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THE QUINTESSENTIAL PALADIN

Collector Series
Book Twelve

This Product Requires the use
of the Dungeons and Dragons®
Player's Handbook, Third Edition,
Published by Wizards of the Coast®



The Quintessential Paladin

Aljandro Melchor

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INTRODUCTION

Protect the innocent and uphold the law – these are the basic tenets and the core definition of a paladin, one of the hardest character classes to role-play, as they follow a straight and all-too-narrow path in the course of their adventuring lives. Defending truth and justice against the endless attempts of evil to subvert or destroy them, the paladin stands at the gate, holding the bridge... and none shall pass.

From the demon hunter who traverses the land protecting his people from the incursions of evil outsiders to the revolutionary who fights more mundane evil rooting in the heart of a tyrannical government, paladins are driven by a desire to set things right, and make sure that the things that are right stay that way. A squire looks to the day on when he will receive his spurs, a knight errant trusts in his fellows' hospitality to support his patrols of the land, penitents are willing to lay down their lives to atone for a darkened past as much as crusaders do for their faith in a cause. Paladins take their first step on a road full of hardships for a variety of reasons, and they try their hardest to remain on that road, taking no detours and no shortcuts, for doing so would betray the ideals they took arms to defend in the first place.

It is very easy to heed the call of evil and stray from the true path of good; a broken promise, an obscured truth, a misdeed ignored... paladins will have none of these. They are prepared to make the ultimate sacrifice if that is what it takes to make the world safe for others, and hold true to their honour and their mission, regardless of personal consequences.

THE COLLECTOR'S SERIES

The Collector's Series is a range of class and racial sourcebooks from Mongoose Publishing, designed to greatly widen a player's options for his character within the d20 games system. Slotting seamlessly into any fantasy-based campaign, each will give a comprehensive guide to one class or race within the game, allowing both players and Games Masters the chance to present old character types in a completely new way without overpowering or unbalancing the game as a whole. The Collector's Series will not necessarily allow players to create a better character, but they will be able to do a lot more than they ever thought possible before.

THE QUINTESSENTIAL PALADIN

With the help of this sourcebook, any character choosing the paladin class will find many alternatives and options expanding his range of abilities. With character concepts, paladins can now have a more detailed background and personal history that differentiate them from beginning characters of other classes, detailing how it is that they heard the call of paladinhood. Prestige classes offer paladins roads that further explore their divine inspiration and absolute dedication to their cause. New feats will hone the paladin's fighting prowess, as well as give him new ways to use his divine abilities. New weapons, armour and equipment give any paladin more tools with which to battle evil, while he can learn new tactics to exploit the strength of his faith, his sword arm and his mission.

Paladins are true champions, and this book details the different causes they fight for, the quests they undertake in order to achieve their goals and the patrons that look over them. The paladin's sacred tools are also given more detail: from options for his faithful mount to the power of holy weapons that unlock that power only for a noble heart.

Clerics spread the words of the gods; paladins act upon them. Fighters fight for money, glory or fame; paladins fight for the greater good. Wizards and sorcerers seek knowledge and power; paladins seek truth and peace. Rogues live for themselves; paladins die for others. While characters from other classes become heroes out of necessity or circumstance, paladins do so because it is in their job description, and *The Quintessential Paladin* will help them follow the path of righteousness into the halls of legends.



Myllerne had spent all the tears she could afford last night, standing vigil over her father's tomb. She was the last of the proud Narath family, now landless, title-less and homeless. Even this crypt where she had buried her ageing father was hidden from the eyes of the common people and, more importantly, from the king's men.

No honour for the fallen hero as his name had been struck from the kingdom's records by the king's order. A life devoted to serving the previous monarch made non-existent by the whim of a capricious and vengeful child, a life of sacrifice rendered worthless.

She stood up, her eyes reddened by of lack of sleep and the tears that refused to stop as she said her last farewells to the man who had raised her in the belief of honour, truth and duty. The king had desired her father's sword, and by all that was holy, she would make sure that he received it, point first.

'I am glad you are finished.' Myllerne did not detect Dast's presence until he had opened his mouth. 'My buttocks were beginning to hurt sitting on this stone.'

'Dast please. Show some respect,' she chided. He was her paramour from a few years past, partly because she was attracted to his roguish charm, and partly because that charm had irritated her father a little.

'Don't mistake me, pretty; I respected the old bugger. It took some steel to oppose the king and more still to keep doing it after all that he did to your family.' He climbed down from the alcove where he had been hiding. 'It's just that there's a time for mourning and a time for getting on with your life, and you have been mourning for a week now.'

'It is the least I could do' she answered fastening the scabbard to her waist. 'I was asking for guidance, asking his spirit for the advice I refused to listen to for so long.'

'Hmm' grunted the rogue, closing the distance that separated them, but still not embracing her as he wanted to. The sword of Narath remained unsheathed. 'So, what will you do now?'

'I... I will take up my father's mission.' She said suddenly, looking at her reflection within the blade of her new sword. 'I will travel to the Shrine of the Scale and take the oath. I have learned enough about weapons and armour from my father. Now I only need to... to understand. I want to know what it is that drove him to give his life for a cause that nobody remembers, to protect those who did not thank him, to... to...'

'To die for what he believed was right.' Dast completed and took her free hand. 'You want revenge, then?'

'Yes... and no.' Myllerne held on to her lover's hand. 'I want the King to pay for what he did to us, but part of me wants to take this sword and raise it to make others see that what father did was right, that he fought until his last breath for everyone's sake. I want his honour restored, but I also want the people to live as they did before Badric assumed the crown. I want to kill Badric so that he stops making everyone's life so miserable.'

'Oh, dear,' said Dast, smiling as he caressed Myllerne's face. 'You are speaking just like him.'

'For that, I am glad.' She smiled back. 'I will not ask you to come with me. This is the life I want to lead and I can't ask you to follow my path.'

'Except that I won't let you walk it alone,' he replied then took his hand to the sword's hilt, enclosing hers. 'I am not a man of honour; I have never been, but I swear by your father's sword and by the love that binds us, that I will be with you every step of the way.'

'Thank you.' She felt more tears coming to her eyes, but these were not born from pain, but from pride and a new sense of purpose. She had a mission now, and she was not alone.



CHARACTER CONCEPTS

At first sight, the paladin is a narrow class to follow, as his duties, his role and even his alignment are all clearly defined. Such devotion and dedication requires a unique personality and discovering just why the character took up arms to defend an ideal with such devotion is as interesting as playing that reason out. Paladins are completely committed to their cause and do not waver or deviate from it, always defending the cause of good. The character could be an idealist who seeks to make the world a better place, an embittered avenger who wishes to make the forces of evil pay for their crimes, the reincarnation of a once and future king sent to deliver his people from hardship or even the physical embodiment of an ideal, born from the collective hope of the people. A paladin is nothing if not a symbol of determination, courage and dedication.

Character Concepts are a core idea for the Quintessential Series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class and race that will allow a player to quickly and easily provide a ready background for every new character he generates. As well as providing both a small bonus and penalty to a character's capabilities, each character concept gives a ready base for roleplaying, thus greatly shortening the time taken during character creation, as well as granting that oft-needed inspiration so important for a player to feel 'at home' with his new character.

Any one character concept may be applied to a character as it is being created. The listed bonuses and penalties are applied, any roleplaying description modified and adjusted to take into account the template and then the character is ready to play! From this point forth, both the player and the Games Master should be aware of the character concept chosen and take steps to ensure the character is played accordingly. It must be stressed; character concepts are a roleplaying tool, not simply a method to gain lots of new abilities!

APPOINTED

Among the ranks of a faith's protectors, there are those who had no choice in the matter of taking up arms, for it is hard to ignore one's destiny when the vision of a god points out a path so clearly. The appointed are paladins who received their mission from a holy vision. Some receive vivid dreams about the pain of the world and how they could alleviate it, others meet a stranger on a road who gifts them with a mysterious sword and the 'fortunate' simply see an avatar of a deity pointing at the nearest chapterhouse telling them to become a paladin or else. Whatever the case may be, appointed paladins did not choose their life even if they find it to their liking later on, each day is a test of their sense of duty and their ideals.

Adventuring: Appointed paladins go out on adventures because they have little choice in the matter. They go from quest to quest, looking for the next sign that will point the way once an adventure is over. The appointed are well-used to having little rest from their quests and, once they are free of other duties, they will often go to the nearest temple of their deity to seek out other opportunities to right wrongs or uphold the tenets of their faith. Some of the appointed offer a token resistance to their mission but deep inside they know that what they are doing is right; they just wish they had the idea in the first place instead of it being pointed out to them.



Roleplaying: As their future was laid down by external sources, an appointed paladin does not seem so concerned about planning ahead. Any of his earthly plans may come to naught when the heavens issue a call for duty, forcing him to change gears. He tends to drift through life with the quiet confidence that, whenever he finds himself with no direction, one will present itself. This certainty of purpose frees his mind from such matters, giving him more time to focus on more immediate concerns, and often makes for a rather jovial warrior who trusts that the future has something in store for him already so, why worry? The ones who try to resist complain a lot about their destiny, but it is obvious that it is only to be argumentative, as they will follow the path anyway.

Bonuses: Whenever the appointed finds himself in a quandary – from a choice between two roads when choosing the right one is of vital importance, to not knowing what to do after returning from an adventure and healing his wounds – he can expect to see a sign pointing him in the right direction. Once per game session, the player may roll 1d20 and, if the result is less than the character’s level plus his Charisma modifier, the Games Master can give him a hint about the current problem.

Penalties: Appointed paladins unwittingly give up a part of their free will in their devotion to a higher power. They suffer a -2 to all Will saves for one day (24 hours) after seeking a sign, this reflects his opening himself up to influence from outside forces which, unfortunately, also leaves him vulnerable to malign forces as well.

AVENGER

If a land needs paladins it is because the innocent suffer, and such heroes rise from the ashes of destruction and abuse. The avenger is a paladin who was forced to fight evil because he suffered greatly at its hands. He has suffered a loss so terrible that he takes his desire for revenge to a sublime level, realising that by acting against such evil, he is not only avenging himself, but all of his fellows. His pain goes beyond hate, his mission to vanquish evil becomes a driving force for his entire life, and he is convinced that his role in life is to prevent others from suffering as he has. Avengers fight back in the name of those who cannot or will not, with two words eternally burned into their hearts, giving them purpose: ‘Never again’.

Adventuring: The avengers never lose an opportunity to strike at the heart of evil, and look for adventures that will save the livelihoods of many once completed. They are in constant search of those responsible for their loss, but are more than able to put their personal quest for vengeance in the back seat if they are needed for another purpose. The avenger can ask for help or join an adventuring party if their goals are similar to his own, but he has a penchant for going solo if his companions have reservations about fighting injustice wherever it is present. Driven by his desire to protect others, he never ignores people in need, and often delays an ongoing adventure in order to bring whatever hope he can by lending a hand in matters others may think trivial.

Roleplaying: An avenger can carry himself in almost any manner, but behind his eyes there is always a grim bitterness about his inability to protect those he loved back when he first heard the call of paladinhood. He empathises quickly with the suffering of others and lends his shoulder for them to cry on, but will refuse to accept such support as it is his pain that forms the core of his cause. He may speak about his loss and his voice will grow uncharacteristically harsh, but he will





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The caravan halted at the behest of a small patrol; two covered wagons, half-a-dozen riders and maybe twenty peasants fleeing their town as the tide of war threatened to engulf it. Half their fields were already razed, but the king did not seem to care and had ordered all roads be blocked. Myllerne knew this, which is why she and Dast were hitching a ride inside one of the wagons. She ventured a peek through a slit in the wagon's canvas, and her companion knew something was wrong when her other hand went to her sword.

'No!' The rogue whispered. 'What are you doing?'

'He's ordering them to line up... looking for spies it seems.' The young swordswoman was gritting her teeth. 'They'll search the wagons, Dast. I won't be caught like a common criminal!'

'Dear... in their eyes, we *are* common criminals.' Dast answered, more used to hiding to avoid authorities than his lover. He was about to add to his comment, but she did not give him time as she shot through the back of the wagon.

Myllerne was not thinking straight. One moment she was listening to Dast's advice, the next she was charging the guardsmen with her father's sword raised high. She leaped gracefully over the body of the slain peasant, struck down by the guardsman's sword for not replying promptly enough. These men... or at least their ilk had murdered her father in circumstances too similar for comfort.

The guardsman tried to parry, but his sword snapped in two when it met Myllerne's steel. Her cry for revenge intermingled with a loud thunderclap that coincided with the moment her sword struck flesh.

For years to come, the surviving peasants would tell the tale of how a young girl had called upon the heavens to strike down a small army of bloodthirsty guards, every one of her attacks radiant with holy light.

wave the matter away and go on as if nothing had happened. When confronted with circumstances similar to the ones that caused him to take the sword for the sake of the innocent, or when he comes face to face with those directly responsible for his own suffering, he will be filled with a righteous fury that will be terrible to behold.

Bonuses: The player must define the painful event that caused his character to become a paladin and choose a creature type or group in the campaign as those responsible. This group can be bandits, the king's guard, a cabal of wizards or anything the Games Master finds appropriate. The avenger gains a bonus smite once per day solely usable against the creature type or group that caused the painful event in his past.

Penalties: The avenger's refusal to let go of his pain helps him remain true to his purpose, but also haunts his nights. Every time he goes to rest, there is a 35% chance that he will relive the painful event in nightmares. He only recovers half the normal amount of hit points he would have healed by resting and cannot prepare spells. He also does not replenish his reserve of positive energy, which affects his turn undead and *lay on hands* abilities by not resetting the number of turning attempts per day remaining and the number of hit points he can heal. A *sleep* spell

prevents this for a night, but he will automatically have them the next time he goes to rest, even if under the effect of a second *sleep* spell. If he undergoes a quest to finally defeat the ones responsible for his loss, or finds a way to accept what happened, he is no longer haunted by nightmares, but he also loses the bonus and extra use of his smite evil ability. Such is the price of finding inner peace.

CHILD OF LEGEND

Old legends and folk tales affirm that the hands of a true king are the hands of a healer, that he only needs to lay hands on the sick and the wounded, and they will recover. The child of legend found himself with the gift since early in his life and, whether this holy talent was ignored or exploited, he always knew that there was something else in store for him, because he dreams of a great destiny. Becoming a paladin was a natural step for this child who, regardless of his station, is the reborn soul of a great king of an ancient past. Destined to greatness, the child of legend returns in a time where heroes are needed, taking sword and faith to deliver his people, who have been hoping and praying for his return. Mostly ignorant of his true identity, the paladin can do nothing but act upon his instincts to serve his people.



Adventuring: Like many other paladins, the child of legend sees adventures as quests to test and prove himself. He is attracted from early on to the adventuring life, as he feels the pull of destiny that calls him to become more than he is in order to serve his people. He prefers adventures in which some good will come for the common populace, and most of the loot he earns will be spent on charities and overly-large tips. He is drawn to the danger of an adventurer's life as it is a chance to accumulate wisdom, and will naturally gravitate towards the position of leader of his companions, a small taste of the responsibilities he will some day have as a leader of men.

Roleplaying: The child of legend is baffled by his dreams and generally dismisses them, but he cannot avoid taking the lead in everything in his life. He respects the opinions of his companions and is never afraid to voice his own, speaking with a clear and confident voice. Leadership comes naturally to him, even if he does not actively seek it. Never hesitant in his actions but always open to learn from mistakes, the child of legend has the bearing of a true king and handles himself with courtesy and natural elegance. He is polite, but not obsequious, and if there is something he does not agree with, he will say it to the other person's face, be he a peasant or an emperor.

Bonuses: There is a great destiny in store for the child of legend. He has the Leadership feat for free starting at 1st level. In addition, after he reaches 9th level, bards may make a bardic knowledge check (DC 20) to identify the signs of kingship that adorn him. When the paladin receives his special mount, the mount recognises him and gains all the memories of the ancient king's own mount, which it may or may not share, with its Intelligence score being +1 higher than listed for the paladin's special mount. At a convenient moment for the campaign, the child of legend finds the sign that marks him as the realm's true king, be it a holy weapon, a piece of jewellery or a new-found birthmark as determined by the Games Master.

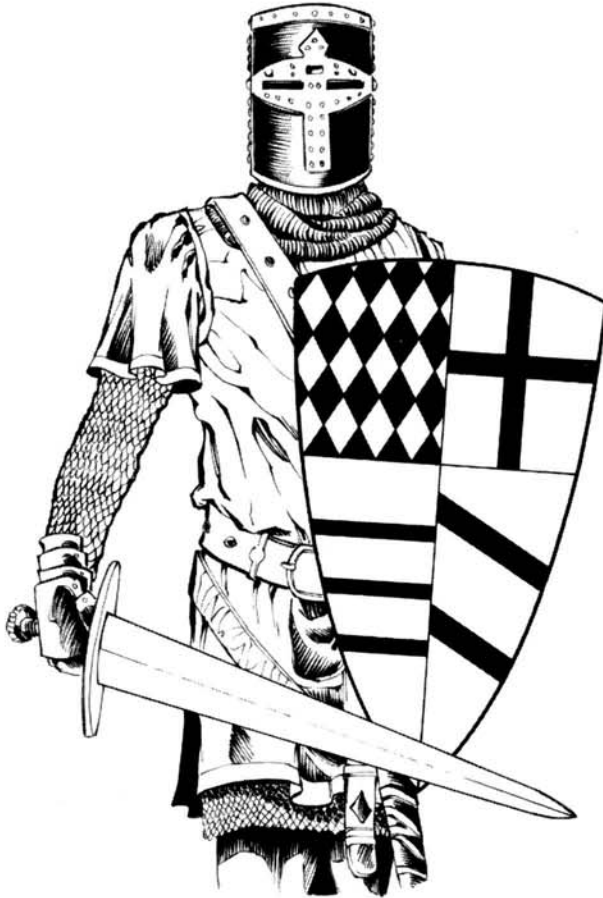
Penalties: The weight of a crown is great, even if not yet worn. The child of legend is totally devoted to the welfare of others and cannot use his *lay on hands* ability to heal himself. Additionally, he suffers a -1 morale penalty to all attack and damage rolls until he uses a weapon that befits his stature; this weapon can be any magical weapon with a +2 or greater enhancement, any weapon that deals holy damage or is enchanted with divine magic, or a bonded weapon (as described in the Holy Weapons chapter). When acquiring such a weapon, the penalty is gone forever, even if he later loses that weapon.

CRUSADER

A paladin's life is devoted to the cause of order and the good of all, for this he rises whenever the forces of evil threaten that peace, be they of mortal or outsider origin. For the crusader, life is a continuous battle against darkness and, as long as it threatens the innocent, he will never stand still. A crusader takes on the mantle of paladinhood because he believes strongly in his cause. He believes that someone must stand against darkness, and that said someone is him. He does not believe himself superior to the rest of his fellows, quite the reverse, sacrificing his life and peace of mind so he can stand forever vigilant to evil's incursions.

Adventuring: Taking on adventures is the only way of life for the crusader. He may have a home he returns to from time to time, but he is never truer to himself than when he is on the road, rooting out the threats to the people of the land and destroying them before they have a chance to cause any harm. If he has companions on his crusade, the paladin is grateful to the deity or cause that he serves, but he is willing to strike out on his own if that is the only way. He judges every adventure he embarks on with care and, even if

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he can postpone major undertakings for the sake of his companions, his degree of support for their plans will be directly proportionate to the worthiness of their cause.

Roleplaying: The crusader is a paladin who eschews everything else for the sake of his cause. He may become taciturn when he ponders the sacrifices he has made, but those brief periods of introspection only serve to strengthen his purpose. He is completely devoted to the fight against darkness, and he may become irritable if he is distracted from his long-standing crusade for prolonged periods. He is always watchful of everything that surrounds him, looking for the signs of encroaching evil, and that is often a point of contention with more carefree companions. He has a duty to fulfil, and he has little time for distractions.

Bonuses: Crusaders are always on the watch for evil and its minions, their *detect evil* ability is always active within a 30 feet radius. They do not need to specify the ability's activation in order to sense the presence evil when it passes close to them, but they must use the ability normally in order to gain more information. In addition, they can sense the general

direction when an overwhelming evil aura enters an area within 100 feet per paladin level.

Penalties: Among the sacrifices that the crusader makes is his trust in others. As he is ever-watchful of evil, he may sometimes make mistakes. The Games Master can inform of the presence of evil where there is none, and the crusader must succeed at a Will save (DC 10 + his own caster level) in order to clear his senses. If he fails, he will waste all his energy as he usually does to bring down this imaginary evil until he is shown definite proof that he was wrong.

EMISSARY

The role of defenders of the faith usually falls on mortals, but sometimes a deity judges that no mortal can answer the call and sends one of his own celestial servants to fill the void. Emissaries are celestials who are born in mortal flesh, predestined to become paladins from the moment of their conception. The child behaves oddly and there is always a strange aura around him, and finally comes into his true nature on puberty, when he leaves his parents' home to become the deity's agent in the mortal world. The emissary understands his role and embraces it without hesitation, his divine power expressed in the paladin's abilities. He knows that he is a mortal for the time being and makes the most of it.



Adventuring: The emissary joins adventures for his own reasons, which are mostly ineffable and probably incomprehensible to mortals. He acts upon his master's wishes offering no explanation or excuse. He just smiles enigmatically. He is constrained by mortal limitations and he knows he can die, but he is not afraid as it only means his return to his master's side and is a valuable addition to any adventuring party for his selfless courage. He may never reveal what he truly is to his companions, but he will drop his divinely-inspired advice more often than not to manoeuvre the party to the right place at the right time.

Roleplaying: Despite his celestial origin, the emissary is a mortal, a normal member of the race from which he was born. He is aware of his dual nature and this may cause occasional conflict, especially if he was sent as punishment rather than as a trusted agent. He acts haughtily without meaning to, and some of his comments may come across as really condescending. Sometimes he is at a loss about some of the mortals' attitudes, even if he has been one for years and can make gross errors of judgement by measuring others with the same scale that he measures himself and his former peers among the celestial hosts, and more often than not sees the world in plain black and white.

Bonuses: The emissary is never too far from his master. Once per week, he may use *commune* as a spell-like ability, but he may ask only one question. In addition, instead of using the paladin's normal smite evil ability, he can spend its once-per-day use to cast *banishment* when striking an evil outsider, using the paladin's full level instead of his caster level.

Penalties: The character is considered both a humanoid and an outsider when determining the spells and effects that can target him. He is prevented from approaching a creature surrounded by a *protection from good* or can be imprisoned inside a *magic circle against law*, while still being a valid target for *charm person*. He cannot be banished, however, as the Material Plane is his home plane for the time being. Such effects simply stun him if he fails the saving throw.

IDEALIST

Choosing the life of a paladin is relatively easy; the hard part comes in living up to its tenets. An idealist donned his armour with the firm belief that his efforts will make a difference and that he can help in the building of a better world. Idealist paladins may disagree on the details of their vision of the future, but

they are the same when it comes to pursuing them. They are often accused of being impractical dreamers, but it is undeniable that their enthusiasm is contagious, or at least baffling, as they emerge from the worst of a combat, their armour battered and weapons bloodied, sporting a smile and telling all he meets that everything will be alright. Idealists are often the leaders of revolts against tyrants and the spear-points of a band facing an enemy that threatens the peace and prosperity of the land.

Adventuring: Idealist paladins tend to wander aimlessly, looking for ways in which they can lend a hand. A prospecting band of adventurers is as likely to meet this paladin helping a villager patch his roof as fighting off a group of bandits, and he will seldom refuse any invitation to join a party. He sees the adventurer lifestyle as something natural and expected of him. His cheer and optimism, coupled with a paladin's natural strength of personality, quickly becomes a party's moral backbone and, even if they do not seek it, wins them the group's leadership. The idealist will gladly assist in any adventure his party embarks on, provided it is not pursuing an ignoble goal. In this paladin's eyes, every little action counts towards a greater good.

Roleplaying: Idealist paladins do believe strongly that everything that happens is for the better. They



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find the silver lining in every cloud but this is not blind optimism, as they think that good things happen because people make them happen. They are among those people. They believe that a better world is just around the corner, and that as long as there is life there is hope. The idealist is not stupid and knows that he does not live in an ideal world, which is why he is a warrior trying to bring such a world into being. He is generous with his friends and merciful towards his enemies, which does not mean that he shirks from his duty of fighting the evil that is keeping his ideal world from coming.

Bonuses: The idealist holds to his beliefs so strongly that he can derive additional strength from them. Instead of using his smite evil ability to damage an opponent, he can draw from his adherence to good to give a morale bonus equal to his level to any ability and skill check or saving throw. As his use for the day is spent in this way, the paladin cannot smite evil until after he rests.

Penalties: Even if not soft-hearted, the paladin likes to believe that there is some good in every person's heart and that people can be redeemed. When he uses his smite evil ability, he only deals extra damage equal to half his level, because he does not really want to hurt someone he can bring back onto the right path. Evil outsiders and truly malefic and malign creatures receive the smite's full damage. Even for the idealist, some creatures simply cannot be forgiven.

INNOCENT

A pure and noble heart beats beneath the armour of a paladin, but true purity and nobility are extremely hard to find, and the advent of a true innocent is often foretold in legends and watched closely by the forces of good. An innocent has no room for evil in his soul, walking through swamps unsoiled and untouched by evil's manifold temptations. An innocent does not stray from the path of righteousness because it never occurs to him that he can. He approaches every problem from the fresh perspective of one who is considering it for the first time ever, yet never failing to learn from the experience and applying that knowledge in the future. Innocents are in the vanguard of the forces of good, even if they do not understand how they got there.

Adventuring: Innocents strike out driven by curiosity and a desire to learn everything. They feel a need to help others and always answer a call for help. Their intentions are always good and there is no duplicity in their motives, and they have trouble thinking that the

same goes for the rest of the people they meet. The risk and apparent foolhardiness of any given task is unimportant for the innocent; if there are people in trouble, he is going to help. This attitude makes him a very valuable member of any group, for they can count on him for aid and to 'volunteer' for the most dangerous or tedious tasks. The innocent might feel a bit hurt if he finds out he is being used, but after an honest talk he will consider the matter settled.

Roleplaying: The character is a mixture of child-like naiveté and iron-hard conviction. For the innocent, the world is a place filled with good people, with evil reserved for demons, undead and other nasties. However, the innocent is not a fool, even if he makes a very good job at looking like one. He knows that there is such a thing as deceit and evil intent, but they are so outside his experience that they are always the last on his list of possibilities when looking for the source of a problem. His *detect evil* ability helps him to avoid his purity being used by evil manipulations, but he sometimes forgets to activate it because he has an inherent trust in everybody.

Bonuses: The pure heart of an innocent bolsters his magic. His caster level is the same as his class level for



the purpose of determining spell effects and caster checks, instead of being half as for other paladins. He does not gain new spells nor can he cast more spells per day. In addition, he receives a +2 morale bonus on all his turn undead checks.

Penalties: Innocents take everything at face value, believing that their own openness and honesty are echoed in everyone he meets. He suffers a -2 morale penalty on all resisted Sense Motive, Innuendo and Diplomacy checks when being lied to or when the truth is hidden from him. He also suffers a -2 on all saves against mind-affecting magic and effects, and a -4 to see through illusions. If something happens during his life that shatters his innocence, the character does not suffer from the penalties anymore, but also loses the caster level and turn undead benefits from being an innocent.

KNIGHT-ERRANT

Righting wrongs and rescuing damsels in distress is common fare for the knight-errant, a warrior who chooses life on the road instead a stable life. Even having a base of operations is a strange concept for this paladin, for it limits him to an area, where he could be out there saving the world. He holds great enthusiasm for his role as knight protector, and does not mind lacking simple luxuries. For him, there is always the next mission, the next town to save from marauding monsters, the next relic to unearth from a cursed tomb and the next evil cult to vanquish. His eyes are always on the future, travelling from quest to quest in his weather-beaten armour, often talking openly with his mount as he has little to no other constant company. Luckily for them, their constant travelling exposes them to greater opportunities to find – and solve – trouble.

Adventuring: Knights-errant go on adventures because that is what they do. They live for adventure as long as they are out there doing some good in the world. Like an idealist paladin, a knight-errant believes firmly in the worthiness of his purpose, although he has no definite goals in the end. He has nothing to prove and nothing to achieve except for the mere satisfaction of a job well done, and the recompense of a smile of relief in the people he helps. Any loot he finds is saved to repair and upgrade weapons and armour, and to feed himself. He is not as detached from material wealth as other paladins, because he needs it to buy better tools with which to fight evil. Knights-errant rarely belong to a religion, instead fighting evil out of their own convictions and beliefs, without the leash of a church hierarchy.

Roleplaying: Knights-errant are a romantic lot. Even if their desire to help others in their endless adventuring is genuine, it does not keep them from getting a kick out of it. Of course, each paladin enjoys the life on the road in different ways. From the boisterous and borderline-swashbuckling to the grim and determinate, knights-errant are not only content with their choice, but they embrace it so fully that they enjoy it. Life itself is an adventure, and they spend their life living it to its fullest, not losing valour for the slightest setback and always pushing forward.

Bonuses: The knight's constant travel has earned him a reputation in the land, as well as exposure to all the tales and gossip exchanged by the common folk or even the nobility. They can find out rumours and stories in order to ferret out the next adventure. They can add a bonus to any Gather Information check equal to half their class level. Additionally once per day they can ask for hospitality from any household they find; the household's owner must make a Will save (DC 10 + paladin's level + paladin's Cha modifier) and if he fails must provide a sleeping place and food for the paladin, and cannot harm him for as



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long as he remains his guest. The household must belong to a member of the same race as the paladin, or at least should not be openly hostile to the paladin's race. Knights-errant do not abuse this ability and never ask for anything more than their host can offer without great sacrifice.

Penalties: No ties means a great freedom of action for the knight-errant, but also means that the paladin has no support, and that he must learn his abilities by himself. His life of adventure makes the knight focus on the combat aspects of his profession, and cannot cast spells of levels of which he can cast 0 spells, not even if he has bonus spells due to a high Wisdom score.

MYSTERY

There are times when people need a champion so desperately, that they make one without knowing. The mystery paladin is he who arrives from nowhere to defend a cause, and will vanish as easily as he appeared after his work is done. He leaves so many questions in his wake that he forges a legend out of his enigmatic nature. In truth, the mystery did *not* exist before the people needed their protector; he is the embodiment of the ideal that needs defending, being

born as an adult and without real memories of any childhood. Mysteries are the tangible manifestation of an abstract ideal; they are made flesh and steel so that the ideal may have a defender when no mortal rises to the occasion.

Adventuring: Mysteries exist for one purpose only: to represent and defend a single cause. The personality they adopt plays little part in their choice of a career, for they are the direct product of the cause, and exist only for the cause. They take little interest in any quest that does not involve the core concept that defines them and if they are members of a party, may follow others grudgingly, but always upholding their purpose in every one of their actions. They care little for their own existence for they know that if they fall, another will take their place as a servant of the abstract, as the ultimate expression of a cause. They take enough loot to sustain their mortal existence, but have no ambitions beyond fulfilling their duty.

Roleplaying: The mystery paladin is not really a mortal; he is just an idea pretending to be flesh. His outlook is coloured always by the idea that he serves and gave him life and judges everything according to that core. His mortal personality might vary, but will always be concordant with his core concept. Some mystery paladins might have been mortal once, but by fusing with their cause they have ceased to be, and their mindset is one step removed from that of the people whose form they assume. The mystery is immortal in a certain way, for ideas die hard and, as long as people believe in them, such belief can summon a mystery paladin into being to defend it.

Bonuses: As physical expressions of an idea, mystery paladins draw power from that connection. They have access to a single cleric domain, able to prepare one extra spell as if they were a cleric of their same level. The domain is the idea they represent, or is closely related to the idea. For example, a mystery can be a paladin of Justice and have access to the Protection or Law domains, depending on which aspect of Justice needs defending at the moment. He enjoys the Domain's granted power and can prepare its first level spell as if he was a cleric, even if he has no spellcasting ability yet, or cannot cast a spell of that level. This allows the character to cast that single spell for levels beyond 4th, which is the normal limit for paladins. This single domain spell is cast as if the paladin were a cleric of equal class level. The player can choose a Domain from *Core Rulebook I* or from any other d20 product, but the Games Master has the final word on which Domain is adequate for a mystery.



Penalties: As they are not strictly servants of the divine and not truly mortals per se, mystery paladins have a rather alien mindset and their relation with divine energies is not as strong. They do not add their Charisma modifier to their saves as per the divine grace class feature nor to the times per day they can attempt to turn undead. Furthermore, mystery paladins who divert from the ideals of their cause or act in an opposing manner to it are treated as if they had committed an evil act.



PARAGON

Righteousness is a narrow and exacting path, and not many have the will to see it, let alone the strength to follow it. The paragon is one of those few, striding bravely forward and leading the way by example. He is the ultimate expression of a paladin's ideals: virtuous and true, courageous and merciful. He strives hard to remain that way, with daily meditation or prayer that reaffirm his conviction or by undergoing quests that will test his mettle and improve his skill and character. He does not preach to others; he knows that not many are fit to follow the way of life he chose and is not judgmental of others' shortcomings. He trusts that, by living by his ideals, he will set the example that others may follow.

Adventuring: Paragons are always testing their prowess in all aspects of their life, honing their skill in combat as well as the connection with the divine and the virtue of their heart. They take on almost every assignment, looking for a lesson in life in the most insignificant event. Only when the need is dire do they devote themselves to a mission of choice, happy to follow either their companions or simple fate to undertake a task. They have little ambition save for becoming stronger and setting an example for others with their behaviour, starting with their adventuring companions.

Roleplaying: A paragon is always concerned in bettering himself and often downplays his own ability, living in the belief that he is not good enough. Yet. Selfless and committed, the paragon strives to reach the pinnacles of his own potential, sometimes going to extremes to prove his worth and never afraid to make mistakes or admit to them. Some paragons may become blinded by their search for perfection, believing themselves to be the exemplars of all that is good and noble, but such paladins quickly fall to their pride, failing to become true paragons and too often becoming blackguards, consumed by their own vanity. The paragon knows that his chosen lifestyle is difficult and makes no assumptions about it; he only knows

that in order to create a perfect world, he must first perfect himself.

Bonuses: As his power grows and the confidence in himself increases, a paragon's virtue radiates from him in an intangible aura. At various levels, the paladin's aura of courage changes and grows to protect him from any kind of magic that would challenge his conviction, and such faith and single-mindedness can extend to protect others around him. The paladin's aura of courage gains additional abilities according to the following table:

Paladin Level	Aura of Courage effect
1-3	As normal
4-6	Extends to 15 feet radius
7-9	Paladin gains +2 bonus against mind-affecting effects
10-12	Extends to 20 feet radius
13-15	Paladin is immune to mind-affecting effects, allies inside aura gain +2
16-18	Paladin gains +2 against death effects
19-20	Paladin gains +2 against negative energy attacks

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Penalties: Their concentration to perfect themselves leads paragons to sacrifice some of the attention they pay to others. The amount of hit points they can heal with their *lay on hands* ability is half normal, and they can *remove disease* one less time per week than normal (minimum of once per week). In addition, if the paragon ever becomes an ex-paladin for any reason, he loses the additional bonuses of his perfected aura of courage forever, even if he later atones and returns to the paladin path. When that happens, he can now heal his full allotment of hit points with *lay on hands* and can *remove disease* like a normal paladin.

PENITENT

The penitent paladin fights evil with a zeal without par, for he knows first-hand the insidious roots that it can plant in a person's heart. He knows this, because he pursues paladinhood as a way to atone for a dark past when he served the very forces he now fights. The penitent remembers his days as an evil person and is haunted by regrets for the atrocities he perpetrated. With a staunch commitment to make things right, this paladin tries hard to make up with good deeds all the evil of his past, sometimes attacking the forces of darkness with a ferocity that astounds other followers of good. Every morning that he prays to receive the divine gifts he is entitled to, he begs for forgiveness and for the chance to prove his worth and his change of heart.

Adventuring: Penitents are prone to take the lead when battling the forces of evil, whether asked to or not. Some penitents would welcome death in combat as a final proof of their redemption, while others cling to life as they believe they have not done enough. A penitent paladin is a valuable addition to any party, as he will go out of his way to protect all of his companions, and can offer many insights into the tactics of their enemies, for he used to be one of them. They will be very vocal about supporting adventures that will damage the darkness, but acquiesce if his companions decide to pursue lesser missions, because a life of service is also a path to forgiveness.

Roleplaying: Penitents are tormented by their past misdeeds and never waste a chance to demonstrate that they are good now. They live in constant turmoil, fearing that they have not earned

redemption for as long as they feel the dark impulses in their hearts. They cling to their codes of honour with such fervour that they are willing to die by their word if that is what it takes to prove themselves. A penitent paladin acts with grim solemnity, for he feels that his life and service should feel like punishment, and is somewhat pushy when it comes to rallying forth to combat his foes and former allies.

Bonuses: His first-hand knowledge of evil and its ways grants the penitent an extensive lore by which to recognise it. He gains the equivalent of the bardic knowledge ability, where he rolls a d20 plus his level and Intelligence modifier to gain knowledge of a certain topic, but the penitent ability only applies to evil creatures, items or events. The penitent can (and should) reduce this bonus to symbolise his redemption as detailed below.

Penalties: Be it born from self-loathing or actual mistrust by divine forces, the penitent cannot use his paladin sacred abilities as efficiently. He functions as a paladin of inferior levels than he actually has for the following abilities: *Lay on hands* (level multiplies hit points cured), *smite evil* (extra damage equals level), *remove disease* (level determines uses per week) and spell casting (level determines caster level and access to spells).

By renouncing his connection to evil, the penitent can earn his powers as follows: for every +1 he permanently loses from the evil lore ability above, the paladin adds one level regarding the mentioned class abilities. For example, a 10th level penitent paladin would have a +10 bonus to evil lore checks, but he would be considered a 1st level paladin when determining how many hit points he cures with *lay on hands*, deals only +1 extra damage with his *smite evil* ability, and may not *remove disease* nor cast spells. If he gives up +5 from the evil lore ability, he is considered a 6th level paladin and can now cure his Charisma times six hit points, deals +6 extra damage with *smite evil* and can *remove disease* twice per week and cast one first level spell. He rolls his evil lore checks at +5 plus any Intelligence modifier. The character cannot sacrifice more bonus points so that he functions as a higher level paladin



than he actually is; thus, the same 10th level paladin cannot give up +10 points from his evil lore bonus to function as an 11th level paladin, but simply retains a minimum of +1 bonus. When the paladin gains a level, he can choose to apply it to his effective paladin level for the mentioned abilities or to his evil lore check, but he can sacrifice it at any point. Once the sacrifice is made, the points cannot be traded back. The penitent has renounced them forever.

QUESTOR

Some paladins live and die for a cause, dedicating their entire lives to following its tenets and fulfilling its goals. Called 'questors' for the lifelong quest they undertake, they take an oath upon becoming paladins, swearing to pursue a particular mission for their entire lives. They give up any other pursuit in order to focus their energies on their chosen quest, even to the cost of their personal lives. Such complete devotion marks them forever, often changing fate in such a way that they always end up where they are supposed to be, even if they had no idea how to get there. The look of determination in their eyes mark them apart from other paladins, for they do not wander aimlessly looking for random evils to fight – they know what they want, and they know that they will be doing it until they die.

Adventuring: Questors prefer to set out on adventures that have something to do with their chosen quest, although if they are part of a group they can set it aside temporarily in order to help friends. They shine when their current undertaking has something to do with their oaths, and they become invaluable companions on such occasions, for their enthusiasm and drive makes them better at everything they do, and they rarely fail to achieve their goals. They will take the lead when they are fulfilling their quest, and voluntarily step down when the group is focused in other adventures.

Roleplaying: Questors can be found with any personality range, with only their unflinching motivation distinguishing them from other paladins. They seem to come alive when the object of their quest comes to the fore, but can be very obstinate when they are being led away from it. It is not that the questing paladin loses heart when not actively pursuing his objectives, it is just that his mind is occupied in planning on resuming them while he helps out with something else.

Bonuses: The character makes an oath that will bind him for life when he becomes a paladin. This oath is a

task that the paladin promises to uphold for as long as he draws breath, and so it must be open-ended. An oath cannot be so broad that it applies to everything the character does, like 'destroy all evil creatures', but must be more specific, like 'rid the kingdom of evil humanoid tribes'; an oath that, even if fulfilled, requires upkeep and constant vigilance. The Games Master has the final say on what kinds of lifelong oaths are adequate. Whenever the character is actively pursuing the spirit of the oath, he gains a +1 sacred bonus to all attack and damage rolls, plus a +1 to saves against mind-affecting magic that would deter him from following his quest. These bonuses stack with those from the *aid* and *bless* spells. Once per day, he can gain a morale bonus equal to his Charisma modifier to any skill check as long as he is working towards fulfilling his oath. Again, the Games Master is the final arbiter for whether the bonus applies to the situation.

Penalties: Questors are easily distracted when they are not fulfilling their oath, not putting as much effort into it as they do when following their calling. After a



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week of not following their quest in some form or another they suffer a -1 morale penalty to all attack and damage rolls and to every Intelligence-, Wisdom- and Charisma-based skill check. Downtime does not count, as the character is getting his strength back. Only when spending time actively doing something unrelated to his quest does he begins to lose interest in this way.

FORMER SQUIRE

While many paladins find themselves saddled with the role without trying, or feel the call deep within their souls, others have yearned to don the armour and wield the blade since young. They apprentice themselves to another paladin or enter an order in the hope of getting training, and become squires, paladins-in-training who will one day assume the duty and honour of paladinhood. Former squires defend law and peace not because they were chosen by some outside source or event, but because they chose to and it is their life-long dream. Those who are not quite ready to become paladins abandon their training to become either clerics or fighters so that only those really worthy can call themselves paladins.

Adventuring: Adventures for former squires are the same as for every other character: a chance to do some good and gain experience to become stronger... so they can fight greater evils. Unlike the apprentices of other professions, paladin squires are taught that, even if the ultimate sacrifice is sometimes adequate when fighting for the cause of good, they should learn their limits and do not die uselessly. Squires have already seen some action alongside their masters, and are thus prepared to handle many situations, and come into the life of an adventurer better prepared. They are used to obeying commands, but are also trained to take the reins, so they tend to be just and fair leaders.

Roleplaying: Former squires have a wealth of experience to draw from as they remember their past adventures with their masters. Some of them will even have levels of another class, usually as a fighter, before they take their vows as paladins, and therefore have a couple of tricks up their sleeves. Some former squires may look upon others with a bit of condescension as they have finally reached their goal to become a paladin, but more often than not they are used to being humble and to work well with others.

