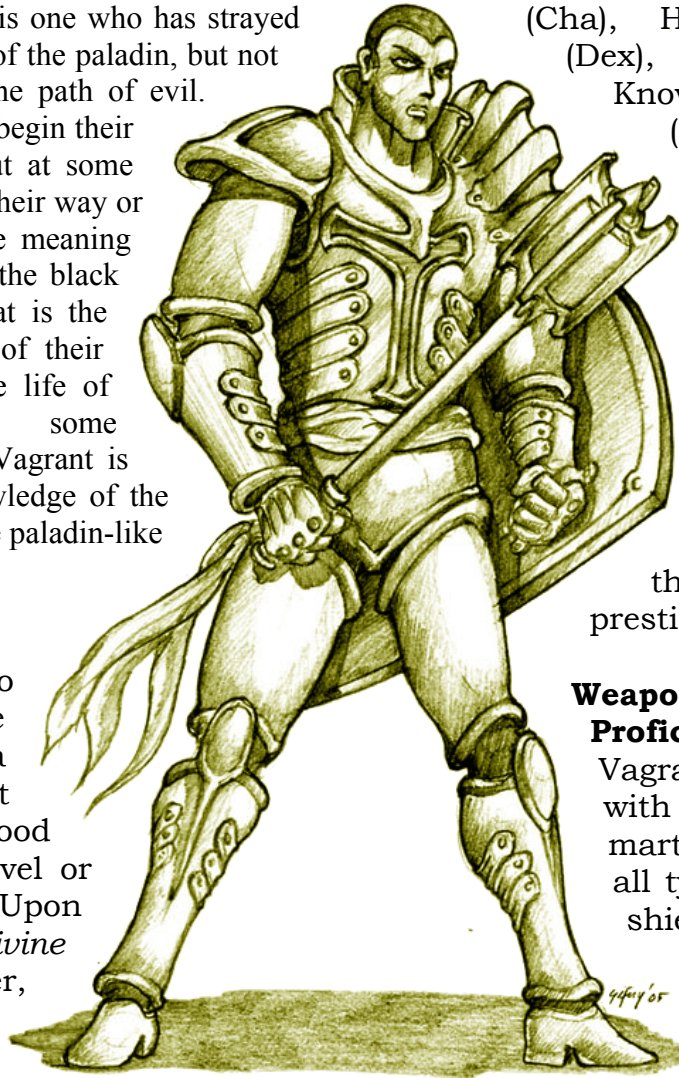
All of the following are class features of the Divine Vagrant prestige class.

Weapon and Armor Proficiency:

Divine Vagrants are proficient with all simple and martial weapons, with all types of armor and shields, including tower shields.

Spells: A Divine Vagrant has the ability to

cast a small number of divine spells. To cast a spell, a Vagrant must have a Wisdom score of at least 10 + the spell's level, so a Divine Vagrant with a Wisdom of 10 or lower cannot cast these spells. Divine Vagrant bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the Divine Vagrant's Wisdom



modifier. When the Divine Vagrant gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The Divine Vagrant's spell list is based on the paladin spell list, with limits. A Divine Vagrant has access to very specific spells, as found on the list below, and can freely choose which to prepare, just as a cleric. A Divine Vagrant prepares and casts spells just as a cleric does (though a Divine Vagrant cannot spontaneously cast cure or inflict spells).

Divine Vagrant Spell List:

- **1st Level Divine Vagrant Spells:** Cure Light Wounds, Detect Poison, Detect Undead, Endure Elements, Read Magic, Resistance, Virtue
- **2nd Level Divine Vagrant Spells:** Bull's Strength, Eagle's Splendor, Owl's Wisdom, Resist Energy, Shield Other
- **3rd Level Divine Vagrant Spells:** Cure Moderate Wounds, Daylight, Dispel Magic
- **4th Level Divine Vagrant Spells:** Break Enchantment, Cure Serious Wounds, Death Ward, Dispel Chaos, Dispel Evil, Dispel Good

Soul Smite (Su): At 1st level, the Divine Vagrant has learned to tap into his inner soul to release a powerful attack. Three times per day he may attempt a *Soul Smite* with one normal melee attack. He adds his Charisma bonus (if any) to his attack roll, and extra damage equal to half his Divine Vagrant level

(rounded up). He may use *Soul Smite* a number of times per day equal to his Divine Vagrant level (minimum of 3 times per day).