Bonuses: The character was trained by an experienced paladin, and thus has a slight edge over other paladins. At character creation or when the character gains the first level of paladin, players can choose to have one of the following added to their starting character:

† A masterwork version of a single suit of armour and one weapon whose normal versions the character can afford and is proficient with.

† Four extra skill points to symbolise the extra training the character received.

† One extra feat, to symbolise specialised training.

Penalties: The former squire has many memories regarding his past adventures with his master, but sometimes is at odds whether they apply to a current situation or if it is time to improvise and become confused when a tried and true method fails. They have a -2 penalty to their initiative checks as they adjust to the situation at hand and, if they fail an attack roll or skill check by more than 10 points, they have a -2 penalty to all further attack rolls and skill checks as they clear away the confusion of having failed so disastrously until they have a chance to rest for the day. After 5th level, the character has advanced sufficiently to gain his own experiences and develop his own ways, and can get rid of this penalty by sacrificing 250 experience points.



THE PRESTIGE PALADIN

The way of the paladin is a narrow one; it demands the utmost devotion and dedication from any who walk it. As holy warriors, paladins fill the roles of both fighter and cleric, as able to enter combat as they are in calling on the power of the divine. But a paladin is far more than a multiclass fighter/cleric; he is the ultimate expression of the heroic ideal and has the resources to fulfil his potential.

Once a character becomes a paladin, whether by taking the class as a second path or from the beginning of his adventuring career, he may not abandon it if he wishes to keep advancing in the class. The following prestige classes help players add some extra flavour to their paladin character, as they all follow on the basic tenets of duty, honour, good and, ultimately, heroism. Players may take the prestige classes below and return to the path of the paladin as each, in their own way, continue the path of the paladin to a greater or lesser degree. Some of the following classes require the existence of an order of paladins to train the character in the prestige class, while others are natural extensions the character may discover by himself, focusing on certain aspect of the general mission of the paladin – to be a beacon of hope.

Because of their focus, most of these prestige classes are suitable to paladins only but other classes may qualify for them by meeting the prerequisites, something a paladin can easily do, but other characters will need either more time or levels in another class before they can take levels in the prestige class.

ARCANE CHAMPION

Many of the evils that plague the world are born from magic, or at least the most identifiable ones. Without the restrictions of conscience or a moral code, arcane magic and its practitioners can run unchecked. Arcane champions realise they can use such a tool for their own use and have proven that arcane magic, used responsibly, can also be a tool for the greater good. These warriors complement their combat training with the study of the arcane arts in order to use them responsibly, often wielding them as an effective weapon against those who twist magic to evil causes.

The strict discipline they are subject to enables them to couple combat and magic and also weeds out those who would rather use such training for the wrong cause. Cloistered in their order's chapterhouse, an arcane champion has access to the best masters of both blade and spell.

Arcane champions are not sequestered scholars. The knowledge of magic they acquire is put to use in defending the law and thus attracts paladins and clerics who wish to expand their practice of magic to include arcane spells as well as their normal allotment of divine magic. Wizards and sorcerers who wish to learn the useful abilities of the arcane champions also seek to join, but must often have some additional combat training as well.

Hit Die: d8.

Requirements

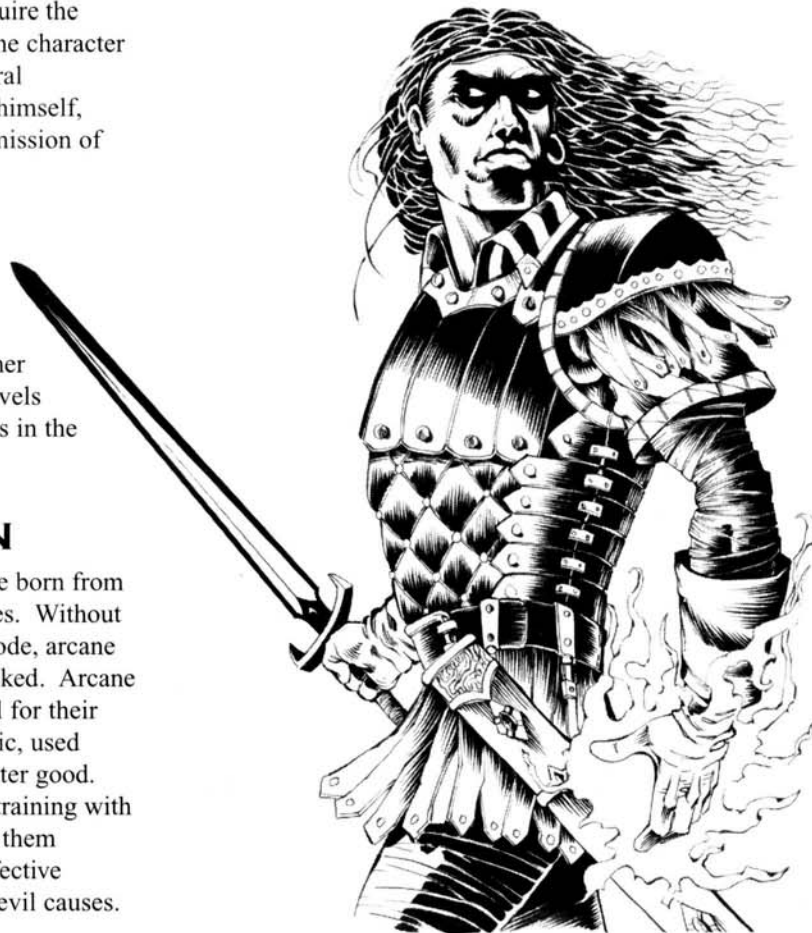
Alignment: Lawful Good.

Base Attack Bonus: +4.

Ability: Int 13+.

Skills: Concentration 7 ranks, Spellcraft 5 ranks.

Feat: Spell Focus (any school).



THE PRESTIGE PALADIN

Class Skills

The arcane champion's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana, religion) (Int), Profession (Wis), Ride (Dex) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Arcane champions are proficient with all simple and martial weapons. They are proficient with light and medium armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Spells: An arcane champion casts arcane spells. He may prepare and cast any spell on the wizard and sorcerer list with some exceptions and provided he can cast spells of that level. In order to cast a spell, the arcane champion must have an Intelligence score of 10 + the spell's level. The Difficulty Class for a saving throw against his spells is 10 + the spell's level + the character's Intelligence modifier. Bonus spells for the arcane champion are based on Intelligence.

The character's caster level is equal to his arcane champion class levels plus any cleric, druid, wizard, sorcerer or bard class levels or plus half his paladin class level. Arcane champions acquire spells like wizards, adding them to a spellbook they study every morning. As a restriction, they cannot learn, prepare or cast spells with the shadow, chaotic or evil descriptors, nor from the Enchantment, Illusion or Necromancy schools.

Detect Magic (Sp): At first level, the arcane champion learns to detect the ebb and flow of magic. Once per day per level plus any positive Charisma modifier, he

can use *detect magic* as a spell-like ability. It works the same as the spell of the same name.

Reduced Spell Failure: Part of an arcane champion's intense training consists of spellcasting with weights attached to his arms and body, teaching him to spellcast while wearing armour. The character reduces the chance of arcane spell failure by 5% per prestige class level for armour he is proficient with.

One-Hand Casting (Ex): Next in the character's training comes the casting of spells with only one hand, as the other is being used to attack with a weapon. With a successful Concentration check (DC 15 + spell's level), the arcane champion can cast a spell as a move-equivalent action, but must have at least one hand free. He cannot cast a second spell as a standard action.

Arcane Focus: At 4th level, the arcane champion learns to make a special focus to aid him in spellcasting without resorting to material components. This arcane focus channels the champion's will into a spell. If the material component is of negligible cost, the champion suffers one point of subdual damage per spell level. If the component has a listed cost in gold, he can pay 1 XP for every 5 gp to cover it. A champion cannot spend so much experience that it would reduce his level. This focus can double as a divine focus if the character has access to divine magic, and he always has the option of actually using the materials rather than incurring subdual damage or experience loss.

Mageblade (Su): The arcane champion melds his magical and martial prowess and is able to infuse magic into his weapon. He must do this at the same time as he prepares the spell to be invested into the weapon and the investment lasts for a full day (unless used as an enhancement bonus) or until released. The magical investment remains dormant until released as a partial action that does not draw an attack of opportunity. The character chooses one of the following effects to infuse in his weapon:

The Arcane Champion

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day			
						0	1	2	3
1	+0	+2	+0	+2	<i>Detect Magic</i>	1	-	-	-
2	+1	+3	+0	+3	Reduced Spell Failure	3	1	-	-
3	+2	+3	+1	+3	One-hand Casting	4	2	-	-
4	+3	+4	+1	+4	Arcane Focus	4	2	1	-
5	+3	+4	+1	+4	Mageblade	4	3	2	1

Enhancement Bonus: The weapon gains a bonus enhancement equal to the level of the spell invested in the weapon. This enhancement lasts for one hour per caster level and does not stack with any other enhancement the weapon may enjoy, such as an already-magical weapon or the *magic weapon* spell. The higher enhancement is the one that is used.

Spell Trigger: The weapon stores a single spell which the champion can trigger as if it was a scroll.

Dispel Charge: Upon a successful Spellcraft check, if the champion determines that a spell cast in his presence is of lower (not equal) level than the spell contained in his weapon, he can release the stored magical energy to dispel it, gaining a +2 sacred bonus to his caster check to do so.

A weapon can only hold one magic infusion at a time, plus one per bonus enhancement if it is already magical.

Multiclass Note: Paladins can gain levels in the arcane champion class and still be able to advance as paladins.

CHAMPION OF THE DEEP

Many evils lurk beneath the surface of the earth. Luckily, the forces of good have a foothold down there as well. Dwarven kingdoms and gnomish settlements have encountered many a strange and terrible creature in their underground expansion, not to mention the evil subterranean races that hide from the light in their deep caverns. Besieged by unknown enemies and with no chance to receive help, dwarves and gnomes have developed unique tactics to defend their homes, and their champions are no exception. The champion of the deep is not limited in his manoeuvres by the confines of a subterranean passage. Cavalry is not something any cavern-bound force is noted for, and the champion of the deep uses this as an advantage. He and his mount are trained to move about with ease, even in close quarters, bringing the advantages of mounted combat into a medium where a mount is usually a great hindrance.

Champions of the deep are mostly found among dwarves, but many gnomes have been known to ride into battle to protect their communities. While these warriors' mounts range from warponies to dire animals, they have in common the uncanny ability to move in cramped conditions and still be an

effective fighting force. Champions of the deep are naturally attracted to this specialisation, for they learn to exploit the benefits of their special mount to their fullest.

Hit Die: d10.

Requirements

Alignment: Lawful good.

Base Attack Bonus: +5 or higher.

Skills: Ride 8 ranks, Listen 5 ranks.

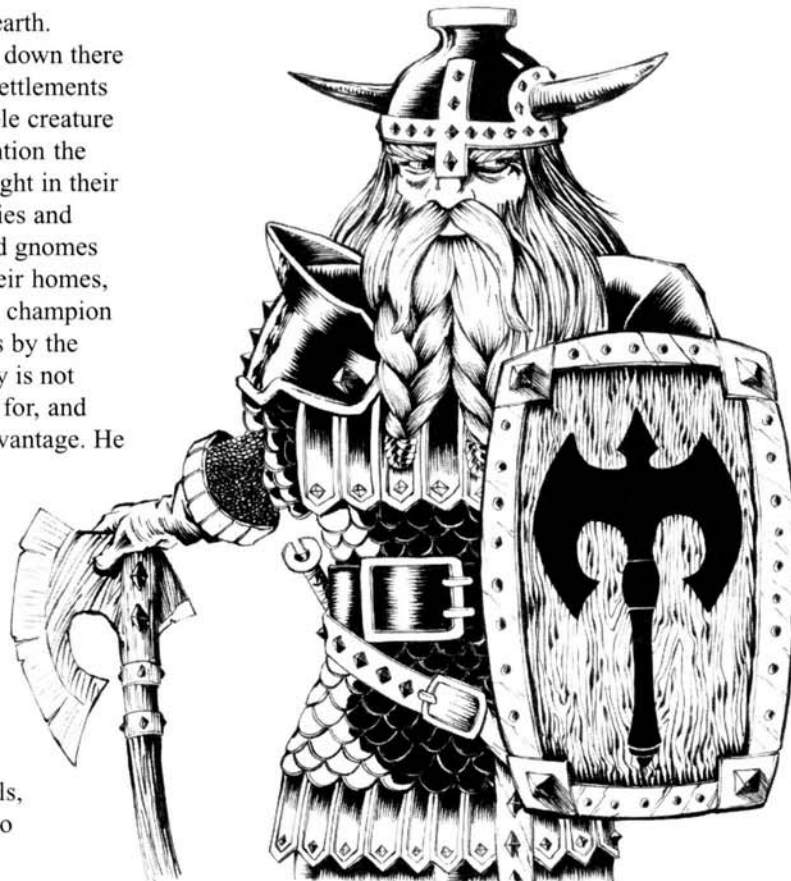
Feats: Mounted Combat.

Special: Darkvision or low-light vision. The character must also have the Special Mount class feature or an animal companion serving as a mount.

Class Skills

The champion of the deep's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Jump (Str), Listen (Wis), Profession (Wis), and Ride (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.



The Champion of the Deep

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Blindsight 5ft.
2	+2	+3	+0	+0	Close Quarters Charge
3	+3	+3	+1	+1	Wall Charge
4	+4	+4	+1	+1	Blindsight 10ft.
5	+5	+4	+1	+1	Mount Burrow

Class Features

Armour and Weapon Proficiency: Champions of the deep are proficient with all simple and martial weapons. They are proficient with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Blindsight (Ex): The first thing a champion of the deep learns is to be effective even in magical darkness or when deprived of his senses. Through a combination of hearing and sheer battle senses, the character can perceive his surroundings without the need of sight up to 5 feet away at 1st level, and up to 10 feet away at 4th level. He is not subject to gaze attacks and suffers no penalty from blinding attacks, although deafening attacks work normally. The champion of the deep can share his blindsight ability with an animal companion with whom he shares an empathic link, like a paladin's special mount or a wizard or sorcerer's familiar.

Close Quarters Charge (Ex): When performing a mounted charge, the champion of the deep does not need to move in a straight line, as long as he does not turn more than 90 degrees nor backs up.

Wall Charge (Su): When performing a mounted charge, the champion of the deep can move up and down a straight wall as if his mount was under the effects of the *spider climb* spell, but moving at its full speed. He must start and end his movement on a horizontal surface. If his round's movement ends while he and his mount are still on a vertical surface, he starts falling.

Mount Burrow (Su): At this level, the champion of the deep becomes a true subterranean denizen, whenever he and his special mount are together, the mount gains a burrowing speed equal to half his walk speed. The rider must specify a destination and, while burrowing, he can sense the direction he must go at all

times. Whether the destination is a few feet or several miles away is of no relevance.

Multiclass Note: Paladins can gain levels in the champion of the deep class and still be able to advance as paladins.

DEMON HUNTER

While any fighter may defeat undead with no more difficulty than he would face against any living opponent, devils and demons are often more than he can handle. Enter the demon hunter, a warrior who roams the land in search of invaders from the Lower Planes. Early demon hunters studied their fiendish foes and developed several methods to increase their chances of defeating them, channelling holy power into their blades and divine will into their words in order to repel, weaken and ultimately destroy the most powerful servants of evil. These champions of light may be specialists under the service of a paladin order or a good deity's church but, more often than not, they are solitary travellers who learned their powers from another demon hunter.

Demon hunters need a combination of divine might and combat prowess so that they are not butchered by the first demon they encounter, making multiclassed fighter/clerics a viable choice but paladins are much better candidates, as they combine the strength of their sword arm with the strength of their faith.

Hit Die: d10.

Requirements

Alignment: Lawful good.

Base Attack Bonus: +7 or higher.

Base Will Save Bonus: +3 or higher.

Feats: Spell Penetration.

Special: Turn undead.

Class Skills

The demon hunter's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int),

Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Ride (Dex) and Spellcraft (Int).. See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Demon hunters are proficient with all simple and martial weapons. They are proficient with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Spells per Day: The demon hunter continues to gain ability as a divine spellcaster. For each level gained as



a demon hunter, the character gains new divine spells as if he had also gained a level in whatever divine spellcasting class he belonged to before becoming a demon hunter. The demon hunter does not, however, gain any other benefits of his former divine class, such as improved chance of turning or rebuking undead. In other words, to determine the number of spells that a demon hunter can cast per day, simply add his level of demon hunter to the level of his previous divine spellcasting class. Characters with more than one divine spellcasting class must decide which class to assign each level of demon hunter to for purposes of determining spells per day.

Turn Outsiders (Su): The demon hunter can use his turn undead ability to turn creatures with the outsider type and the evil descriptor. He spends one of his normal turning attempts targeting outsiders, rather than undead, but he must choose which kind of creature he wants to affect if he faces a group that includes both undead and outsiders. The turning check is the same as when turning undead, but the demon hunter adds all his divine classes to his demon hunter level to determine turning damage. This only applies when turning outsiders, not undead. Paladins may add their full paladin level for turning outsiders rather than subtracting two as when they turn undead.

When successfully turned, outsiders are stunned for one round per demon hunter level. If the demon hunter's divine class levels (including his demon hunter levels) are double any target outsider's HD, the outsider is instantly banished to his home plane.

Smite Evil (Su): Once per day, a demon hunter may attempt to Smite Evil with one normal melee attack as per the paladin class feature. If the character already has this ability from another class such as the paladin, he adds an additional +1 sacred bonus to both attack and damage rolls, but does not increase the number of times that he can attempt this.

Warding Blade (Sp): Once per day per Charisma modifier, the demon hunter can concentrate for a full round to imbue his weapon with holy power and emanate a warding aura similar to a *magic circle against evil*. This aura extends 10 feet around the demon hunter and moves along him, ending one round after he attacks with the weapon. If he spends two uses of *warding blade* at the same time, the demon hunter can gain Spell Resistance equal to 10 + his demon hunter level + his Charisma modifier, instead of the *magic circle* effect.

The Demon Hunter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+1	+0	+0	+2	Turn outsiders, smite evil	+1 level existing class
2	+2	+0	+0	+3		+1 level existing class
3	+3	+1	+1	+3	<i>Warding blade</i>	+1 level existing class
4	+4	+1	+1	+4		+1 level existing class
5	+5	+1	+1	+4	Improved smite evil	+1 level existing class
6	+6	+2	+2	+5	Disrupting blade	+1 level existing class
7	+7	+2	+2	+5		+1 level existing class
8	+8	+2	+2	+6	<i>Banish</i>	+1 level existing class
9	+9	+3	+3	+6		+1 level existing class
10	+10	+3	+3	+7	Destroy evil	+1 level existing class

Improved Smite Evil (Su): At fifth level, the demon hunter has improved his capacity to damage evil creatures. He can either use his normal smite evil ability an additional time per day, or he can inflict damage equal to double his level. He still only adds his Charisma modifier once to his attack roll.

Disrupting Blade (Su): Once per day per Charisma modifier, the demon hunter may charge his weapon with holy power. If he deals at least one point of damage to an outsider, the power is discharged and the demon hunter reduces the creature's Spell Resistance by an amount equal to his demon hunter class level plus his Charisma modifier, negating its Damage Reduction at the same time. This disruption lasts for one round per demon hunter level.

Banish (Sp): The demon hunter presents his holy symbol forcefully and spends two turning attempts against a single outsider creature. The effect is the same as a *banishment* spell, but it ignores a creature's Spell Resistance and adds the character's Charisma modifier to the saving throw's DC.

Destroy Evil (Su): The demon hunter has reached the pinnacle of his power when dealing with evil outsiders. If the target creature is brought to -10 hit points or below by the character's Smite Evil or Improved Smite Evil ability, before the damage for the weapon making the blow is subtracted from its hit points, it is instantly and permanently destroyed, not merely sent back to its home plane.

Multiclass Note: Paladins can gain levels in the demon hunter class and still be able to advance as paladins.

JUSTICAR

In vast lands where settlements are either too far from each other or are too small to receive the full benefits of belonging to a kingdom, the monarch dispatches agents to uphold the law and act as judge, jury and, if necessary, executioner. Called justicars, these agents of the crown are chosen from the wisest and most discerning of the king's subjects, and are given the king's seal so that people know that their decisions are to be considered as if royal judgements. Justicars travel constantly, visiting towns in a scheduled route or at random to better surprise wrongdoers. Others reside in important cities and take the road when they are specifically summoned to deal with matters of law. With impartial judgement and balancing mercy, the justicar protects the laws of the realm and, ideally, also the people. Good justicars seek to achieve fair sentences and give culprits the chance to pay for their crimes, neutral justicars stick to the letter of the law and evil ones bend it to their benefit.

Any kind of character can serve as a justicar, but paladins make for the best agents of law as they are sure to uphold fairness as well as royal decrees. In lawless lands, the justicar takes it upon himself to create order out of chaos, his authority coming directly from the people rather than from a ruler.

Hit Die: d10.

Requirements

Alignment: Lawful Good.

Skills: Search 5 ranks, Sense Motive 8 ranks.

Special: Must be able to *detect evil* either by spell or ability.

The Justicar

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Discern Truth
2	+1	+0	+0	+3	Detect Guilt
3	+2	+1	+1	+3	Restraining Attack
4	+3	+1	+1	+4	Crippling Attack
5	+3	+1	+1	+4	Smite The Guilty

Class Skills

The justicar's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (law) (Int), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis) and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.



Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Justicars are proficient with all simple and martial weapons. They are proficient with light and medium armour but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Discern Truth (Ex): The justicar is a good judge of character and his poise and reputation puts others on the spot when he questions them. The character gains an inherent bonus to all Sense Motive checks equal to his justicar level plus his Charisma modifier, if any.

Detect Guilt (Su): When he is in a group of people asking questions, the justicar can use the *detect evil* spell or ability with finer precision in order to detect guilt. As per the spell, the character concentrates and detects the degrees of guilt of those around him. In order for this ability to be of any use, the justicar must start questioning about his current investigation, in order to make his targets concentrate on that specific issue, so that he knows the guilt he is detecting refers to the subject and not about random regrets.

Restraining Attack (Ex): If the justicar wishes to capture a target alive, he has the option to cause subdual damage with any of his physical attacks without incurring the normal -4 penalty.

Crippling Attack (Ex): Once battle is joined, the justicar prefers to take his targets alive but, if they pose too great a danger to others or to himself, he has no qualms about crippling it so that it does no further damage. By concentrating for a full round and succeeding at a Heal check (DC 10 + target's base attack bonus), he identifies the target's weak spots and attacks them. Instead of dealing normal damage, he deals 1d6 + Wis modifier points of temporary ability

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damage to the target's Strength, Dexterity or Constitution scores (character's choice). If the damage reduces the target's ability to 0, the justicar can choose to pull the punch in time and leave the target at 1.

Smite the Guilty (Ex): Once per day, a justicar may attempt to deal additional damage with a normal melee attack to a target he is honestly convinced to be guilty of a crime he is currently pursuing. He adds his Wisdom modifier (if positive) to his attack roll and deals 1 extra point of subdual damage per level. The target must make a Fortitude save (DC 10 + damage inflicted) or be stunned for 1d6 rounds. If the justicar accidentally smites a creature that is not guilty, the smite has no effect but it is still used up for that day.

Multiclass Note: Paladins can gain levels in the justicar class and still be able to advance as paladins.

KNIGHT TEMPLAR

The Order of the Knights of the Temple is as old as it is enigmatic, originally created to defend the temples of a good god against attack from the forces of darkness, but evolving to not only protect the buildings, but also the mysteries and secrets they contain. As an order, the Templars include people from many walks of life, from simple clerks and foot soldiers to skilled fighters, priests and scholars even if the image most people remember of the Templar is the knight charging down the battlefield on his mighty steed, sword ablaze with the power of his faith. Templar knights keep this image as it diverts attention from their other pursuits. In their time as protectors of temples they have stumbled on secrets so terrible that they deem that the people must be protected from them, not just the other way around. They have secured many chapterhouses across the realm, founding temples managed by their clergy and defended by their warriors, creating a vast and efficient communications network superior to even that of the king's heralds, and one that crosses borders with impunity.

A Templar is part warrior, part priest and part scholar, for the Masters of the order wish for every knight to know what he is fighting for, what he is protecting the people against and why it is necessary to keep it secret. Fighters and clerics feel attracted to the order for the complementary training they receive, but paladins are the best suited as they already follow both paths and are much better

prepared to withstand the hardships to mind and body that the duty of the Templar requires.

Hit Die: d8.

Requirements

Alignment: Lawful Good.

Base Attack Bonus: +8 or higher.

Total Will Saving Throw: +6 or higher (includes bonus for high Wisdom, the Iron Will feat and other bonuses).

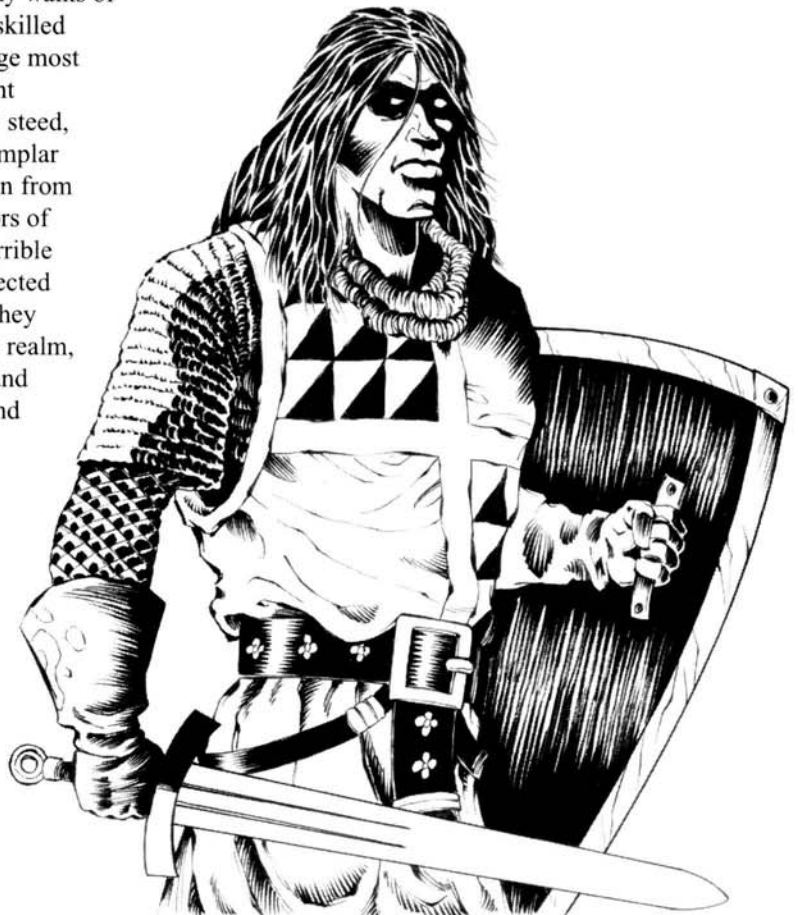
Skills: Knowledge (religion) 5+ ranks, Knowledge (any) 5+ ranks.

Feats: Endurance, Iron Will.

Special: The character swears an oath of secrecy. If he violates the secrets of the order (see below) he loses all benefits of the class.

Class Skills

The knight templar's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Innuendo (Wis), Heal (Wis), Knowledge (all skills) (Int), Profession (Wis), Ride (Dex), Scry (Int) and Spellcraft



(Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Armour and Weapon Proficiency: Templar knights are proficient with all simple and martial weapons. They are proficient with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Spells: A knight templar casts divine spells. He may prepare and cast any spell on the knight templar spell list, provided he can cast spells of that level. In order to cast a spell, the knight templar must have a Wisdom score of 10 + the spell's level. The Difficulty Class for a saving throw against his spells is 10 + the spell's level + the character's Wisdom modifier. Bonus spells for the knight templar are based on Wisdom.

The character's caster level is equal to his knight templar levels plus any divine caster levels he may have from a previous class.

Oath of Secrecy: Upon being ordained as a Templar, the character swears never to reveal the secrets of the order. These secrets include the knights' secret communication, training, the existence of ley travel and any knowledge and lore that the order may be guarding. If the character violates this oath, he loses all the special abilities of the knight templar class. He retains his base attack and save bonuses, as well as any feat or bonus gained from the Secret class feature, but he loses everything else, including his spellcasting ability. He can atone for his transgression by undertaking a special quest for the order but, if the violation is too great, the Grand Masters may have to order his execution.

Aid Another (Ex): Templar knights train together and often travel in pairs, riding the same horse. This familiarity with each other's tactics grant them both a +2 bonus to attack rolls or to Armour Class as if they were taking the Aid Another action, but without needing to roll or spending an action. Each knight decides what kind of bonus he wishes to grant his partner at the beginning of his turn. This bonus stacks with the bonus from flanking.

Secret Communication: Templars often travel to lands where they are not welcome or wish to relay instructions in a public gathering without arousing suspicion. They have developed a secret language consisting of hand signs, body postures, tones of voice and code words, with a written form hidden behind religious symbology. At first level, the Templar learns this language and is able to converse and leave written messages for other Templars. One minute of conversation can carry a 10-word phrase in the secret language. Casual listeners do not have a chance to pierce this veil of secrecy, but those who suspect may make an opposed Innuendo check, with the DC set by a single check, but adding both knights' Wisdom modifiers and prestige class levels. A Decipher Script check (DC 25) is needed to decode the written form, but the decrypting character must have at least 5 ranks in Knowledge (religion) or the DC rises to 35.

Secret: In their studies and training, knights templar stumble upon all sorts of applicable knowledge and secrets. At 2nd, 4th, 6th and 9th levels, the Templar chooses one secret from Table: Templar Secrets. His level plus Wisdom modifier determines which secrets he can choose. He cannot choose the same secret twice.

Templar Secrets

Level + Wis Modifier	Secret	Effect
1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Field specialization	+3 ranks on one skill in which the character has ranks
3	Rigorous training	+1 bonus to Fortitude saves
4	Spiritual discipline	+1 bonus to Will saves
5	Superior combat training	+1 bonus to attack rolls
6	Defence training	+1 dodge bonus to AC
7	Applicable knowledge	Any one feat
8	Wilful spellcasting	+2 on all caster checks
9	Divine insight	1 bonus 1 st level spell*
10	Divine inspiration	1 bonus 2 nd level spell*





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*As if gained through having a high ability score, applicable to either the Templar spellcasting table or that of a previous spellcasting class, but not to both.

Templar Master: Halfway through his career as a Templar, the knight earns the trust of the order and he receives the title of 'Master'. He is now entitled to share the resources of the order, but is expected to add to its coffers as well. After gaining this level and being inducted into the ranks of Templar Masters, the character may upgrade either his weapon, armour or mount. He can replace his weapon or armour for a masterwork version of the same or, if already masterwork, for one with a +1 magic enhancement. If the mount is not a paladin's special mount, he may trade it for a heavy warhorse or, if he already rode one, a better steed with +2 to its Strength and Constitution over the one he had. If he visits a chapterhouse, he may request to withdraw an amount of gold pieces equal to 20 multiplied by 1d12 + Charisma modifier. In return, every time the Templar visits a chapterhouse, he must donate 20% of any loot or treasure found in his latest adventure.

In addition, the new Master can choose to receive additional training in one of four areas:

† *Weapon Training:* The Templar trains with a weapon of his choice and gains the Weapon Specialisation feat for that weapon, even if he does not comply with the Weapon Focus prerequisite for that weapon, although he must be proficient with it.

† *Magic Training:* The Templar trains in an area of magic of his choice and gains the Spell Focus feat for that school.

† *Priestly Training:* The Templar trains to improve his ability to channel positive energy and gains the Extra Turning feat. If he was not able to turn undead from a previous class, he learns to do so now, but he can only try to turn undead four times per day.

† *Scholarly Training:* The Templar focuses his energy into learning a wide variety of disciplines, gathering all kinds of knowledge from the order's vast libraries. He gains a +1 insight bonus on all Knowledge checks.

Divine Determination (Ex): The constant training and study the Templar undergoes steels his body and mind against the things that the order has sworn to fight. He gains an additional +2 bonus to saves against mind-affecting magic or special abilities.

Ley Travel (Sp): The Grand Masters of the order do not choose the sites of their chapterhouses blindly, but on top of routes of magical energies known as 'ley lines'. Templar Masters are taught the secret of ley travel, so that when they travel along a road or trail built over a ley line, they and their mounts require half the amount of food and travel at three times their normal speed. To find a ley line between two chapterhouses, the Templar must cast *detect magic* and make a Spellcraft check (DC 20) to find it in the area he is. The attempt automatically fails if there are no ley lines present.

Templar Grand Master: The Templar Grand Masters are the cream of the order. Even when a knight reaches this level, it is not guaranteed that he will be awarded the title. Only after a quest of significant importance is the character allowed to bear such title. The Grand Master gains the Leadership feat or, if he has it already, adds +4 to his Leadership score. He may be eligible to lead a chapterhouse or found one of his own, receiving a retinue to do so from the order's ranks. He immediately gains a number of followers and a cohort according to his Leadership score and amount of gold sufficient to build a modest keep, although it is his responsibility to negotiate with any present rulers for permission. If he chooses solo adventuring or leads his followers as an army, he must donate 50% of his loot or payment to the order.

In addition, the new Grand Master can choose to receive additional training in one of four areas:

† *Weapon Training:* The Templar may train with a different weapon of his choice as the Templar Master feature, or train with a weapon for which he has Weapon Specialisation already. If the latter, he adds an additional +2 to attack and +1 to damage rolls with that weapon.

† *Magic Training:* The Templar trains in an area of magic of his choice as the Templar Master feature, or trains to gain the Spell Penetration feat if he already followed this path when becoming a Templar Master.

† *Priestly Training:* The Templar trains to improve his ability to channel positive energy as the Templar Master feature, or gain even greater power if he already followed this path upon becoming a Templar Master. If the latter, he adds +1d6 points per Charisma modifier to any of his healing abilities, be they born from a spell or another class feature such as a paladin's *lay on hands*.

The Knight Templar

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day			
						1	2	3	4
1	+0	+2	+0	+0	aid another, secret communication	-	-	-	-
2	+1	+3	+0	+0	Secret	1	-	-	-
3	+2	+3	+1	+1		1	-	-	-
4	+3	+4	+1	+1	Secret	2	1	-	-
5	+3	+4	+1	+1	Templar Master, Divine Determination	2	1	-	-
6	+4	+5	+2	+2	Secret	2	2	1	
7	+5	+5	+2	+2		3	2	1	1
8	+6	+6	+2	+2	Ley Travel	3	2	2	1
9	+6	+6	+3	+3	Secret	3	3	2	2
10	+7	+7	+3	+3	Templar Grand Master	3	3	2	2

† *Scholarly Training:* The Templar studies a variety of lore as the Templar Master feature or deepens his knowledge if he already followed this path when becoming a Templar Master. If the latter, he gains the bardic knowledge ability, using his knight templar level plus any Intelligence modifier to the checks.

Multiclass Note: Paladins can gain levels in the knight Templar class and still be able to advance as paladins.

Knight Templar Spell List

Knights templar choose their spells from the following list:

1st Level: *Alarm, bless, bless weapon, cause fear, cure light wounds, detect magic, detect poison, detect secret doors, detect undead, divine favour, endure elements, identify, jump, mage armour, magic weapon, message, mount, protection from chaos/evil, read magic, resistance, shield, true strike, virtue.*

2nd Level: *Aid, bull's strength, cat's grace, continual flame, darkvision, daylight, delay poison, detect thoughts, endurance, locate object, misdirection, obscure object, protection from arrows, remove paralysis, resist elements, see invisibility, silence, shatter, shield other, undetectable alignment, whispering wind.*

3rd Level: *Cure moderate wounds, discern lies, dispel magic, greater magic weapon, halt undead, haste, heal mount, illusory script, keen edge, magic circle against chaos/evil, nondetection, phantom steed, prayer, remove blindness/deafness, remove curse, remove disease, secret page, tongues.*

4th Level: *Break enchantment, cure serious wounds, death ward, detect scrying, dimensional anchor, dismissal, dispel evil, freedom of movement, holy sword, lesser geas, neutralise poison, resilient sphere, scrying, stonewall.*

LORD PROTECTOR

Noble families sire many children with the younger children not really expecting to become heirs to either land nor title. Some of these children become warriors for their older siblings, while others join the priesthood. A third group does both. Granted a title for their efforts but not land, a lord protector is the appointed guardian of the people of his family's land, although some lord protectors join the service of other nobles or even the king. A lord protector is expected to know what is happening throughout the realm, assisting his liege in keeping the land safe for his subjects. He is a cross between a seneschal, a champion and a sheriff and takes his vows to both his liege and the safety of the people very seriously. When a noble begins losing his way, the lord protector is there to remind him where it lies.

Even if they represent the law, lord protectors tend to be well liked by the people thanks to their priestly training and their talent to care for the people, not only to boss them around. Fighters seldom follow this road as it requires them to learn additional skills, while clerics and paladins are better suited for this task. Many lord protectors hail from the ranks of paladins who wish to retire from active adventuring or campaigning, and call upon their family or their fame for a position where they do not risk their life as often, but where they can still do some good.

Hit Die: d8.

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Requirements

Alignment: Lawful good.

Skills: Gather Information 5 ranks, Diplomacy 5 ranks and Knowledge (nobility and royalty) 5 ranks.

Feat: Leadership.

Special: Access to *bless* or aura of courage and to *detect evil* whether by spell or ability.

Class Skills

The lord protector's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty, religion) (Int), Profession (Wis), Ride (Dex) and Sense Motive (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

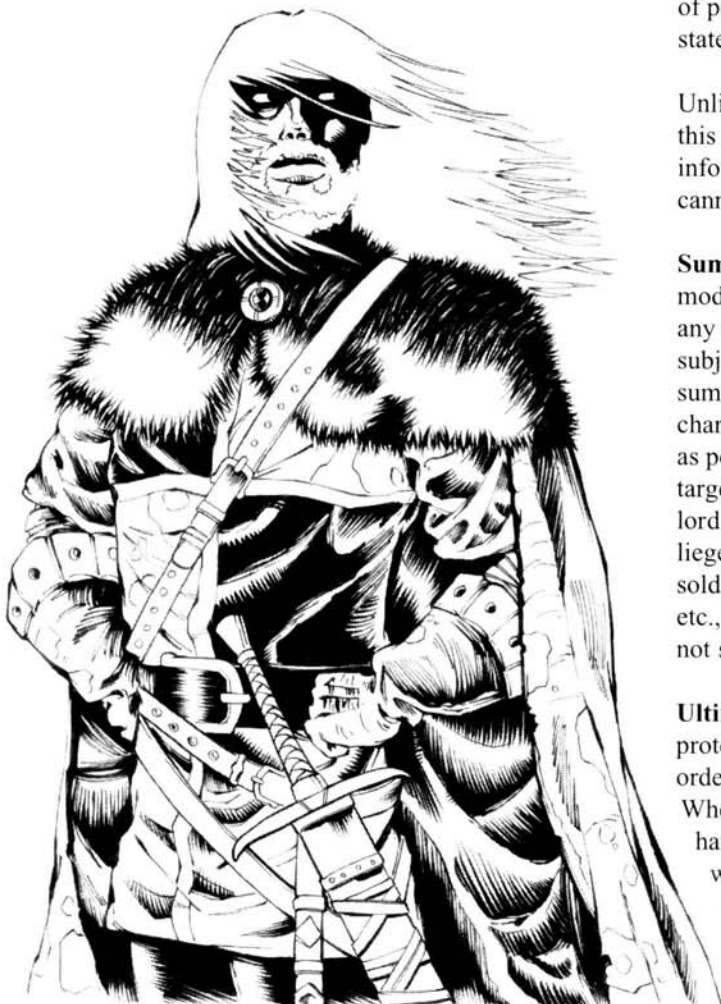
Armour and Weapon Proficiency: Lord protectors are proficient with all simple and martial weapons. They are proficient with light armour but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Sense of the Land (Sp): A lord protector is bound to his realm. He must pray for an entire night after his appointment in order to channel his devotion to duty into a supernatural bond with his liege's holdings. The character becomes one with the land within the fief's border. Once per day, he can concentrate to attain knowledge of the surrounding territory for one mile per character level. The character instantly gains knowledge of up to three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

Unlike its druidic counterpart *commune with nature*, this ability does allow the lord protector to gain information about constructions and settlements. He cannot use this ability outside his lord's holdings.

Summon Vassal (Su): Once per day per Charisma modifier, the lord protector may issue a summons to any vassal of the realm he knows by name. The subject will believe that a messenger arrived with the summons and must succeed at a Will save (DC 15 + character's Cha) or make preparations to leave as soon as possible and travel as fast as he can. Even if the target succeeds, he knows it is a bad idea to ignore the lord protector's call. The target must be a vassal of his liege of lesser station than himself. He can summon soldiers, farmers, officers, realm officials, courtiers, etc., but not his liege, his family or any visitor who has not sworn allegiance to his liege.

Ultimate Alarm (Sp): After his appointment, the lord protector may travel around the realm's borders in order to become attuned to the limits of his domain. Whenever a creature crosses his border intent on harming the realm or the lord protector, he is alerted, wherever he is. The lord knows the degree of threat that triggered the alarm – as in how potent the threat is – but not its exact nature, so he must dispatch agents or seek other means of



The Lord Protector

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	<i>Sense of the Land</i>
2	+2	+3	+0	+0	Summon Vassal
3	+3	+3	+1	+1	<i>Ultimate Alarm</i>
4	+4	+4	+1	+1	Sword of Justice
5	+5	+4	+1	+1	Mass Protection

determining what it is that entered his protectorate. He must renew the alarm every six months in the same manner that he set it up.

Sword of Justice (Su): The lord protector's sword cuts through all deception and injustice. When he acts as a judge or arbiter, he draws his blade or any other slashing weapon and casts *detect evil* on it. He then asks a direct and honest question to each of the litigating parties or someone accused and hands them the sword, with one of the following results:

† The target is innocent, and believes in his innocence: The sword becomes light as a feather.

† The target is innocent but he was made to believe he is guilty: The sword is light and points in the direction of the person or creature that deceived the target.

† The target is guilty, and believes in his innocence: The sword becomes extremely heavy, but the target may still wield it.

† The target is guilty and knows it, but lies about it: The sword deals 1d4 points of subdual damage to the target and becomes heavy as a rock, requiring a Strength check (DC 20) to keep a hold on it.

Mass Protection (Su): With the same range as the *Sense of the Land* ability, the lord protector may cast *bleed* or extend his aura of courage to encompass as much territory as he can cover. He can maintain this effect on all the loyal vassals of his liege within range by concentrating, but it dissipates when he takes any other action besides walking slowly and holding a simple conversation.

Multiclass Note: Paladins can gain levels in the lord protector class and still be able to advance as paladins.

MARTYR

Paladins are loath to let other people suffer if there is anything in their power to prevent it. Some take this devotion to the extreme, shouldering the pain of others literally and placing themselves in mortal danger for the sake of their fellows. Martyrs are prepared to suffer, and many would assume they have a masochistic streak if it were not for the fact that martyrs are not suffering aimlessly, and do not put themselves in positions where their wounds will not help someone else. Martyrs without a cause are simply corpses waiting for the final blow. Martyrdom is not an easy road to take, and it usually ends with death, but while warriors think that falling in battle is the only honourable way to go, martyrs believe that dying for the sake of others gives their entire life meaning.

Paladins are inclined to surrender their life and well-being to defend the innocent, and martyrdom is almost second-nature to them, but members of other classes with enough selflessness may follow the martyr's path as well. Classes that focus on combat are very well-served with the martyr's abilities, but they must be prepared to surrender their lives in each combat.

Hit Die: d12.

Requirements

Alignment: Lawful Good.

Skills: Heal 7+ ranks.

Feats: Endurance, Great Fortitude.

Class Skills

The martyr's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidation (Cha), Profession (Wis), Swim (Str) and Ride (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

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The Martyr

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Take the Pain
2	+2	+3	+0	+3	Hardened
3	+3	+3	+1	+3	Motivating Sacrifice
4	+4	+4	+1	+4	Pain is My Strength
5	+5	+4	+1	+4	Last Stand

Class Features

Armour and Weapon Proficiency: Martyrs are proficient with all simple weapons. They are not proficient with any type of armour nor with shields.

Take the Pain (Su): The martyr does not suffer for others in name only. At the beginning of his turn, he can designate a creature within a range of 5 feet plus another 5 feet per Wisdom modifier and he will take all hit point and subdual damage inflicted to that creature from melee or ranged weapon attacks (only) as if he were receiving the blow. The target creature suffers no damage from this. A martyr who shields another character in this manner must be able to move to the

shielded character (being subject to attacks of opportunity as normal). The martyr may designate a different target each round.

Hardened (Ex): By exposing himself to damage continually, the martyr has grown tougher. He gains a damage reduction rating of 0 plus Wis modifier. This damage resistance works as per the class ability of the barbarian, each nonmagical attack, regardless of its enhancement bonus, is subject to the martyr's damage resistance.

Motivating Sacrifice (Su): The martyr is ready to lay down his life if that means his companions will stand a better chance of defeating some evil. Once per month, he can stride forth into battle and make his sacrifice worth something. For every 10 hit points he loses in an encounter after activating this ability, every one of his companions receives a +1 morale bonus to initiative, attack and damage rolls. This effect lasts until all enemies have been killed, surrendered or fled and, if the martyr should fall in battle, his companions receive an additional +2 morale bonus as above.

Pain is My Strength (Ex): The more a martyr is wounded, the more he fights on. Whenever he takes hit point damage he may opt to convert it to temporary Constitution damage instead of subtracting it from his current hit points at the rate of 5 hit points for one Constitution point. His hit points are not lowered by the Constitution loss until after the encounter ends. For every two Constitution points he loses in this way, he gains a +1 morale bonus to attack and damage rolls, and to all saves. If this damage would cause his Constitution to drop to 0 or less, he dies. The martyr's Constitution recovers at a rate of 1/day as with normal temporary ability score loss. The martyr may not divide the damage received between his hit points and his Constitution, either all damage received is converted to Constitution loss or none is.

Last Stand (Su): The martyr stands tall and surrenders his life in a final blaze of glory. Not only can he



remain conscious and active after being reduced below 0 hit points, but for each point he is below 0, he gains a +2 morale bonus to attack and damage rolls, with a maximum of +20 and a +1 morale bonus to all saves, with a maximum of +10. For example, if he is reduced to -4, he gains a +8 bonus to hit and attack rolls, and +4 to all saves. Furthermore, his death threshold is equal to -10 minus his total martyr class level minus his Constitution or Wisdom modifier (whatever is greater). For example, a 10th level paladin / 5th level martyr with 16 (+3) Wisdom would not drop dead until reduced to -18. The martyr can choose not to use this ability if he is rendered unconscious by being reduced to below 0 hit points as, once he does, he will immediately die after the encounter ends or he is reduced below his enhanced death threshold. He will have achieved the maximum glory and ascends to the higher planes, with absolutely no chance to return from the dead by any means. Even divine intervention fails, for the deity wants to keep such a hero at his side.

Multiclass Note: Paladins can gain levels in the martyr class and still be able to advance as paladins.



REVOLUTIONARY

Evil not only wears a monstrous visage or comes from the deepest pit of hell. It can be easily found in the hearts of men, and when those men wear a crown, they can bring great harm upon everyone around them. Lawbreakers are not necessarily criminals if it is the law that is broken in the first place, when people like the revolutionary are needed to fix it. Revolutionaries rise in protest and stand up for what is good. A revolutionary may be a peasant finally tired of a life of abuse, a rebellious prince intent on changing his father's reign of terror into one of prosperity or even a lone hero arrived from other lands who finds himself in the right place at the worst possible time. The revolutionary takes the fight to the tyrant, moving across the land to stir up dissent and help people stand up for themselves.

Revolution is not a commitment taken lightly, and only those with their heart in the right place can uphold it without it careening off course. From fighters to wizards, any person can find the strength in himself to say 'enough' and lead his people to freedom, but paladins truly shine when taking up arms against tyranny, their ability to heal and uphold others' morale by merely fighting on.

Hit Die: d10.

Requirements

Alignment: Lawful Good.

Abilities: Charisma 15+.

Base Attack: +8 or higher.

Skills: Diplomacy 8 ranks.

Class Skills

The revolutionary's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (nobility and royalty) (Int), Profession (Wis), and Ride (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Revolutionaries are proficient with all simple and martial weapons. They are proficient with light and medium armour, and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move



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Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

One of the Crowd (Ex): The revolutionary is an adept at hiding among the crowd. He can get closer to a strategic position during a riot, or avoid capture by the authorities in a market square. In any Hide check to get lost in a crowd, he adds his Disguise ranks and his revolutionary level to the check. He cannot be wearing medium or heavier armour and, if wearing light armour, it must be covered by some sort of clothing.

Lieutenant: Even if he does not have the Leadership feat, the revolutionary gains a cohort appropriate to his character level and Charisma modifier as if he had the feat. This lieutenant acts in his stead to lead a band of rebels and is utterly loyal to him.

Rallying Cry (Su): A revolutionary can rally his allies in battle, inspiring them to fight against their oppressors. To be affected, an ally must hear the revolutionary for a full round, and the effect lasts as long as the revolutionary urges allies on and for 5 rounds after he stops. While rallying, the revolutionary can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls.

Word Of Mouth (Sp): By saying the right thing at the right time, the revolutionary can get a message across to almost anybody. He makes a Diplomacy check with a DC depending on the message's complexity as per the table. This ability is useful for getting instructions to another ally in another town, or to send some disinformation the way of the tyrant's men. A spy purposefully looking for information on the revolutionary may intercept a message with a Gather Information check (DC equal to the message's complexity DC +5).

DC Message Complexity

- 10 A single, simple instruction
- 15 A single, complex instruction
- 20 A small number of simple instructions
- 25 A small number of complex instructions
- 30 A complete battle plan

Improvised Tactics (Ex): Even if caught in an ambush, the revolutionary can quickly order his allies to recover the advantage. He starts crying orders and all his allies gain the same initiative as the highest result among them, working in almost perfect synergy. The revolutionary may do this only once per encounter.

Heroic Reputation: The revolutionary's name travels far and wide, striking fear in the hearts of tyrants as soon as he enters their domains and bringing hope for their oppressed subjects. The revolutionary gains the Leadership feat if he did not have it before and adds +4 to his Leadership score. He has no trouble convincing others to join his cause, gaining a +5 inherent bonus to all Diplomacy checks.

Multiclass Note: Paladins can gain levels in the revolutionary class and still be able to advance as paladins.

SACRED SMITH

Holy weapons stand apart in a magical armoury. Few divine casters have the interest or the resources to learn the crafting of magic weapons and armour, even if they are as capable of infusing an item with holy magic as arcane crafters are of pouring their own powers into an item. The sacred smith is one of the few who practice the trade of the smith, yet is pious enough to channel divine energies into his work to create sacred weapons. Most relic weapons and armour were forged by a sacred smith and, although the art of making holy relics is lost (or was never exact enough to be known in the first place), honest artisans strive to recover it so the champions of good will stand

The Revolutionary

Class	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1	+0	+2	+0	+2	One of the crowd, Lieutenant
2	+1	+3	+0	+3	Rallying Cry
3	+2	+3	+1	+3	Word of Mouth
4	+3	+4	+1	+4	Improvised Tactics
5	+3	+4	+1	+4	Heroic Reputation

a better chance against the apparently endless forces of evil.

Sacred smiths come almost exclusively from experts who find faith and become priests without forgetting their origins, although legends do speak of heroes who could forge their own weapons, forging them in fires both mundane and divine.

Hit Die: d6.

Requirements

Alignment: Lawful Good.

Skills: Craft (armoursmith) 10 ranks, Craft (weaponsmith) 10 ranks.

Feat: Skill Focus (craft – armoursmith or weaponsmith).

Spellcasting: Ability to cast 1st level divine spells.

Class Skills

The sacred smith's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Wis), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana, religion) (Int), Profession (Wis), Spellcraft (Int) and Use Magic Device (Cha). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

Armour and Weapon Proficiency: Sacred smiths are proficient with all simple and martial weapons. They are proficient with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour, equipment, or loot carried.

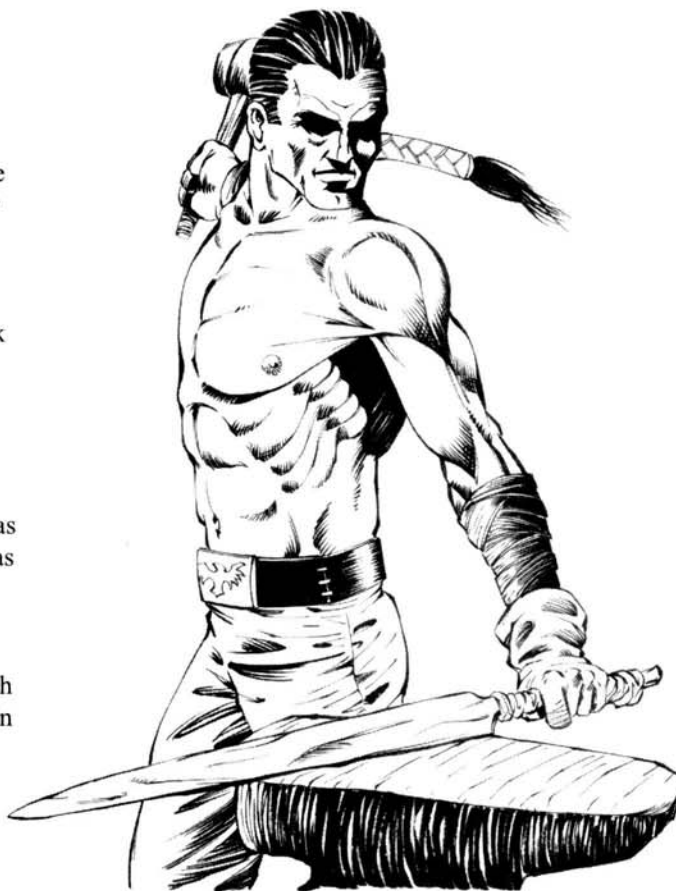
Spells per Day: The sacred smith continues to gain ability as a divine spellcaster. For each level gained as a sacred smith, the character gains new divine spells as if he had also gained a level in whatever divine spellcasting class he belonged to before becoming a sacred smith. The sacred smith does not, however, gain any other benefits of his former divine class, such as improved chance of turning or rebuking undead. In other words, to determine the number of spells that a sacred smith can cast per day, simply add his level of sacred smith to the level of his previous divine spellcasting class. Characters with more than one divine spellcasting class must decide which class to

assign each level of sacred smith to for purposes of determining spells per day.

Master of the Forge (Ex): The gods smile upon the smith's labours, his virtue being enough to create wondrous works of art. For each level the character has as a sacred smith, he can subtract 50 gp from both the cost to make a masterwork item and the target number to reach with weekly Craft checks, as described under the Craft skill. The market price of the masterwork item remains unchanged, the smith was simply blessed by the gods to make it for less.

Bless Weapons and Armour: The sacred smith gains the Craft Magic Arms and Armour item creation feat at this level, even if he does not meet the spellcaster level prerequisite, although it only works for making magic weapons and armour with divine magic. This ability has no effect if the character already has the feat.

Channel Divine Favour (Su): Creating magic weapons and armour becomes easier for the sacred smith, for his hammer is the vessel of holy power, and his faith stokes the fires in his forge. When crafting magic weapons and armour, the smith's required caster



The Sacred Smith

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+0	Master of the forge	+1 level existing class
2	+1	+3	+0	+0	Bless weapons and armour	+1 level existing class
3	+2	+3	+1	+1	Channel divine favour	+1 level existing class
4	+3	+4	+1	+1	Hammer of the righteous	+1 level existing class
5	+3	+4	+1	+1	Craft minor relic	+1 level existing class

level for creating a magic weapon or armour is two times the item's enhancement bonus, instead of three times as for normal crafters.

Hammer of the Righteous (Ex): The smith's arm is guided by divine inspiration. When he is forging a masterwork weapon or armour, he re-rolls any result below the item's Craft check DC. He can only re-roll a single result once.

Craft Minor Relic: The sacred smith channels divine will into his work to forge an item so powerful that it is sure to make its way into legend. The smith can only craft one relic in his lifetime, although he has the liberty to do it at any point after attaining 5th level. For making a specific weapon or armour, the smith ignores any caster level prerequisite and can pay with experience any needed spell that he does not possess or is not able to cast. The item *must* be crafted in the name of a deity, for a specific character of at least 15th level or to serve a specific purpose. Calculate the cost and prerequisites of the item normally, including any hidden powers. If the item requires a spell not available to the character, he must pay 100 XP for every spell level that he cannot cast. For example, if an item requires a 6th level spell but the smith can only cast up to 4th level spells, he pays 200 XP for the missing spell levels. If the spell is unavailable because it is not in the smith's spell list, pay the full levels in XP (said 6th level spell would cost 600 XP if it is not in the smith's spell list).

Multiclass Note: Paladins can gain levels in the sacred smith class and still be able to advance as paladins.

SHADOW CHAMPION

Sometimes it is not in the best interest for the hero to battle evil head on, for while true heroes are not afraid to sacrifice themselves, they also are not prone to do so needlessly. The shadow champion is a person sworn to oppose tyranny, protect the innocent and do whatever is in his hands to bring a better, safer world

for his fellows, but he does so from the shadows, eluding the forces of evil and sometimes even the forces of good. He does not become a visible symbol, but an urban legend; he is a rumour about an avenging angel that appears from nowhere to strike at any threat to the common folk, and disappears as mysteriously as he came about. It is not that he uses deceit to achieve his goals, but rather that he brings hope in the form of a myth made flesh, stronger in the minds of the people for its elusiveness.

The life of a shadow champion is not an easy one to lead. The hero is tempted at all times to bend righteousness to fit his needs and take moral shortcuts



to get things done, but he sticks by his code of honour, refusing to use evil's tools in his mission to oppose it.

Hit Die: d8.

Requirements

Alignment: Any good.

Base Attack: +7 or higher.

Skills: Hide 5 ranks, Move Silently 5 ranks and Diplomacy 5 ranks.

Class Skills

The shadow champion's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Listen (Wis), Move Silently (Dex), Profession (Wis) and Search (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Armour and Weapon Proficiency: Shadow champions are proficient with all simple and martial weapons. They are proficient with light armour but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Spells: A shadow champion casts divine spells. He may prepare and cast any spell on the shadow champion spell list, provided he can cast spells of that level. In order to cast a spell, the shadow champion must have a Wisdom score of 10 + the spell's level. The Difficulty Class for a saving throw against his spells is 10 + the spell's level + the character's Wisdom modifier. Bonus spells for the shadow champion are based on Wisdom.

Alternate Persona (Ex): In order to mislead the followers of darkness, the character operates publicly under one identity and as a shadow champion from the protection of anonymity. The character has two options when attaining his first level as a shadow champion: he can craft a new personality and use his original identity as his heroic persona, or continue living as he always had, crafting a false identity under which he will fight evil as a shadow champion. This false persona has its own personal history and background, which the character can assume without

difficulty. All difficulties to learn something useful about this identity (such as by Gather Information and Intimidate checks, bardic knowledge and enchantment or divination magic) are equal to 10 + character level + Charisma modifier. The character must use a different set of clothing and armour for each of his personalities.

Hideout: The character has set up a hidden base of operations, a safe house where he can plan his next attack and rest and recover his wounds. This hideout is the size of a large room and while in it, the character can pray, cast spells, train or simply rest and heal without fear of being discovered except by magical means.

Indistinct Visage (Su): When he assumes his shadow champion persona, his features become obscured and hard to remember. Anyone looking at him must succeed at a Will save (DC 10 + character's level + Charisma modifier) or never really notice what the character looks like. Even those who succeed must beat the character in a Spot check opposed by the character's Disguise check. If the shadow champion is using magic to change his appearance, use whatever bonus the effect grants.

Bonus Feat: Whenever a shadow champion receives a bonus feat, he may select one of those from the fighter's list of bonus feats as described in *Core Rulebook I*.

Discreet Retreat (Ex): Through agility and misdirection, the shadow champion can practically vanish from sight. He must turn around a corner, duck behind some crates or otherwise step away from sight and make a Hide check adding his shadow champion level as a competence bonus. Creatures trying to find the character must make a Spot check against the DC set by the shadow champion's modified Hide check. The character cannot use this ability in plain sight.

Inspired Defence (Ex): The character's fighting style is meant to intimidate and impress while remaining effective. The shadow champion adds his Charisma modifier (if positive) to his Armour Class. In order to use this bonus, the character cannot use heavy armour or shields.

Shadow Cloak (Su): The champion's ability to vanish is greatly enhanced. Three times per day, he can sink into the shadows and *really* vanish from sight. He can move at half his speed without revealing his location and can maintain this state for 10 minutes per level. If he attacks or casts a spell, he becomes clearly visible again, although he can use or cancel his indistinct



THE PRESTIGE PALADIN

The Shadow Champion

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day			
						1	2	3	4
1	+0	+0	+2	+2	Alternate Persona, Hideout	1	-	-	-
2	+1	+0	+3	+3	Indistinct Visage	2	-	-	-
3	+2	+1	+3	+3	Bonus Feat	2	1	-	-
4	+3	+1	+4	+4	Discreet Retreat	3	2	-	-
5	+3	+1	+4	+4		3	2	1	-
6	+4	+2	+5	+5	Bonus Feat	3	3	2	-
7	+5	+2	+5	+5	Inspired Defence	4	3	2	1
8	+5	+2	+6	+6		4	3	3	2
9	+6	+3	+6	+6	Bonus Feat	4	4	3	2
10	+7	+3	+7	+7	Shadow Cloak	4	4	3	3

visage, or change between his alternate personas while cloaked by shadows.

Multiclass Note: Paladins can gain levels in the shadow champion class and still be able to advance as paladins.

Shadow Champion Spell List

Shadow champions choose their spells from the following list:

1st Level: *Alarm, bless, bless weapon, cause fear, charm person, cure light wounds, detect poison, detect undead, divine favour, endure elements, expeditious retreat, hypnotism, magic weapon, protection from evil, read magic, resistance, sleep, virtue.*

2nd Level: *Blur, bull's strength, cat's grace, darkness, daylight, detect thoughts, invisibility, misdirection, see invisibility, delay poison, remove paralysis, resist elements, shield other, silence, undetectable alignment.*

3rd Level: *Blink, cure moderate wounds, discern lies, dispel magic, displacement, fear, greater magic weapon, haste, keen edge, magic circle against evil.*

4th Level: *Break enchantment, cure serious wounds, detect scrying, dimension door, dispel evil, freedom of movement, holy sword, improved invisibility, modify memory, neutralise poison.*

SOVEREIGN KING

A king is lord of his land, but a true king is his land. Through ancient ritual and divine appointment, a sovereign king is all that legends tell about what a king is and should be. Absolute master of his realm, the sovereign king is aware of anything and

everything that ails his subjects, simply because he and the land are one and therefore nothing escapes his notice. Sovereign kings may be the true and legitimate rulers of the land, or upstarts who overthrew a corrupt monarch and assumed the throne, the important thing is that they have the spirit of a true king that lets them experience first-hand the way his kingdom is faring. Devotion to the people is as strong as devotion to a deity and sovereign kings draw power from their connection to their subjects in a fair exchange of power and protection.

Clerics make for good sovereign kings, for they know what it means to dedicate one's life totally in service of a greater being, but they often lack the skills that worldly concerns demand of a ruler. Paladins are especially suited for this role, as they live and breathe the ideal of devotion to a greater cause and have the warfare training they need to defend their people against any kind of threat.

Hit Die: d10.

Requirements

Alignment: Lawful good.

Base Attack: +12 or higher.

Skills: Diplomacy 12 ranks.

Feats: Leadership.

Spellcasting: Ability to *lay on hands*.

Special: Must be crowned king of a territory.

Class Skills

The sovereign king's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intuit Direction (Wis), Heal (Wis), Knowledge (nobility and royalty, religion, geography) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis) and Wilderness Lore

(Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Sovereign kings are proficient with all simple and martial weapons. They are proficient with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Spells per Day: The sovereign king continues to gain ability as a divine spellcaster. For each level gained as a sovereign king, the character gains new divine spells as if he had also gained a level in whatever divine spellcasting class he belonged to before becoming a sovereign king. The sovereign king does not, however, gain any other benefits of his former divine class, such as improved chance of turning or rebuking undead. In other words, to determine the number of spells that a sovereign king can cast per day, simply add his level of sovereign king to the level of his previous divine spellcasting class. Characters with more than one divine spellcasting class must decide which class to assign each level of sovereign king to for purposes of determining spells per day.

One With the Land (Su): The sovereign king has a supernatural awareness of the state of his land. At all times he knows if the land is healthy and if the harvest is on time. He knows exactly what weather is going to prevail with 1d4 + Wisdom days in advance and if there is a threat to the kingdom's safety such as monsters or invaders. While within the borders of his kingdom, he never gets lost.

One With the Fauna (Su): As he bonds with the land, the sovereign king also bonds with the animals that treadon, swim in or fly over it. One day in a single week, he can choose to enter a trance and let the animals of the land be his eyes and ears. He can stay in trance for one hour per sovereign king level, during which he can move his perceptions around any specified location, provided there are animals there. For all purposes, this ability works like the *clairaudience/clairvoyance* spell, except that the animals are the effect's sensors and cannot be detected with a Scry check nor *detect magic*. The animals that can be affected are those creatures with the animal

type only. The character cannot project his senses in vermin and beasts, let alone magical beasts. If he succeeds at a Handle Animal check (DC 15 for domestic animals, DC 20 for wild animals) he can direct the actions of the animal whose senses he is occupying at the moment as if it was a trained animal following orders. If there is something in the land that scares a large number of animals, the king feels it without needing to enter the trance.

One With the People (Su): At third level, the sovereign king learns to move his senses from animals to people, using his subjects as magical sensors. Once per day, he can target a single person in his trance and remain with him for the duration of the trance (one hour per class level), seeing and hearing as if he was in that location instead of the target. The king is not privy to his subject's thoughts, only to his perceptions. While looking through the person's eyes, the king can make a Will save (DC 10 + target's Wisdom score) in order to send a telepathic message. This message takes the form of a sudden flash of inspiration and, if



The Sovereign King

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+1	+2	+2	+2	One with the Land	+1 level existing class
2	+2	+3	+3	+3	One with the Fauna	+1 level existing class
3	+3	+3	+3	+3	One with the People	+1 level existing class
4	+4	+4	+4	+4	Hands of a True King	+1 level existing class
5	+5	+4	+4	+4	Boon of a True King, Pass the Mantle	+1 level existing class

delivered while the target sleeps, it takes the form of a dream. This ability may not be used on unwilling targets, essentially the king's subject must be a loyal and true subject with no reason to hide anything from their sovereign.

Hands of a True King (Su): The character has a legendary ability to heal his subjects. All *cure* spells cast by him use a d10 instead of a d8; he gains a +10 sacred bonus to all his Heal checks and a +4 sacred bonus to his caster checks in order to dispel curses, evil enchantments and magical diseases. A paladin's Lay On Hands ability not only adds his sovereign king level to the paladin level in order to determine number of hit points cured, but also adds +1d8 points per sovereign king level.

Boon of a True King (Sp): Once per day, the sovereign king can bestow a boon upon a subject that works like the *bless* spell, except that it only works for one person and the bonuses remain in effect for one week per the king's Wisdom modifier.

Pass the Mantle (Su): The sovereign king may abdicate in favour of an heir he has chosen. For a period of one month per the old king's Wisdom modifier, the new king enjoys all the benefits of the sovereign king class and may gain his first level even if he does not comply with all the prerequisites. The old king retains his base attack and save bonuses, plus his spellcasting levels, but he loses access to the sovereign king's class abilities the moment his heir takes the throne.

Multiclass Note: Paladins can gain levels in the sovereign king class and still be able to advance as paladins.

ZEALOT

Called the cannon fodder of divine armies, zealots are holy warriors who dedicate body and soul to fighting for their deity. There is no arguing with a zealot, as his

faith does not waver and his conviction is never threatened. Zealots are the spearhead in any holy war, charging headfirst into battle for the glory of their deity. Possessed by righteousness that borders on the obsessive, a zealot's faith translates into the strength of his sword arm and it is also this implicit trust in the rightness of his actions that protects the zealot from the tricks and temptations of his enemies. Zealots are completely devoted to their role as their deity's fist and automatically defer to and follow any order from the priests of their religion, because their words are law as if they were spoken by the deity itself.

Any character with single-minded dedication may become a zealot in the service of a deity's mortal army, but the calling pulls those already able to wield divine energies. Fighters profit greatly from the zealot's durability in battle, although rangers and paladins see their existing abilities greatly enhanced and complemented, as they already mix prowess at arms and divine abilities. Wizards, sorcerers and bards almost never become zealots, as arcane magic uses a wholly different mindset.

Hit Die: d10.

Requirements

Alignment: Lawful Good.

Abilities: Wisdom 15+

Base Attack Bonus: +5 or higher.

Feats: Iron Will, Great Fortitude.

Class Skills

The zealot's class skills (and the key ability for each skill) are Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

The Zealot					
Class	Base	Fort	Ref	Will	
Level	Attack	Save	Save	Save	Special
1	+1	+2	+0	+0	Righteous Fury
2	+2	+3	+0	+0	Faithful Until Death
3	+3	+3	+1	+1	Unflinching Resolve
4	+4	+4	+1	+1	Virtuous Presence
5	+5	+4	+1	+1	Divine Protection

Class Features

Armour and Weapon Proficiency: Zealots are proficient with all simple and martial weapons. They are proficient with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Righteous Fury (Ex): The zealot enters a fit of righteous fury and temporarily gains +4 to Strength, +4 to Constitution and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC, working exactly like barbarian rage. He can enter the fury once per day and it lasts a number of rounds equal to 3 + the character's Wisdom modifier. Righteous Fury does not stack with barbarian Rage and does not add to the number of Rages a barbarian can enter in a day.

Faithful Until Death (Ex): The zealot continues fighting even if his wounds would drop him. He is not incapacitated if his hit points are reduced below 0 and may continue fighting as normal. If he ever reaches -10 hit points, he dies on the spot.

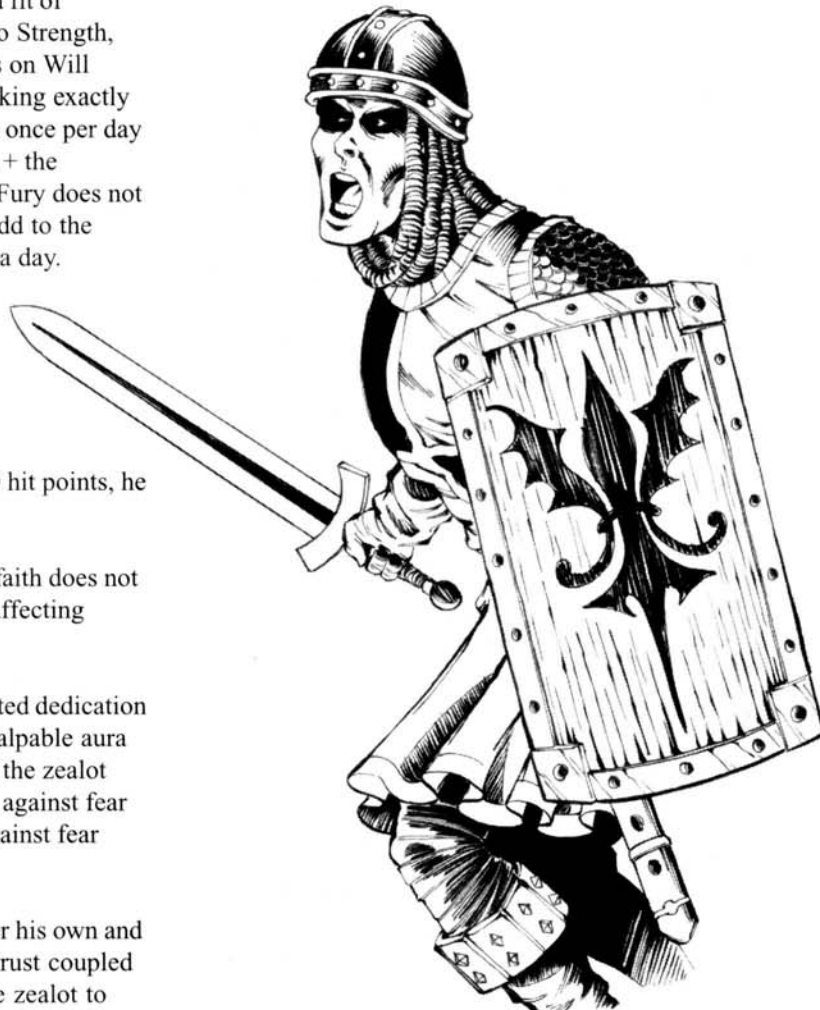
Unflinching Resolve (Ex): The zealot's faith does not waver and he becomes immune to mind-affecting magic.

Virtuous Presence (Su): His whole-hearted dedication to his cause grants the zealot an almost palpable aura of righteousness. Allies within 10 feet of the zealot gain a +2 morale bonus on saving throws against fear and mind-affecting effects. The bonus against fear stacks with a paladin's Aura of Courage.

Divine Protection (Su): A god looks after his own and the zealot knows it. This unconditional trust coupled with actual divine intervention allows the zealot to

enjoy of a certain degree of protection against harm. The zealot gains a Spell Resistance score equal to his Wisdom score plus his zealot levels.

Multiclass Note: Paladins can gain levels in the zealot class and still advance as paladins.



TRICKS OF THE TRADE

The first thing to clear up this chapter is that paladins do not do 'tricks'. They learn techniques, they master methods, they explore options... but they do not do 'tricks'. Tricks imply dishonourable behaviour and, while the paladin can be crafty and a good tactician, he does not make use of outright deception and treachery, for those are the tools of all that he stands against. Nevertheless, paladins have developed new ways of doing things, based on their existing powers and exploring the options they open.

Paladins raise mounted combat to a whole new level by the simple fact that they ride a magical beast with which they can communicate telepathically. Their ability to *detect evil* at will opens new possibilities for



rooting out their enemies. Paladins channel positive energy in three different forms: the *lay on hands* ability and healing spells, turning undead and smiting evil, and that refinement also permits them to explore other ways to use their connection to the divine. Combat prayers offer an alternative for divine magic that does not rely on spellcasting, while oaths and vows play on a paladin's honour and virtue.

MOUNTED COMBAT

There is a great difference between a mounted knight and a paladin. While both fight on horseback to gain advantages, the knight cannot communicate his wishes directly to his mount's mind. The paladin's special mount is no ordinary animal either; it is an intelligent and powerful ally. Mounted combat is thus a bit different for the paladin than for any other character.

The Ride Skill

The Ride skill works in a slightly different way for paladins and their empathetically linked mounts. While the paladin still needs to take ranks in Ride so he can take full advantage of being mounted, there are some tasks that work differently when the rider has a continuous empathic link with an intelligent mount. For paladins riding their special mounts, use the following DCs for the Ride check instead of the ones in *Core Rulebook I*. If a task is not listed, it uses the same DC as the normal check.

Riding Task	DC
Control Mount in Battle	-
Fight with Warhorse	-
Guide with Knees	-
Stay in Saddle	5
Leap	10
Cover	10
Soft fall	10

Control Mount in Battle: Given that the special mount is a warhorse or is at least intelligent and trusting of the rider's judgement, it does not need to be calmed down to enter combat.

Fight with Warhorse: No check is necessary. The paladin simply gives his mount the command to attack as a free action, while he uses his own attacks normally at the same time.

Guide with Knees: A paladin can use both hands in combat while mounted without needing to make a Ride check. The empathic link and telepathic

'That's... that's some horse...' Dast whistled at the sight of the magnificent white charger that was peacefully munching on the grass in front of their tent. 'It's... *big*.'

'Don't tell me you're jealous, honey' Myllerne laughed as she ran her fingers along the horse's powerful back. 'I... know him... his name is Thunderclap.'

'Huh... I don't like it when your eyes get all glazy like that, it looks as... hey! What?!?' Dast had to interrupt his tirade as Myllerne effortlessly jumped astride the horse, a beatific smile on her face. The rogue just stood there, watching helplessly as Myllerne spurred the steed and they ran off at full gallop. Dast thought he saw the horse wink at him.

communication replace the guidance he would provide with the knees.

Stay in Saddle, Soft Fall and Leap: Mount and rider react as one to any sudden movement because they just *know* what the other is doing.

Cover: The mount runs and moves to compliment the rider's movement so as to help him get cover behind its own body. Paladins rarely do this, however; they respect their mounts too much to expose them to such danger.

If the player has 5 or more ranks in Handle Animal, he gains a +2 synergy bonus to Ride checks as normal. If the Games Master allows it, the empathic link gives an additional synergy bonus equal to the character's Charisma modifier.

Riding Feats

Even though paladins can communicate with their more intelligent mounts, they do not receive training for free. The special mounted attacks represented in the feats Mounted Combat, Mounted Archery, Trample, Ride-by Attack and Spirited Charge still need to be taken for the paladin, and his mount, to enjoy their benefits.

Mounted Combat Manoeuvres

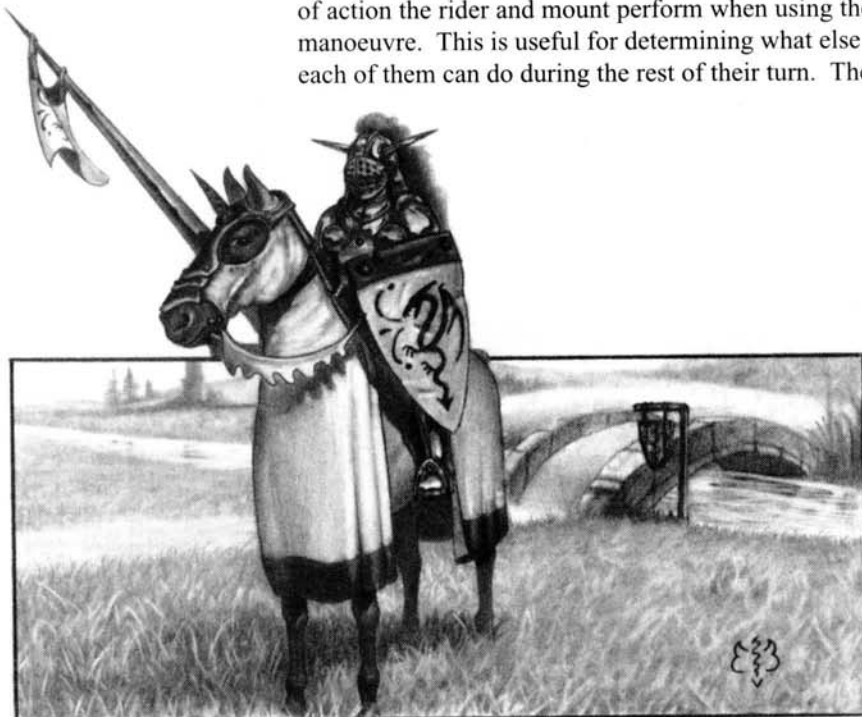
The following are new actions that a mounted character can attempt. They are a combination of existing tactics and feats into new forms of attack that do not require the character to learn new feats. Like normal riding tasks, mounted combat manoeuvres require the character to make a Ride

check with varying DCs. Any character can attempt these actions if he has the necessary feats and succeeds at the Ride check, although some are exclusive to the paladin's unique relationship with his mount. The manoeuvres' entries read as follows:

Feat: Lists the feats a manoeuvre requires the character to possess. If the character does not have the feat, he cannot perform this manoeuvre.

Ride check DC: Gives the DC for the Ride check the character makes to prepare his mount for the manoeuvre. If the 'empathic' descriptor appears with a bonus, it means that a character with an empathic link with his mount adds this number as a synergy bonus to the Ride check. If there is no bonus listed for the empathic descriptor, such riders do not need to make a Ride check.

Rider/Mount Action: This entry describes what kind of action the rider and mount perform when using the manoeuvre. This is useful for determining what else each of them can do during the rest of their turn. The



TRICKS OF THE TRADE

first definition before the slash pertains to the rider, and the second to the mount.

Effect: Describes what results from the manoeuvre, as well as gives any additional skill check needed, plus exceptions to the general rules.

Manoeuvre Descriptions

Boarding Leap

Feat: Mounted Combat.

Ride check DC: 20 (empathic +5).

Rider/Mount Action: Move-equivalent/Full-round.

Effect: The character leaps from his mount to land on another moving mount or vehicle. The mount's makes a full-round action to attempt to catch up and match speed with the other moving target, using the double-move action, and possibly the run option too. The character's Ride check implies guiding his mount so that there is enough distance to leap and not break his neck. The target can make an opposed Ride (for mount targets), Handle Animals (for carts and beast-driven vehicles) or other relevant check to try to manoeuvre away. If the leaping character beats both his DC and the opposed check, he successfully leaps onto the target, requiring a Balance check (DC 15) if he wants to take his remaining standard action doing something else other than keeping his footing. If the Balance check fails, the character may fall off the

target or into a prone position on top of it, depending on the target's nature.

Strong Leap

Feat: Mounted Combat, Ride-by Attack.

Ride check DC: 20 (empathic +5).

Rider/Mount Action: Free/Special.

Effect: The mount makes a short but powerful jump in order to reach an enemy. The mount can leap 10 feet, and such movement counts as if it had taken a 5-foot step for purposes of determining attacks of opportunity. As per the normal leap, the Ride check is meant to determine if the rider remains in the saddle after the leap. It also allows the mount to take a full-round action after it jumps. If they are leaping over an obstacle, make a Jump or Ride check (whichever is lower) with a DC determined by the GM.

Follow-up Attack

Feat: Mounted Combat.

Ride check DC: 15 (empathic).

Rider/Mount Action: Standard or Full-round/Full-round.

Effect: The mount and rider attack in rapid succession for devastating effect. As mount and rider attack on the same initiative order, the rider lets the mount go first with both hooves (no bite). If it hits, the rider gains a +2 synergy bonus to all his attack rolls for this turn against the same target, in addition to the +1 bonus for being mounted. The rider can use all of his attacks or just one and perform another partial action. If all of the attacks hit, the target must make a Fortitude save (DC 10 + damage inflicted) or fall prone as if tripped.

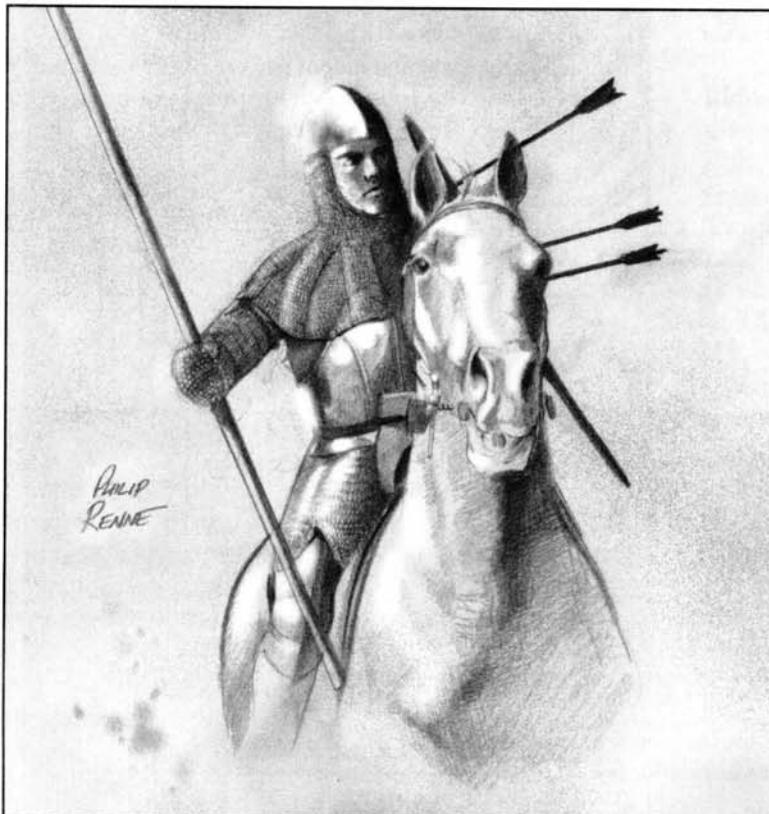
Knockdown

Feat: Mounted Combat, Trample.

Ride check DC: None.

Rider/Mount Action: Move-equivalent/Full-round.

Effect: The rider guides the mount into the target in order to trip it. The mount charges against the target but, instead of attempting an overrun, it performs a trip attack with the aid of its rider. The mount uses its own base attack bonus, its rider's or his full Ride modifier, whichever is greater. The attack roll gains the normal +2 bonus for the charge, plus another +2 competence check because of the rider's Trample feat. To oppose the target's Strength or Dexterity check, the mount uses a second Ride check from its rider instead of its own Strength. If



the mount beats the target's check result, the target is tripped and is now in a prone position and the rider can now proceed to attack with his remaining standard action with all the pertinent bonuses. The rider must have a reach weapon in order to attack a prone target.