Soul Healing (Su): At 1st level, the Vagrant can heal wounds simply by touch. To do so, he sacrifices one usage of *Soul Smite* and heals a number of hit points equal to 1d10 + his Charisma bonus (if any). At 6th level and every two levels thereafter, this amount increases by 1d10 (maximum of 4d10 at 10th level). Using *Soul Healing* is a standard action.

Detect Undead (Su): At 2nd level, the Vagrant is able to detect any undead creatures within a 1/2 mile radius of him. He is able to determine their general direction, but not necessarily their exact location. Furthermore, the Vagrant is able to *Track* undead as if he had the *Track* feat – he gains a bonus to all attempts to *Track* an undead creature equal to his Charisma bonus (if any).

Heroic Shout (Su): Beginning 3rd level, the Vagrant can let out a heroic shout as a swift action three times per day, in order to give himself courage against his adversaries. This shout grants him, and nearby allies who can hear the shout, a bonus to all saving throws against fear effects equal to his Charisma bonus (if any). These effects last for a number of rounds equal to his Vagrant level. Using this ability multiple times does not stack its effects.

Shattering Soul (Su): Beginning 4th level, the Vagrant is able to focus his attacks to deal devastating damage to his foes. By sacrificing two usages of *Soul Smite*, he can attempt *Shattering Soul* with one normal melee attack. For this attack, the critical threat is increased by an amount equal to his Charisma bonus (if any). This cannot be used in conjunction with *Soul Smite*.

Quick Draw (Ex): Beginning 5th level, the Divine Vagrant has learned to think fast in any situation. He gains the *Quick Draw feat* for free.

Quick Draw (Feat): You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Demoralizing Shout (Su): Beginning 6th level, the Divine Vagrant can give out a mighty shout three times per day as a free action in order to demoralize his enemies. Opponents who can hear this mighty shout must make a successful Will save (DC 18 + half his Vagrant level, rounded up) or else become *Shaken* for a number of rounds equal to the Vagrant's Charisma bonus (if any). Using this multiple times does not cause the effects to stack.

Shaken: Characters who are shaken take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Smite the Undead (Su): Beginning 7th level, the Vagrant is able to focus his attacks to deal more damage to undead creatures. His *Soul Smite* and *Shattering Soul* attacks now deal 1d12 extra points of damage against undead creatures.

Starburst (Su): Beginning 8th level, the Divine Vagrant is able to focus his soul in order to let out a powerful burst of energy. By sacrificing one use of *Soul Smite*, the Vagrant lets out a burst of light that spreads up to a radius of 10-feet. Creatures that are caught within this light are dealt 2 points of strength damage.

If the Divine Vagrant is of good alignment, *Starburst* will deal an extra 2 points of strength damage to evil creatures. If the Divine Vagrant is of neutral alignment, *Starburst* will deal an extra 2 points of strength damage to good creatures.

The Vagrant can increase the radius of *Starburst* by sacrificing additional usages of *Soul Smite*. Each additional sacrifice increases the radius by 10-feet.

Whenever a creature takes strength damage from *Starburst*, it becomes immune to additional *Starbursts* for the rest of the day.

Return to Me (Su): Beginning 9th level, the Divine Vagrant is able to imbue his melee weapons so that he can use as a ranged weapon without fear of losing it. He may imbue his

weapon with *Returning* just before throwing it – this enchantment lasts until the item returns. If the weapon is not thrown by the end of his turn, the enchantment fades. Furthermore, if the imbued item is not normally meant to be thrown, the normal penalties for improvising it as a thrown weapon is reduced by one-half, and its range increment is doubled.

Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it,

the weapon drops to the ground in the square from which it was thrown.

Divine Stampede (Ex): At 10th level, the Divine Vagrant can summon a herd of mystical horses to aid against his foes. Once per day as a full round action, the Divine Vagrant summons a herd of these powerful creatures, which appear anywhere within 100-feet of him, and they immediately start charging in any direction that he chooses. They charge in a straight line up to 50-feet (15-feet wide), and creatures caught in the path are dealt 10d6 points of damage (Reflex save for half damage, DC 22). The mystical horses disappear after it has run its entire length, or if the Vagrant commands them to stop before that time.

Table: Divine Vagrant Progression Chart

Level	BAB	Fort Save	Ref Save	Will Save	Special	- Spells per Day -			
						1st	2nd	3rd	4rh
1st	+1	+1	+1	+1	Spellcasting, Soul Healing Soul Smite (3/day)	0	-	-	-
2nd	+2	+2	+1	+1	Detect Undead	1	-	-	-
3rd	+3	+3	+1	+1	Heroic Shout	1	0	-	-
4th	+4	+3	+1	+1	Shattering Soul, Soul Smite (4/day)	1	1	-	-
5th	+5	+4	+2	+2	Quick Draw, Soul Smite (5/day)	1	1	0	-
6th	+6	+4	+2	+2	Demoralizing Shout Soul Smite (6/day)	2	1	1	-
7th	+7	+5	+2	+2	Smite the Undead Soul Smite (7/day)	2	2	1	0
8th	+8	+5	+3	+3	Starburst Soul Smite (8/day)	2	2	2	1
9th	+9	+6	+3	+3	Return To Me Soul Smite (9/day)	3	2	2	1
10th	+10	+7	+4	+4	Divine Stampede Soul Smite (10/day)	3	3	2	2

New Spells

Visage of Glory

Enchantment [Good]

Level: Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: 20-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Might doesn't make right; Right makes right. You summon forth the righteousness within you to prove your worth. You gain a bonus equal to your caster level to any Charisma based checks made on anyone within 20 feet of you.

Holy Blade

Evocation [Good]

Level: Pal 2

Components: V

Casting Time: 1 standard action

Range: 0 ft.

Effect: Sword-like beam of holy energy.

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

You are never without a weapon when you can be armed with your faith. A 4 foot blade of holy energy springs forth from your hand. You wield this blade as if it were a longsword. Attacks with the holy

blade are melee touch attacks. When attacking anything evil the blade deals an extra 1d10 points of holy damage +1 point per caster level. Since the blade is immaterial, your Strength modifier does not apply to the damage.

Tremendous Mount

Transmutation

Level: Pal 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Your touched special mount

Duration: 1 round/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell brings forth the inner strength of your special mount. It grows, doubling in heat and multiplying its weight by 8. This increase changes its size category to the next larger one, and gives it a +4 size bonus to Strength and a +2 size bonus to Constitution. It also gains a +2 enhancement bonus to your natural armor. Your mount's size modifier to AC and attacks changes as appropriate to your new size category. This spell does not change your mount's speed. Determine space and reach for the mount as appropriate to its new size. If insufficient room is available for the

mount's new size then the mount will attain the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures. If the mount fails, its size is constrained without harm by the materials enclosing it. The spell cannot crush the mount by increasing its size. All barding and riding equipment increase to remain suitable to this size, but stored items (in saddle bags or sheaths, etc) does not change. This allows you to ride your mount normally despite its larger size. Any attacks made by the mount deal increased damage due to the size increase as is normal. This includes natural ranged attacks (if any).

Smite the very Air

Abjuration [Good]

Level: Pal 4

Components: V

Casting Time: 1 round

Range: Personal

Area: 20-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Reflex partial or None; see text

Spell Resistance: Yes

You call upon the divine power vested in you to permeate the air. The air sparkles with a muted divine presence that is painful to those that are evil. All creatures within this radius gain the benefits of protection from evil. In addition evil creatures are damaged by this holy power. Each round an evil creature remains within this emanation it receives 1d4 damage +1 for every two caster levels you have. If an evil creature is within this area when the spell is cast it may make a Reflex save to avoid the effects of this spell until its own turn. On its next action the creature must leave the emanation or take the damage on your next turn.



New Magic Items

Amulet of Order (Minor): This amulet gives the paladin the ability to smite chaotic creatures a number of times per day equal to his paladin level divided by five. A paladin may attempt to smite chaos this way with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

Faint abjuration; CL 1st; Craft Wondrous Item, *protection from chaos*; Price 2,000 gp.

Archon Armor (Major): This +4 *mithral full plate* armor grants a paladin who wears it several additional powers reminiscent of archons, the celestial paragons of order and virtue. The paladin continually radiates a *magic circle against evil* as long as the armor is worn and gains a +2 bonus on saves against poison, petrification, and electricity. She also radiates an *aura of menace* – hostile creatures within a 20 foot radius of the paladin must make a successful Will save (DC 16) or take a -2 penalty to attacks, AC, and saves for twenty-four hours, or until they successfully hit the paladin. Enemies that save against this effect do not need to make another saving throw for twenty-four hours.

Strong abjuration [good]; CL 15th; Craft Magic Arms and Armor, *magic circle against evil, prayer, resist energy*; Price 59,650; Cost 35,150 + 1,960 XP.

Cape of Godliness (Major): This long, elegant cloak is made for a specific faith, displayed by the holy symbol emblazoned prominently on the back. When created, a cape of godliness is attuned to two specific domains of the god it is dedicated to. A paladin or ranger of the appropriate faith who wears the cape has access to those domains, gaining the domain powers and the ability to prepare domain spells. These spells are prepared using normal spell slots; extra spell slots are not granted. If the cape is removed, the domain powers are instantly lost, but any prepared spells remain.

Moderate evocation; CL 7th; Craft Wondrous Item, *imbue with spell ability*; Price 56,000 gp.

Holy Symbol of Channeling (Minor): This silver holy symbol aids a paladin in turning the undead. When presented during a turn attempt, the paladin turns undead as a cleric equal to her paladin level, rather than as a cleric equal to her paladin level -3.

Faint conjuration; CL 1st; Craft Wondrous Item, *cure light wounds*; Price 2,000 gp.

Necklace of Faith (Minor): This necklace enhances the connection between a paladin and her god, though only slightly. While wearing it, a paladin has a number of 0-level spell slots equal to her Wisdom modifier (minimum 1). The spells considered to be on her spell list for these 0-level slots are *cure minor wounds*, *detect magic*, *guidance*, *light*, *mending*, and *purify food and drink*. If the necklace is removed, no new 0-level spells can be prepared, but any prepared spells remain until cast.

Faint universal; CL 1st; Craft Wondrous Item; Price 100 gp.

Ring of Steadfastness (Medium): This ring expands and empowers a paladin's aura of courage ability. When worn, it expands the radius of the aura to 30 feet, and the aura provides a +4 morale bonus on all saving throws against mind-affecting effects (this also functions for the paladin himself). This overlaps (does not stack with) the normal +4 bonus against fear effects the aura of courage usually provides.

Moderate abjuration; CL 7th; Forge Ring, *break enchantment*; Price 16,000 gp.

Sanctification Tablet (Minor): This pebble-sized tablet dissolves immediately when dropped into a liquid. From then on, the liquid acts as holy water, in addition to its natural properties (e.g. if dropped

into a vial of acid, the sanctification tablet makes it into "holy acid"). A single tablet only affects one vial's worth of liquid, meaning that dropping it into a larger body of liquid can dilute the resulting holy water; multiple tablets can be combined to purify a larger amount. If dropped into a vial of unholy water, the tablet cancels the negative energy, resulting in ordinary water.

Faint transmutation; CL 1st; Craft Wondrous Item, *bless water*; Price 50 gp.