Leaping Tackle

Feat: Mounted Combat, Ride-by Attack.

Ride check DC: 15 (empathic).

Rider/Mount Action: Standard/Full-round.

Effect: The rider jumps from the mount to tackle the target. The rider uses the speed from a charge to make a combination of a trip and a grapple attack. The rider makes a normal attack roll adding +2 for the charge action, with the Ride check meaning that he let go of the mount at the right moment. If the check fails, the rider takes 1d6 points of damage and falls short of the target and must make a Reflex save (DC 15) to get up. If both check and attack roll succeed, the rider slams the target for 1d6 points of damage, taking 1d4 hit points damage himself. The rider has a +4 bonus to his Strength check to trip the target. Whether the target is tripped or not, the rider automatically starts a grapple and both combatants make a grapple check. If the trip was successful, the rider gains a +4 bonus to his grapple check. If the trip was unsuccessful, the target may attempt to trip the rider in response or let grapple check proceed normally. The mount moves on after the rider leaps and, if intelligent, circles around to return to help its rider.

Pin Down

Feat: Mounted Combat.

Ride check DC: None.

Rider/Mount Action: Standard/Special.

Effect: The rider pins a prone target to the ground with either a reach weapon or with the mount itself. The rider must start his action while next to a target that is already prone, either because the mount moved in and he still has actions left or because they started their turn in such a position. The rider makes a touch attack against the prone target using his normal attack bonuses or, if using the mount, a normal Ride check to put a hoof, paw or claw over a sensitive area. The target is considered pinned and risks injury if it tries to escape, automatically suffering appropriate damage regardless of the attempt's success. The rider or mount can attempt to push the target back down with an opposed Strength check, but the rider adds his base attack bonus.

Pounding

Feat: Mounted Combat, Trample.

Ride check DC: Special (empathic +2).

Rider/Mount Action: Full-round/Full-round.

Effect: The rider guides the mount to smash a prone target into bloody pulp. As with the Pin Down manoeuvre, rider and mount must start their action while next to a target that is already prone. The rider does nothing but guide his mount's attacks, granting it a +2 synergy bonus to attack and damage rolls. The Ride check determines how successful the Pounding is, as the check result becomes the target DC to either a Reflex save or an Escape Artist or Tumble check, whichever is higher. A successful check or save means that the target rolled out of the way and can try to stand up. For every round after the first that the mount deals damage, the target also suffers 1d4 points of ability damage to Strength, Dexterity or Constitution (rider's choice) as its limbs are smashed into the ground. If Dexterity or Strength are reduced to 0, the target cannot move any more. If Constitution is reduced to 0, the target dies.

Rearing Attack

Feat: Mounted Combat.

Ride check DC: 18 (empathic).

Rider/Mount Action: Standard/Standard.

Effect: The mount rears and slams down, giving momentum to its rider's attack. Essentially, the mount uses the Aid Another action but does not roll to attack, as the Ride check or empathic link provides it with enough guidance and co-ordination with the rider's efforts. The rider gains a +2 bonus to his next attack roll.

Skewer

Feat: Mounted Combat, Ride-by Attack, Spirited Charge.

Ride check DC: 20 (empathic +5).

Rider/Mount Action: Standard/Full-round.

Effect: The rider runs a target through with a lance. As part of a normal charge action, the rider may impose a -2 penalty to the attack roll in order to skewer his target with the lance, manoeuvring the mount for better effect. If the attack is successful, the damage is multiplied by one factor less than the Spirited Charge allows (normal damage for melee weapons, double damage for lances), but the weapon is embedded in the target's body. If the damage is resisted by damage reduction, the attack was not strong enough and the weapon falls to the ground. Every subsequent round, the target has a -2 penalty on every die roll and suffers 1d6 points of automatic damage until he removes the weapon with a successful Strength check (DC 15). Removing the weapon deals double the weapon's damage if it is a melee weapon, and triple if it is a lance. Even with the weapon



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removed, the target loses 1 hit point every round until the wound is closed by any curing magic or a successful Heal check (DC 10).

Snatch

Feat: Mounted Combat, Ride-by Attack.

Ride check DC: 10 (empathic).

Rider/Mount Action: Standard/Move-equivalent or full-round.

Effect: The rider snatches another creature and props it behind him in the saddle. The mount runs past a creature as its rider leans down to grab it. The target creature must be of the same size or one size smaller than the rider (usually a damsel in distress). The rider makes a touch attack to grab hold of the creature. If the creature is willing and waiting to be snatched, the rider gains a +2 synergy bonus. If the creature is not aware of the attempt but would not resist it, the rider gains no bonus to the touch attack roll, but he automatically picks the creature up if successful. If the creature resists, both make a Grapple check. If the creature wins, the rider speeds by and out of range without provoking attacks of opportunity but, if the rider succeeds, he picks the creature up. He pins the creature but cannot attack it. The rider can prop the creature face down over the saddle with a second successful Grapple check, and all of the creature's efforts suffer a -2 penalty for the mount's violent movements. If the creature escapes or is released while the mount is moving, it suffers damage depending on the mount's movement as follows:

Mount Moves	Damage
Walk speed, move-equivalent	1d6 subdual
Walk speed, double-move	1d6
Run speed, move-equivalent	2d6
Run speed, double-move	3d6



Unseat Rider

Feat: Mounted Combat, Ride-by Attack.

Ride check DC: Special (empathic +2).

Rider/Mount Action: Standard/Full-round.

Effect: The rider uses speed and precision to dismount an enemy rider. Rather than dealing damage, the character uses the momentum from a charge to knock a mounted opponent to the ground. The character makes a touch attack roll with a -4 penalty and rolls for damage if successful. The target rider does not suffer the damage as hit point loss, but instead must make a successful Ride check (DC 10 + damage) or fall from his mount, suffering 1d6 points of subdual damage. If the weapon used is a lance, the virtual damage is doubled before it is added to the Ride check's DC.

DETECTING EVIL

Starting at 1st level, paladins gain the ability to *detect evil* at will. The difference between having this power as a spell and as a spell-like ability resides in the fact that, without a daily limit on the number of uses, paladins can *practice*. Paladins who wish to become better at locating evil can fine-tune their ability with dedication and perseverance, something that they have in spades.

The following options are alternate uses for the *detect evil* spell-like ability that paladins can use as many times and for as long as they want. Some of them work like metamagic feats and others are simply fine-tuning. Learning a new use for *detect evil* costs the character an amount of experience points that he can pay at any time, provided that he does not lose a level. Once he pays the experience points, he can apply the new use at all times. Some of the new uses require that the paladin activate his ability and make either a Wisdom or a skill check. The check is a free action performed as part of the *detect evil* activation. If the check fails, the paladin does not activate his *detect evil* ability, although he may try the next round at +1 to DC. The paladin may use his ability normally if he so desires; he is not forced to apply any new use he might have learned.

New use	XP cost	Activation check
Active sense	400 XP	Concentration (DC 20)
Discern lies	300 XP	Sense Motive (opposed)
Enlarge	250 XP	Concentration (DC 16)
Fighting invisible evil opponents	450 XP	Wisdom (DC 15)
Maintain	400 XP	Concentration (DC 15+)
Pin-point location	250 XP	Search (DC 16)
Skip to a stage	150 XP	Concentration (varies)
Tracking	300 XP	Concentration (varies)

Active Sense: Paladins are always vigilant, and they can train to sense the approach of impending danger while they sleep. Before laying down to rest, the paladin makes a Concentration check (DC 20) and activates *detect evil*. For as long as he remains asleep, any evil creature approaching within 60 feet of him will trigger his senses. He makes a Will save with a base DC 15 minus the creature's evil power (see the *detect evil* description for how to calculate evil power). If he succeeds, he awakens instantly knowing that something wicked is coming. The effect is broken whenever he wakes up.

Discern Lies: The paladin fine-tunes his ability to sense evil so that he can perceive the minor evil caused by the act of lying, even if the subject is lying for a good cause. The character activates his ability and makes a Sense Motive check with an insight bonus equal to +2 plus his Charisma modifier, opposed by the subject's Bluff check.

Enlarge: When the paladin activates his *detect evil* ability and succeeds at a Concentration check (DC 16), the ability's range extends to 120 feet away from him.

Fighting Invisible Evil Opponents: If the paladin is beset by an invisible evil opponent, he can send out magical 'pings' every round to locate it with a successful Wisdom check (DC 15) and short bursts of his *detect evil* ability rather than a sustained duration. If the creature is within the ability's area of effect in that round,



the paladin's chance to miss with a melee attack is reduced by 20% and he keeps his Dexterity modifier to AC. Using his spell-like ability in this way is a move-equivalent action, which allows the paladin to attack the creature, but not perform a full-round action.

Maintain: The character can keep his magical senses alert while performing other actions, such as fighting. He concentrates for the number of rounds needed to reach the desired precision of the *detect evil* effect and locks his senses there. Every round after the first, he makes a Concentration check (DC 15 for the 1st round's effect, DC 16 for the 2nd round's effect and DC 18 for the 3rd round's effect), if he succeeds, he maintains the effect as a free action. If he fails, his concentration breaks and he must reactivate his ability. The effect works normally and, while the paladin maintains it, he cannot use any other spell, spell-like ability or activate any spell trigger magical item. If he uses *detect evil* in this way to fight against invisible evil opponents, he must use the effects of the 3rd round of concentration, and even then it only lets him guess where the creature might be, without reducing any of its advantages due to invisibility.

Pin-point Location: By concentrating for at least 3 rounds and making a Search check (DC 16), the paladin can pin-point the location of any evil aura, even if it is outside his line of sight (although it must still be within the ability's range). This use takes a standard action.

Skip to a Stage: Rather than waiting for an extra couple of rounds to achieve an effect, the paladin can skip directly to the 2nd or 3rd round effects of concentration for the *detect evil* ability. He must succeed at a Concentration check (DC 17 for the 2nd round's effect, DC 19 for the 3rd round's effect) in order

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to skip directly to that stage when activating his ability.

Tracking: Evil leaves a trail, and strong evil practically leaves a map. Paladins can use their familiarity with evil auras to track their owners. The character detects the lingering aura of evil according to the guidelines in the *detect evil* description and makes a Concentration check (DC varies according to the table). If he succeeds, the paladin determines where the aura is heading. He makes a Concentration check for every mile and, if he is travelling faster than his quarry, the lingering aura gets stronger and is easier to follow, with the paladin gaining a cumulative +1 competence bonus for every successful check. If he fails a check, it means that he misread the aura and is heading the wrong way. A successful check will tell him there is no aura present and he must backtrack, losing all the bonuses he accumulated for previous successful checks. Unlike tracking by footprints, the paladin can even travel at a hustle, since he is detecting the aura, not carefully looking for physical traces of the creature's passage.

Aura Strength	Check DC
Dim	30
Faint	25
Moderate	20
Strong	15
Overwhelming	10

THE POWER OF FAITH

Even more than clerics, paladins are a true expression of the power of faith, for their righteousness channels divine power even when they serve no power besides their dedication to their cause. Their faith flows in their veins granting them almost supernatural health and resistance, it allows them to turn the undead, to heal others, to perform divine magic and to find and destroy evil wherever it may hide.

Some paladins take on special quests to discover new ways to channel the power of their faith, finding new weapons in their never-ending fight against darkness and sharing their discoveries with organised orders and lone warriors alike.

The following abilities use the paladin's ability to channel positive and divine energy through the strength of their faith alone. Divine intervention grants the paladin additional dice to bolster his rolls, for those times when he calls upon his deity or to grant him strength to defeat his enemies, or avoid an untimely end that would leave unprotected the people he cares about. Combat prayers are an alternate form of magic that paladins use in lieu of their very limited spellcasting ability, channelling their capacity for divine magic in weaker but ultimately more useful ways for them.

Since both of these abilities have not been fully explored, paladins draw from their other gifts to use them, converting their faith into raw power that they can channel in different ways. To represent this, the paladin can convert into Faith Points the hit points he cures with his *lay on hands* ability, his turn undead attempts and his smite evil attempt. He can use these faith points to call for divine intervention or utter a combat prayer, and the ability he used to gain them is considered spent for the day, as if he had activated the ability normally.

Faith Points

Ability	Faith Points
<i>Lay on Hands</i>	1 per hp*
Turn Undead	3 per attempt
Smite Evil	9
<i>Remove Disease</i>	10

* The paladin does not need to convert all the hit points he can cure in a day at the same time.

Converting faith points is a free action and happens at the same time that the paladin uses an alternate ability. The paladin can spend as many ability uses as he needs to pay for an alternate ability, but he can only



'Grab my hand!' Myllerne was stretching all she could without falling off the edge of the well. The rest of the town was in flames, courtesy of King Badric's 'lessons'. The little girl had escaped the soldiers' raid by leaping inside the well, grabbing onto the bucket. It had been a miracle that Myllerne had heard her cries for help amid the roaring flames.

The young paladin noticed with increasing desperation that the wooden supports were about to give way, plunging the girl into the well's bottom. 'Please', she whispered. 'Any god listening, let me save this girl, please grant me the strength.'

With a supreme effort, Myllerne lunged forward and caught the girl's wrist as the beam snapped and the rope listed down. She pulled hard and they both fell back, the girl bruising her skin when falling on Myllerne's rather heavy breastplate.

spend one kind of power in the same turn. For example, he wants to get a d10 intervention die (see below), which costs 8 faith points. He could use up 8 hit points from *lay on hands* to pay for the exact amount, or use up three turn undead attempts or his one smite evil attempt and have one unused faith point left. He cannot use two turn undead attempts and 2 hit points from *lay on hands*, since they are different powers.

DIVINE INTERVENTION

True heroes have a way of either twisting fate in their favour or having their life twisted back to accommodate the whims of destiny. A paladin has the attention of divine forces, fate included, and may call for their intervention in subtle yet significant ways. This intervention does not manifest in a glowing hand descending from the sky to help the paladin out. It is a helpful push so slight that many paladins argue that it is simple a manifestation of their own conviction, giving them strength to prevail where others fall short.

The role that a paladin's faith and conviction plays in the game is represented by intervention dice. This mechanic is meant to add a more epic sense to an adventure, where characters can sometimes go beyond their limits to achieve a great feat of heroism. The rules for divine intervention should only be applied to player characters. Even if they are not the most important characters in the campaign world, they are the centre of the story, plain and simple.

A paladin gains intervention dice by exchanging faith points. Depending on the number of faith points spent he gains a single die he can use in different ways; from adding to his own checks to gaining temporary hit points, as described below. Beginning characters are limited to calling for divine intervention once per game session, but as they grow in power by gaining levels, they can squeeze more effort out of themselves.

When the character is of sufficient level to use more than one intervention die per session, he is free to use as many as he can to empower the same action.

Intervention Dice

Die	Faith Points cost
1d4	3
1d6	4
1d8	6
1d10	8

Character Level Dice per Session

1-5	1
6-10	2
11-15	3
16-20	4

Uses of Intervention Dice

Intervention dice represent the extra effort that a paladin is capable of thanks to his unwavering faith and strength of character. Mechanics-wise, the player rolls the intervention die and applies the result in different ways:

Add to rolls: This is the most common use of an intervention dice, as the paladin draws from his inner reserves of strength and conviction. After rolling the die, the character can apply the result as a sacred bonus to any skill, ability, caster, turning or combat action check, to any saving throw or attack or damage roll. The player can decide to spend faith points and roll the intervention dice before or after his original roll, so that he can either get a better result or avoid a narrow failure.

Deduct from the Games Master's rolls: Sometimes, fate smiles upon the paladin and affects the actions of others, instead of his own. In terms of the game, the player can roll the intervention die and deduct the result from any one die roll from the Games Master



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who must first approve of this use of intervention dice before letting them affect his rolls. The only condition for this is that the player cannot use a higher die type than the one the Games Master is rolling. For example, the paladin cannot use a d10 to reduce the damage from a 2d4+2 *magic missile* from a Non Player Character sorcerer. He can only use one or more d4s.

Gain Temporary Hit Points: At any point during an encounter, the paladin can roll an intervention die to gain temporary hit points. He adds his Charisma modifier to the total temporary hit points he gains, which last for one round per paladin level and then disappear with no ill effect.

Divine protection: Marked by destiny, the paladin can pray for protection when he cannot afford to be hurt accomplishing his mission. He can add the result from only one intervention die to his AC. If he can roll more than one die, he can choose the result that best suits him. This divine protection lasts for one round only.

Divine guidance: The paladin has faith in the righteousness of his motives, and lets that confidence guide his sword. If an attack roll is successful, the paladin can add the result from intervention dice to turn that success into a threat, which gives him the possibility to score a critical hit. If the result of the

original roll plus the intervention dice is equal or higher than the threat range of his weapon, the attack is now considered a threat and he can roll again to try for a critical. The cost of the intervention dice for this use is as if it was one die category higher. For example, if the paladin wants to roll a d6 to add to his already successful attack roll, he must spend 6 faith points as if he were exchanging them for a d8. He spends 10 faith points to get a d10. If the character can use an additional intervention die because of his level, he can use it to add to his second attack roll to increase the chances of a critical hit.

COMBAT PRAYERS

Paladins are extremely limited when it comes to spellcasting, mostly because their strength lies in using the divine favour they enjoy in more direct and specific ways. Combat prayers are a middle point between actual spells and the paladin's basic abilities, for they are spell-like abilities that channel the positive energy that the paladin is already capable of using through his faith.

Combat prayers are very easy to use, although, unless taught during a paladin's training, they often go undiscovered until a paladin prays in earnest during a time of all-but-certain defeat. They are uttered as a move-equivalent action and are usually followed by attacks. The effects of a combat prayer last for one round per the paladin's caster level (which is half his actual class level) unless defined otherwise. The paladin must pay a number of faith points extracted from his other abilities as described earlier in this chapter, with costs listed under each prayer's description. Also, the paladin cannot be under the effects of more combat prayers than his Wisdom modifier during a single encounter, although he can utter prayers that affect others as many times as he can afford.

Combat Prayer Descriptions

Begone whence you came

Cost: 6 faith points.

Effect: The paladin gains an extra +1d6 damage on his next turn undead attempt. He can spend extra faith points to add more d6 to the turning damage, to a maximum of +3d6 (18 faith points).

Bless my blade

Cost: 4 faith points.

Effect: The paladin gains +1 sacred bonus to all damage rolls with a melee weapon for the duration of the prayer's effects.



Cleanse this body

Cost: 10 faith points.

Effect: By touching the victim of a negative energy attack or effect and pouring divine energy into him, the paladin grants the character an extra saving throw. If the effect already took place and is affecting the target, it gets a second save to throw off the effects. If the negative energy is still present and has not elicited a saving throw, such as when gaining negative levels, the target can make a pre-emptive save, and may still make his normal save if this extra one fails.

Deliver me from treachery

Cost: 8 faith points.

Effect: The paladin feels a divine will watching his back, with opponents not gaining the +2 bonus for flanking him. He cannot be the target of a sneak attack caused by flanking.

Free this soul

Cost: 8 faith points.

Effect: By touching the victim of a mind-affecting ability or spell and pouring divine energy into him or her, the paladin grants the character a second saving throw.

Give me speed

Cost: 4 faith points.

Effect: The paladin's walk speed is increased by 10 feet. He can choose to target his mount rather than himself.

Grant life to this person

Cost: 2 faith points.

Effect: Useful for times when the paladin already spent his *lay on hands* and is out of spells, he can stabilise a dying character with a simple touch.

Grant me strength

Cost: 3 faith points.

Effect: The paladin gains a +2 sacred bonus to Fortitude saves.

Guard my heart

Cost: 3 faith points.

Effect: The paladin gains a +2 sacred bonus to Will saves.

Guide my hand

Cost: 2 faith points.

Effect: The paladin gains a +2 morale bonus on his next attack roll.

Guide my words

Cost: 4 faith points.

Effect: For the duration of the prayer's effect, the paladin gains a +4 morale bonus to Concentration checks as if he possessed the Combat Casting feat. This bonus stacks if the paladin actually has the feat.

Let me be your vessel

Cost: 4 faith points.

Effect: The character gains a +2 sacred bonus to his next caster check.

Protect me from my enemies

Cost: 4 faith points.

Effect: The character gains a +1 deflection bonus to his Armour Class.

Reveal my enemies

Cost: 6 faith points.

Effect: The character has a chance to miss concealed opponents 5% less than normal. The paladin cannot target incorporeal or ethereal creatures unless he has a weapon with a +1 or better enhancement.



Show me the way

Cost: 3 faith points.

Effect: The paladin gains a +2 sacred bonus to Reflex saves.

Take me!

Cost: 6 faith points.

Effect: The paladin can transfer all damage from a single melee attack suffered by a creature within 30 feet plus 10 feet per caster level from him. The damage must be enough to reduce the creature below 0 hit points, or the prayer will not work. Unlike other combat prayers, this takes a move-equivalent action as the paladin must intercept the blow, moving to stand in front, or alongside the creature struck, being subject to attacks of opportunity for this move as normal.

OATHS AND VOWS

When a paladin says he is going to do something, it can be safely assumed that he will do his best to do it. The paladins' fame for honesty is well-deserved, for their code of conduct demands of them a strict adherence to truthfulness and fair dealings. They are supposed to be a beacon of light in the darkness, showing the power of good by example. However, there are times when the paladin wishes the heavens to witness him pledge his very soul to a task. Such a severe commitment twists the strings of fate and creates a holy obligation that goes beyond a mere promise, for the paladin is putting all he is to the task.

Holy oaths and vows are never taken lightly and are very serious matters indeed. The paladin sacrifices a bit of his being by swearing them, but in exchange he can count on aid from above when fulfilling the terms he gave his word to. Oaths are akin to a self-imposed *geas*, giving advantages for following them as well as penalties for violating their terms. Vows are more long-term promises that define the way the paladin behaves, altering the way he interacts with his own capabilities as well as with his surroundings.

OATHS

When a paladin takes an oath, it is not rare to hear a crack of thunder or see a soft glow in the room as the divine forces acknowledge his words and seal his promise. An oath binds the paladin to fulfil a certain task or comply with certain terms. Most oaths only involve the paladin in a two-sided contract with the celestial powers, but a few are sworn between two or more individuals, and it is the paladin who acts as heaven's proxy by sanctifying the oath. Paladins cannot be under the effects of more than one oath at a time, with some exceptions. Oaths have the following characteristics:

Severity Rating: A paladin may swear to defeat an enemy, or make it his life's purpose to destroy that enemy. All oaths have a severity rating ranging from 1 (light oaths) to 5 (mortal oaths). This rating determines how much of an advantage the oath provides when it is being fulfilled, as well as the difficulty of ignoring its mandates and suffering the penalties for doing so. The player chooses the severity of his oath at the moment of taking it.

If the character wishes to go against an oath, he must make a Will save (DC 15 + severity rating). If he succeeds, he can go about his business, suffering a basic penalty for some time based on the oath's severity. If he fails the save, he can choose to comply with the terms of the oath or suffer the full effects of the violation as described under each oath in addition to the basic penalty.

† **Light Severity:** Light oaths are not too taxing to the paladin, requiring little attention. He only has to make a Will save when willingly and directly violating the terms of the oath and he is not



forced to comply with the terms at all times. The basic violation penalty is a -1 to either attack and damage rolls, to skill checks or to saves (player's choice). The penalty lasts for a day.

† *Moderate Severity:* Moderate oaths require a little more commitment from the paladin. He must make a Will save even if the violation is accidental and indirect, as well as for willing and direct violations. The basic violation penalty is a -2 to either attack and damage rolls, to skill checks or to saves (Games Master's choice). The penalty lasts for a day.

† *Serious Severity:* As the name implies, a serious oath marks the paladin and shows his conviction. At the end of every month that he spent doing other things not related to the oath, he must make the Will save. The basic violation penalty is a -3 to attack and damage rolls and to either skill checks or to saves (player's choice). The penalty lasts for three days.

† *Critical Severity:* For deadly-serious undertakings, the paladin makes a critical oath. At the end of every week that he spent doing other things not related to the oath, he must make a Will save. The basic violation penalty is a -4 to attack and damage rolls and to either skill checks or to saves (Games Master's choice) as well as suffering 2d6 points of damage that cannot be healed in any way until he resumes complying with the oath's terms. The penalty lasts for a week.

† *Mortal Severity:* Mortal oaths are taken only when the paladin is going to spend every waking moment in pursuit of the oath. For every *day* that he spent doing other things not related to the oath, he must make the Will save. The basic violation penalty is a -5 to attack and damage rolls and to either skill checks or to saves (Games Master's choice) as well as suffering 3d6 points of damage that cannot be healed in any way until he resumes complying with the oath's terms. The penalty lasts for a week.

Oath Severity Observance

Severity	Effect
1. Light	Penalties only apply in direct and willing violation
2. Moderate	Penalties apply in accidental violation
3. Serious	Will save each month
4. Critical	Will save each week
5. Mortal	Will save each morning

Experience Cost: Swearing an oath takes something out of the paladin, giving the words the power to bind



him and any other oath-takers in order to enjoy the benefits, as well as endure the obligations. Each type of oath has a different cost in experience points, which can be reduced by the oath's duration as described below.

Duration: An oath's duration is also determined by the paladin at the moment he takes it, and it affects the experience cost depending on when the oath's effects are supposed to end. When the duration ends, the character does not enjoy the oath's benefits any more, but he is no longer bound by its terms and any penalties he may have accrued disappear.

† *Definite Durations:* An oath can last an entire week, a year and a day, a decade or any other specific duration from the moment of its swearing.

† *Event Durations:* The oath's obligations can be set to end when a specific event comes to pass, such as the birth of the oathbound's first child, the next equinox or by the crowning of a new king in a realm. These event-driven durations may impose their obligations for an indefinite amount of time, but they have a clear end.

† *Conditional Durations:* Other durations are condition-driven; they have no specified duration and the paladin cannot simply count the days, for he will be released from the oath when certain conditions are met, such as the defeat of an opponent. These oaths are the ones more common to task-resolution oaths.

† *Eternal:* Eternal oaths last until the paladin's death and sometimes beyond. The danger and virtue of an eternal oath is that, depending on its nature, there is a chance that the paladin will become a ghost upon his death, bound to continue with his duties. Each oath lists the chance to become undead for eternal durations. Note that 'until death' is a valid conditional duration that does not risk undeath.

The oath's duration alters the experience cost of an oath in the following ways:

Oath Durations

Duration	Cost modifier
Definite	Listed cost
Event	90% (likely events) to 70% (unlikely events) of normal cost
Conditional	80% (easy conditions) to 50% (nigh-impossible conditions) of normal cost
Eternal*	30% of normal cost

Advantages: Depending on the type of oath, the paladin can get a sacred bonus equal to the oath's severity to certain kinds of actions. Some oaths grant the character other benefits not related with numerical bonuses, but all of them are affected by the severity rating in one way or another.

Violation: When the paladin goes against his oath, he faces the punishment of heaven in the form of the violation penalty. As described under the severity ratings, the paladin suffers from a basic penalty when going against an oath, but only when he fails his Will save does he suffer the full violation penalty described here. Unlike the basic penalty, the violation penalty does not go away until the paladin atones for his breach of conduct either by actively undertaking the terms of the oath, with an *atonement* spell or when the oath's duration ends.

Oath Descriptions

Oath of Fealty

XP Cost: 100 x Severity Rating.

Chance of Undeath: 40%.

The paladin swears that he will lay down his life in service to a ruler or figure of authority. This oath is most often taken during a paladin's initiation if he belongs to an order sponsored by a church or the crown. Terms of obligations include serving in an army, obeying orders as long as they do not go against the character's or church's morals, being on call at all times, etc. Although some more loosely-termed oaths give the paladin more freedom of movement, the core of an oath of fealty is that the paladin now owes allegiance to a person.

Advantages: The character gains a morale bonus to Will saves and skill checks equal to the oath's severity rating when a mind-affecting power or mundane manipulation would put him at odds with his liege. Any message from his liege will reach him in half the time that it normally would or has double the chance to get to him, be it by courier, animal messenger or magical means. Also, the paladin can discern where his liege is once per day per severity rating, as if under



the effects of a *locate person* spell; the liege gains this ability as well.

Violation: Lose the morale bonus and the ability to locate the liege, but messages still reach him and his liege can locate him, although he can no longer locate his liege. Suffer a morale penalty to all Will saves equal to the severity rating.

Oath of Alliance

XP Cost: 200 x Severity Rating.

Chance of Undeath: 20%.

An oath of alliance is a two-way version of the oath of fealty, where both parties agree to aid each other in times of need. An oath of alliance can be sworn by more than two persons, with each paying the experience cost. A good-aligned adventuring party with a paladin present often swears this oath, for it represents their commitment to long-term association and mutual support.

Advantages: Every oath-taker is more or less aware of his companions' states. Every member of the oath circle is instantly aware when one of their number is damaged, and knows his general direction after receiving such an alert. With a Wisdom check (DC 15), a character can concentrate on a single one of his companions and get a sense of him as if using the *status* spell, but it also lets him know how many hit points his target has left as well as the uses of his abilities remaining (such as spells, turn undead attempts, bardic music and barbarian rages). Additionally, oath-takers have an inherent bonus equal to the severity rating +2 to Sense Motive checks to know if one of them is lying, and have a morale bonus to Will saves against mind-affecting magic that would set them against their fellows equal to the severity rating.

Violation: The penalties only affect the person guilty of violating the oath's terms, who is branded with an indelible sigil on his forehead, marking him as an oath-breaker and traitor. He suffers a -2 morale penalty to attack rolls and to all Charisma-based checks, with all NPC attitudes starting at one stage worse than they normally would. Every member of the oath circle is aware of the character's treason the moment he commits it and gains a +2 morale bonus on all dice rolls made against him.

Oath of Guardianship

XP Cost: 150 x Severity Rating.

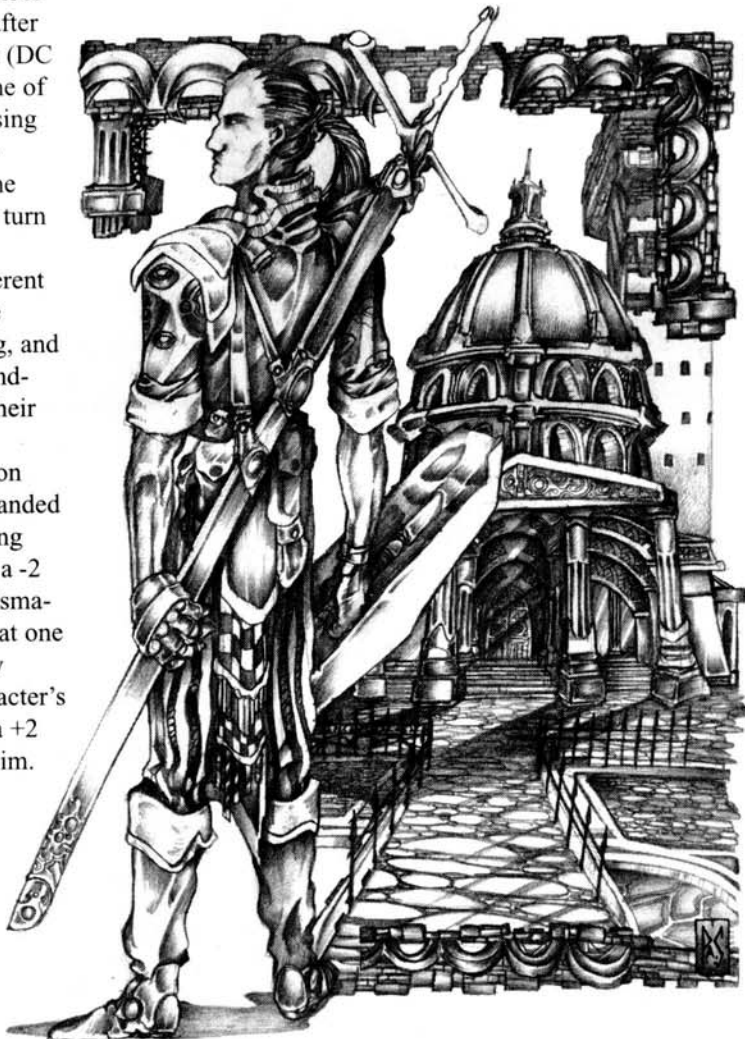
Chance of Undeath: 80%.

When the paladin takes this oath, he is basically giving his life, and possibly his soul, in guarantee that a person, object or place in his care will not be harmed. He

may be a bodyguard, an escort, a sentinel, a guardian or serve in any official or extra-official capacity to protect someone or something. A guardianship oath frequently has a set duration, such as 'protect the princess until she is married', but it is sworn for all eternity with more frequency than any other kind of oath, creating ghostly guardians for a king's tomb or holy relic.

Advantages: Whenever the recipient is standing in harm's way between a threat and his ward, he gains a sacred bonus to AC and to all saves equal to the oath's severity rating. If the paladin drops below 0 hit points while protecting his charge, he is instantly stabilised and does not lose any more hit points. If he is separated from his charge, he can make a Wisdom check (DC 15) once per day to locate it as if by a *locate person* or *locate object* spell.

Violation: The penalty for violating this oath comes in two parts: by willingly abandoning his charge, the paladin incurs a percentage chance to miss any target he tries to hit equal to severity rating multiplied by 10.



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If his charge was harmed, stolen or tampered with as a direct result of the paladin's actions, he suffers temporary Constitution damage equal to the oath's severity. The damage becomes permanent if his charge is killed or destroyed. Note that if the paladin did his best to protect his charge and it was still harmed, he did not violate his oath, although he may embark on a quest to repair the damage done.

Oath of Questing

XP Cost: 500 x Severity Rating.

Chance of Undeath: 40%.

A paladin swears by all that is holy that he will retrieve a holy relic from an evil temple, hunt down and destroy a monster that has been terrorising the countryside or go to the most foul of planes to destroy an evil artefact. These are examples of quests that paladins are fond of undertaking, and they give holy sanction to them by taking the oath of questing, a promise not only to the divine forces, but also to himself, that he will not rest easy until he has achieved his objective. This oath can be taken in private or in

front of witnesses, it matters not to the final effects, for the paladin is devoting all his drive to succeed or die trying. Most oaths of questing have a condition-based duration, which is the completion of the quest, but many include a 'failure clause' that will free them of the oath if they have not completed the quest in a certain time or when given conditions apply, such as somebody else achieving the objective.

Advantages: While actively pursuing the object of his quest, the paladin can call upon divine help three times per day plus one per Charisma modifier. This help takes the form of a sacred bonus to any kind of dice roll equal to the oath's severity. If you are using the rules for intervention dice, the paladin can use an extra die per session (although he must still pay for it normally).

Violation: Upon first violation of the oath, the paladin suffers 3d6 points of damage and a Strength and Dexterity decrease equal to the oath's severity rating. Each day he must make a Fortitude save (DC 12 + severity rating) or sicken. He heals damage at one-tenth his normal rate and cannot benefit from any magical healing effects.



Oath of Friendship

XP Cost: 300 x Severity Rating.

Chance of Undeath: 20%.

This oath is taken between the paladin and another person, who swear to be friends and support each other at all times. Friendship oaths with a duration less than eternal are rare, and thus is one of the oaths that allow the paladin to take on other oaths, but neither may take a second oath of friendship with somebody else. Also, this oath cannot be taken with a severity lighter than 3 (serious), else the motives of the oath-takers are suspect and the divine forces ignore the oath. Both participants pay the experience amount in order to enjoy the benefits and share the obligations. Both advantages and violation penalties stack with those of other oaths.

Advantages: The oath-takers are empathically linked like the paladin and his special mount. They know the other's state of mind and emotions. They cannot perceive through each other's senses and, although they cannot communicate telepathically either, they can target a single emotion so that the other knows that emotion is directed at him specifically. In addition, they can protect each other from a distance by taking the damage the other takes similar to a *shield other* spell, but every round each character decides how much damage he will suffer that his oath-friend will not take.

Violation: The breaking of the empathic link is a sure way to tell the other that the oath has been broken, and

it is perfectly clear that it was not due to unexpected death. The oath-breaker suffers a penalty to all saves equal to the oath's severity and he shares the full damage from three different attacks in a day that his once-oath-friend takes (the other character's choice), although his friend does not take any of the damage that he incurs. Atonement must always include forgiveness by the slighted oath-friend.

Oath of Binding

XP Cost: 400 x Severity Rating.

Chance of Undeath: 60% (special).

The paladin binds his life-force to another person in ties that go beyond friendship. Paladins usually limit this oath to their lovers or spouses (yes, paladins have a life too), but some truly devoted ones can do this with a revered member of their religion or another personage. The other person is not forced to take the oath, but it is also rare that he or she does not do so, paying the experience cost too. Unlike the oath of friendship, this oath can be taken with any severity rating, but it does not allow the participants to take any other sacred oath. Spouses can take the oath with a condition limit, which is the possible, even if unlikely, end of their union.

Advantages: Like with the oath of friendship, the oath-bound have an empathic link, but this one allows them to send telepathic messages with a successful Wisdom check (DC 16) for each short message, and they get to add the other's Wisdom modifier and a bonus equal to the severity rating. When they both sleep they can share the same dream and communicate more freely, spending time together or one watching over the other, unobtrusively. Also, the subject of the oath may use the other character's Constitution, Dexterity or Wisdom modifiers to his corresponding Fortitude, Reflex and Will saves, with a maximum bonus equal to the oath's severity rating. Finally, an oath-bound character may freely choose to become a ghost independently of the oath's chance of undeath, so he or she can remain protecting the other.

Violation: Like breaking the oath of friendship, the oath-breaker suffers a penalty to all saves equal to the oath's severity rating. He also suffers a streak of bad luck. On every skill check, roll two dice and apply the lowest result to the check. Also, if the oath-breaker dies without having atoned for his violation and while the oath is still in effect, he immediately becomes a ghost that cannot rest until he finally atones.

'This I swear'. Myllerne began, kissing the blade of her father's sword. 'That Baldrick will not know peace as long as I live, that his reign of terror shall end under my blade; that my life only exists to end his rule.'

Oath of Enmity

XP Cost: 300 x Severity Rating.

Chance of Undeath: 40%.

Hate can drive a man to excess, and paladins are not above such base feelings. The oath of enmity is like throwing a gauntlet at someone's face, and paladins take it directly in front of the subject when they can, and go to extreme lengths to let him know if they cannot. The paladin literally becomes his target's sworn enemy, and the oath may end under such extreme conditions as the target's death. This oath is almost exclusively reserved for use against evil creatures or characters, but the paladin may determine that otherwise just people deserve to be opposed at every turn. The oath of enmity always includes a special condition, regardless of the paladin's wishes: if he ever ceases to consider his target an enemy, he is free from the oath.

Advantages: The paladin gains a sacred bonus equal to the oath's severity rating to Listen, Sense Motive and Spot checks when using these skills against his sworn enemy. He also adds the same bonus to weapon damage rolls against his enemy, and the bonus doubles



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when applied to a valid smite evil attack (if the enemy is indeed of evil alignment).

Violation: Violating an oath of enmity is hard, which is why the penalties are far greater. Violation of an oath of enmity consists of letting the enemy go when capture is possible, or letting his plans and influence continue when they can be thwarted. The Games Master should be creative when determining what constitutes a violation of this oath. The character suffers a penalty to *all* skill checks equal to the oath's severity, and to saves against attacks from his enemy or his allies. Also, his enemy, as well as his minions, allies or retainers, gain a bonus to attack and damage rolls against the paladin equal to the oath's severity rating.

VOWS

Unlike an oath, a vow does not follow strict guidelines. It is more like a pointer to how the paladin behaves than swearing to fulfil a certain task or defining his obligations towards another person. A paladin can take as many vows as he wishes, but he must abide by all of them.

Taking a sacred vow involves a full night of meditation as the paladin considers why he is taking such a restriction on his conduct, suffering 1d4 points of temporary ability damage to his Constitution and Wisdom. The following day, the paladin is under the full conditions of the vow, enjoying all its benefits as well as its restrictions.

The conditions to break a vow are very clear and have dire effects. If a paladin violates a vow, he loses all his paladin special abilities and spells, not only those granted by the vow, he loses the service of his mount and can no longer gain levels as a paladin. Only after he atones does he regain all his powers. Unlike the conditions for ex-paladinhood, a paladin who wilfully violates a vow may remain a paladin after he is forgiven.

A paladin may abandon a vow with a similar ritual as when he undertook it. He prays for an entire night and suffers 1d6 points of temporary ability damage to Constitution and Wisdom and pays 500 XP, but the following morning he is free from the vow, exempt from its obligations but also lacking its benefits.

Secular Vows: Secular vows are a special case, as they are minor conditions for the character's behaviour such as dress code, vocabulary, daily routine, etc. These minor vows only provide a single +1 bonus per day to Will saves against a mind-affecting spell, ability or effects, as the paladin reinforces his will by such self-affirming practices. A paladin can take a maximum of three secular vows and enjoy either the added bonus to a single save, or spread the bonuses on different rolls in any proportion (three +1 bonuses, one +2 and one +1 bonus or a single +3 bonus). Breaking a secular vow is not as serious as breaking other vows: the paladin merely suffers a -1 morale penalty to the same



Will saves until he resumes his practice. A paladin constantly washing his tabard is not vain, but probably under a vow to present the tabard as a symbol of his deity or cause. Abandoning a secular vow does not elicit an experience cost, but still incurs the ability damage for the ritual.

Vow of Truthfulness: A paladin under this vow may never lie or use deceit even when it suits the cause of good. He may never gain ranks in the Bluff or Innuendo skills, nor use them at all. Whenever he is called for a Bluff or Innuendo check, he must forfeit and fail automatically. Also, he may never use Diplomacy checks to hide the truth. If he does not wish to speak honestly, the paladin prefers not to speak at all and, if asked directly, he *must* answer honestly and not evade the question. Additionally, he will refuse to disguise himself by any mundane or magical means, although being unwittingly disguised by surreptitious magic does not count as a violation of the vow as long as he reacts in anger when discovering that he was disguised against his will. He may still ambush as a tactical advantage, but he cannot use feints in combat. *Advantage:* The paladin gains a +2 insight bonus on all Sense Motive checks to detect falsehood as well as to saves against illusion magic.

Vow of Mercy: A paladin must spare any and all fallen enemies he can, using potions, Heal checks, spells or his *lay on hands* ability to keep them from reaching -10 hit points and dying. He is not obliged to care for all opponents in a large combat, but at least he must care for the opponents he downs personally, spending a round to check if they are alive and stabilise them if the combat is not over. When the combat does end, he must check all the fallen enemies and stabilise them, after making sure his own companions are alright, of course. He will defend prisoners' lives to the extreme of drawing his weapon against his allies if they prove too intent on killing them. Undead, constructs, outsiders (especially evil ones), oozes and vermin are not subject to this vow. *Advantage:* The paladin can use the *deathwatch* and *sanctuary* spells as spell-like abilities a combined number of times equal to once per day per Wisdom modifier. He adds his Wisdom modifier to all his curing abilities and magic, whether it is to amount of damage cured, Heal checks to cure disease or the effects of poison, or caster checks to defeat curses and enchantments.

Vow of Poverty: The paladin may not own riches. He can keep enough gold to feed himself and his mount and give regular maintenance to his equipment, but he cannot hoard money for any other purpose. He will

refuse his part of the loot except enough money for those basic necessities, or he can take his part and give it away within a day of arriving at a town or any other settlement. If he has magical equipment, it is because he found it or it was given to him, not because he bought it. Even then, if he finds magical items that are not immediately useful to him, he must give them away. He tends to sleep in the stables because he cannot afford a room at an inn, but his own virtue often saves him from this as innkeepers offer him board and food for free or in exchange of services. *Advantages:* The paladin's resolve is much greater by disdaining material wealth and focusing on the spiritual. He casts spells at +1 his normal caster level, and enjoys a +2 sacred bonus to his turning checks and damage when turning undead.

Vow of Silence: The paladin swears never to utter a word either as penance or as special commitment to a deity or cause. He cannot cast spells with verbal components or activate magical items that require command words, not to mention that he cannot communicate with any other person through verbal means. *Advantage:* Living in silence has the merit of granting the paladin a +4 insight bonus to Concentration and Listen checks and a +2 bonus to saves against sonic and language-dependent effects. If he has the Silent Spell feat, the level of affected spells does not increase (if he abandons his vow, the feat functions normally).

Vow of Abstinence: The paladin is not allowed to imbibe any intoxicating substance, be it alcohol, drugs or even ceremonial herbs. Additionally, he is not allowed to drink any potion of transmutation magic. If someone slips such a substance into his normal drink without the paladin noticing, it does not count as violating the vow. *Advantage:* The character gains a +2 morale bonus to Fortitude saves against toxins and poisons.

Vow of Celibacy: The paladin abstains from sexual intercourse, period. The character cannot marry while under this vow, nor lay with members of the opposite sex (or same, depending on inclinations), regardless of species. Contrary to other vows, even having sex unintentionally (as per the effects of magic) does not count as violating the vow, although the atonement quest carries mitigating circumstances. *Advantage:* The character is immune to mundane seduction attempts, and gains a +4 bonus to saves against magical seduction, and +2 against general enchantment magic.



PALADIN FEATS

People expect a paladin to perform feats of bravery on an everyday basis, given his formidable defences and ability to channel divine power as he fights in melee. While not as proficient in the ways of battle as the fighter, the paladin has his own abilities to make up for it, from his divine health and enhanced saves to his divine mount and ability to heal himself and others. Such talents make the paladin a unique combatant with abilities ripe for enhancement.

Paladins can benefit from many of the feats open to any character class but they also have their own abilities derived from their divine nature and unique powers. The following feats complement the paladin's holy abilities as well as provide additional areas that do not so much focus on the paladin's existing class features as round out his skills and capabilities.

It should be noted that any feat marked here as being 'general' may be used by a character of any class or race who meets the prerequisites. Feats marked with 'fighter' are available to fighter characters as part of their bonus feats, while those marked 'special' are usually exclusive to the paladin class as they refer to a unique class feature, although prestige classes or those with equivalent features may also select them.

Agile Mount/Dismount (General)

You are a natural rider and can mount or dismount with ease.

Prerequisite: Ride skill 5+ ranks, Mounted Combat.

Benefit: You can mount or dismount a steed as a free action without needing to roll a Ride check.

Normal: To perform a fast mount or dismount, a character must succeed at a Ride check (DC 20).

Armour Agility (General)

You move naturally, even while armoured.

Prerequisite: Str 16+, Armour Proficiency (heavy).

Benefit: The maximum Dexterity bonus to Armour Class you can gain while wearing armour is 1 more than the armour's specified maximum.

Armour Adroitness (General)

Your armour is like a second skin to you.

Prerequisite: Str 16+, Armour Agility, Armour Proficiency (heavy).

Benefit: The armour check penalty for armour worn is two points less than the armour's listed penalty. Also, you can don and remove armour in half the time, as if you were receiving help.

Aura of Trust (Special)

People trust you almost implicitly.

Prerequisite: Aura of courage class feature.

Benefit: The attitude of any Non Player Character within 10 feet of you starts at one stage better than it would normally and you also gain a +4 bonus to your Charisma check to influence such attitude, as described in *Core Rulebook II*.

Born Leader (General)

People flock to you and follow your orders unquestioningly.

Prerequisite: Leadership.



Benefit: You gain a +3 morale bonus to your Leadership score. Furthermore, provided that you were not directly responsible for the death of a follower or cohort, the time to recruit a replacement is cut in half.

Deflective Shield (General, Fighter)

You use your shield to knock missiles out of the air.

Prerequisite: Dex 13+, Shield Parry, Shield Proficiency.

Benefit: Once per round, when you would normally be hit with a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack the DC increases by that amount). A magic shield does not reduce the DC of your reflex save. If you succeed in the saving throw, you have managed to deflect the weapon. You must be aware of the attack and not be flat-footed at the time.

Attempting to deflect a ranged weapon does not count as an action. Exceptional ranged weapons cannot be deflected.

Special: Bucklers and tower shields cannot be used to deflect ranged attacks.

Divine Inspiration (Special)

The gods guide your hands in what you do.

Prerequisite: Divine Grace class feature.

Benefit: Once per day, you can apply a sacred bonus to a skill check equal to your relevant base save bonus. Constitution-based checks use the Fortitude bonus, Dexterity-based checks use the Reflex bonus and Wisdom-based checks use the Will bonus.

Domain Favour (Special)

You enjoy the favour of a deity, who grants you a special power.

Prerequisite: Ability to cast divine spells.

Benefit: You may choose a domain from the cleric's domains list and receive the domain's granted power as if you could cast spells from that domain. You do not gain access to the spells of the domain, and the domain must be one your patron deity can offer to clerics.

Normal: Non-cleric divine casters do not enjoy domain advantages.

Special: Clerics cannot choose this feat.

Empathic Awareness (General)

You can use a linked companion's senses.

Prerequisite: Cha 13+, Int 13+, Scry skill, Increased Empathy, empathic link with another creature, such as a paladin's mount or a wizard's familiar.

Benefit: You can see through your linked companion's eyes and listen through his ears as if you were accompanying him. Your companion acts like a scrying sensor, except that it cannot be detected as such by normal scrying, and is not fooled by magic that would fool other divinations. You can do this once per day for a duration of 10 minutes per level.

Normal: The creature and master can communicate telepathically, but do not share their senses.

Extra Smiting (Special)

You can channel the strength of your faith to your attacks more often.

Prerequisite: Smite ability.

Myllerne stood at the centre of the training hall. Wooden sword and shield in hand, she waited for the person who would spar with her to prove her fighting abilities, and judge her worthiness to join the Order of the Golden Scale.

'Ah, so you are the Thunder Girl.' A man walked in, equipped similarly to her. He probably doubled her in years, but he carried himself with such strength that his white hair could be a fashion statement, not a sign of old age; he offered a gentle smile. 'The stable master heard it from one of the teamsters in the caravan.'

'I... I wouldn't know about that.' She answered truthfully.

'Well, if you can already channel the faith you have in your cause, there is little else that we can teach you here, Dame Narath.'

Myllerne was embarrassed again. The man had addressed her as an equal, and given her a title that she felt she did not deserve. At least not yet.

'But let us see what you know about using a shield as well as wielding a sword... your father was not too keen on shields; I hope you exceed him at that. Now attack me.'

Myllerne nodded, and prepared to attack.



PALADIN FEATS

Benefit: You can use your smite ability one additional time per day.

Special: The extra smite follows the normal rules of the original smite. A paladin can only smite creatures of evil alignment; a blackguard smites creatures of good alignment, etc.

Healing Touch (Special)

Your compassion and willingness to cure others allows you to channel more energy for healing.

Prerequisite: *Lay on hands* class feature, Wis 13+, Heal skill.

Benefit: You can add your Heal skill ranks to the amount of hit points you can cure in a day with your *lay on hands* ability.

Normal: The *lay on hands* ability heals an amount equal to the character's level multiplied by his Charisma modifier.

Special: These additional points can also be used to damage undead.

Holy Charge (Special)

You pray to the gods to guide your weapon when charging.

Prerequisite: Ride skill, Mounted Combat, Spirited Charge; ability to turn undead.

Benefit: Once per day when using the charge action while mounted, you can deal triple damage with a melee weapon or four times normal damage with a lance.

Normal: Mounted charges deal double damage with melee weapons and triple damage with lances.

Special: If the character has another feat or ability, or performs an action that multiplies damage, the factors are added, not multiplied. For example, a character with the Holy Charge feat that scores a critical hit with a lance does not double the quadruple damage, but instead multiplies the original damage by five.

Improved Shield Parry (General)

You are better trained to put your shield between you and an attack.

Prerequisite: Combat Reflexes, Shield Parry, Shield Proficiency.

Benefit: As shield parry but the parry attempt is a free action instead of a move-equivalent action.

Special: The character may attempt a second parry as a move-equivalent action.

Improved Special Mount (Special)

Your mount is stronger than normal.

Prerequisite: Paladin's special mount.

Benefit: Your special mount has higher scores than a normal mount for a character of your level. Add one extra hit dice, +2 natural armour, +1 Strength adjustment and +1 Intelligence to the mount's scores.

Improved Smite (Special)

Your righteousness brings down those who oppose you.

Prerequisite: Base attack bonus +3, Smite ability.

Benefit: Your smite ability deals +1d6 holy (or unholy) damage for every three levels in the pertinent class. **Example:** A 3rd level paladin deals +1d6 damage, while a 10th level one deals +3d6.

Increased Empathy (General)

Your connection with your special companion is stronger.

Prerequisite: Cha 13+, empathic link with another creature such as a paladin's mount or a wizard's familiar.

Benefit: The empathic link between you and your companion extends for a number of extra miles equal to the creature's Wisdom modifier plus your Wisdom, Intelligence or Charisma modifier, whichever is greater.

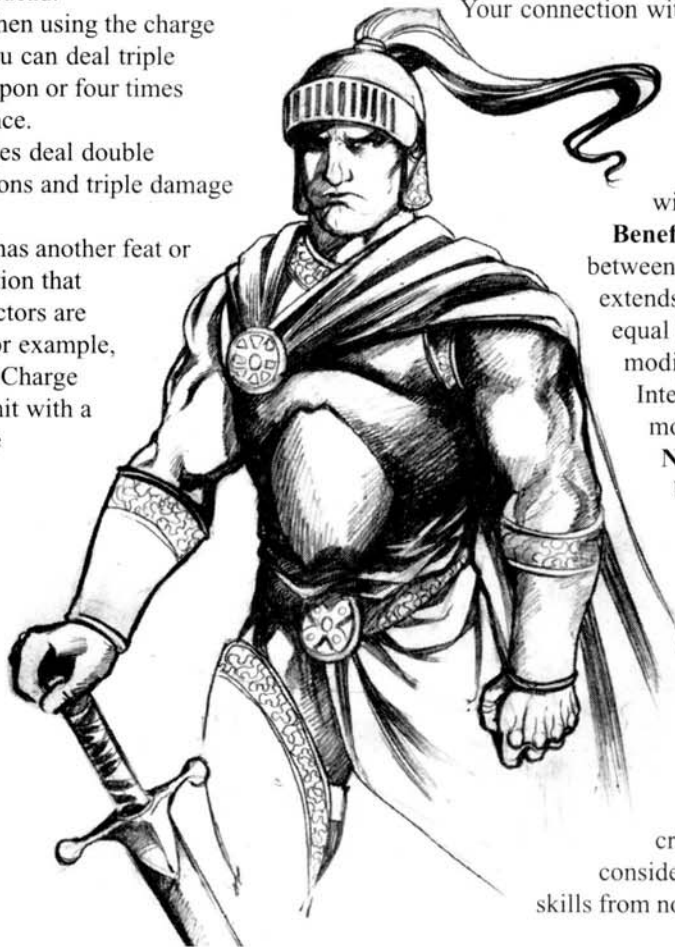
Normal: The empathic link between creature and master extends for only one mile.

Learned (General)

Your interests have a wider range than those required by your career.

Prerequisite: Int 13+.

Benefit: Choose three cross-class skills; you may consider the selected skills as class skills from now on.



Special: The character cannot choose skills that are exclusive to another class unless he has a second class or prestige class with those skills.

Pure of Heart (General)

Your intentions remain pure even when confronted with the most evil temptations.

Prerequisite: Good alignment, Wis 13+.

Benefit: You are immune to any magic or effect that would change your alignment from good to neutral or evil. If a mind-affecting power would force you to act against your alignment, you gain an additional saving throw with a +4 bonus. Also, you enjoy a +1 competence bonus to all saving throws against spells with the evil descriptor and against the special abilities of creatures with the evil descriptor. If you are about to willingly commit a non-good act, the Games Master may warn you of the consequences and you must succeed at a Will save (DC 10 + character's level) to continue with that course of action.

Remote Healing (Metamagic)

You can cure others at a distance.

Prerequisite: Heal 8 ranks, Spellcraft skill, access to healing magic.

Benefit: You can use any spell or ability that channels positive energy to restore hit points as a ray, rather than a touch effect. The ray's range is 5 feet, plus 5 feet per Wisdom modifier. The healing effect is undisturbed in any other way. If the ray targets an undead creature, treat it as a ranged touch attack. A spell so altered is cast as one spell level higher. Abilities such as *lay on hands* subtract the character's relevant ability modifier (Charisma, in the paladin's case) from the total hit points healed.

Remove Enchantment (Special)

You can enhance the strength of your healing power to target magical ailments.

Prerequisite: Access to *remove disease*, turn undead ability.

Benefit: You can use three turn undead attempts to channel positive energy into a *cure disease* spell or spell-like ability or to convert into a *break enchantment* spell. You make a caster check as normal to cancel a single enchantment, transmutation, curse or petrification.

Shaft Fighting (General, Fighter)

You can fight with the shaft of polearms.

Prerequisite: Martial Weapon Proficiency.

Benefit: You can use the other end of a polearm as a weapon similar to a quarterstaff to hit enemies standing less than 10 feet from you, incurring a -2

circumstance penalty on your attack rolls, dealing 1d6 damage with a successful hit.

Normal: Most polearms have reach, but do not allow the wielder to attack creatures inside the weapon's reach.

Shield Parry (General, Fighter)

You actively interpose your shield in the way of an attack.

Prerequisite: Combat Reflexes, Shield Proficiency.

Benefit: As a move-equivalent action, you can react to a melee attack you are aware of and intercept it with your shield. You make a normal attack roll, adding the shield's armour bonus; if the result exceeds the attacker's roll, the attack is successfully parried. If the parry fails, the attacker must still beat your Armour Class, but without the shield's bonus. If you already used a full-round action or two partial actions as normal for your turn, you cannot attempt to parry. Likewise, if you parried before your turn, you only have one standard action left.

Normal: Characters can only trust in their Armour Class to block attacks and cannot parry pre-emptively.

Special: Spells and abilities that grant an extra action give the character either a chance for a second parry or the chance to use a full-round action in addition to the parry attempt.

Shield Rush (General, Fighter)

You can use your shield to push opponents back.

Prerequisite: Str 13+, Improved Bull Rush, Power Attack.

Benefit: You add double your shield's armour bonus to your Strength check in a bull rush attack, and deal damage as if you were performing a shield bash.

Special: Tower shields cannot be used for a shield bash, but they can be used in a shield rush, providing a +6 bonus to the Strength check.

True of Purpose (General)

You have a strong code of conduct and stick to it against any contrary judgement.

Prerequisite: Lawful alignment, Wis 13+.

Benefit: You are immune to any magic or effect that would change your alignment from lawful to neutral or chaotic. If a mind-affecting power would force you to act against your alignment, you gain an additional saving throw with a +4 bonus. Also, you enjoy a +1 competence bonus to all saving throws against spells with the chaotic descriptor and against the special abilities of creatures with the chaotic descriptor. If you are ever about to willingly commit an unlawful act, the Games Master may warn you of the consequences and you must succeed at a Will save (DC 10 + character's level) to continue with that course of action.



TOOLS OF THE PALADIN

Walking the middle road between clerics and fighters, paladins use tools that may belong to either of those classes' lists, with improvements of their own. Paladins have all same weapon options that fighters have, but their role as holy warriors demands they develop their own, or introduce additions and alterations to existing options.

WEAPONS

Paladins are proficient with the same weapons as fighters and would seem, therefore, to have little need to develop or adapt new ones. However, their focus and abilities require a handful of expanded options for their martial needs. Paladins tend to prefer swords to any other weapon, although they are certainly not limited to them and, if they serve a specific deity, they will often adopt his favoured weapon as their own.

Flail, sprinkling: The head of this flail is hollowed out, with several small apertures. It is essentially the warlike application of a priestly censer, the hollow meant to contain holy water that is sprinkled about as the wielder swings it. The holy water inside deals 1d4 extra damage to undead and evil outsiders. The reservoir inside the weapon can contain enough holy water for six attacks, whether they are successful or not.

Lance, barbed, heavy and light: This lance has a barbed metal tip designed to tear at wounds and cause more damage with a successful hit. The light version is intended for Small characters.

Lance, blunt, heavy and light: The point of this lance is blunt and rounded. It deals subdual damage but the wielder gains a free trip attempt if hitting as part of a mounted charge. The light version is intended for Small characters.

Lance, dire: This extraordinarily long lance was designed to fight Large and bigger creatures. It must be used with both hands, which poses additional problems for mounted combatants (see jousting shield in the Armour section). It has a 15-foot reach, but the character cannot attack opponents closer than that.

WEAPON EXTRAS

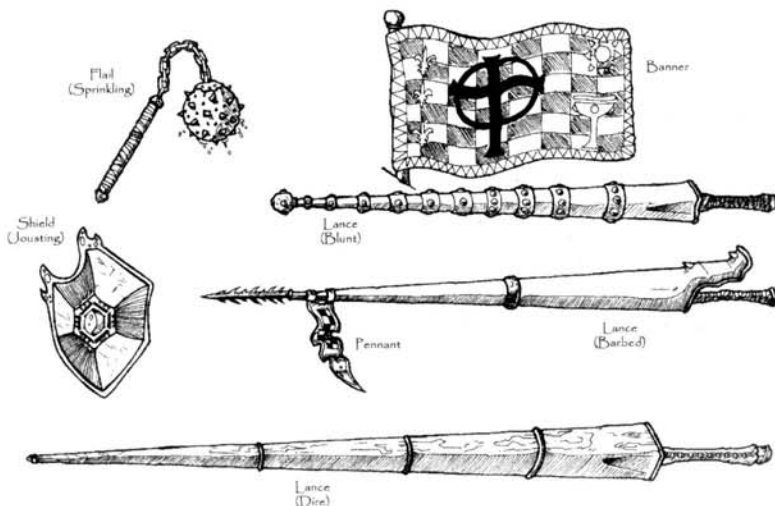
Many warriors replace their weapons bit by bit, changing handles, blades or heads at different times. Weaponsmiths profit from this by offering different 'models' of those components, some are merely ornaments, while others have a practical purpose.

Sword guards, ornate: A weapon's blade may be normal, but its guard can be a masterwork. A masterwork guard adds 100 gp to the weapon's market price and serves little purpose but to indicate its owner's status.

Sword guard, catcher: This utilitarian sword guard has two prongs parallel to the blade. They can 'catch' an opposing sword when the wielder parries and lets the enemy blade slide towards the prongs, which grant a +2 bonus to attack rolls for disarm attempts.

Sword handle, ornate: Inlaid with silver or gold filigree, the ornate sword handle is another status symbol that merely improves the look of the sword while sheathed.

Sword handle, grip: Made of soft wood, the grip handle is custom-made for a specific user. Using a clay model the intended owner grips, together with measurements of his arm, reach and fighting style, the artisan can craft a tailor-made handle for the discerning customer. Grip handles give their intended owner (and nobody else) +2 enhancement bonus to resist disarm attempts.

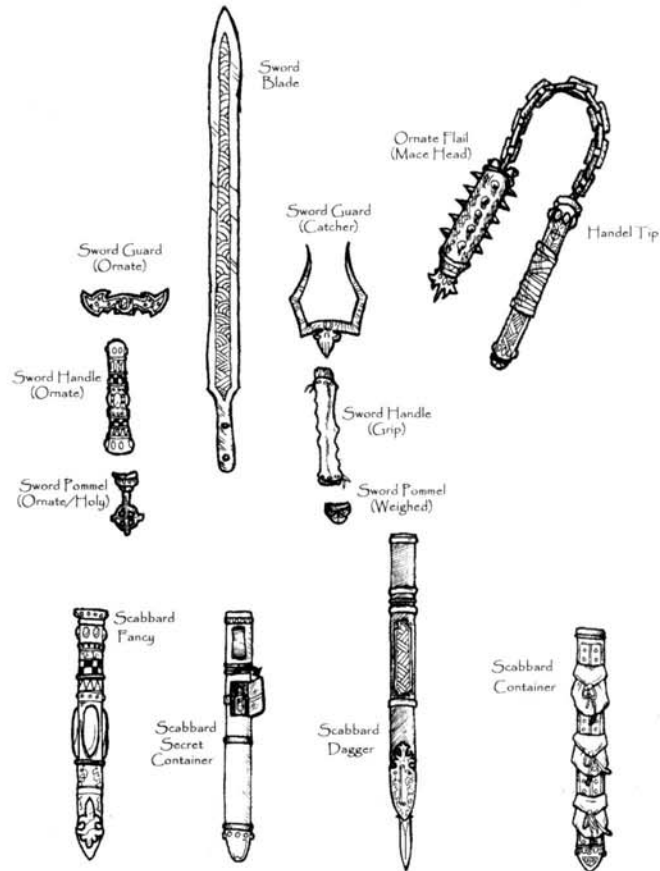


Martial Weapons – Melee

Weapon	Size	Cost	Damage	Critical	Range Increment	Weight	Type
Flail, sprinkling	Medium	12 gp	1d8	x2	-	5 lbs.	Bludgeoning
Lance, barbed heavy	Medium	14 gp	1d8	19-20/x3	-	10 lb.	Piercing
Lance, barbed light	Small	10 gp	1d6	19-20/x3	-	5 lb.	Piercing
Lance, blunt heavy	Medium	8 gp	1d8 (s)	x3	-	10 lb.	Piercing
Lance, blunt light:	Small	7 gp	1d6 (s)	x3	-	5 lb.	Piercing
Lance, dire	Large	20 gp	2d6	x3	-	15 lb.	Piercing

Weapon Extras

Extra	Price add
Sword guard, ornate	+125 gp
Sword guard, catcher	+15 gp
Sword handle, ornate	+100 gp
Sword handle, grip	+100 gp
Sword pommel, ornate	+150 gp
Sword pommel, holy	+25 gp
Sword pommel, weighed	+150 gp
Handle Tip	+15 gp
Ornate flail/mace head	+30 gp



Sword pommel, ornate: Special pommels are often carved with family crests or other heraldic symbols, marking the ownership of the blade.

Sword pommel, holy: A pommel may be crafted as a holy symbol that a cleric or paladin can use when praying and turning undead. Paladins have no difficulty using a holy pommel but a cleric's god must favour swords as a weapon if he wishes to use the pommel as a holy symbol.

Sword pommel, weighted: Weighted pommels are lead balls with gold or silver plating that attach to the sword's handle to provide a balance more suited for an individual owner. It takes the wielder one month of constant practice to get used to the weight, at which point he enjoys a +1 bonus to damage. If a bastard sword has a weighed pommel, it can be used one-handed at a -2 penalty rather than the normal -4 if the character does not have the Exotic Weapon Proficiency feat.

Handle Tip: Used to secure the shaft of a mace, morningstar, flail or axe, handle tips are sometimes used to imprint a family seal or other symbols, especially if the weapon is intended to be magical.

Ornate flail/mace head: Ornate mace and flail heads are the staple of many religious orders that gift their paladins with weapons. The heads do not confer any additional benefit except recognition and reputation.

ARMOUR AND SHIELDS

A paladin's training does not include many of the defensive options the fighter has available and thus is more dependant on armour to protect himself.

Brigandine: Brigandine armour consists of metal splints sewed upon canvas, linen, or leather and covered with similar materials. Unlike splint mail, the

Armour Table

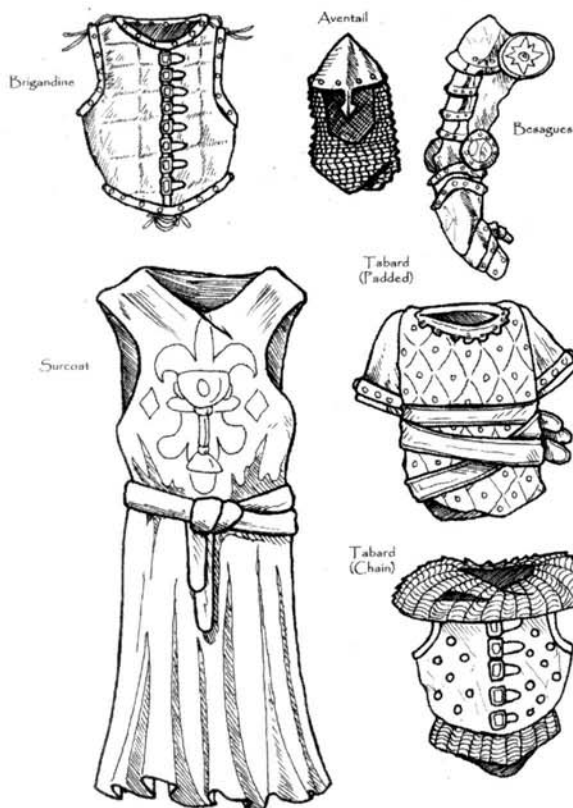
Armour	Cost	Armour Bonus	Max. Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed		
						(30 ft.)	(20 ft.)	Weight
Brigandine (medium)	250 gp	+5	+4	-4	20%	20 ft.	15 ft.	25 lb.
Shield, jousting	30 gp	+2	-	-2	15%	-	-	10 lb.
Extras								
Avantail	20 gp	+1	-	-	+5%	-	-	+1 lb.
Besagues	50 gp	+1	-	-	+5%	-	-	+2 lbs.
Surcoat	2 gp	-	-	-	-	-	-	1 lb.
Tabard, chain	55 gp	+2	-	-1	+5%	-	-	15 lb.
Tabard, padded	15 gp	+1	-	-1	+5%	-	-	5 lbs.

metal splints are wider and lighter, and resemble padded armour until hit.

Shield, jousting: Called this because it finds use in jousting tournaments, this shield has a round cleft on its right upper edge, designed to fit a lance for better stability. Using a jousting shield during a charge action with a lance gives a +1 circumstance bonus to the attack roll.

Armour Extras

Avantail: This is a short piece of chainmail that hangs loosely from a helmet to add protection to the neck.



Tabard, Padded: This rectangular piece of cloth is worn over armour. Normal tabards are meant to bear the wearer's coat of arms or other symbols, but armoured tabards add protection. A padded tabard is made of many layers of heavy cloth that can be worn over any armour.

Tabard, Chain: Chain tabard consists of two layers of cloth with a middle layer of chainmail. It cannot be worn over heavy armour as it hampers movement too much.

Surcoat: Similar to tabards, a surcoat is a cloth garment worn over armour to identify its wearer. It is long and flowing like a tunic and some paladins use it as their holy symbol if it is emblazoned with their deity's icon.

Besagues: These circular plates are tied to the elbow joint and in front of the shoulders of full and half plate armour for additional protection.

Piecemeal Plate

Many poor warriors (or paladins under a vow of poverty) find themselves forced to scavenge battlefields for armour that is not too dented or ruined. They assemble a 'poor man's plate' out of all the pieces that will never provide the same amount of protection and mobility of true full plate, but it will serve their needs.

The following listings are for the parts of a full plate. The information assumes that it is being strapped over padding or chainmail, and it does not include gauntlets. The parts cannot be strapped over medium or heavy armour.

Armour Bonus: Some parts, taken in and by themselves, only provide a fractional armour bonus; the total bonus of the pieces worn is rounded down.

Plate Pieces

Part*	Cost	Armour Bonus	Max. Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Weight
Breastplate	160 gp	+2	+4	-3	10%	15 lb.
Arm (rerebrace)	50 gp	+0.5	+8	-0.5	5%	3 lb.
Arm (vambrace)	50 gp	+0.5	+8	-0.5	5%	3 lb.
Fauld (with tassets)	80 gp	+1	+6	-1	-	5 lb.
Fauld (without tassets)	30 gp	+0.5	+7	-1	-	2 lb.
Legs (cuisses)	60 gp	+0.5	+5	-1	2%	4 lb.
Legs (greaves)	60 gp	+0.5	+4	0	2%	4 lb.
Joints (full set)	150 gp	+1	-	-2	5%	5 lb.
Joints (individually)	30 gp	+0.2	-	-0.4	1%	1 lb.

*All information is given for a single piece, not a pair, with the exception of the joints.

Maximum Dexterity Bonus: Take the smallest number of all the parts worn and subtract the armour check penalties from the rest to obtain the maximum dexterity bonus to AC, with a minimum of +1.

Armour Check Penalty and Arcane Spell Failure: The penalties and chances of failure for each part are added together so that, in the end, the character is better off looking for matching pieces of armour or saving for a custom-made suit of full plate.

Speed: Wearing from one to four parts (not joints or breastplate) is equivalent to light armour, from five to eight parts (not joints or breastplate) is equivalent to medium armour; the breastplate always adds one category (no armour becomes light, light armour becomes medium, etc.) and the joints do not count.

Torso

The armour piece for the torso is the breastplate, but this is not the armour type of the same name found in *Core Rulebook I*; this is just the plating that covers the back and front of the torso. The armour bonus and weight are halved if the character is only wearing the front or the back piece, but all the other statistics remain the same.

Arms

If both parts of an arm's plate do not belong to the same suit of armour, the character may wear only one or the other, but not both.

- † *Rerebrace:* Covers the upper arm.
- † *Vambrace:* Also called bracer, it covers the forearm.

Legs

If both parts of a leg's plate do not belong to the same suit of armour, the character may wear only one or the other, but not both.

- † *Fauld:* Short armoured skirt that covers the character below the waist. *Tassets* are triangular pieces of plate that hang from the fauld, adding protection to the area between cuisses and breastplate. The fauld can be from a different suit as cuisses and greaves.
- † *Cuisses:* Cover the thighs.
- † *Greaves:* Cover the lower leg.

Joints

Armour for the joints is a special case; they are seldom effective if they are not all present, for the additional protection they provide by themselves is almost negligible.

- † *Gorget:* A piece of plate that covers the neck, resting at the shoulders. If the gorget is not part of the same suit as the breastplate, add -1 to the armour check penalty.
- † *Pauldron:* Large curved plate covering the shoulders.
- † *Couter:* Covers the elbow.
- † *Poleyn:* Covers the knee.

'He doesn't like it,' Myllerne said as she tightened the final strap on Thunderclap's new armour.

'Of course he doesn't,' the old paladin replied, patting the white charger's head, inspecting the way Myllerne had adjusted the barding's plates. 'It's heavy, it smells funny, and it feels strange all over. But once it stops the first sword strike aimed at him, it's going to be like a second skin.'

EQUIPMENT

Paladins share the same tools as fighters, due to their similar role as the main melee combatant for a party, they also, however, shares parts of the role of clerics. In truth, paladins are far more than the sum of both classes and, furthermore, have some unique needs that call for special equipment.

Banners: Seen especially among members of an order, banners are rectangular, square or triangular shaped cloth with the symbol of the order the paladin belongs to, or the symbol of his god, appearing upon them. By itself, a banner has little effect but, while carried by a paladin, it can inspire others when it is seen in a large combat. A standard bearer customarily carries a banner but sometimes the paladin himself carries it. In oriental cultures, the banner is strapped to the warrior's back to free his hands for combat. Common banners are nothing more than symbols but sacred banners have special effects for paladins. A paladin can pour positive energy into a sacred banner by spending two turn undead attempts. Doing so results in his aura of

courage extending an additional 10 feet per class level for a number of rounds equal to his class level. A sacred banner must be blessed by a cleric of the paladin's religion (or alignment) in a simple ceremony.

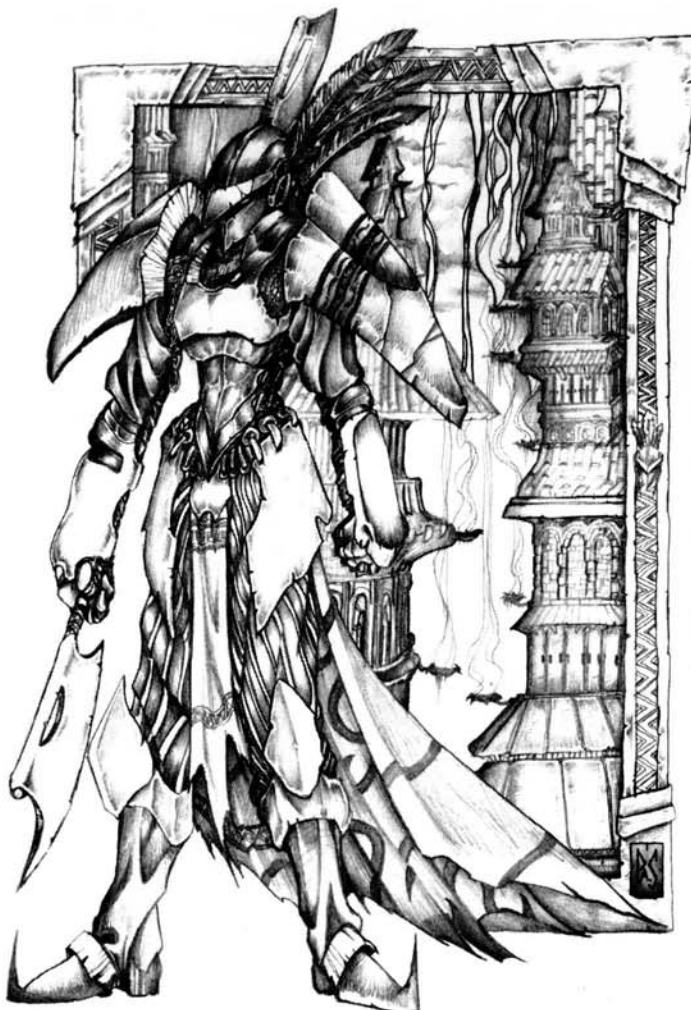
Pennants: Also called pennons, these small and commonly triangular pieces of cloth tie near the point of the lance to identify the warrior more specifically than does a banner. As with banners, a pennant lets everybody know where its owner is when it is raised high and tends to get bloodstained when the paladin attacks. Normal pennons give others a +2 bonus to Spot checks when trying to locate the paladin by sight in the midst of battle. Sacred pennons let paladins call upon their faith and self-confidence, allowing them to call for divine help by spending three turn undead attempts, in return they receive a +1 sacred bonus to all saving throws for one round per class level. All pennants are custom-made and will not work for another paladin, let alone a member of another class.

Scabbards: Taking care of his blade is of paramount importance to a warrior, and that includes sheathing it in a proper scabbard. Scabbards can be works of art themselves, made with precious goods and lined by gold and silver, with studded jewels along its length, with the softest of velvets in the interior. Paladins, who cannot afford to generalise their combat training like a fighter would, tend to specialise with swords, and therefore see scabbards as an important tool rather than just a place to keep a sword near their sword arm. The following are some of the scabbard types that paladins use, which are open for use by any other sword-wielding character.

Container: The length of the scabbard is fitted with one to three small pockets, mostly used to keep the tools to maintain the blade, but that also hold other things. Each pocket is large enough to contain two vials.

Dagger: Often seen as cowardly or underhand by a paladin, more worldly members of the class know that it could save their lives. The scabbard is one hand-span longer than the blade it is supposed to sheathe as it hides a small, spring-loaded dagger that slips through the scabbard's point to become a slightly unwieldy weapon that deals 1d4 damage.

Secret Container: This scabbard has a hidden compartment that can fit one vial, built on the side of the scabbard that rests against its owner's body, or at its tip. It is useful for keeping holy relics and



tokens, but it can also smuggle small doses of special substances, such as holy water.

Fancy: These scabbards are treasures, sometimes worth even more than the sword they were made to store. Fancy scabbards are adorned with the finest, richest materials and are ripe for enchantment.

Prayer Book: Devout paladins have little space to carry religious items or to risk them being damaged in the often dangerous situations they find themselves in. These prayer books are smaller than regular books, though far easier to reference. Frequently embossed in gold, with prayers and teachings specifically chosen to cut to the heart of a matter they are far easier for a divine spellcaster to reference when in a hurry. Using a prayer book cuts the time a divine caster spends preparing his spells down to half-an-hour instead of one hour.

Prayer Beads: These beads serve a similar purpose to the prayer book, but in a more compact form. They are wooden or clay beads tied together by a string that the paladin holds to remind him of his daily prayer. While meditating and praying with the beads, a divine spellcaster may spend a turning check in order to gain a +1 bonus to his next Will save so long as the beads are held in his hand at the time of the save.

Field Healer's Kit: Although trained in the healing arts, paladins often do not have time to tend to a fallen comrade when he runs out of healing magic, or when the magic does not apply. The field kit is a small box with the absolute minimum equipment necessary for five applications. Using a field healer's kit grants a character a +1 circumstance bonus to Heal checks, but using it in combat is considered a move-equivalent action instead of a standard action.

Equipment Table

Item	Cost	Weight
Banner (normal)	350 gp	10 lb.
Banner (sacred)	450 gp	10 lb.
Field Healer's Kit	55 gp	1 lb.
Pennant (normal)	200 gp	-
Pennant (sacred)	300 gp	-
Prayer Book	100 gp	2 lb.
Prayer Beads	10 gp	-
Scabbards	4 gp	1 lb.
Container	6 gp	1 lb.
Dagger	12 gp	2 lb.
Secret Container	9 gp	1 lb.
Fancy	1d6 x 100 gp	2 lb.

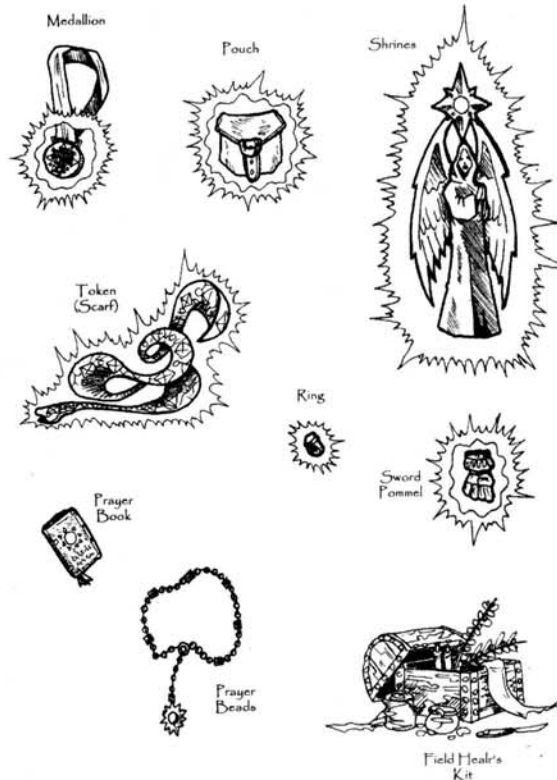
SPECIAL AND SUPERIOR ITEMS

Not particularly gifted in the arts and crafts department, paladins nonetheless need special equipment suited to their roles as holy warriors and crusaders. Most often they commission their fabrication to clerics of their religion, although some paladins may do it themselves as the designated craftsmen of their order.

RELIQUARIES

While battle rages on, paladins have little time to rummage around their pouches for a magical item, which is why they invented reliquaries, special containers custom-made for relics of religious importance, or for magical items. A reliquary is specially blessed to allow anyone holding it to use the properties of the magic item contained within at will, bypassing some methods of activation.

Making a blessed reliquary requires a divine caster with the Craft Wondrous Item feat. If it was sold, a reliquary would have a market price of 10,000 gp plus the cost of the item. The most important feature of a reliquary is that it does not fill a limited space for magic items, regardless of the form it takes. A



TOOLS OF THE PALADIN

medallion reliquary could still be worn next to a magical pendant, and a reliquary pouch could hang from a magic belt with no problem whatsoever.

The second great advantage of a reliquary is that, depending on the form it takes, it help its wielder activate the powers of a magic item by willing it so (this still takes the normal activation time of the item), and channelling its power through the reliquary, as long as the reliquary is in contact with the wielder (although shrine reliquaries have a special property that bypasses this). Items with a constant effect do not benefit much from being stored in a reliquary, as they are not active unless commanded, which may be too late to be useful in an ambush.

A reliquary must be crafted to fit a specific kind of magic item and cannot hold any other. A reliquary made for rings cannot fit a potion, for example. Reliquaries made for rings and potions can fit any ring or potion, but those made for rods, wands and wondrous items can only fit that specific item due to the uniqueness of its shape. Potions are poured inside

a reliquary and the contents evaporate when their power is invoked, as if the reliquary's wielder had imbibed the potion from a flask or vial. Arms and armour, staves and certain wondrous items can only be placed in a shrine reliquary.

A reliquary can take a number of shapes and forms, but none of them are unassuming. They are finely crafted items with rich ornaments or at least the symbol of a religion. In most cases when a reliquary is found as part of a treasure, it holds the magical item it was made to safe keep, but seldom any indication that it is more than a simple container.

Medallions: Reliquary medallions are slightly larger than normal, sometimes as big as the palm of an adult human. The face opens to reveal the compartment within, and it is carved with images both relating to the religion that made it and the function of the item it was made to contain.

Sword Pommels: Paladins prize this form of reliquary the most, as it allows them to use the magic item while fighting without distracting their attention from their opponent. Pommels cannot be larger than a closed fist without unbalancing the weapon.

Rings: Reliquary rings are larger than common rings, for they must have space for the magic item, which is often a gem. This is the smallest kind of reliquary.

Pouch: The size of a spell component pouch, it is more a box that can be strapped to a belt than a normal pouch. The lid is secured with locks and ribbons, and is the largest of the portable reliquaries, able to hold the smaller varieties of rods and wands.