New Feats

Cleave Evil (paladin)

You may use your momentum in battle against your foes to devastating effect.

Prerequisites: Base Attack Bonus 5+, Cleave feat, Smite Evil

Benefit: When you deal an *evil* creature enough damage to make it drop, and *Cleave* grants you an extra melee attack, you gain a bonus to your attack roll when making your extra attack. You gain a +3 bonus to your attack roll for this extra attack; if the target of the second attack is evil, then this bonus is doubled.

Criticality (paladin)

You refocus your *Smite Evil* attacks so that it deals even more damage.

Prerequisites: Base Attack Bonus 6+, Smite Evil

Benefit: Whenever you use your *Smite Evil* ability, you may take a -2 penalty to your attack roll; if you do, then the critical threat is increased by 1 for your attack. You may not take more than -2 penalty this way.

Dazzling Aura (paladin)

You may use your *Turn Undead* ability to dazzle your undead foes.

Prerequisites: Base Attack Bonus 4+, Turn Undead



Benefit: You may sacrifice one use of *Turn Undead* for the day in order to generate a *Dazzling Aura* up to a radius of 10-feet. Undead creatures within this radius become *dazzled* by this aura. This aura lasts for a number of minutes equal to twice your paladin level (minimum of 1 minute). If you have attained a paladin level of 10 or higher, then the effects and radius of *Dazzling Aura* is doubled.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks (this is doubled if the the paladin using *Dazzling Aura* is 10th level or higher).

Dodge Evil (paladin)

You have a better chance of avoiding the attacks from evil creatures that you threaten.

Prerequisites: Dodge feat, Aura of Good

Benefit: You get a dodge bonus to Armor Class against attacks of opportunity from evil creatures. This bonus is equal to half your paladin level (minimum of +4). A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Healing Smite (paladin)

You refocus your *Smite Evil* attacks so that they can heal.

Prerequisites: Base Attack Bonus 3+, Smite Evil, Lay on Hands

Benefit: You may sacrifice one usage of *Smite Evil* in order to heal yourself or another creature with a single touch. You heal an amount of

hit points equal to your paladin Level.

Fear Smite (paladin)

You manipulate your *Aura of Courage* in order to instill fear into others.

Prerequisites: Paladin level 5+, Aura of Courage

Benefit: You may disable your *Aura of Courage* ability and refocus those energies into a powerful blow. By doing this you may attempt a special *Fear Smite (Su)* with one normal melee attack. If the attack is successful, the recipient must immediately make a Will save (DC 20). If the save fails by 5 or less, then the victim becomes *Shaken* for ten minutes. If the save fails by more than 5, then the victim becomes *Frightened* for ten minutes. Regardless of the outcome, the paladin's *Aura of Courage* will return 1 hour later.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. *Frightened* is like *shaken*, except that the creature must flee if possible. *Panicked* is a more extreme state of fear.

Shaken: A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. *Shaken* is a less severe state of fear than *frightened* or *panicked*.

Sacrificial Mount (paladin)

You may sacrifice your mount in your campaign against evil.

Prerequisites: Special Mount, Base attack bonus 10+

Benefit: As a full round action you may sacrifice your mount, if present, and transmute it into a sphere of pure holy energy. This sphere may be thrown at any opponent within 100-feet of you unerringly. Upon impact the

recipient takes 4d8 points of holy damage + 1 point of holy damage per paladin level (Fortitude save for half damage, DC 22). If the target is evil, then the damage is increased by +4d8. The mount must be summoned from the celestial realms to use this ability, and after the attack it is treated as if it had died normally.