Shrines: From small altars to entire buildings, shrines are an exception to the rule when it comes to reliquary-making. With a special ceremony that involves an entire night of praying and intercession from the deity that sponsored the shrine's building, a divine caster (and only a divine caster) is keyed to the shrine to act as its champion and guardian. This champion can invoke the power of the enshrined magical item as a spell-like ability from any location within one mile per divine class level. Only one person can be keyed to the reliquary, and the position can only be passed on voluntarily. If the champion dies, a new one



must be selected, who then must undergo the ceremony.

Tokens

Tokens are priceless items in more ways than one. For one, they can be anything; from a lump of rock to a princess's scarf of finest silk. The true power of the token does not lie in its material value, but in what it represents for its owner. Only paladins have the faith and conviction to create tokens, which are symbols of their cause, of a quest, an oath, their honour or their devotion.

Creating a token is fairly simple. Upon undertaking a quest, an oath, a vow or when making a promise, the paladin picks up the object most significant to what he is about to do and charges it with his own soul, spending experience points to make the item into a token. A token can be imbued once only (it may not be recharged) with up to 25 XP per class level.

As the token is a reminder of his dedication, having it close provides the paladin with an incentive to fight on and never give up. Tokens have two uses: to give bonuses to certain dice rolls or to allow the re-roll of a failed check. Spending five of the invested experience points gives the paladin a +1 bonus to an attack roll or ability check, while spending 20 XP allow the re-roll of a failed skill check or saving throw (the second result stays, even if it was lower than the original). The paladin can invoke the power of his token once

per day per Charisma modifier, and only gains a +1 bonus or a single re-roll, regardless of how many invested XPs he spends. Invoking the power of a token is a free action that provokes an attack of opportunity.

If the paladin loses his token, he suffers a -1 circumstance penalty to attack rolls, skill checks and saving throws for a day. If he has not recovered the token before the day passes, it loses all power, and all the remaining experience points are lost. When the paladin spends all of the invested experience points in the token, it becomes a normal item without adverse consequences.

MOUNTS AND RELATED GEAR

A paladin's mount is very important. It is not only a means of transport; it is a comrade in arms, a valued friend, and part of the paladin's devotion, proof of the favour he enjoys because of his role as a holy warrior. A paladin does not purchase his mount, but he can purchase equipment for it.

Barding

Although some special mounts may have natural protection, warhorses and the more common mounts do not, and if the paladin is going to charge into battle on it, it is better that he does not rely entirely on the Mounted Combat feat to deliver it from attacks. *Core*

Barding Table

Armour	Cost*	Armour		Armour Check Penalty	Speed			Weight*
		Bonus	Max. Dex Bonus		(40 ft.)	(50 ft.)	(60 ft.)	
Light Armour								
Padded	20 gp	+1	+8	0	40 ft.	50 ft.	60 ft.	20 lb.
Leather	40 gp	+2	+6	0	40 ft.	50 ft.	60 ft.	30 lb.
Studded Leather	100 gp	+3	+5	-1	40 ft.	50 ft.	60 ft.	40 lb.
Chain mantle	400 gp	+4	+4	-2	40 ft.	50 ft.	60 ft.	50 lb.
Medium Armour								
Hide	60 gp	+3	+4	-3	30 ft.	35 ft.	40 ft.	50 lb.
Scale barding	200 gp	+4	+3	-4	30 ft.	35 ft.	40 ft.	60 lb.
Chain barding	600 gp	+5	+2	-5	30 ft.	35 ft.	40 ft.	80 lb.
Heavy Armour								
Splint barding	800 gp	+6	+0	-7	30 ft.**	35 ft.**	40 ft.**	90 lb.
Banded barding	1,000 gp	+6	+1	-6	30 ft.**	35 ft.**	40 ft.**	70 lb.
Half-plate	2,400 gp	+7	+0	-6	30 ft.**	35 ft.**	40 ft.**	100 lb.

* Information for Large size creatures, such as horses. Halve for Medium-size creatures such as ponies and riding dogs.

**A mount wearing heavy armour moves at only three times its normal walk speed when running, rather than four times.



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Rulebook I lists the formulae to calculate the information for barding, and the following table lists it in expanded manner for ease of reference.

Saddles

Despite the empathic link between paladin and mount, he still needs something to hold on to while riding, so that he does not fall off during the sharp turns and manoeuvres of mounted combat, so he still needs a saddle. Riding and military saddles are common items that paladins can find in any well-stocked store, or he can commission the crafting of a special saddle. There are other kinds of saddles, suited for different purposes and a questing paladin (not to mention rich or picky) will have two or three safely carried by a pack mule, led by a squire. The following prices and characteristics assume the saddle is meant for a warhorse, if the mount is rather more exotic, multiply the price by three and add five pounds to the weight.

Amazon: Noble ladies ride 'amazon' or 'side-saddle' style to protect their, ahem... virtue. Both legs hang from one side of the mount, and the amazon saddle accommodates this position for both females and males. It takes a bit more practice to ride side-saddle, requiring the rider to have at least 2 ranks in Ride for normal riding, and 5 ranks for combat riding. The benefit of riding side-saddle is more a matter of elegance and grace, granting the rider a +2 circumstance bonus to Bluff, Diplomacy and Performance checks. The rider may not guide the mount with her knees in order to use both hands in combat (although empathically linked mounts need no such direction), but the DC for a fast mount or dismount is 15 instead of 20.

Cutting: One of the most stable of saddles, it is the favourite of explorers who must navigate difficult terrain. Thanks to its build, it allows the rider to stay centred in the saddle and provides strong grips so as not to fall. It gives the rider a +2 circumstance bonus to Ride checks for guiding the mount through difficult terrain and staying in the saddle. However, it is not too comfortable in the long run, with the rider suffering a -2 on Constitution checks for forced marches or Fortitude checks related to exhaustion.

Fitted: Not really a kind of saddle really, but more the way the saddle is made. Any fitted saddle was crafted for

the specific mount it is used on, and allows the mount greater comfort while carrying a rider. While using a fitted saddle, a rider gains a +1 on all Ride or Handle Animal checks.

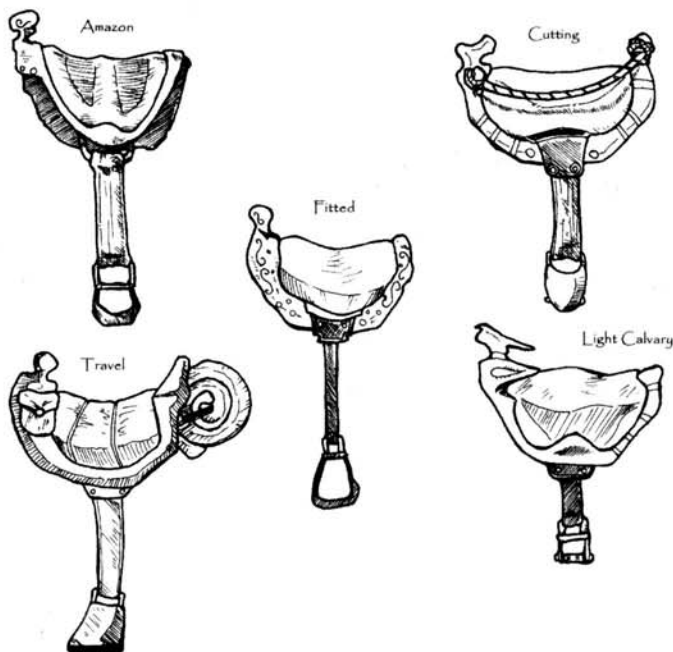
Light Cavalry: Meant for light warhorses or very mobile mounts, this saddle has very short stirrups that allow the rider to manoeuvre his mount with great flexibility. A character with the Mounted Combat feat gains a +2 on Ride checks meant to avoid damage to the mount and may make a Ride check (DC 15) to stop a charge action and move 20 feet in any direction. However, the rider suffers a -2 circumstance penalty to Ride checks to stay in the saddle when hit in combat.

Travel: Lighter and better secured than an ordinary saddle, the travel saddle is meant for comfortable long rides for both rider and mount. Both gain a +2 circumstance bonus to Constitution checks for a forced march. The saddle is not as useful in more agitated conditions, with the rider suffering a -2 circumstance penalty on Ride checks when guiding the mount through difficult terrain or during combat.

Saddles

Item	Cost	Weight
Amazon	12 gp	20 lb.
Cutting	15 gp	30 lb.
Light Cavalry	12 gp	20 lb.
Travel	10 gp	25 lb.
Fitted*	+5 gp	+5 lb.

*Add price and weight to base saddle.



HOLY WEAPONS

One of the trademarks of the paladin is his weapon, blessed by the gods and sanctified by his mission. Glowing with divine light, it strikes down the darkness and illuminates the righteous path. All paladins dream someday of acquiring their own sacred weapon, with the *holy avenger* being amongst the most sung-about in ballads and legends.

Just as the *holy avenger*, other holy weapons only allow themselves to be wielded by the pure and just, revealing their full power only to those who would use them for the right reasons. Such weapons are not limited to swords, but run the gamut of the paladin's arsenal. Making these kinds of weapons is the province of gifted weaponsmiths, blessed by a deity or by their own righteousness. Sometimes, the weapon is sent by the gods themselves to mark a hero's destiny, or reveal his place as the true king of the land.

LOCKED POWER

The *holy avenger* is the most famous of locked power weapons, acting as a mere +2 *longsword* for any random character, but unlocking its vast power when wielded by a paladin. Such weapons are rare and prized by their owners, and a boon by their makers, who took great pains to ensure that the weapon would not work for the enemy if falling in the wrong hands.

Forging a locked weapon is the same as making a magic weapon with the Craft Magic Arms and Armour feat, with similar costs and procedures, but with the subtle difference that there is much more to the weapon than it appears.

The process of making a locked power weapon is simple:

- † Calculate the base weapon cost.
- † Calculate the locked powers' cost.
- † Define who can unlock the weapon's powers.
- † Reduce the locked power cost depending on wielder restrictions.
- † Add final locked powers cost to base weapon cost and calculate costs to create.

The Base Weapon

Crafting a locked weapon starts with the base weapon. This is a normal weapon with any enhancement to attack and damage, from +1 to +5. This bonus is available to any character who picks the weapon up and tries to use it. It can be any kind of weapon and, in fact, crafting could end here to produce a simple magic item, adding the material cost of the masterwork weapon to the weapon's base cost to obtain the final market price.

Locked Abilities

The process of adding locked abilities is basically creating a second magic item and grafting it to the base weapon. The crafter can add any magic effect like the weapon special abilities listed in the Magic Weapons section of *Core Rulebook II*, but he also has the possibility of adding any kind of effect under the guidelines for magic item creation found in the same core rulebook.

Proceed as if making a normal weapon, adding a weapon enhancement, weapon special abilities and other effects. None of these abilities will be available to wielders who do not meet the prerequisites set by the weapon's maker. Weapon enhancements do not stack with those of the base weapon, but the wielder enjoys the highest enhancement. With this, unintended wielders may enjoy the same enhancement bonus as the weapon's intended user, they just do not have access to the special abilities. If the crafter wishes for the intended user to benefit from a higher enhancement than that of the base weapon, he must add it to the locked power's base cost normally.

Prerequisites: The normal prerequisites for crafting the item apply in all cases. The crafter must be of sufficient caster level to make the weapon, which is three times the weapon's enhancement plus any price modifier from special abilities, or the caster level required from spells to enchant the weapon with, whichever is higher.

Write down the cost of all the special abilities and powers the weapon will have in its locked state.

Restricted Users

The next step is defining the degree of the restrictions placed on the weapon as to who can use its locked powers. The most common restriction is for a single class: the paladin, although many weapons are intended for other classes, or even for members of a specific race, or even a specific ancestry.



HOLY WEAPONS

When a character who meets the weapon's prerequisites picks the weapon, he has automatic access to all locked abilities. Even if the character only lacks a single prerequisite, the powers will not unlock, and he will only enjoy the enchantments of the base weapon. Bards and rogues may fool a weapon into releasing its locked powers with the Use Magic Device skill, depending on what the restrictions are and what they are trying to emulate.

Depending on the restriction, locking a power from general use decreases the price of the enchantments placed on the weapon. Choose from the table who can use a weapon's locked powers; depending on how specific the restriction is, you reduce the base price of the locked weapon by that amount. Each additional restriction beyond the first adds a 5% to the price's reduction; the two percentages do not add together.

Locked Power Restrictions

Restriction	Price Reduction	Use Magic Device DC
A single, specific character*	50%	35
A character from a specific bloodline*	40%	30
Single, specific core class	30%	25
Single, specific prestige class	35%	25
Any two specific classes	20%	25
Multiclass, two specific classes	35%	- **
Specific race	30%	25
Specific alignment	30%	30
One alignment component	25%	30
Minimum ability score	5% + score	25
Divine spellcasting	20% + spell level	20
Arcane spellcasting	25% + spell level	20

* May not have additional restrictions

** A character may not emulate two classes at the same time

Specific Character: The weapon is made especially to be wielded by a specific character, hero or villain. Once he dies, the weapon's powers are lost. Spells like *wish* and *miracle* may unlock the powers by assigning a new restriction, which may not be worth less than 30% off the base price. Nonetheless, there is a 50% chance that the attempt will fail and the weapon will be destroyed. A weapon with this restriction does not accept additional restrictions... it is pretty specific already.

Bloodline: These are the arms of kings, forged to mark a dynasty, to emphasise a person's divine right to rule and solve disputes of succession. This is a role-playing restriction and requires care in its introduction to a campaign. It can be the focus of a quest to restore a king's sword to prove an heir's right to the throne, or it can be dropped into the hands of a player character to reveal that he is the descendant of a legendary figure. A weapon with this restriction does not accept additional restrictions, although the Games Master can make an exception for particularly picky inheritances.

Class Restrictions: The different degrees of restriction based on character class are the most common in locked weapons. The single class restriction means that only a character with levels in that class may unlock the weapon's powers. The character must not be an ex-member of that class, such as paladins who willingly commit evil acts, monks who take a second class and bards who become lawful. Any two classes means that the character can belong to either one or the other, but not necessarily both, while the multiclass restriction means that the character must have both classes or the weapon's powers will remain locked. Both classes must be compatible for the restriction to apply (no bard/paladins, for example).

Race: Any character from the specified race can unlock the weapon's powers, regardless of class or other prerequisites. As a special prerequisite, the



maker of such a weapon must be a member of the race it is intended will benefit from its power.

Alignment: Similar to the race restriction, any character who professes the specified alignment may unlock the weapon's powers. A specific alignment restriction asks for a character to comply with both components of alignment; the lawful-neutral-chaotic axis as well as the good-neutral-evil one. Weapons which ask for only one of the components are more lenient that way. The weapon's crafter must be of the same alignment as the restriction, or may not be apart by more than one step in one of the components.

Spellcasting: Some weapons are made with a specific type of spellcaster in mind. Divine spellcasters have better training in weapon use in general than arcane casters, with a greater chance of knowing how to use the weapon in question. Some weapons require that whomever would use it can also wield the power of magic, and ask for a specific spell level. Remember that paladins and rangers cannot cast spells higher than 4th level, and they do not reach that capacity until very late in their careers. The crafter need not cast the spells that enchant the weapon himself, but they must match the specified source: arcane or divine.

Final Cost

Once you reduce the locked power's cost based on the restrictions, add the cost of the base weapon to obtain the final market price. As per the normal rules of magic item creation, the cost to make the weapon is half the base price plus the cost of the masterwork weapon, with an experience expenditure equal to 1/25th of the cost to make the weapon (not counting the material cost of the masterwork weapon). The complete rules and prices for the different masterwork weapons are in *Core Rulebook II*.

BONDED WEAPONS

Although locked weapons are very special, they are 'normal' magic weapons with just a special option to their performance. But there is another kind of weapon that benefits from the paladin's capacity for devotion: the bonded weapon.

Bonded weapons are more than blades and maces, and they are even beyond tools of war. A bonded weapon is part of the paladin's soul, it is a dutiful and loyal companion and it may even become a friend and advisor. A paladin pours part of his essence into his weapon to awaken its spirit with his faith, and they unite in an unbreakable bond that brings great benefits, but carries its own risks.

Bonding a Weapon

To start with, a weapon meant to be bonded with must be a masterwork. Bonding with ordinary weapons simply does not work as they do not have the purity of material and crafting to sustain part of the paladin's soul. The weapon does not need to be magical as it will gain magical power as its owner increases his own.

Bonding with a weapon requires a long ritual that lasts two days of uninterrupted prayer. The paladin stands vigil over his weapon, sacrificing one permanent Wisdom point. From that point onward, he and his weapon are bonded and he enjoys the basic benefits of the mystical union. The best time in the paladin's career to bond with a weapon is after 4th level, since he probably has the money to get a masterwork weapon and he gains an ability increase, which he can use to pay for the Wisdom sacrifice instead of lowering his score. He can bond with a weapon at any time, but most of the advantages will not be available until he reaches at least 5th level.

Intelligent Weapons

A locked weapon can be gifted with its own personality. Such items are very rare and mortal smiths cannot craft them without direct divine intervention or through obscure and powerful arcane rituals. In terms of mechanics, a locked weapon can be intelligent, with the characteristics described in *Core Rulebook II* for intelligent magical items. The difference with a locked weapon is that its personality may remain dormant until it is wielded by a character who meets the prerequisites for unlocking the weapon, or it may be active, only releasing its power to a worthy wielder who meets the requirements. The Use Magic Device skill does not work on intelligent locked weapons; they realise the character is trying to fool them.

In terms of mechanics, if the personality is dormant until the power is unlocked, the price modifier is added to the locked power's cost, to be reduced by the kind of restrictions on the weapon. If it is to remain active, the cost modifier is added to the base weapon cost and is not reduced by the restrictions.





Effects of Bonding

Bonding with a weapon automatically confers the paladin with enhanced proficiency with it. If he was not proficient with the weapon before, he is now (the case for exotic weapons). If he is already proficient with the weapon, he gains a +1 synergy bonus to attack rolls, which acts as a virtual feat that allows the paladin to purchase other feats that have Weapon Focus as a requirement. If the paladin already has the Weapon Focus feat for the weapon, he now gains the Weapon Specialisation fighter feat. Note that this proficiency enhancement only works for that particular weapon. The paladin will not be proficient with exotic weapons of the same type as his bonded weapon, nor will he have Weapon Focus or Weapon Specialisation with similar weapons to his bonded one.

This enhancement is part of the paladin, not the weapon, and thus is not a magical enhancement that

could defeat a creature's damage reduction. Such power is attained later, as both weapon and wielder grow in power. A different character using the weapon has no access to this or to any other power that results from the bonding. In the hands of anyone else, the weapon is a regular, non-magical item.

It is entirely optional, but most paladins who bond with a weapon give it a name. A paladin can only bond with one weapon at a time.

Losing a Bonded Weapon

The paladin can lose a bonded weapon and suffer no particular consequence. If the weapon and wielder find each other on different planes, the paladin suffers a morale penalty to attack equal to the weapon's enhancement bonus (minimum of -1). So, if a paladin loses his bonded longsword +3, he suffers a -3 penalty to attack until he recovers the sword or they are on the same plane. If thus separated, the paladin cannot bond with another weapon, for his previous bond still exists.

If the weapon is destroyed, the paladin must make a Fortitude save (DC 15 + weapon's enhancement bonus) or lose a number of experience points equal to 200 per paladin level. A successful saving throw reduces this loss by half. The paladin may very well drop in level due to this loss, and there is nothing he can do to prevent it. After a bonded weapon is destroyed, the paladin may bond with another freely.

Severing the Bond

The character can willingly sever the bond between himself and his weapon. In a ritual that takes one uninterrupted day per paladin level, the character recalls the part of himself he poured into the weapon, recovering the Wisdom point he sacrificed at the moment of bonding. The weapon loses all of its powers, and does not regain them even if the paladin bonds again with it at a later date.

Also, if the character becomes an ex-paladin, the bond is suppressed until he atones. If he loses his paladin status permanently, the bond shatters with the same effects as if the weapon had been destroyed, except that the character loses 100 XP per level in a failed save and no loss if he succeeds.

Bonding Paths

After the paladin and his weapon become as one, he has the option of developing its power along three distinct and different paths. He may only choose one of the paths for his bonded weapon, as it defines the role the weapon is to play in his life and adventures.

† **Relic:** The easiest and least expensive to follow, but also the one with the least rewards, the paladin spends experience to add powers to his weapon.

† **Bond Companion:** A bond companion is much more than a weapon the character is better at; it is a divinely sent comrade in the battle against darkness. A bond companion is much like a familiar for a wizard.

† **Custos:** The paladin prays for divine intervention and is gifted with a *custos*, a holy guardian that inhabits the weapon and becomes its soul. A *custos* is an intelligent weapon with a purpose, and can even gain experience independently from his paladin.

bonuses) wishes to add the *bane vs. undead* ability (a +2 ability that takes the total to +6), he must sacrifice 1,600 XP and give an offering worth 4,000 gp.

Bonded Weapon – The Relic

Weapon Bonus	XP Cost	Offering Cost
+1	80	200 gp
+2	320	800 gp
+3	720	1,800 gp
+4	1,280	3,200 gp
+5	2,000	5,000 gp
+6*	2,880	7,200 gp
+7*	3,920	9,800 gp
+8*	5,120	12,800 gp
+9*	6,480	16,200 gp
+10*	8,000	20,000 gp

* A weapon cannot have an enhancement bonus higher than +5. Use this total for determining the cost for adding special abilities as described in *Core Rulebook II*.

Caster level prerequisites for enhancement bonus and special abilities use the paladin's full level instead, and the paladin does not need to prepare or cast the required spells for the special abilities. For example, a 12th level paladin can add an ability to his relic that requires an 8th level caster, and can give his relic a +4 enhancement bonus, which requires the crafter to be of triple the caster level as the bonus.

There are some restrictions on how a paladin can add bonuses to his relic:

† The paladin can only add bonuses and abilities once per level. If he makes his relic a +3 *weapon* and stops the ritual there, he cannot add any ability or increase its bonus until he advances in level.

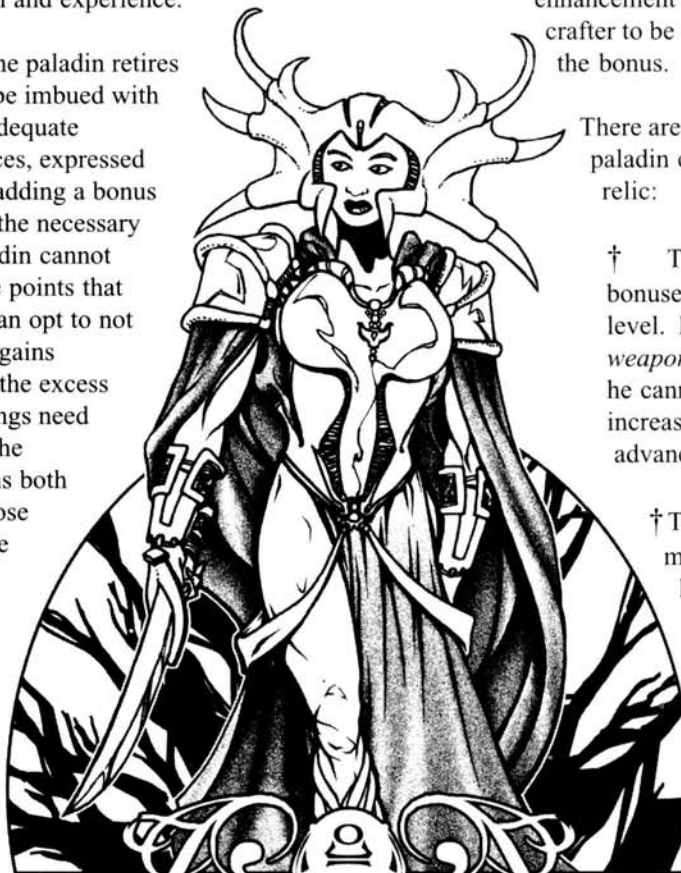
† The paladin cannot add more bonuses at once than his Wisdom or Charisma modifier (whichever is lower). Even if he has the gold and experience to add a +4 ability to his relic, the paladin cannot do it if his lowest modifier between Wisdom and

RELICS

Relics are bonded weapons whose magic is powered by the paladin's faith. The effect of making a bonded weapon into a relic is the same as if the paladin were crafting a magical weapon with the Craft Magic Arms and Armour feat using the rules in *Core Rulebook II*, except that the cost in gold is greatly reduced, even if the cost in experience remains the same. The other difference is that the paladin can improve the weapon gradually, adding enhancement bonuses and special abilities as he gains wealth and experience.

To add powers to a relic, the paladin retires to pray for his weapon to be imbued with magic. He must prepare adequate offerings to the divine forces, expressed in the price requisites for adding a bonus to the weapon, and spend the necessary experience points. A paladin cannot spend so many experience points that he drops in level, but he can opt to not advance in level when he gains experience, so he can add the excess into a weapon. The offerings need not be actual money, but the paladin may sacrifice items both mundane and magical whose market prices add up to the required amount.

The amounts in the table below represent the total experience and gold costs required, so that if a 9th level paladin with a +3 *ghost touch heavy flail* (a total of +4





Charisma is +3. Magic that raises the character's modifiers consistently during the ritual can circumvent this limitation.

† The weapon cannot have more bonuses worth of special abilities than its enhancement bonus. For example, a paladin cannot add the *keen* ability (a +1 bonus ability) to his +2 *holy longsword*, since *holy* is a +2 bonus ability and adding a second ability would raise the total special ability bonuses to +3. The

paladin must first raise the enhancement bonus to +3 or higher (+5 maximum) before adding more abilities.

BOND COMPANION

A weapon that becomes a bond companion effectively becomes a Non Player Character, as it gains a personality and limited intelligence. The paladin cannot ask for his bonded weapon to become a bond companion until after 5th level, preferably 6th level, since he has two choices when calling for a bond companion. He can forego his special mount and receive the bond companion instead, or lose one point of Charisma and suffer a level drain, dropping him to one level lower with an amount of experience points equal to the minimum necessary to advance to his new, lowered level. Part of his soul is essentially sucked into the weapon to awaken its spirit.

Once the decision is made, it is binding. A paladin may dismiss his special mount if he already has it, but once the bond companion arrives, he cannot call a special mount unless he severs the bond.

In exchange, the bond companion gifts the paladin with increasing abilities that make up for the loss of his mount. As the paladin advances in level, his bond companion gains new powers, just as a special mount would, without any additional cost for its bonded master. As per the basic bonding bonuses, the bond companion's powers only work in the hands of the paladin, becoming a normal weapon when wielded by anybody else.

Bonus Hardness: Add this value to the weapon's hardness.

Enhancement Bonus: As the paladin increases in level, his weapon grows in power, gaining a magical enhancement bonus.

Ability Scores: The bond companion is actually a special creature with its own mental ability scores. It

Bonded Weapon – The Bond Companion

Paladin Bonus	Enhancement		Special			
Level	Hardness	Bonus	Int	Wis	Cha	Ability
5-7	+2	+1	6	10	8	Empathic link, spell receptacle
8-10	+3	+2	7	11	9	Bonus feat
11-13	+4	+3	8	12	10	Caster bonus, bonus feat
14-16	+5	+4	9	13	11	Bonus feat
17-20	+6	+5	10	14	12	Spell Resistance, divine grace bonus

does not have much of a personality, but it can think for itself.

Empathic Link: As a supernatural ability, the paladin has an empathic link with the weapon out to a distance of up to one mile. The paladin does not perceive the weapon's surroundings, but they can communicate telepathically. A sentient object has an alien intelligence, so misunderstandings are always possible.

Spell Receptacle: The paladin can store one of the spells he can prepare for the day inside the weapon as if he had an extra spell slot. He can store a spell of any level he can cast, and can call it forth at any time as a standard action. The stored spell is cast normally, but its point of origin is the weapon, not the paladin.

Bonus Feat: The weapon 'learns' a feat that it can impart on its owner. The paladin can make use of the feat as if he possessed it, but can only do so while holding his bond companion. This counts as a virtual feat towards meeting the prerequisites of other feats, however, the paladin can use such feats only when wielding his bonded weapon. The virtual feat (Exotic Weapon Proficiency, Weapon Focus or Weapon Specialisation) the paladin receives as the basic benefit of bonding a weapon also counts to meet prerequisites of a feat chosen by the bond companion. The feats available as bonus feats for bond companions are the same as the bonus feats for a fighter character.

Caster Bonus: The bond companion lends its newly-acquired wisdom and power to its wielder. The bond companion adds its Wisdom modifier to the paladin's caster level. This does not give the paladin access to higher level spells or adds spell slots, it just affects the way some of his spells work and their caster level.

Spell Resistance: The bond companion grants the paladin a Spell Resistance 15, which works only when the weapon is drawn.

Divine Grace Bonus: As its personality develops, the bond companion adds its strength to the paladin's divine grace class feature, adding a +1 inherent bonus to all his saves.

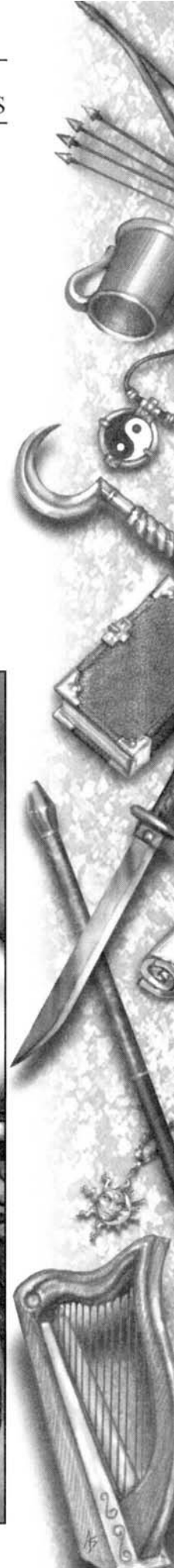
CUSTOS

The custos is beyond the relic and even the bond companion. When the paladin bonds with his weapon and prays, the deity or force he serves answers and sends one of its own to inhabit the weapon. The

sword, mace, hammer or whatever weapon the paladin bonded with becomes a special creature, a being in its own right whose only limitations reside in not being able to move by itself, and sometimes not even that.

The custos is an outsider from the outer planes but, by being bonded to the paladin and inhabiting his weapon, it becomes a native of the paladin's plane, protected from magic that would expel it or hinder it. It is totally loyal to the paladin, but it is also loyal to the forces that sent it to him and has an agenda to follow, which includes advising the paladin into following it.

Acquiring a custos is deceptively easy. After sacrificing 400 XP to call for the weapon's new soul, the weapon is suddenly imbued with the custos' essence. Before accepting its new form, the custos asks the primary purpose the paladin will use it for, and then moulds its power around that purpose,



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possibly earning its first level in a custos class as detailed below.

The character spends an additional 80 XP, to give the custos its first level in a custos class, a unique character class available only for a custos that the paladin chooses at the moment of calling. Each class focuses on fulfilling a broad purpose, such as fighting demons or opposing mortal injustice.

A custos does not advance in class as a character, however, for even if it is a creature, it is bound to both the weapon it is part of and the paladin it serves. The amounts of experience in the tables are the total experience points that the custos accumulates to reach the next level of power. There are two ways in which a custos obtains sufficient power to increase its capabilities:

† The paladin spends part of his own life essence to advance the custos. Each time he gains experience,

the paladin may spend part of it on the custos, up to 50% of the amount gained. He cannot spend experience on the custos at any other time.

† The custos gains experience by itself every time it defeats an enemy, or contributes to its defeat. Multiply the creature's Challenge Rating by 50 and divide by the custos' enhancement bonus to obtain the XP that the custos gains when the encounter ends. The experience gained by the custos in this manner is subtracted from that received by paladin for the defeat of the creature.

A custos can 'multiclass' by taking levels in another custos class. To do this, the level must be purchased separately and its cost is the same as if it was being taken for the first time. A custos can only take one additional class, which can never be higher than its primary class. Furthermore, the enhancement bonuses for both classes do not stack (affecting any enhancement-dependent characteristics). By multiclassing, the custos only gains additional abilities and extra Hit Dice.

Custos Characteristics

Custos are considered bound outsiders of lawful good alignment but also share some of the qualities of a construct due to their existence as a holy weapon. Their strong alignment causes any chaotic or evil creature that holds them to gain a negative level, just as with a *holy* weapon.

Hit Die: Depending on its class, a custos has Hit Dice. The custos adds its rolled hit points to the normal total for a weapon of its type. For example, a greatsword has 10 hit points and, if serving as the material body of a 2nd level crusader custos, it may add 2d10 to this amount. Remember that magical weapons add their enhancement bonus to both their hardness and their hit points. Some special custos abilities draw from the custos' reserve of hit points. The custos may never use the hit points of the material weapon for this purpose, but it heals all hit points just like a character – its level per night of rest.

Ego: A custos' personality is always active even if its paladin is not holding it. Although it rarely enters contests of dominance against its true owner, it will do so in every round it is held by another creature. Its Ego score is equal to its Charisma score plus its total custos class level. See *Core Rulebook II* for how Ego contests are resolved.

Enhancement Bonus: As a magic weapon, a custos has an enhancement bonus that improves as it gains



power. This bonus works normally for attack and damage as well as for purposes of defeating a creature's damage reduction. It also affects some special abilities, as described later. This enhancement bonus does not stack with any already present upon the weapon chosen as the custos, the highest bonus applies.

Communication: When first coming into a paladin's service, the custos can only communicate with him by transmitting emotions but, as it gains levels, it gains the capacity for speech as well as full telepathy. Empathy and telepathy are automatic with the paladin up to one mile away, while communicating in such ways with other creatures has a range of 100 feet only. For multiclass custos, communication forms do not stack to gain a better method; only the one from its highest class applies. Some custos classes start their communication as limited empathy, meaning they can only communicate by glowing, shaking faintly or other such ambiguous signs.

Saves: The custos makes Fortitude, Reflex and Will saves as if it was a normal magical item, with a bonus equal to its highest class level. As it has a Wisdom score, it adds its Wisdom modifier to Will saves. As a half-construct, the custos is immune to mind-influencing effects, poison, disease, and similar effects. It is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. It is also immune to Transmutation magic. An exception to construct immunities is that the custos is affected by magic that targets creatures of lawful and/or good alignment, except for *banishment*, *dismissal* and other effects that send outsiders back to their home planes. It *can* be trapped by a *magic circle* spell, but only if it is not being carried or used by its paladin. While it is being wielded, the custos has the option of using the paladin's saves or its own.

Abilities: Custos do not have physical attributes, so they do not have Strength, Dexterity or Constitution scores. They do have Intelligence, Wisdom and Charisma. A custos determines its abilities similarly to an intelligent magical item. It rolls 1d8+12 for a superior ability, 1d6+12 for a good ability and 2d6+5 for a regular ability. The custos' class determines which ability is superior, good or regular, and only its first class applies. At 5th and 10th levels, the custos may increase one of its abilities by one point.

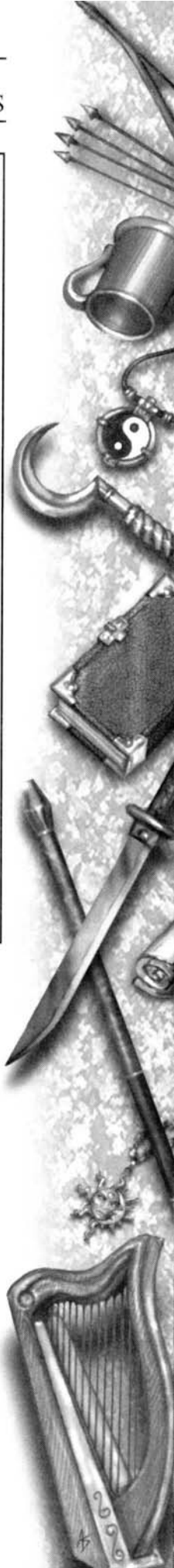
Skills and Feats: Like a character, a custos gains skills and feats. It starts with one feat, chosen at its invocation, and a number of skill points depending on its class. It only has skills related to the abilities it



actually has, and each custos class has its own set of class skills and skill points per level. All custos grant their wielders a +2 synergy bonus on skills they have 5 or more ranks in, and some may even grant their full skill modifier as a synergy bonus because of a special ability. The custos can grant free use of fighter and special feats to the paladin as long as he wields the custos, acting as virtual feats. If the custos has a metamagic feat, it relates only to its own spells or spell-like abilities, never to the paladin's. How general feats apply to either custos or paladin is up to the Games Master. At 4th and 8th level, the custos gains a bonus feat as a normal character.

Chainbreaker

The chainbreaker custos does not come to help a paladin fight demons or beat back the powers of the supernatural; it arrives to fight the more mundane but no less dangerous power of tyranny. Whenever there are a people oppressed by the mandates of a cruel despot, the chainbreaker glows brightly in the hands of a hero, rallying the people to break their shackles



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and lending its divine strength to the purpose of creating a better future for the innocent.

Hit Die: d10.

Abilities: *Superior:* Charisma. *Regular:* Intelligence and Wisdom.

Class Skills: The chainbreaker's class skills (and the key ability for each skill) are Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nobility and royalty) (Int) and Sense Motive (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Starting Skill Points: (2 + Int modifier) x 2.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Eternal Companion (Su): The chainbreaker may never be separated from its master. Once per day, the paladin may call on his custos if they are within one mile of each other, and it will appear in his hand in his next round.

Song of Heroes (Su): Once per day per enhancement bonus, the custos can sing a rallying song with effects similar to a bard's inspire courage music ability. Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. The custos' paladin enjoys the effects as well. This lasts for three rounds.

Break Imprisonment (Sp): Three times per day, the custos can open a number of locks equal to its chainbreaker level as if casting a *knock* spell. The locks must be within 10 feet per enhancement bonus to be affected. In addition, this effect works as a *dispel magic* spell if a magical means of imprisonment (though not the *imprisonment* spell) is within the area, using the custos' level plus its paladin's caster level.

Justice Above Law (Sp): The custos is perfectly aware that the mandates of justice are ill-represented by mortal law, and that such law may in fact be inherently unlawful. Once per day, the chainbreaker may cause a telepathic burst centred on its paladin that extends 30

HD or Level	Any Chaotic	Lawful Evil
8 or more	Deafened	<i>Slowed</i> , deafened
Less than 8	<i>Slowed</i> , deafened	Paralyzed, <i>slowed</i> , deafened
Less than 4	Paralyzed, <i>slowed</i> , deafened	2d6 Constitution damage, paralyzed, <i>slowed</i> , deafened

feet away. The burst targets the paladin's enemies in the following ways depending on their HD and their alignment:

The custos knows who the paladin wants to target and does not affect the paladin's allies or any innocent bystander of chaotic alignment, but it does not forgive those who bend the law for their own gain, and no lawful evil creature is spared. Chaotic creatures may roll a Will save (DC 13 + custos' Cha modifier) to negate the effect. Lawful evil creatures get no saving throw.

Free Movement (Sp): When the chainbreaker is unsheathed, the paladin acts as if under the effect of a continuous *freedom of movement* spell. Once per day per custos' Charisma modifier, the paladin may touch another creature and free it from the effects *freedom of movement* wards against.

Break Enchantment (Sp): Once per day per enhancement bonus, the chainbreaker may cast the *break enchantment* spell, with a caster level equal to its chainbreaker level plus its paladin's caster level.

Bonded Weapon – The Chainbreaker Custos

Custos Level	XP Cost	Enhancement Bonus	Special Ability
1	80	+1	Empathy
2	500	+1	Eternal Companion
3	920	+2	Speech, Song of Heroes
4	1,400	+2	Bonus Feat
5	1,920	+3	Ability Increase, <i>Break Imprisonment</i>
6	2,500	+3	Telepathy
7	3,080	+4	<i>Justice Before Law</i>
8	3,740	+4	Bonus Feat
9	4,400	+5	<i>Free movement</i>
10	5,140	+5	Ability Increase, <i>Break Enchantment</i>

Crusader

A crusading custos arrives in the Material Plane with a clear purpose: to hunt down and destroy the servants of evil. Its powers are focused towards detecting and countering the abilities of evil clerics, cultists and supernatural servants of evil deities. The custos is a holy warrior serving another, providing a direct connection to their shared divine master in the celestial planes.

Hit Die: d8.

Abilities: *Superior:* Wisdom. *Regular:* Intelligence and Charisma.

Class Skills: The crusader's class skills (and the key ability for each skill) are Concentration (Wis)*, Gather Information (Cha), Heal (Wis), Knowledge (religion, the planes) (Int), Spot (Wis) and Sense Motive (Wis), Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

* The custos uses Wisdom instead of Constitution as the base ability for its Concentration checks.

Starting Skill Points: (4 + Int modifier) x 2.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Sense Perfidy (Su): The custos combines its power to the paladin's ability to *detect evil*. Every time the paladin uses *detect evil*, the custos helps him identify not only the strength of the evil aura, but also its nature and origin, and protects him from being overwhelmed by very strong evil auras.

Divine Strike (Su): The custos adds its class level to the paladin's smite evil damage.

Counterspell (Su): The custos can negate the magic of the servants of evil. Independent of the paladin's actions, the custos can counter any spell or spell-like ability cast by an evil cleric or outsider within 60 feet of the paladin. The custos sacrifices 2 of its hit points for every spell level it counters. When countering a spell in this manner, the custos may not counter spells of a higher level than the custos' own level.

Divine Support: The custos opens a direct passage of divine energy between paladin and deity, so that the paladin can cast spells at a +2 caster level.

Mighty Counterspell (Su): As the counterspell ability, except that it only costs 1 point per spell level. As an option, the custos creates an antimagic area that extends 30 feet around the paladin, spending 8 hit points per spell level that will be negated while inside the area. Thus, if the custos spends 24 hit points, no spells of 3rd level and lower will work inside the area. This only applies to the spells and spell-like abilities cast by evil clerics and outsiders. Spells cast by allies are unaffected.

Domain Connection: The custos can cast one spell per day of each level from the Good or Law domains, up to 5th level. The paladin cannot attack with the custos during the round it casts a domain spell, but he

still has his full-round action available, so he could engage in full defence or full movement.

Bonded Weapon – The Crusader Custos

Custos Level	XP Cost	Enhancement Bonus	Special Ability
1	80	+1	Limited Empathy, Sense Perfidy
2	500	+1	Empathy
3	920	+2	Divine Strike
4	1,400	+2	Speech, Bonus Feat
5	1,920	+3	Ability Increase, Counterspell
6	2,500	+3	Divine Support
7	3,080	+4	Telepathy
8	3,740	+4	Bonus Feat, Mighty Counterspell
9	4,400	+5	Domain Connection
10	5,140	+5	Ability Increase





Darkbane

The dead are meant to stay dead and receive their just punishment or reward, and anything that brings them back is anathema to the forces of light. A paladin may not be as good at turning undead as a cleric, but once he receives a darkbane custos, the tables are turned, for its holy purpose resides in the destruction and banishment of undead. The darkbane is a beacon of light, and a conductor of positive energy, truly the bane of the undead and foil to necromantic magic.

Hit Die: d6.

Abilities: *Good:* Wisdom and Charisma. *Regular:* Intelligence.

Class Skills: The darkbane's class skills (and the key ability for each skill) are Concentration (Wis)*, Heal (Wis), Knowledge (arcana, the planes, undead) (Int), Listen (Wis), Spellcraft (Int) and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

* The custos uses Wisdom instead of Constitution as the base ability for its Concentration checks.

Starting Skill Points: (2 + Int modifier) x 2.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Detect Undead (Sp): While the paladin wields the custos, he can use his *detect evil* ability to *detect undead* instead.

Positive Energy Damage (Su): As a free action, the darkbane can sacrifice its own hit points to increase the damage it deals to undead creatures. Every hit point sacrificed by the custos deals 2 extra hit points of holy damage to undead creatures. The custos must damage the creature with a normal melee attack in order to inflict the extra damage.

Extra Turning: If he is in contact with the custos, the paladin gains the Extra Turning feat for free.

Smite Undead: The paladin may use his smite evil ability to smite undead with the darkbane, dealing double the smite's normal damage to any undead creature, regardless of alignment.

Ghost Touch (Su): The darkbane becomes a *ghost touch* weapon, able to attack ethereal targets without penalty. Any ethereal undead trying to pick up the darkbane is subject to a turn undead attempt every round, using the custos' level and attributes to determine the result of the turn check.

See the Dead (Sp): The paladin can see ethereal undead as if he was subject to a continuous *see invisibility* spell. This does not allow the paladin to see invisible material creatures or ethereal creatures that are not undead. However, the paladin can instantly tell whether a creature is being possessed or is magically charmed or controlled by an undead creature, such as by a ghost's possession power, a vampire's charm gaze or a lich's use of enchantment magic.

Destroy Undead (Su): The paladin can channel one turn undead attempt through the darkbane, adding the custos' class level and enhancement bonus to his own level when determining turning check results and turning damage. The darkbane must strike the creature it is turning or trying to destroy, but the channelling of positive energy is a free action.

Bonded Weapon – The Darkbane Custos

Custos Level	XP Cost	Enhancement Bonus	Special Ability
1	80	+1	Empathy, <i>Detect Undead</i>
2	500	+1	Positive Energy Damage
3	920	+2	Speech, Extra Turning.
4	1,400	+2	Bonus Feat
5	1,920	+3	Ability Increase, Smite Undead
6	2,500	+3	Telepathy, See the Dead
7	3,080	+4	Ghost Touch
8	3,740	+4	Bonus Feat
9	4,400	+5	Destroy Undead
10	5,140	+5	Ability Increase

Fiendslayer

The eternal war between good and evil has many battlefields, and the fiendslayer has seen them all. This custos is an old warrior, and the paladin knows it is a great honour to be bestowed with not only its companionship, but also its service. The fiendslayer's purpose is to oppose the vilest enemies of good, the devils and demons of the lower planes. It helps the paladin in his holy mission both by protecting him from the fiends' evil powers and bolstering his own divine might. A brave paladin wielding a fiendslayer custos is a force to be reckoned with.

Hit Die: d8.

Abilities: *Superior:* Wisdom. *Regular:* Intelligence and Charisma.

Class Skills: The fiendslayer's class skills (and the key ability for each skill) are Concentration (Wis)*, Knowledge (arcana, the planes) (Int), Listen (Wis), Sense Motive (Wis), Spellcraft (Int) and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

* The custos uses Wisdom instead of Constitution as the base ability for its Concentration checks.

Starting Skill Points: (2 + Int modifier) x 2.

Skill Points at Each Level: 2 + Int modifier.

Class Features

True Guise (Su): When the paladin has reasons to believe a fiend is hidden or disguised in his presence, he can draw the fiendslayer and use his *detect evil*

ability, and the custos will reveal to him any hidden, invisible, polymorphed, disguised or glamered devil or demon in the area of the *detect evil*. Only the paladin is able to see the fiends as they really are and, once he does, he does not need to concentrate to keep seeing them; the custos does it for him.

Protection From Evil (Sp): Three times per day, the custos may cast *protection from evil* on his paladin.

One on One (Su): Once per day per Wisdom modifier, the custos may erect a holy magical field centred on the paladin and extending up to 30 feet away in a circular spread. Within this field, fiends may not summon reinforcements with either their spell-like abilities or with any *summon* spell nor can they escape the Material Plane without confronting the paladin. The custos makes a single level check to defeat a fiend's Spell Resistance, adding the paladin's Charisma modifier and caster level; any demon or devil whose Spell Resistance is beaten by the custos' check is affected with no saving throw allowed.

Dismissal (Sp): Once per day, the custos may cast *dismissal* on a single fiend. The save's DC is 14 + the



HOLY WEAPONS

custos' Wisdom modifier, and the fiend subtracts the paladin's Charisma modifier as well as the custos' level from his saving throw result.

Mental Bulwark (Ex): The paladin and the fiendslayer share their minds and thoughts, and the custos lends its strength when the paladin tries to resist fiendish powers. The paladin adds the custos' enhancement bonus modifier to his Will saves against any spell or spell-like ability cast by a demon or devil. If he fails, the custos is entitled to grant a second save, using its own Will save bonus, as it tries to bring the paladin back to his senses.

Magic Circle Against Evil (Sp): Three times per day, the custos may cast *magic circle against evil* on his paladin. In addition, it may now cast *protection from evil* on any of the paladin's allies within 30 feet, and may now do so 3 times per day plus its enhancement bonus modifier.

Finger of Judgement (Su): The paladin can channel his smite evil ability through the fiendslayer, shooting a ray of holy light and making a ranged touch attack against a fiend. The attack is resolved as if the paladin had attacked in melee, rolling normally for weapon and smite damage and the custos may sacrifice hit points, up to its maximum, to deal extra holy damage at the rate of 1 point for every 5 hit points sacrificed. If the fiend is reduced below 0 hit points by the finger of judgement, it is destroyed permanently, not sent back to its home plane.

Bonded Weapon – The Fiendslayer Custos

Custos Level	XP Cost	Enhancement Bonus	Special Ability
1	80	+1	Empathy, True Guise
2	500	+1	<i>Protection from Evil</i>
3	920	+2	Speech, One on One
4	1,400	+2	Bonus Feat
5	1,920	+3	Ability Increase, <i>Dismissal</i>
6	2,500	+3	Telepathy, mental Bulwark
7	3,080	+4	<i>Magic Circle Against Evil</i>
8	3,740	+4	Bonus Feat
9	4,400	+5	Finger of Judgement
10	5,140	+5	Ability Increase



Truthbearer

Paladins may be righteous and self-disciplined, they may at times be a little uptight and at others a bit naïve, but they are certainly not stupid, an error many would-be deceivers often learn from – only because paladins can be merciful too. Unlike other custos, the truthbearer does not aim to fight extraplanar or unnatural menaces, but instead focuses on the small evils that mortals commit every day, helping the paladin pierce the veils of deceit and treachery that try to entangle him.

Hit Die: d10.

Abilities: *Good:* Intelligence and Wisdom. *Regular:* Charisma.

Class Skills: The truthbearer's class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Innuendo (Wis), Intimidate (Cha), Listen (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis) and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Starting Skill Points: (4 + Int modifier) x 2.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Healthy Suspicion (Ex): The truthbearer adds its full skill modifier to the paladin's when making the following opposed checks: Spot (to defeat Disguise only) and Pick Pocket, Sense Motive (against Bluff checks) and Innuendo (against Innuendo checks).

Early Warning (Ex): The truthbearer is always alert, on the lookout for treacherous enemies who would ambush the paladin for fear of one-on-one, honourable combat. On a surprise round, the paladin is not considered to be flat-footed, even when he does not get to roll initiative.

Preternatural Alertness (Su): The paladin adds the custos' full Spot and Listen modifiers to his own for all checks. Once he spots or hears something, he can lock on to the signs he detected so that he does not need to roll again to follow them, even if his target makes a second Hide or Move Silently check.

Second Sight (Ex): Now that their minds are linked, the custos and the paladin are a perfect fighting team. The truthbearer is aware of all that happens on the battlefield and grants the paladin the uncanny dodge ability, so that he cannot be flanked.

Trap Awareness (Ex): The custos practices a healthy form of paranoia, and keeps its senses alert at all times. When passing within 20 feet of a trap, hidden passage or ambush, the custos makes an automatic Search check. In addition, the paladin can wield the truthbearer to actively search for traps, adding his Wisdom modifier to the custos' check.

Immune to Treachery (Su): The custos' power now protects the paladin from cowardly attack, adding its enhancement bonus to the paladin's Fortitude saving throws against poison. In addition, it creates a deflective aura that negates the treacherous extra damage from sneak attacks, similar abilities and related feats. Lastly, it can make an instantaneous Heal check to stop the automatic damage from the wounding ability.

Resistant to Deceit (Su): The custos now helps the paladin resist deceitful magic and effects, adding its enhancement bonus to the paladin's Will saves to resist all Enchantment and Illusion magic. If the paladin fails a saving throw against a mind-affecting effect, the custos can make a second Will save using its own save bonus to protect him. While carrying the truthbearer, the paladin gains an automatic attempt to see through illusions. Finally, the custos adds its

enhancement bonus to the paladin's Sense Motive checks when trying to perceive lies, in addition to its own full skill modifier.

Bonded Weapon – The Truthbearer Custos

Custos Level	XP Cost	Enhancement Bonus	Special Ability
1	80	+1	Empathy
2	500	+1	Healthy Suspicion
3	920	+2	Speech, Early Warning
4	1,400	+2	Bonus Feat
5	1,920	+3	Ability Increase, Preternatural Alertness
6	2,500	+3	Telepathy, Second Sight
7	3,080	+4	Trap Awareness
8	3,740	+4	Bonus Feat
9	4,400	+5	Resistant to Deceit
10	5,140	+5	Ability Increase, Immune to treachery



WEAPON SPECIAL ABILITIES

The following weapon abilities can be added to regular magic weapons as well as to locked power and bonded weapons. Bond companions and custos may take +1 bonus special abilities as if they were bonus feats, but only custos can take a +2 special ability needing to forego a bonus feat and ability increase at 5th level to do so.

Lesser Holy Damage: The weapon is imbued with a lesser aura of holy energy, dealing +1d6 points of holy damage to evil creatures. This is the same as a *holy* weapon, except that the effect is lessened. An evil creature may pick up a *light holy damage* weapon without repercussion, even if the weapon is antithetical to it.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armour, *holy smite*; Market Price: +1 bonus.

Greater Holy Damage: The weapon is imbued with a strong aura of holy energy, dealing +3d6 points of holy damage to evil creatures. This is the same as with a *holy* weapon, except that the effect is better. The weapon is good-aligned, and an evil creature who picks it up gains a negative level for as long as he holds onto the weapon.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armour, *holy smite*; Market Price: +3 bonus.

Critical Holy Damage: The weapon is imbued with an overwhelming aura of holy energy, dealing +4d6 points of holy damage to evil creatures. This is the same as with a *holy* weapon, except that the effect is much stronger. The weapon is good-aligned, and an evil creature who picks it up gains a negative level for as long as he holds on to the weapon.

Caster Level: 8th;
Prerequisites: Craft Magic Arms and Armour, *holy smite*; Market Price: +4 bonus.

Turning: In the hands of any character, the weapon is a normal magic weapon with the enhancement bonus it was enchanted with but, in the hands of a cleric or a paladin, it becomes a weapon against undead. The character

can make four extra turning attempts in a day and, if he uses the weapon next to his holy symbol, he rolls 1d8 and adds the result to his turning checks and turning damage.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armour, Extra Turning, *searing light*; Market Price: +2 bonus.

Rushing: This weapon seems to be oddly balanced at first, but gives no penalty to its wielder. Three times per day the wielder may command it to gather momentum and strike with great force, as if he was charging at his target. The wielder gains a +2 circumstance bonus to attacks and may attempt to push the target back or knock him to the ground, as if executing a bull rush or trip action. For all rolls, the wielder is considered to be one size category larger than he is.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armour, *bull rush*, *righteous might*; Market Price: +2 bonus.

Parrying: When a character uses the fight defensively option with a *parrying* weapon, he does not suffer the -4 penalty to attack rolls, and gains a +4 dodge bonus to AC instead of +2 as the weapon moves by itself to block incoming attacks.

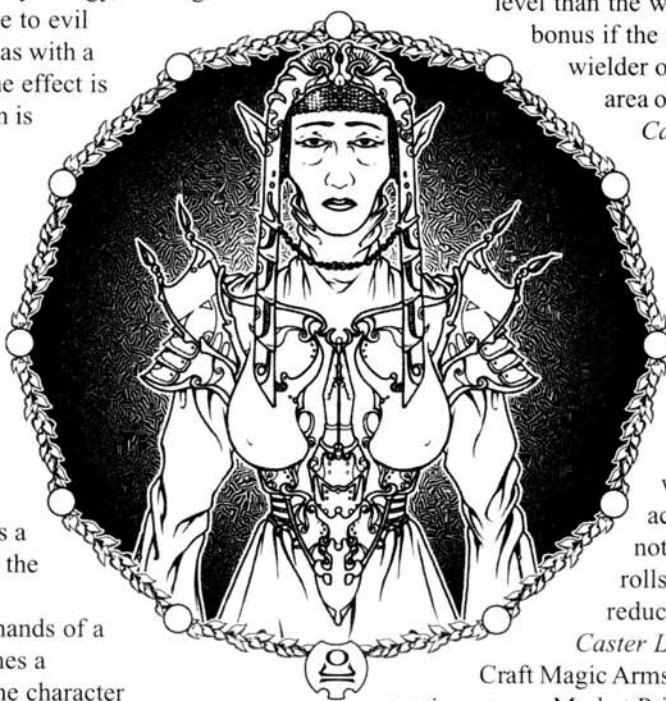
Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armour, *magic vestment*; Market Price: +2 bonus.

Spellshatter: A weapon with this enchantment can literally shatter incoming spells. Three times per day, the wielder may counter a spell of the same or lower level than the weapon's enhancement bonus if the spell is targeted at the wielder or the wielder is within its area of effect.

Caster Level: 13th;
Prerequisites: Craft Magic Arms and Armour, *dispel magic*, *spell turning*; Market Price: +3 bonus.

Piercing: The weapon can damage creatures with damage reduction as if its enhancement bonus was three higher than it actually is. This bonus does not apply to attack or damage rolls, only to defeat damage reduction.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armour, *greater magic weapon*; Market Price: +1 bonus.



SPECIAL MOUNTS

The image of the armoured warrior pointing a lance at his enemy from a charging steed is hard to separate from the concept of the paladin, and his special mount is an intrinsic feature of this. The special mount is not just any horse, but a superb specimen that is magical by nature, endowed with superior intelligence and resistance, not to mention special abilities that no ordinary member of its species would have.

Sometimes, the mount is not even a horse. A special paladin may lead the forces of light astride a pegasus, a dire beast or even a mechanical construct animated by divine will. This chapter will present alternative options for the paladin's mount, from new powers specially designed for the steed of a hero, to new exotic mounts that a paladin of higher level may summon to serve him.

ADVANCEMENT TIERS

Paladins can call a special mount when they reach 5th level. *Core Rulebook I* gives the details on how this mount grows in power and mentions that a paladin may receive a mount other than a war horse, but it does not address matters of game balance or how the mount may develop if it is weaker or stronger than a regular war horse. Advancement tiers allow players and Games Masters to determine quickly what powers a stronger or weaker mount would have when its paladin master is of certain level, by comparing the advancement tier each belongs to.

A paladin's advancement tier is determined by his level according to the table below, while a mount's is determined by a tier rating. The mount's tier rating not only measures its power, but also its usefulness as a special mount, and is calculated as follows:

Mount's Tier Rating = Challenge Rating +3 + other modifiers.

Tier Rating Modifier

Mount...	Tier Rating modifier
Can fly	+1
Has Intelligence equal or higher than 6	+1
Is an Animal, Beast or Vermin	+0
Is an Aberration, Fey* or Magical Beast	+1
Is a Construct or Outsider**	+2
Is a Dragon	+1

* Fey creature must be capable and willing to bear the rider

** 'Natural' outsiders only, creatures who become outsiders because of a template do not apply this modifier.

Advancement Tiers

Tier Paladin Level / Tier Rating

0	1-4*
1	5-7
2	8-10
3	11-14
4	15-19
5	20-25*

*Tier Rating only, paladins of 1st to 4th levels cannot call a special mount yet.

If a mount's tier rating is equal to the highest rating for a tier, the paladin cannot call the mount until he is one level higher than the lowest level in that tier for Tiers 1 and 2, and two levels higher for Tiers 3 and 4.

For example, a 5th level paladin (Tier 1) wishes to call a dire boar as his special mount. The dire boar has a Tier Rating of 7 (CR 4 + 3 + 0 animal), which is the highest rating in Tier 1, which means that the paladin cannot call it until he is 6th level, one level higher than 5th level, the lowest level in Tier 1.

Tier Summary

Tier	Paladin can first call mount at...					
	5 th	6 th	7 th	8 th	9 th	10 th
1 st	5 th -7 th	6 th -8 th	7 th -9 th	8 th -10 th	9 th -11 th	10 th -12 th
2 nd	8 th -10 th	9 th -11 th	10 th -12 th	11 th -13 th	12 th -14 th	13 th -15 th
3 rd	11 th -14 th	12 th -15 th	13 th -16 th	14 th -17 th	15 th -18 th	16 th -19 th
4 th	15 th -20 th	16 th -21 st *	17 th -22 nd *	18 th -23 rd *	19 th -24 th *	20 th -25 th *

*Should the Games Master wish to continue his campaign beyond 20th level.

SPECIAL MOUNTS

Effective Tier Power

A paladin's mount gains special bonuses and abilities as the paladin advances in level but, if the mount was naturally stronger or weaker than a normal war horse before becoming a special mount, it may not gain the same bonuses and abilities. The effective tier power of a mount depends on both its own and the paladin's tiers. It determines the corresponding powers it can have to compensate for its natural special abilities or lack thereof.

Compare the paladin's tier with the mount's in the following table. The number in the matching row and column indicates the special mount abilities that the mount receives from the paladin's tier. The next section applies the advancement tier system to the special mount's advancement table found in *Core Rulebook I* as well as providing more options of advancement.

Effective Tier Power

Paladin Tier	Mount Tier					
	0	1	2	3	4	5
1	2	1	0	-	-	-
2	3	2	1	0	-	-
3	4	3	2	1	0	-
4	4	4	3	2	1	0

For example, a 12th level paladin (Tier 3) calls a new war horse mount (Tier 1); according to the table, the horse receives the bonuses and abilities that correspond to a Tier 3 (11th to 14th levels) paladin. If the same paladin were to call a griffon (Tier 2), the griffon would receive the bonus and abilities of a Tier 2 (8th to 10th level) paladin instead.

EXOTIC MOUNTS

Warhorses or war ponies are not the only mounts that a paladin may call to service. If the divine forces will it, he may be soaring the skies atop a mighty griffon, or razing battlefields astride a divine war machine. The advancement tier system above provides a tool for the paladin to call upon the service of more exotic mounts.

To serve as a mount, the creature must be at least one size category larger than the paladin and must be suitable for riding. The only creatures that a paladin may call as mounts are some aberrations, animals, dragon cohorts (as per the Leadership feat), beasts, magical beasts, fey, adequately built constructs and certain outsiders. A deinonychus dinosaur is certainly an unlikely choice for a mount but it is feasible. A clay golem is not an option. In the end, the Games

Master has the final authority as to the availability of a specific creature as a paladin's special mount.

Alignments: The creature that is to become a special mount cannot be of chaotic or evil alignments in its natural form. Neutral creatures become either lawful or good when entering service as a paladin's special mount.

Fey Mounts: Some fey creatures may serve as mounts if they are quadrupeds or with a horizontal configuration. Intelligent fey (Int 12+) must be convinced to serve as mounts before the paladin can ride them.

Constructs: An iron golem warhorse sent by a deity of the forge is a fearsome mount indeed. The fact it is a special mount sets it apart from other constructs. Consider that it has animal intelligence (score of 2) before applying any Intelligence adjustment from a mount purpose template as described in the next section.



Dragons: Dragons are very special creatures and it takes extra effort to persuade one to serve as a mount. The paladin must possess the Leadership feat and must first have the dragon as a cohort before it will enter into a bond with the paladin as a special mount.

Outsiders: A particularly pious paladin may receive a celestial creature to serve as his mount. The advantage of having such a creature is that it does not die when reduced to 0 hit points. The paladin may call it again from its extra-planar home the following day. The disadvantage is that it is vulnerable to all the magic that affects outsiders; a *magic circle* can imprison it, it can be expelled from the material plane with *dismissal* and *banishment* and it is considered a lawful good creature, vulnerable to damaging chaotic and evil spells. If the mount is killed while on its home plane, it is destroyed permanently.

A MOUNT'S PURPOSE

Obviously, the primary purpose of a mount is to transport its rider, and that of a battle mount to give him advantage on the battlefield. A paladin's mount, however, is a divinely-blessed beast, magical in nature, and does not exist in this world before it is created by the paladin's need, ceasing to exist when he needs it no longer.

A special mount is a normal member of its species in all regards except for its powers and its creature type, which is 'magical beast'. The powers it gains as the paladin increases in level reflect its role as the

paladin's comrade in arms, enabling them to fight as if they were one.

A mount's purpose is a template that defines the abilities the mount has, with the warmount template being the most common, as seen in *Core Rulebook I*. Each purpose template can replace the warmount, with the special mount gaining different abilities at a different pace depending on its role. Once a paladin has called a mount with a special purpose template, he is stuck with it unless he dismisses his old mount or it dies for whatever cause, at which point the paladin can call for a mount with a different purpose. The mount that arrives does not start from the beginning, but conforms to the characteristics that correspond to the paladin's level, with all abilities and statistics as described in the corresponding table.

The tables for the different purpose templates list a tier column, for use with the advancement tier system for exotic mounts in the previous sections.

Warmount

This is the most common special mount that paladins receive, geared for battle and growing in strength and resistance to keep apace with his rider's combat prowess. All abilities and bonuses are described in *Core Rulebook I*.

Counsel

When the divine forces sent the mount, they decided that the paladin did not need something to help him fight, but someone to help him follow the path of

Myllerne was grateful for all that Sir Mardan had taught her. He walked alongside as she rode towards the chapterhouse's exit. The town where Dast awaited was not far, so she was in no particular hurry to leave.

'Sir Mardan,' she began to ask. 'I've heard the others talk about you, that you are only taking a brief respite here before travelling again, yet I never saw you ride, or practice with your mount. I know I can't be apart from Thunderclap for too long, yet you...' She let the words trail off, uncertain of her ground.

'You're wondering,' he answered. 'That is good to wonder about what you don't know, about what you see as amiss. But I'll stop being so cryptic. I don't bring Thorn that often because all the horses get a little nervous when he's around.'

'Nervous? Why?' She asked eagerly.

'It is better that you see for yourself.' He smiled again and closed his eyes, raising his open palm to the sky. It was not long before Thunderclap grew restless beneath her, and she soon saw the reason.

'Meet Thorn,' Sir Mardan said. 'He is so named because he definitely has a thorny personality.'

'Indeed.' The young paladin could not formulate a different answer when the majestic griffon landed a few feet in front of her, eyeing Thunderclap with hungry, predatory eyes.





SPECIAL MOUNTS

righteousness without deviation. The counsel mount is the paladin's compass when he finds himself mired in moral ambiguity, and a beacon of light when darkness threatens to overwhelm him. The counsel is more than simply a mount, it is a friend.

Improved Empathic Link: The telepathic communication that the paladin can maintain with his mount extends for far longer distances. He remains in touch with his mount up to one mile per level away.

Moral Warning: When the paladin is about to commit an act that would cause him to become an ex-paladin, or to make him break a vow or an oath, the counsel warns him of the consequences of his actions. If he is being manipulated, the counsel grants him a +4 synergy bonus to any skill check to resist or discover the manipulation, and a +2 inherent bonus to Will saves if the manipulation is magical in nature.

Share Spell Resistance: When the paladin is riding his mount, he enjoys the protection of its Spell Resistance rating.

Atonement: The counsel may intercede in the paladin's favour if he incurred any penalty that makes him lose his paladin abilities. Not only does the counsel remain at his side when other mounts would leave, but he can also cast *atonement* on the paladin.

Traveller

Sometimes, the purpose of the special mount is not helping the paladin in battle; just getting him there. A traveller special mount may still fight as if it was trained for combat thanks to its intelligence, but it is not as resistant as a warmount and may get killed more easily if it does enter combat. Traveller mounts have a special knack of finding their way to where the paladin is most needed, and have the endurance necessary to withstand long travels.

Endurance: The mount gains the advantages of the Endurance feat, gaining a +4 bonus for performing a physical action that extends over a period of time (running, swimming, forced marching, and so on).

Wanderer Sense: The mount has a +10 inherent bonus to Intuit Direction and Wilderness Lore checks used to find the way.

Serendipity: For every day of overland travel, there is a 2% chance per paladin level that he will come across a situation where his help is needed before he reaches his destination.

Seven League March: Once per week, the mount can engage in a high-speed mode of travel, covering seven times the distance it would cover in normal overland travel. It can maintain this supernaturally-fast pace for as long as 8 hours but if it stops before that, it cannot resume this ability until a week has passed.

Overseer

Like the paladin, a mount can serve a higher power than its rider, complying with his wishes but really answering to a worthier authority. The overseer mount is almost undistinguishable from the warmount, and gives most of the same benefits, but it was sent to keep an eye on the paladin, not to be his unquestioningly loyal servant. The overseer *is* loyal and will never betray the paladin, but it has permission from whatever force the paladin serves to act counter to his interests if they deviate from their true path, or even to call in reinforcements.

Commune: The mount can communicate with the deity or divine force that sent it to serve the paladin. It can do this once per day and incurs in no experience cost as it delivers its observations on the paladin's behaviour to the deity. It can ask questions on behalf of the paladin, but the paladin pays the spell's cost as if he were casting the spell.

Hold: The mount may cast a focused version of *hold person* on the paladin as an 8th level cleric. The paladin may move freely if he fails his Will save, but he cannot dismount until the mount dispels the effect. The paladin can be knocked from the saddle, however.

Reinforcements: The first version of this ability allows the mount to use *summon monster V* to call a celestial creature to help the paladin in battle. The second version allows the mount to cast *lesser planar ally*. It can use either ability once per week.

Mentor

Not all paladins have the benefit of belonging to an order. The ones who are answering the call from within their hearts often find themselves learning the ropes of paladinhood by trial and error, trusting the strength of their faith to carry them through. When they finally call a mount to fight by their side, their predicament has been taken into consideration, and they receive a creature that will guide their growth as well as help them in their mission. The mentor mount is a wellspring of knowledge, a teacher that will show the paladin the correct use of his powers.

Spellcasting: The mount is a minor spellcaster in its own right, but uses his knowledge to complement the paladin's. Only when riding the mount, the paladin gains an extra spell slot of the level where his own spells per day table indicates '0'.

Gift of Learning: The paladin chooses a Knowledge skill per his own Wisdom modifier. From now on, that skill is considered a class skill.

Superior Instruction: From 11th to 14th level, the paladin has 2 extra skill points when he gains a new level.

Special Mount - Warmount

	Paladin	Bonus	Natural			
Tier Level	HD	Armour	Str Adj.	Int Adj.	Special	
1	5-7	+2	4	+1	+4	Improved evasion, share spells, share saving throws
2	8-10	+4	6	+2	+5	
3	11-14	+6	8	+3	+6	<i>Command</i> creatures of its kind
4	15-20	+8	10	+4	+7	Spell Resistance

Special Mount - Counsel

	Paladin	Bonus	Natural			
Tier Level	HD	Armour	Int Adj.	Wis Adj.	Special	
1	5-7	+2	1	+5	+1	Improved empathic link, share spells, share saving throws
2	8-10	+3	2	+6	+2	Moral warning
3	11-14	+4	4	+7	+3	Spell Resistance
4	15-20	+5	6	+8	+4	Share spell resistance, <i>atonement</i>

Special Mount - Traveller

	Paladin	Bonus	Natural				
Tier Level	HD	Armour	Str Adj.	Con Adj.	Int Adj.	Special	
1	5-7	+2	2	+0	+2	+4	Endurance, share spells, share saving throws
2	8-10	+4	4	+1	+3	+5	Wanderer sense
3	11-14	+6	6	+1	+4	+6	Serendipity
4	15-20	+8	8	+2	+5	+7	<i>Seven league march</i>

Special Mount - Overseer

	Paladin	Bonus	Natural			
Tier Level	HD	Armour	Str Adj.	Int Adj.	Special	
1	5-7	+1	2	+0	+6	Improved evasion, share spells, <i>commune</i>
2	8-10	+2	4	+1	+7	<i>Hold</i>
3	11-14	+4	6	+2	+8	<i>Reinforcements I</i>
4	15-20	+6	8	+3	+9	<i>Reinforcements II</i>

Special Mount - Mentor

	Paladin	Bonus	Natural			
Tier Level	HD	Armour	Str Adj.	Int Adj.*	Special	
1	5-7	+2	2	+0	+9	Spellcasting, share spells, share saving throws
2	8-10	+4	4	+1	+10	Gift of learning
3	11-14	+6	6	+1	+11	Superior Instruction
4	15-20	+8	8	+2	+12	Spell Resistance

*If the creature's Intelligence is above 10 before becoming a mount, use the Counsel's adjustment.

CODES OF HONOUR

A paladin follows a 'code of conduct' that limits his actions and defines his philosophy. Bound by honour and his inherent nobility, the paladin stands straight while his morals are tested time after time, for it is his virtue that connects him to the source of his divine power.

A regular character can have a code of honour that he follows as a matter of respect or self-discipline, but for a paladin, his code of honour is what defines his holy mission, it defines who he is and what he does. It also defines the conditions that mark the end of his life as a paladin.

When a paladin decides on his code, he makes a most solemn oath to follow its tenets to their letter and spirit, sacrificing his general well-being and determining the boundaries of his conduct. The things that he will not do, and those that he will give his life trying to accomplish. A paladin that breaks his code loses his power, as it is his code that supports his faith in the righteousness of his mission.

A code of honour is a way for a player to flesh out the paladin's outlook on life and how he sees his role in the world as a holy warrior. It expands and builds on the general description of Lawful Good behaviour to grant the paladin some advantages when his code is called into question, but also restricts his conduct for risk of losing his paladin abilities. It also gives the Games Master a more concise list of guidelines to watch out for when posing challenges for the paladin character, allowing his evil elven seductress Non Player Character to target a specific virtue in the paladin's code.

A code is composed of several tenets, small pledges of conduct that a paladin observes as part of his everyday life. These tenets form the core of his ideology, and he learns them either from his training with a paladin order or a church, or develops them naturally in the course of his life. Similar to the oaths in the Tricks of the Trade chapter, the tenets of a code of honour are measured in degrees of adherence, depending on how essential each tenet is in the paladin's philosophy. The higher the adherence, the more advantages it provides for the paladin, but the greater the consequences of him breaking the tenet's principles.



TENETS

A code's strength is defined by its tenets, and the tenets' power is measured by the paladin's adherence to them. A code may be composed of many tenets, but the character is not as committed to following all of them as if his code only had a few on which he can concentrate better.

A tenet's strength is measured by an adherence bonus, ranging from +0 (it is part of the code, but has no serious repercussions) to +3 (a vital part of the code). These bonuses apply to skill checks or saving throws that directly relate to the principles of the tenet. A paladin may use his code of honour's adherence bonuses in the following ways:

† **Use Limit:** A paladin can only invoke a tenet's adherence bonus once per Wisdom modifier in a single session.

† **When trying to fulfil a tenet:** When the paladin is trying to fulfil the principles of a tenet in an active manner, he can invoke that tenet's adherence bonus to a skill check or attack roll.

† **When avoiding the violation of a tenet:** If the paladin is the target of magic or special abilities whose results would cause him to violate one of his tenets, he can invoke the tenet's adherence bonus to a skill check or saving throw to resist the attempt.

† **Adherence Weakness:** If a clever opponent uses magic or an ability to get something out of a paladin by appealing to his code's tenets, the paladin suffers a penalty to resist equal to the bonus he would normally receive. He can invoke one use of the tenet's bonus to cancel the penalty. For example, a vampire uses its *charm* ability and appeals to a paladin's tenet of generosity, asking him to give a valuable item away, the paladin suffers a penalty equal to his adherence to the principle of generosity within his code, but he can opt to invoke the true spirit of the tenet to cancel the penalty.

Adherence

Adherence measures how strong a tenet is in the mind of the paladin, which gives him a bonus to dealing with some situations, but also marks the pace at which he risks losing his paladin abilities due to transgressions against his code's tenets.

Building the Code

To build a character's personal code of honour, write down all its tenets, either choosing them from the list of sample tenets later in this chapter or making up your own with the Games Master's approval. A code can have any number of tenets up to the character's Wisdom modifier, and they all start at a +0 bonus.

When first adopting a code of honour, the paladin gets a number of adherence points equal to his Wisdom score plus his level. Each point buys a +1 adherence bonus for a single tenet, up to the maximum of +3. He is not forced to spend all the points to purchase bonuses, but any unused points are lost. At each level, the paladin gains 2 + Wisdom modifier extra points to represent his growing conviction. He can add new tenets at +0 bonus for one adherence point, and he is not forced to spend all his new adherence points but, like at the time of first taking the code, unused points are lost.

General Tenets

Tenets are best defined as a short sentence that specifies a single action like 'give money to the poor' or 'accept an honourable surrender'. Tenets like 'uphold justice' and 'be generous' are very general, covering a wider spread of situations. General tenets cost two adherence points per bonus, and the Games Master has the final word on whether any given tenet is general or specific.

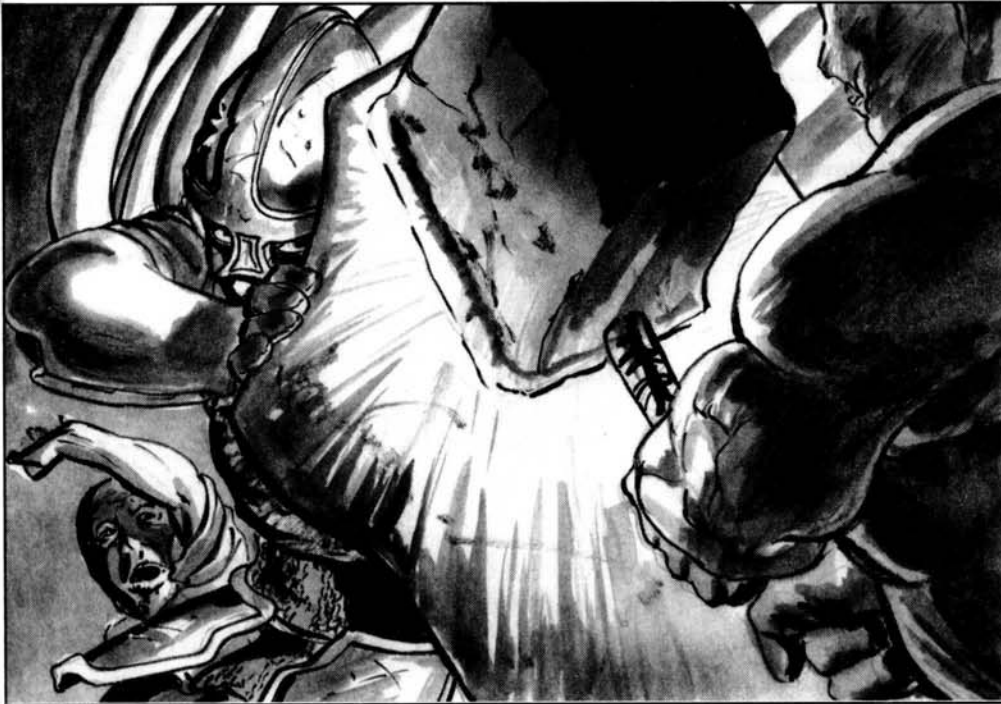
General tenets apply to more situations so that the paladin has more opportunities to invoke their bonus, but they are likewise weaker in their commitment, thus providing a smaller bonus for the same amount of dedication.

Transgressions

The down side of a code of honour is that it can be broken. Unlike the oaths in the Tricks of the Trade chapter, the paladin does not need to roll to break a code's tenet, he simply does. Breaking a code's tenet does not carry an immediate and harsh punishment, but it sets off the counter for the paladin's downfall. The more the paladin breaks his self-imposed promises, the more his righteousness is cracked and the closer he is to losing all faith in himself or in the divine power that grants him its favour, eventually losing his status as a paladin.

When the paladin breaks his code of honour, he creates a transgression score equal to the violated tenet's adherence bonus. Further lapses add the tenet's bonuses to the original transgression score and, when





the sum of his transgressions equals his Wisdom score, the paladin cannot stand the weight of his guilt and loses all his paladin abilities.

There are three kinds of transgressions:

Involuntary: When a paladin unwittingly breaks his code, he commits an involuntary transgression. He can be duped into breaking one of his code's tenets or acting wrongly simply because he did not know all the facts in a given situation. When committing an involuntary transgression, the paladin can roll a Will save (DC 15 + tenet's bonus); if he fails, he cannot invoke that tenet's bonus until he atones (see below), and he adds the violated tenet's bonus to his transgression score. Success means that he can still invoke the bonus, but his transgression score still increases.

Voluntary: Knowingly breaking a tenet carries automatic punishment. The paladin adds the tenet's bonus to his transgression score, and immediately loses the ability to invoke that tenet's bonus with no saving throw allowed.

Necessary: Sometimes, Good must stand above Law. If the paladin broke his code with full knowledge of the consequences, accepting his responsibility and punishment with grace and honour, the Games Master may determine that the paladin's intentions supported the cause of Good and allow a Will save (DC 20 + tenet's bonus). If the paladin succeeds, he loses the

ability to invoke the tenet's bonus for 1d4+1 days, and he does not add the bonus to his transgression score. Failing the save carries the same consequences as a voluntary transgression.

Atoning

Transgressing against his code of honour puts the paladin at risk of losing his abilities. However, he can atone for his misbehaviours before their weight overwhelms him and he is forced to undergo a quest to recover his divine favour.

Atoning for a tenet violation is relatively easy, if the paladin is sincere. He must perform a small sacrifice in accordance with one of the violated tenets, showing his continuing devotion to its principles. The sacrifice consists of an act of devotion and the expenditure of experience points equal to the violated tenet's bonus multiplied by 5. The act of devotion depends entirely on the nature of the tenet and, although the paladin may receive some divine guidance through prayer, it is up to him to decide what his peace of mind is worth.

Once he successfully atones, he subtracts the atoned tenet's bonus from his transgression score and regains the ability to invoke it if he lost it.

SAMPLE TENETS

Administer justice: The paladin considers himself a servant of justice and, if he possesses the authority, should take the place of arbitrator in a situation. If no legitimate authority is present, he should offer his service as an impartial judge, and do all in his power to be fair.

Be generous: This does not mean that the paladin should give away everything he has. The paladin who practices this tenet does not hesitate to share board and food, puts no warranties on money lent and listens to his fellows with a patient ear.

Be humble: The paladin should not brag about his accomplishments, his abilities or his position. He

'Leave now, and you shall see many mornings to come.' The mercenary leader spoke brazenly, pointing with his sword at Dast's body, which now hung from the barn's entrance by a rope tied to his waist. 'Unlike him. He'll die by morning.'

Myllerne looked at the thugs surrounding her. All caution told her to leave and come back later with surprise on her side, but she did not know how long these hired killers would keep Dast alive. Her father's voice cut through her hesitation like a church bell on a foggy night: 'Thou shalt never abandon a friend in need.'

'I think not,' she replied, sending a mental command to Thunderclap. 'I usually do not fight uneven fights... so I will let you call reinforcements...'

should consider himself a humble servant of a higher power, not above his fellow mortals.

Be loyal to your comrades: The paladin can be trusted to act towards his friends as if they were family. He must stand by them in times of plenty and of need, and would rather die than betray their trust.

Bear your blood with pride: A paladin does not disdain his family, whether he is of noble birth or comes from peasant stock, he knows that he has a sacred duty and no prejudice will stand against him.

Believe your church's teachings: The paladin must implicitly trust the truthfulness of his religion's teachings. He is allowed to question the mortal clerics who may misinterpret the religion's tenets, but only in the light of defending the religion.

Death before dishonour: The paladin is prepared to die rather than break his word, lie or otherwise voluntarily violate his code's tenets. The bonus for this tenet only applies when the paladin is indeed risking his life by sticking to his code, and it stacks with the bonuses for defending other tenets.

Defend the weak and innocent: More than respect, the paladin is sworn to defend those weaker than him. He must never shirk from this duty if he is witness to an act of abuse, or if he hears about it.

Defend your church: The paladin should never hesitate in defending his church. Direct attacks and assaults are the most typical, but this tenet can also mean to defend the church's honour and good standing.

Destroy evil in all of its monstrous forms: Although this tenet could overlap with the declaration of enmity to the enemies of the paladin's church, the paladin may find that monsters wear the guise of men in the ranks of the institutions he respects and protects, and he is sworn to expose and destroy them too. This tenet

can be broken down to target undead, fiends or other forms of evil.

Do not be blinded by anger: The paladin should keep a level head even in the face of the most ungracious humiliation.

Die with honour: A paladin honours the opponent that strikes him down. He does not plead for mercy and accepts that his time has come.

Exhibit manners: The paladin should carry himself with poise at all times, considering himself a bastion of civility in any situation he finds himself in. This does not mean going to ridiculous extremes.

Fight with honour: The paladin follows certain rules of engagement in all of his combats. He does not resort to dirty tricks or ignoble actions. Magic and tactical manoeuvres such as ambush and decoys are considered a valid part of the strategic arsenal, so the paladin is not forced to stand foolishly on the road waiting for the enemy to arrive. However, if he agrees with his opponent not to use magic or special items, he must abide by his word.

Love your land and nation: After his duties to church and deity, the paladin owes allegiance to his land. This may mean the land's ruler or, in the case of tyrannical governments, its inhabitants.

Make war on the enemies of your church: This is very clear. The paladin's church has enemies, and his duty as a holy warrior is to fight them. Some overly-strict religions may send a paladin on a senseless crusade, but it is his sworn duty to uphold it.