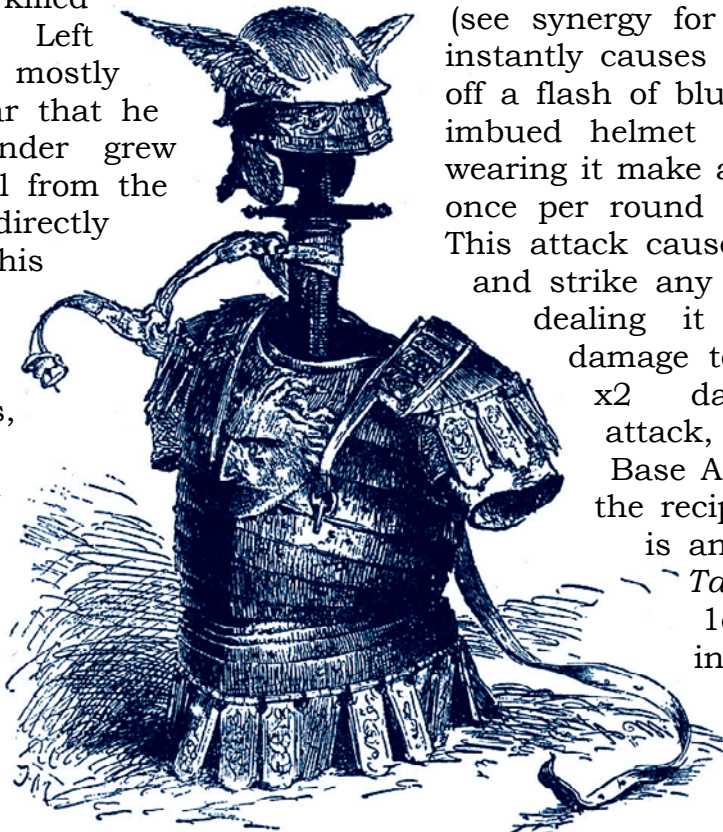
NEW ARTIFACTS

Lifebringer

Common Name: Soul of Omacii

History: In the Year of the Dragon 184, the child Omacii Urmor was born under a lucky star in the Darklyte Plains. The child grew up nearby in the village of Kew where he became hardened but unremarkable warrior. In the year 205, a terrible blight came upon the land – there was an outbreak of the undead! Zombies, Vampires, and other unmentionables spread across the countryside like a plague and many perished or were turned. While visiting the place of his birth, Omacii was ambushed by a horde of undead and killed on the spot. Left dead and mostly eaten, the star that he was born under grew bright and fell from the sky, landing directly upon his remains.

Reborn from the power of the stars, Omacii returned as a powerful Paladin to champion life and defeat undead wherever they may be.



Omacii, born with new flesh and powerful artifacts, began a campaign to rid the world of the terrible undead plague.

Description: *Lifebringer* is a set of 4 artifact items which, when combined, release an awesome power to its wielder. The items consist of a tassel, helmet, armor, and weapon.

Omacii's Vision (Tassel)

Common Name: Death's Visage

Description: This fine tassel is made of fine horse hair and dyed red. Upon command, it can be attached to any non-artifact helmet (see synergy for exception), which instantly causes the helmet to give off a flash of blue light. The newly imbued helmet allows the player wearing it make a *Tassel Strike (Ex)* once per round as a swift action. This attack causes the tassel grow and strike any adjacent creature, dealing it 1d10 points of damage to it, threat of 20, x2 damage (standard attack, using your highest Base Attack Bonus -2). If the recipient of the attack is an undead creature, *Tassel Strike* deals 1d20 damage instead. The Tassel can be removed from the helmet at any time upon command.

Omacii's Lament (Helmet)

Common Name: Protectorate

Description: This strong metal helmet offers a +1 enhancement bonus to AC, and makes the player completely immune to critical hits.

- **Synergy (Helmet + Tassel)**

If the *Omacii's Vision* (tassel) is infused with *Omacii's Lament* (helmet), it produces a sphere of detection around the player wearing it, allowing him to react faster against undead creatures – the helmet allows the player to sense all undead creatures around him with exact precision. He gains a +2 dodge bonus to AC versus undead creatures within 30-feet of him. Furthermore, allies within 30-feet of him gain a +1 dodge bonus to AC versus undead creatures that are adjacent to them.

Omacii's Endurance (Armor)

Common Name: Holy Spirit

Description: This powerful armor offers a +1 enhancement bonus to AC, but increases in power as the player wearing it becomes more experienced. At 5th level and every five levels thereafter, the armor's enhancement bonus increases by +1 (maximum of +5 at 20th level).

- **Synergy (Armor + Helm + Tassel)**

If the *Omacii's Endurance* (armor) is worn with *Omacii's Lament* (helmet) and *Omacii's Vision* (tassel) infused onto the helmet, it causes the armor to become hardened against many forms of damage, mostly from evil creatures. The player wearing it

gains Damage Reduction 0/good. This damage reduction is increased by +1 for each enhancement bonus to AC that the armor is currently generating (maximum of 5 when the wearer is of 20th level).

Omacii's Vengeance (Weapon)

Common Name: Soul Smasher

Description: Scholars are divided over the exact type of weapon that is *Omacii's Vengeance*. Most feel that it can only be a mace of some sort, while others are certain that it is a morning star; and yet there is a third group that emphatically believe it is a flail. The fact is that they are all right, and they are all wrong. *Omacii's Vengeance* is actually a small rod about 10-inches in length and 3/4 of an inch in diameter. When wielded the player may, at will, transform the rod into a +1 weapon of his choice, as long as he is proficient with that weapon. The weapon itself generates an addition +1 bonus when the wielder has attained 5th level and every five levels thereafter (maximum of +5 at 20th level). He cannot transform the weapon into one he is unfamiliar with or cannot use normally use, nor can he transform it into a large weapon (such as a catapult).

The weapon itself also has a special property that allows the player to use it to make *Smite Evil* (Su) attacks three times per day – the player may attempt to smite evil with one normal melee attack. He adds his Charisma bonus (if any) to his attack roll and deals 1 extra point of damage per paladin level (if he is not a paladin; if the player is

not a paladin, he deals extra damage equal to half his level instead. If he accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

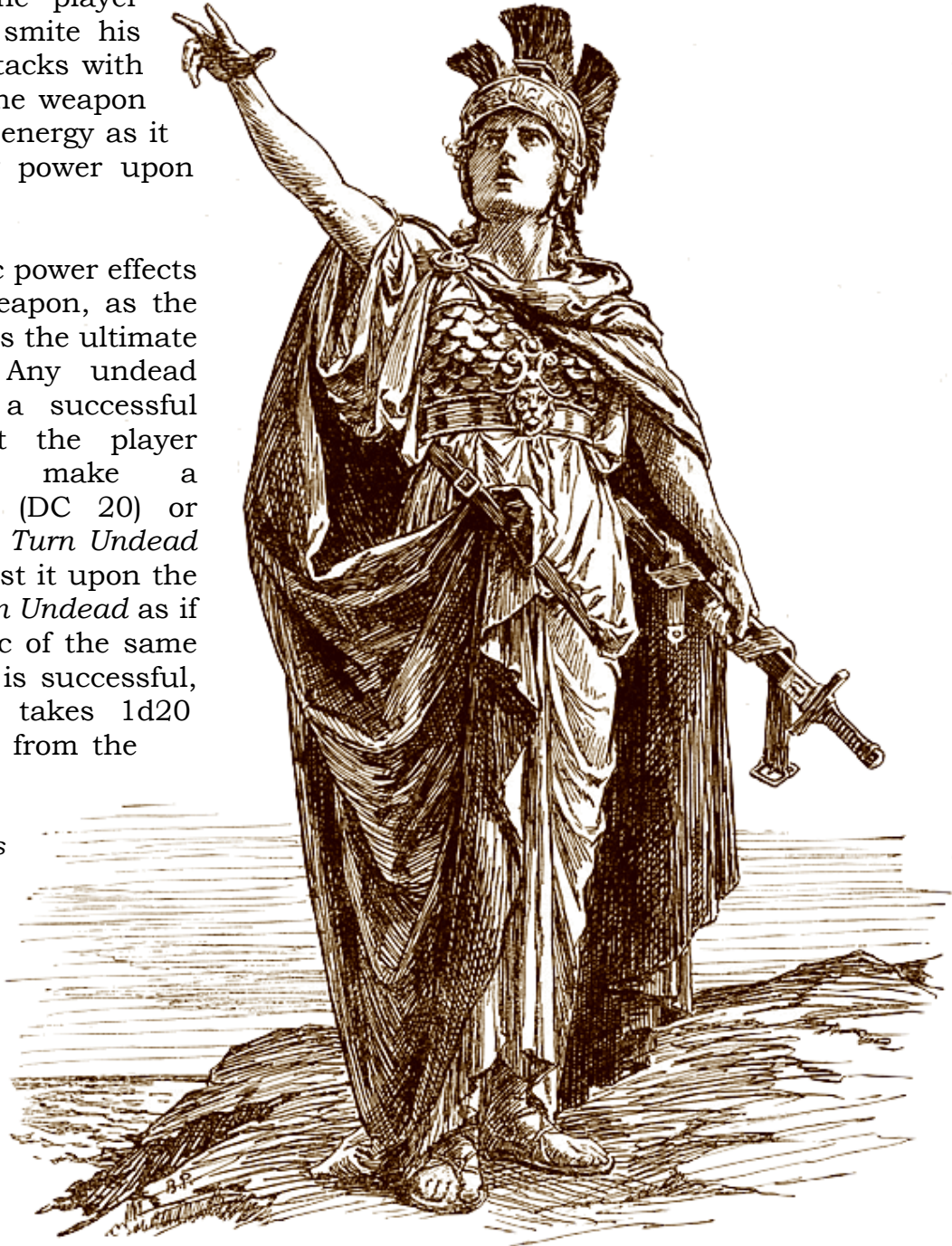
- **Synergy (All)**

When all of the *Lifebringer* artifacts are used together, the player gains great power to smite his foes. When making attacks with *Omacii's Vengeance*, the weapon itself will crackle with energy as it becomes imbued *holy* power upon command.

This special synergistic power effects more than just the weapon, as the wearer himself becomes the ultimate champion of good. Any undead creature that make a successful melee attack against the player must immediately make a successful Will save (DC 20) or becomes effected with *Turn Undead* as if the player had cast it upon the creature (treat the *Turn Undead* as if it were cast by a cleric of the same level). If the Will save is successful, the undead creature takes 1d20 points of holy damage from the player.

Holy: A holy weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of evil alignment. It bestows one negative level on any

evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded.



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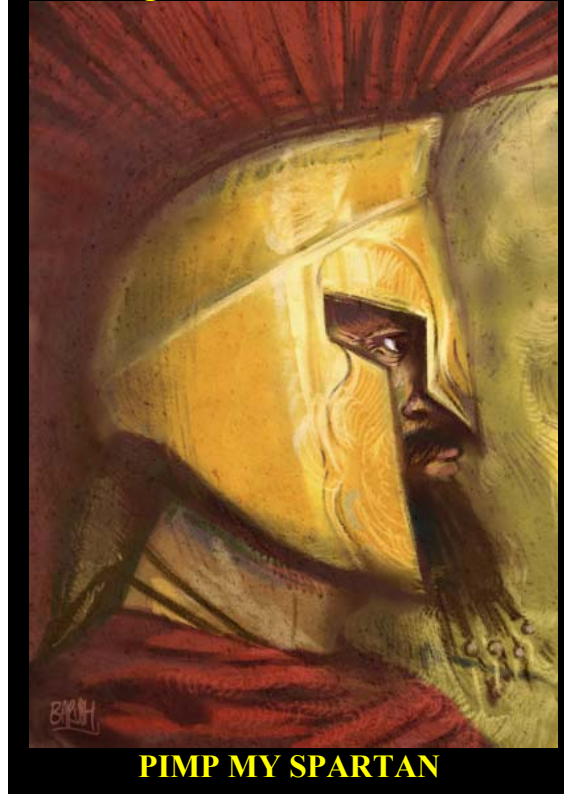
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