Never abandon a friend or ally: Nobody gets left behind. Nobody. If the paladin must risk his soul to rescue a friend from capture, he must; if standing up for an ally will cause him disgrace, he will.



CODES OF HONOUR

Never abandon a noble cause: The paladin does not leave things unfinished, especially a quest, a mission or any sort of noble undertaking.

Never attack an unarmed foe: It is dishonourable and it is downright cheating, and the paladin will not do it. All bets are off if the foe displays natural weaponry, and magic is definitely considered a weapon.

Never betray a confidence: A secret is as good as buried when told in confidence to the paladin. Not even under pain of torture will he surrender such information nor incriminate a friend.

Never harm an innocent: The paladin will never raise his hand against an innocent. Many paladins further narrow down this taboo into tenets against harming women, children or a specific person or bloodline.

Never lie, never break your word: A paladin's word is his honour, and thus his life. While this tenet allows for hiding the truth by merely not speaking, it does prohibit outright deception and treason.

Never run from an enemy: Retreat is not an option when fighting the forces of evil. Although this tenet is not meant to be suicidal, many paladins bite more than they can chew by refusing a strategic withdrawal. This tenet is not meant to encourage recklessness, simply to curtail cowardice.

Prove your courage in word and deed: The paladin must be willing to back what he says. He should not utter idle threats, so that when he *does* threaten he is taken very, very seriously. The paladin should not back out of any argument or fight unless he is definitely proven wrong or when it is vital that he must accept defeat.

Respect the weak: The paladin should never think less of people weaker than him, nor take advantage of such weakness. This weakness may be physical, mental or even spiritual.

Serve your king and country: Similar to loving the land, but this tenet does specify that the paladin should obey his ruler. This tenet is common in paladin orders directly linked to the crown.

Show respect to authority: Even if the paladin *knows* that a figure of authority is morally corrupt and



undeserving of either obeisance or respect, he should be civil and respect the position, if not the person.

Uphold freedom, justice and all that is good: The paladin cannot abide the sight of injustice committed in front of him, nor the privation of freedom. He must immediately attempt to remedy the situation.

Uphold your worldly duties, where they do not contradict the gods: A paladin should fulfil his mundane obligations. This applies to paladins who are of noble birth or hold some sort of secular authority.

SAMPLE CODES OF HONOUR

The following codes are collections of some of the above tenets, showing how a paladin may build his own code of honour.

Code of Piety

The core ideology of a holy warrior in the service of a church, the code of piety asks that the paladin maintain close ties to both secular and religious authorities, so that his sword and his faith serve law and good in equal measure.

Tenets:

- † Be generous.
- † Be humble.
- † Believe your church's teachings.
- † Defend your church.
- † Love your land and nation.
- † Make war on the enemies of your church.
- † Never lie, never break your word.
- † Never run from an enemy.
- † Uphold your worldly duties, where they do not contradict the gods'.
- † Respect the weak.

Code of Chivalry

The code of chivalry was born to regulate the often vicious lifestyle of professional warriors. Paladins have taken to its principles because the strength of their faith lends credence to its philosophy, and because its idea of an enlightened man of war appeals to their own way of life.

Tenets:

- † Administer justice.
- † Death before dishonour.
- † Defend the weak and innocent.
- † Destroy evil in all of its monstrous forms.
- † Die with honour.
- † Do not be blinded by anger.
- † Exhibit manners.
- † Fight with honour.
- † Never abandon a friend, ally or noble cause.
- † Never betray a confidence or comrade.
- † Never attack an unarmed foe.
- † Never lie, never break your word.
- † Prove your courage in word and deed.
- † Serve your king and country.
- † Show respect to authority.
- † Uphold freedom, justice and all that is good.

Code of Bushido

The Way of the Warrior is an alternative of chivalry and an example of a code made up with general tenets. Also born from the need to regulate the excesses of the warrior caste, paladins nonetheless find that it is a code that equally applies to everyday life. The seven virtues of bushido sum up and comprise several chivalrous tenets.

Tenets:

- † **Justice:** Encompasses the administering and observance of the law.
- † **Courage:** Groups several tenets regarding valorous behaviour in war and peace.
- † **Benevolence:** Includes the adherent's dealings with others.
- † **Politeness:** Regulate the adherent's behaviour and good grace.
- † **Veracity:** Deals with speaking truthfully as well as acting with honesty.
- † **Honour:** Encompasses combat situations as well as social, where the adherent should act with honour.
- † **Loyalty:** Covers obedience and allegiance to a lord, but it also contemplates the ties between family and friends.

Code of Knightly Virtues

Another collection of general virtues rather than specific tenets, this code lists the qualities that a courteous man of war should cultivate in order to maintain a righteous life. Practiced mostly by the nobility, many paladins adopt the knightly virtues rather than the code of chivalry as it is easier to observe fewer general virtues than many specific tenets.

Tenets:

- † **Fidelity:** The same virtue as loyalty, but also extends to ideals.
- † **Valour:** Courage, by another name.
- † **Expertise:** Asks that the adherent be good at what he does; namely battle.
- † **Justice:** Law and its fair application.
- † **Generosity:** Comprises qualities such as material detachment as well as benevolence.
- † **Genealogic Pride:** The core of nobility, it is loyalty to one's blood relatives and a commitment to bear one's family name proudly, and do it honour.



CHAMPION OF A CAUSE

Of all the character classes, the paladin comes pre-packaged with an objective: fight evil. This is not an optional path he can take, or a possibility out of the many routes he can take in life. The paladin is granted his powers for the express purpose of fighting the forces of darkness.

Although this path would seem to narrow the character's options, what it really does is open far more doors for the character than it closes. This chapter explores not only what the paladin does but also, more importantly, why and for whom.

The word 'quest' is intimately linked with the paladin, not only because of the quests of atonement needed to recover his abilities in case of alignment transgressions but also because both the quest and the concept behind the paladin have epic connotations. The paladin is almost made to order to take on heroic quests.

Less defined than the quest is the cause, an outlook central to the concept of the paladin. The cause is, plainly and simply, the defence of law and good and the opposition of darkness and evil. This cause has many connotations and interpretations when its lofty ideal is brought down to earth and taken from the ephemeral philosophy to a more mundane practicality.

Paladins choose a definite cause to devote their lives to, and often derive their faith and will to keep fighting from its pursuit. Within this chapter is also an exploration into something paladins fear, but seldom give much thought to until it happens – a crisis of faith, the time when the holy warrior is faced with a dire moral dilemma and questions the very basis of his existence.

Although paladins can and do awaken to their power by themselves, wandering the land paying no allegiance to any but their own conviction, it is also normal for others to follow a specific deity. Such beings are patrons of paladins and their orders, overseeing their followers with strict but benevolent eyes, and granting powers and their blessing to their appointed warriors.

Lastly are the paladin orders; part-monastic, part-war-like organisations where paladins gather to train, learn and support each other in the eternal fight between good and evil. An order is more than a fighting school or a temple's offshoot; it is a large, co-ordinated and cohesive force that strikes fear into its opponents when its members take to the field all at once.

QUESTS

The very word 'quest' evokes epic struggle, even if the mission is just to scare off a band of goblins. Paladins and quests are irrevocably tied together, for every adventure they embark upon is a quest, whether they are looking to improve themselves or advance the cause of good with a small but significant contribution.



After the short, minor adventures all characters venture upon come serious quests. A paladin swears by all that he holds dear that he will accomplish something and does not rest until it is done. The Oath of Questing in the Tricks of the Trade chapter marks one of the most extreme ways in which a paladin can undertake a quest, pledging himself before divine forces to seal his commitment. However, the paladin need not be so dramatic when starting a

quest; not all undertakings require a solemn oath. It is the thought that counts.

Undertaking a Quest

Not all adventures should be deemed a quest; in the same way that not all quests decide the fate of nations or oppose the vilest minions of hell. A quest is a special mission, an adventure where the paladin will emerge stronger both physically and spiritually – not just laden down with loot. For his companions, an adventure can be just another dungeon crawl but for the paladin it is a journey of self-discovery where he will acquire the experience he needs to tackle greater challenges.

A quest is, in its simplest form, an adventure where the paladin has a spiritual investment. He takes the first step with the full knowledge of what he is doing and such commitment, even if it is not as dire as that from an oath, kicks off a series of events that can only be described as ‘destiny’.

Being the willing subject of a *geas*/quest spell, or taking an Oath of Questing, marks the undertaking of a quest in definite and certain terms. If the paladin does not wish to go to such extremes but still wants his next adventure to mean something, he can spend the night before starting his journey praying and meditating on what he is setting forth to accomplish. Due to his connection to the divine, his prayers can be heard, and his quest begins.

In terms of mechanics, the character makes a bet with destiny on the quest’s completion. He sets a percentage from 5% to 30% and determines when the quest is considered to be complete. If the character completes the quest successfully, he gains an extra amount of experience for that adventure equal to the percentage he wagered. If he fails to comply with any of the conditions of the quest, the experience he gains from it is reduced by the percentage ‘wagered’. If, for some reason, he interrupts the quest to embark on a different endeavour, he actually loses experience. The experience lost in this way is the wagered percentage of his level times 1,000 XP. This loss *can* cause the paladin to lose a level. The Games Master may increase or decrease the percentage if he considers the quest to be too easy or too difficult. Also, the paladin may not make this experience wager if he is undertaking the quest because of either a spell or an oath.



The Quest Unfolds

A paladin on a quest is following in the footsteps of an epic hero and, even if his companions do not notice, fate is keeping an eye on him, nudging events to fall into place – whether it is to his advantage or not. Some characters may notice the influence of fate and try to rebel against its designs, without knowing that their rebellion too is a part of the quest.

The paladin’s player and the Games Master must agree on the purpose of the quest – apart from the original adventure’s goals – including when it ends so the character can receive the reward for his trust in himself in the form of the extra experience gained. They should also talk briefly on how the quest is to unfold. As a narrative tool, the quest will help the Games Master craft an engaging and epic adventure but, if the Games Master focuses on the quest to the exclusion of the other players it could lead to some discontent.

Adventures that become true heroic quests have several elements in common and the Games Master may adapt these elements to his own style of gaming so that his players will not be tipped off by their appearance in their story.

The Hero's Journey

The phases of the quest detailed here are part of Joseph Campbell's 'Hero's Journey', a look into what several myths have in common, forming a general structure that many stories can follow. As a narrative tool, the Hero's Journey provides a simple but strong framework around which to build an adventure. However, there are a million ways to tell a story, and the Games Master may prefer to use his own method to build a quest.

The Mundane World: Most quests begin after this phase, as it is when the hero is taking a respite before undertaking the quest. However, when he starts an adventure, every meeting he has with townsfolk, courtiers and other 'normal' characters is a reminder of the world that the paladin has sworn to defend. The Games Master may introduce elements of this 'normal life' that will or have already been upset by the forces of darkness.

The Call to Adventure: The paladin is tipped off on the necessity of a quest or, if the quest has already begun, receives a clue about the cause of the problem.



This phase of the quest is a rallying cry, the point when it becomes clear that the paladin must do something.

Refusal of the Call: Paladins do not generally encounter this phase, as it is against their nature to refuse aid to the weak. However, they may harbour doubts if the problem is overly obvious. This phase depends wholly on the players as they react to the call to adventure.

Supernatural Aid: Once the paladin is fully into the quest, the first signal that this adventure is marked by fate is the offer of aid by a third party. In more epic quests, this aid comes from a supernatural source, such as a fey or outsider, but it could be anything the Games Master can devise. The aid can also come in several forms, from a magic item that will prove the key to solving the quest to simple advice.

Crossing the First Threshold: The paladin and his companions abandon the comfortable environment of their homes or familiar surrounds to venture into the unknown. Dark forests, icy planes and deep dungeons are just a few of the locales that can serve as the backdrop for the adventure but the point is that it is *not* home. The transition can be the first encounter in the story, where the enemy's agents make themselves known for the first time or when the paladin meets new allies and Non Player Characters.

Into the Darkness: After their first encounters, the paladin and his companions are now deep within the unfamiliar territory of their mission. They could be exploring the deeper levels of forgotten ruins, or be struggling to balance the politics and machinations of an intrigue-laden court. There is no going back from this point; the paladin and his companions are too mired in the surrounds of their quest.

The Road of Trials: This is the most typical aspect of adventuring, where the characters face a number of challenges in the forms of monsters, traps, treachery and special events as plotted by the Games Master. Incorporated in these encounters are the keys to completing the quest in the form of lost maps, cryptic inscriptions, opportune gossip or even more esoteric signals such as dreams and divine (or infernal) apparitions. During these trials, the paladin gains some insight into the quest's purpose.

Meetings of Importance: Some encounters are more important than others in the progress of the quest and one, or some of them, are actually the gateway to the quest's resolution. This is a prime opportunity for the

Game Master to reveal the identity of his campaign's antagonists or at least one of their main agents. The encounter can go in many directions but it should clear the path to the end of the quest.

Knowledge Gained: After passing the preceding important encounter, the characters gain the final piece of the puzzle to solve their quest. The holy relic that can destroy a powerful demon, the incantation that will unseal the source of a river or the identity of the real murderer in a political coup are representations of the prize that the characters gain at the end of this stage of the quest. It is now time to turn back and put that knowledge to good use.

The Return: The party may have cleared the dungeon of its residents but that does not mean the way back is clear. The forces of evil might not be fully vanquished and they wait at the threshold to ambush the characters and rob them of their treasure. An ally may betray the paladin at the last moment or the antagonist has left a surprise waiting for them so that they cannot go back. However, armed with the knowledge and experience they gained during the road of trials, the paladin and his friends are able to pass this last barrier.

The Final Battle: The confrontation between the characters and their opponents is now unavoidable. The characters may have had to pursue their prey through the roads of the land or the corridors of a castle, but the chase is ended now, and the final battle is here. The Games Master should not squander any resources to make this encounter as grand as he can, and the final victory should come from the characters' actions, not from an unexpected source of aid.

The Aftermath: The heroes receive their just rewards and the loose ends are tied up. Any actions the characters took throughout their adventure have their consequences played out at this point, whether it is to wrap things up, or to serve as plot hooks for future adventures. If the paladin accomplished all the goals he set out to complete at the beginning of the quest, he receives his bonus experience points.

Types of Quests

The way a quest unfolds can be totally independent of what the quest is trying to accomplish. An adventure



must have a goal if it is to be considered a quest. Random explorations for riches and glory are not worthy of being considered a quest. Exploring the sinister Temple of Sorrows to steal the golden coronet that will awaken the dark god of destruction is.

There are a thousand variations on each quest, not merely because of the objective to be achieved but also depending on the circumstances causing the quest in the first place. The following are just a few examples of the type of quests a paladin can embark on, whether with the simple rules for questing, by being the subject of a *geas/quest* spell or by taking an Oath of Questing.

Quest of Atonement: The paladin has transgressed against his ideal or his patron, and lost his paladin abilities as a result. The quest of atonement is a requisite for him to regain his status, and it can take the form of any of the other quests. The paladin cannot wager experience on a quest of atonement, for the reward for successful completion is his return to divine favour.

Quest of Acquisition: The paladin is looking to obtain something. A secret, a magic item, a holy relic, the ransom of a kidnapped king, etc.

Quest of Rescue: An enemy is holding someone captive, and the paladin sets out to rescue him.

Quest of Penance: The character committed some wrong and this quest is meant to make amends for it. This is different to a quest of atonement in that the paladin is not obliged to undergo it to recover his powers – it is more a way he can ask for forgiveness.



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The forgiving party might be a loved one, a ruler, a god or even the paladin himself.

Quest of Pleading: The character sets out to convince a third party of something. A paladin may ask a king to free a prisoner, ask a unicorn ruler of a forest to allow refugees to settle in a nearby valley, or an ancient witch to create the cure to a plague. This quest often mixes with others, and spawns the infamous 'sub-quest' as the paladin is asked to perform a service in exchange for compliance with his petition.

Quest of Vengeance: Paladins must be careful when undertaking a quest of vengeance for they may skirt unlawful and evil behaviour while avenging a wrong. A quest of vengeance starts because the wrong can no longer be corrected, and the one responsible must be punished to prevent him from hurting others again.

Quest of Flight: The paladin must escape, or help someone else escape from the persecution of an evil force. Unlike a quest of rescue, the target of the quest is, at least at the start of the quest, free from his persecutors, and the paladin's job is to ensure that he stays that way.

Quest of Revolt: The paladin leads or assists a rebellion against an unjust ruler. Sometimes, the paladin is the only one fighting against injustice and he must adopt subtler methods. This quest often lasts a lifetime, for the paladin's respect of the law and the good of all prevent him from taking easy shortcuts such as assassination.

Quest of Enigmas: Some mysteries are harmless but others bring great danger until they are resolved. From finding the source of a curse to figuring out how a magic artefact works, the paladin sets out to solve the enigma and resolve it, usually freeing many innocents in the process.

CAUSES

Paladins are devoted to upholding the law and protecting good and they follow a strict code of honour that regulates their behaviour, but very few paladins wander the land aimlessly in search of wrongs to right. They become paladins because there is something they want to accomplish, or they quickly find a goal to focus their efforts upon if paladinhood was thrust upon them. This is the cause, and the cause can give a paladin the strength he needs to prevail when evil threatens to overwhelm him.

A cause is to a paladin what Domains are to a cleric; it defines his role in the fight against darkness and sets

him apart from other paladins who are doing the same thing. Devoting all his efforts towards a specific cause marks the paladin in many ways: he gains abilities he would not have access to otherwise, learns new skills or opens new doors to his future.

Adopting and Following a Cause

The paladin may adventure freely from the moment he dons the mantle of paladinhood, pursuing whatever goals he deems worthy. He has several opportunities to decide on a specific cause to serve, though and once he does, he cannot go back on that decision, nor can he branch out and pursue other causes with the same dedication.

The paladin can choose a cause in place of a feat, at any level in which he would gain a feat as a character (1st, 3rd, 6th, 9th, etc). By choosing the cause in this manner, he gains a number of advantages related to his cause, some of which get better as he gains in level as described under each cause. In general, the abilities the paladin gains from focusing his dedication improve at every level at which he would gain a feat. He does not need to spend additional feats for this. Since concentrating his attention on a narrower cause than the broad protection of law and good focuses his efforts, the paladin neglects certain other areas of his advancement, gaining disadvantages also described under each cause. Note that since these are paladin abilities, the character can lose them under the same circumstances by which he loses the rest of his abilities.

Causes are divided in the two main pursuits of a paladin's ethos: Law and Good. Causes of Law are those that pursue order and discipline, and Causes of Good revolve around ensuring the well-being of others.

CAUSES OF LAW

Defence

The cause of defending law from chaotic forces gives the paladin an insight into the strengths and weaknesses of those who follow each of the ethical paths. A paladin pursuing the defence of law as his lifelong cause understands how its servants and enemies work. He knows of the demons who seek the destruction of all, and of the darker realms of the lower planes where the only stability to be found is the one strong spirits carry with them.

Advantage: The paladin can use his smite evil ability as smite chaos instead. At each level at which he gains a feat, he gains two bonus skill points to assign

between Knowledge (the planes), Knowledge (arcana) and Spellcraft, which are considered class skills only for distributing the bonus skill points.

Disadvantage: When using his smite evil ability to target lawful evil creatures, the paladin only deals half his level in bonus damage. Also, his conditioning and devotion to Law leave him vulnerable to lawful spells, suffering a -1 penalty to saving throws against them.

Discipline

For a paladin, Discipline is of paramount importance as he struggles to maintain his code of conduct and keep his ethics pure. Paladins who pursue Discipline as a cause are strong in conviction and not easily swayed from their path. They try to inculcate in others the same orderly and disciplined life they lead themselves, opposing chaos from the bottom of their hearts.

Advantage: The character gains a +3 bonus to Will saves against mind-affecting magic and effects. The next time he gains a feat, this bonus also applies to Illusion spells and spell-like abilities. The next time, it extends to all spells with the chaotic descriptor. After that, the bonus increases by +1 at each level at which the paladin gains a feat.

Disadvantage: The paladin focuses so much on his inner perfection that he loses touch with the people around him. He gains a -2 penalty to all Charisma-based skill checks as his tolerance for others' faults erodes. He also suffers a -2 penalty to saves against lawful spells.

Judgement

When it comes to Judgement, it is hard to find a more impartial arbiter than a paladin. He is committed to safeguarding the laws at the same time that he advocates fairness, and thus seeks the best resolution possible in any given conflict. He concentrates on keeping his moral compass working correctly, so that he has the moral authority to pass judgement over his peers. This contemplation makes paladins who embrace the cause of Judgement good judges of character, and not easily deceived.

Advantage: The paladin gains a +2 bonus to Sense Motive checks, and he may use three turn undead attempts to cast *discern lies* once per day. At every third level, the bonus to his Sense Motive checks increases by +1. Lastly, Knowledge (law) becomes a class skill.

Disadvantage: Keeping himself impartial and focused upon the rightness of the law makes the paladin a poor liar. He does not lie and, even when forced to do so, suffers from a -6 penalty to his Bluff checks. Also, by concentrating on his knowledge of law and good government, the paladin loses focus on other skills, with Heal and Knowledge (religion) becoming cross-class skills.

Law

Paladins who turn their minds to philosophy often end up taking the cause of pure Law. They ponder on the nature of order and chaos and understand their role as agents of the former, staunch opponents of the latter. Their mind is open to the ways of Law both as an abstract concept and a universal force, with their conclusions filling them with purpose and strength, because they are well-reasoned and thoroughly thought about, rather than based solely on faith.

Advantage: The paladin adds the spells of the Law domain to his spell list (up to 4th level) and, once per week, he can sacrifice spell slots that add to five spell levels to cast *dispel chaos*.

Disadvantage: The paladin must have a Wisdom score of 15 or higher in order to understand the magic of Law. This focus robs him of a bit of creative spark, imposing a -1 penalty to all Wisdom-based skill checks and -2 to initiative rolls.

Peace

A peaceful society is an ordered society, and its citizens have time to prosper and concentrate on matters beyond survival. A paladin following the cause of Peace seeks a quick and painless resolution to conflicts he stumbles across. Although he believes that things can be solved through peaceful means, he knows when the line has been crossed and only swift and merciful violence can solve a situation, although it is always his last resort.

Advantage: When first taking up the cause of peace, the paladin gains a +2 bonus to Diplomacy checks and adds *calm emotion* and *hold person* to his 2nd level spell list. At every level where he gains a feat, the bonus increases by +1.

Disadvantage: The paladin is not exactly naïve and trusting, but his keenness to reach a peaceful solution sometimes gets the better of him. Even after he takes an action in combat, he is still considered to be flat-footed during his first round. If battle breaks out when



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he is trying to negotiate, he suffers a -4 morale penalty to initiative.

Security

Ensuring people are safe is the most important goal for the paladin; safe to go out at nights, safe to travel through a forest, safe to lead a normal life. He is always watchful of incoming threats and is always ready to confront them and deal with them so the people he protects do not even notice they were threatened. The paladin is the perfect watchman, as he is ever on the lookout.

Advantage: The paladin's senses are always on alert, and he gains a +1 bonus to Spot and Listen checks. This bonus increases by +1 on every level when the paladin gains a feat. He is not considered to be flat-footed in a surprise round (although he still does not get an action), and his *detect evil* ability extends for an extra 30 feet beyond its normal range.

Disadvantage: Being on alert at all times is tiring for mind and body alike. The paladin only cures a number of hit points equal to half his level when he rests, although magical healing works normally. In addition, enemies may take advantage of his

suspicious nature, as he suffers a -1 penalty on Will saves against Illusion magic.

CAUSES OF GOOD

Compassion

Despite their role as holy warriors, many paladins still find it in their hearts to make mercy and Compassion the cause they will defend with their lives. Forgiveness and redemption are the hallmarks of the Compassion cause, and paladins who follow it believe there is no such thing as irredeemable evil when it comes to mortals. They will protect the lives of prisoners with as much zeal as they protect those of innocents, and will take upon themselves the task to lead others to save themselves.

Advantage: The paladin adds *remove curse* and *lesser geas* to his 3rd level spell list, and *atonement* to his 4th level spell list. The same day he loses his paladin abilities due to transgression of his code, he can cast *atonement* to plead his case.

Disadvantage: Compassionate paladins are often the victims of deceit, for their trust in the good in others never wavers, even in the light of constant disappointment. They suffer a -2 penalty on Sense Motive rolls, and their *detect evil* ability is limited to 5 times per day plus their Charisma modifier.

Defence

The cause of defending good from evil gives the paladin an insight into the strengths and weaknesses of those who follow each of the moral paths. A paladin pursuing the Defence of good as his lifelong cause understands how its servants and its enemies work. He understands better how fiends, undead and other servants of darkness work and of the vile realms of the lower planes where the only light to be found is within one's own heart.

Advantage: The paladin gains an additional use of his smite evil ability. At every level at which he gains a feat, he gains two bonus skill points to assign between Knowledge (the planes), Knowledge (arcana) and Spellcraft, which are considered class skills for the bonus skill points only.

Disadvantage: As a servant of good, there is a chance equal to 5% per character level (maximum 60%) that at the end of any given week, a celestial envoy will appear before the character and ask for a minor service. The paladin cannot refuse.



Good

Introspective paladins ponder the true nature of Good so they might fully understand their role. They consider the nuances in the eternal battle of good against evil and understand their role as agents of the former, staunch opponents of the latter. Their minds are open to the ways of Good both as an abstract concept and a universal force, with their conclusions filling them with purpose and strength, their faith strengthened by enlightenment.

Advantage: The paladin adds the spells of the Good domain to his spell list (up to 4th level) and, once per week, he can sacrifice spell slots that add up to five spell levels to cast *blade barrier*. He casts *protection from evil*, *magic circle against evil* and *dispel evil* as if his caster level were equal to his paladin level.

Disadvantage: The paladin must have a Wisdom score of 15 or higher in order to understand the magic of Good with greater depth. This stronger allegiance makes the character vulnerable to certain magic. He is considered an outsider in respect to the *protection from good* and *magic circle against good*. The paladin saves against spells that target good creatures with a +2 DC.

Healing

Alleviating pain and suffering is one of the core values of the good morality, and few activities embody that ideal better than healing. Paladins, with their direct connection with the divine, can channel positive energy without resorting to magic, although, of course, they can also use the *cure* spells clerics have access to. Paladins dedicated to healing are a boon to their companions and indirectly a major threat to the undead, for they are even better than other paladins at channelling positive energy into healing power.

Advantage: *Cure serious wounds* is added to the paladin's 3rd level spell list and *cure critical wounds* to his 4th level spell list. At every level when he would gain a feat, the paladin can cure +1 additional hit point with his curing abilities, including *lay on hands*. He also can use his *remove disease* ability one additional time per week.

Disadvantage: The paladin is reluctant to use deadly force, as he has dedicated his life to healing. When he is fighting non-evil living creatures, he suffers a -2 penalty to damage rolls. If he deals subdual damage, he suffers no penalty.

Protection

The combat training paladins go through allows them to last longer in battle – much longer than some of their companions. More than just taking the fighting role in a party, the paladin is the protector, the one who is always looking over his shoulder in the middle of a battle to make sure everybody else is alright, or at least holding their ground. And, if they must come between a fatal strike and a friend or an innocent, they will do so gladly.

Advantage: When casting *protection from evil* and *magic circle against evil* on targets other than himself, the bonuses to AC and saving throws is +3 instead of +2. Also, if an ally would be hit within the paladin's run distance and he has not acted in that round, he can jump in initiative to interrupt the attacker and move between it and his ally. The paladin cannot do anything else in that round except execute a full defence action and his rescuing movement does not provoke attacks of opportunity.

Disadvantage: The paladin who follows the cause of protection pays more attention to the safety of others than his own. When he casts *protection from evil* and *magic circle against evil* on himself, the bonuses to AC and saves is +1 instead of +2. Also, whenever he is fighting adjacent to an ally, he suffers a -2 dodge penalty to his Armour Class and the ally gains a +1 synergy bonus to his own Armour Class, as the paladin watches over him. The character only suffers the effect of one adjacent ally.

PATRONS

Rather than follow an abstract cause, many paladins pledge their allegiance to a divine patron. Although most often a deity, the patron need not be so high in the celestial hierarchy. Paladins may serve a god, demigod or powerful denizen of the higher planes, or even an abstract force. High-ranking celestials, the concept of Light or the First Silver Dragon are examples of viable patrons that a paladin might serve.

A greater being offers patronage to individual paladins who shine above their brethren, whom it provides with their usual allotment of magic and divine power. Depending on the patron's nature, the paladin so honoured might gain great advantages, but they come with equally great obligations. Weaker patrons demand less of their servants, but they also provide lesser gifts.

A paladin character may choose a patron or a cause as detailed above, but not both; he either serves his



CHAMPION OF A CAUSE

patron's interests, his own personal focus, or goes about with neither, adapting his focus as the present situation requires, not beholden to a greater being's inscrutable whims or the ethical demands of a focused cause.

Unlike causes, the paladin may ask or be offered patronage at any point in his career, but most potential patrons ask that the paladin possess certain powers on his own before bestowing more on him.

Deities

Gods and goddesses compose the bulk of beings that sponsor paladins beyond supplying them with their limited magic and other abilities. The deity must either be lawful or good in alignment (preferably both) in order for the connection between it and the paladin to work. Greater deities do not accept paladins of less than 14th level, while intermediate deities start at 11th and lesser deities at 8th.

Earning Patronage: To earn the patronage of a deity, a paladin must sacrifice part of his life force so that he can accept the deity's essence and act as its agent. If the character is asking for patronage, he spends a full night in prayer and meditation, spending experience points as an offering. The deity answers and, if it deems the character worthy, he accepts the offering. If not, he gives the experience back and the paladin cannot ask for patronage until a year and a day later to any deity of equal or higher rank. The costs for each type of deity are detailed in the table at the end of this section.

Advantage: A paladin who becomes the agent of a deity is in for great power. When first gaining a deity as a patron, the paladin can choose one of the deity's Domains (other than Law or Good). He gains the domain granted power and a bonus domain spell per level, up to their 4th level maximum. Depending on the deity's rank, the paladin gains access to higher level spells from the Domain at the expense of a spell slot of the levels he can cast, and a temporary point of Wisdom damage. The paladin cannot use up bonus domain spells to power higher level domain spells. The levels available and their cost are detailed in the table at the end of this section.

Obligations: In exchange for the additional divine power the paladin wields, he is beholden to his patron's needs and wants. He speaks for the deity and his actions reflect the deity. He must make a monthly offering of a value that befits the deity's rank. The offering must be in the form of a donation to the

deity's temples, leaving it on a shrine or giving it away to charities in the deity's name. In addition, the paladin swears an oath of fealty as described in the Tricks of the Trade chapter (severity +1 for lesser deities, +2 for intermediate and +3 for greater). The oath costs the paladin no experience, does not grant any of the advantages for the oath, but does carry the consequences for its violation.

Losing Patronage: Disobeying the deity's orders is the most direct way to lose its patronage, but also transgressions that would cause the paladin to lose his status as one. He suffers the effects of violating the oath of fealty and loses his spellcasting and turn undead abilities, if the cause of the loss is not becoming an ex-paladin. The deity's orders might be transmitted through another agent, but the paladin is always certain when an order is coming from the deity. To end the patronage peacefully, the deity asks for a final quest from the paladin.

Patron Deity

Deity Rank	XP Cost	High domain Spells	Offering Value
Lesser	Paladin's level x 250 XPs	None	100 gp
Intermediate	Paladin's level x 500 XPs	5 th level	200 gp
Greater	Paladin's level x 750 XPs	5 th and 6 th level	400 gp

High domain spells	Cost to cast (Intermediate Deity)	(Greater Deity)
5 th	4 th level + 1 Wis	3 rd level + 1 Wis
6 th	-	4 th level + 1 Wis

Quasi-divine Beings

Below the deities proper, there are a score of divine beings that do not shatter mountains in a single blow, nor raise them again at a whim. Demigods and powerful celestials like high-level solar lords are less demanding patrons than their betters in the celestial hierarchy. Celestial creatures must have a Challenge Rating higher than 20 in order to be able to act as patrons. Demigods and other celestials accept paladins of any level.

Earning Patronage: Asking or receiving patronage from one of the lesser celestials is easier than gaining the attention of a deity. The sacrifice of experience points is equal to the character's level multiplied by 100.

Advantage: If the patron is a demigod, the paladin can choose one of its Domains. He gains the free use of the domain granted power. Other celestial creatures grant the paladin with a bonus feat from among their own repertoire plus a +2 sacred bonus to a single skill of the patron's choosing. As these beings are closer to the Material Plane than the deities, the paladin may ask for assistance. He adds *summon monster I* through *IV* to his appropriate spell level lists, but he may only prepare each once per week, and the creatures arriving are always celestial.

Obligations: Very similar to those for the deities, the paladin is obligated to follow his patron's orders. These patrons are not as demanding, though. They ask for an oath of fealty (severity +1), but the paladin does enjoy the benefits. He must offer a monthly prayer to the patron, informing him of his progress. Performing this prayer so that it pierces the planar barriers causes 1 point of temporary Wisdom damage.

Losing Patronage: Failing to report or follow direct orders gets the patrons angry at the paladin. They end the patronage at that moment, but the paladin does not suffer any ill consequence except the loss of the abilities the patron granted. Demigods and lesser celestials are more forgiving, since they are using the paladin for minor jobs anyway, and may agree to end patronage peacefully.

Abstract Forces

An abstract force serving as a patron pushes the paladin closer to druids and rangers, who serve an abstract force themselves in the form of Nature. Abstract forces are concepts of creation such as light, darkness, justice or even death. Choosing this kind of patron is very similar to choosing a cause, except that the abstract force is somehow sentient enough to understand the paladin's needs and the power comes from outside, not from the paladin's own conviction.

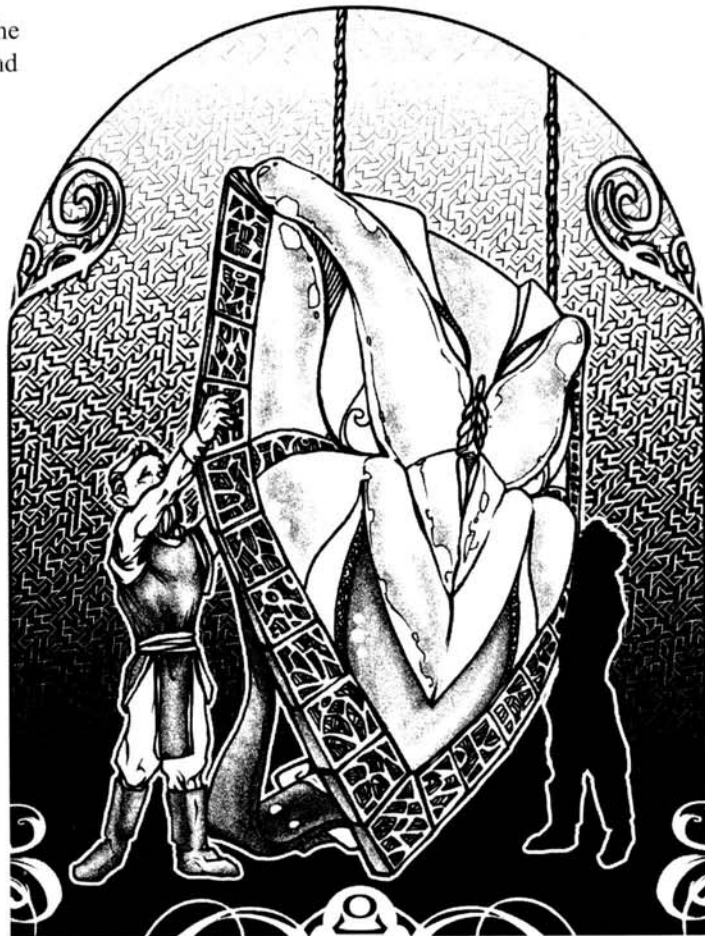
Earning Patronage: Earning the patronage of an abstract force is more a matter of happenstance, moreso if the paladin has no idea that the abstract force exists as a sentient entity or ideal that he could plead with. It is often the being that manifests before the paladin, offering its assistance and striking a deal. The paladin sacrifices an amount of experience points equal to his level multiplied by 50 to link with the force, and the deal is set.

Advantage: An abstract force is the sentient expression of a cleric Domain. The player

should choose which Domain it is that he will serve from the ones in *Core Rulebook I* or from any other d20 product, but any Domain with evil or chaotic spells in its list are not allowed. The paladin gains the domain granted power, and the abstract force grants him the use of the Domain's 1st level spell as a spell-like ability, usable once per week.

Obligations: The paladin must act out the Domain's philosophy. The Games Master and the player should agree on what kind of behaviour the paladin should have, but a good way to characterise this is to use the code of honour system in the previous chapter, creating tenets that agree with the Domain's philosophy.

Losing Patronage: Failing to follow the Domain's philosophy for three consecutive days causes the paladin to lose his patron's benefits, but not his favour. A simple and *sincere* Diplomacy check (DC 18) should patch things up, but three such transgressions end the patronage definitely. The abstract force bestows a curse on the paladin as it leaves him, usually a reverse version of the domain granted power (acting as a *bestow curse* spell as if cast by a 15th level cleric).



PALADIN MAGIC

Although favoured by the divine, magic is certainly not the paladin's forte. Their spellcasting ability is limited to a few spells and, with their faith being channelled through their other abilities, their talent for magic is primarily used to support their role as a holy warrior.

Aura of Glory

Transmutation

Level: Brd 2, Clr 2, Pal 1, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: One person

Duration: 1 hour / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The caster surrounds the target with an awe-inspiring aura granting an enhancement bonus to Charisma of 1d4+1 points.

Material Component: The feather of a peacock.

Blinding Strike

Evocation (Light, Good)

Level: Clr 1, Pal 1

Components: V, DF

Casting Time: 1 action

Range: Touch

Target: One weapon

Duration: Discharge

Saving Throw: Fortitude Negates

Spell Resistance: Yes

The caster is able to touch a weapon and imbue it with the power of light, making it shine softly, providing illumination similar to that of a torch for 20 feet around the weapon. On a successful hit in combat, the opponent must make a Fortitude save or be blinded for 1 round per caster level. Blinded creatures have a 50% chance to miss in combat, lose their positive Dexterity bonus to AC (if any), and enemies have a +2 bonus on attack rolls against them. The blinded creature moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills. It cannot make Spot skill checks or perform any other activity (such as reading) that requires vision. If the weapon strikes an undead or a creature with the evil descriptor, the flash of holy light also deals +1d8 sacred points of damage per three caster levels on a failed save.

Combat Blessing

Enchantment (Compulsion) (Mind-Affecting)

Level: Brd 3, Clr 4, War 4, Pal 3

Components: V, S, F/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

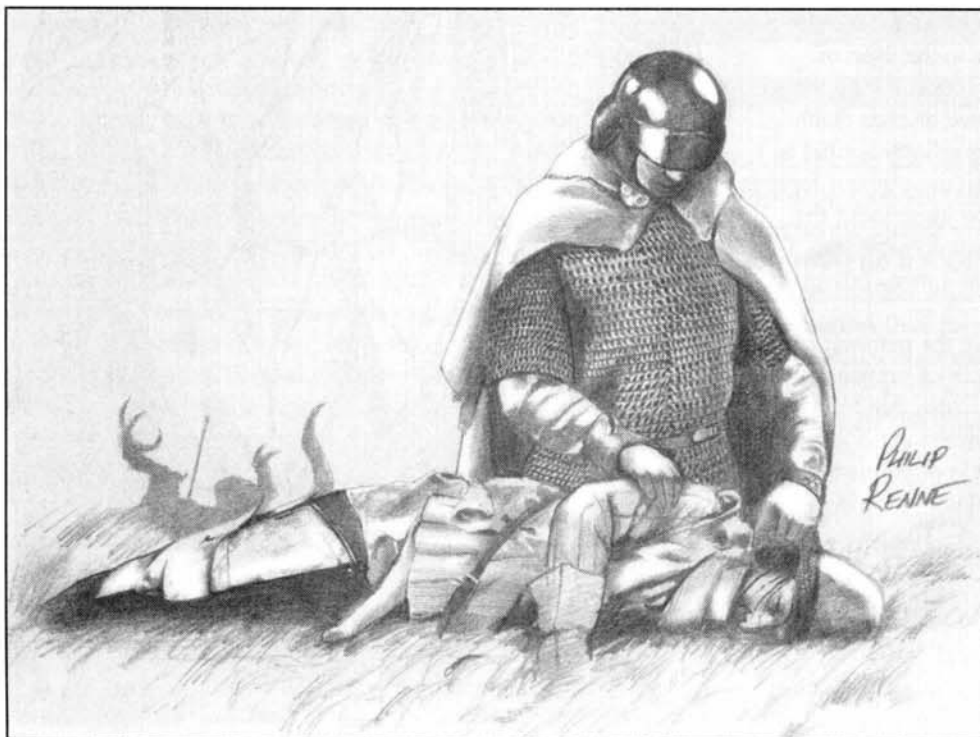
Area: All allies within range

Duration: 1 round / level

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes

By invoking the favour of the gods, the caster augments the combat prowess of himself and his allies. For the duration of the spell, all affected targets gain a +1 bonus to their attack rolls and a +2 bonus to damage rolls, in addition their weapons



have their critical threat ranges increased by one. For example, a fighter using a longsword (critical 19-20 / x2) would threaten a critical on an 18 or higher.

Focus: A silver dagger.

Hero's Visage

Enchantment (Compulsion) (Mind-Affecting)

Level: Brd 2, Clr 2, Pal 2

Components: V, S, F/DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round / level (D)

Saving Throw: Will Negates

Spell Resistance: No

The caster emanates an aura of greatness, appearing like a hero of ancient legend, who only the bravest dare to approach, let alone fight. Any creature attempting to engage the caster in melee combat must make a Will save or suffer a -2 morale penalty on attack and damage rolls.

Focus: Any weapon raised high in the air.

Hold Evil

Enchantment (Compulsion) (Mind-Affecting, Good)

Level: Clr 3, Good 3, Pal 2

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One evil living creature

Duration: 1 round / level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target freezes in place, standing helpless. The target creature must be of evil alignment and must be alive. Creatures with evil as a descriptor have the Difficulty Class for their saving throw raised by +1. The subject is aware of its surroundings and breathes normally but cannot take any physical actions, even speech. The subject can, however, execute purely mental actions.

A winged creature that is held cannot flap its wings and falls. A swimmer cannot swim and may drown.

Haste Mount

Transmutation

Level: Pal 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One special mount

Duration: 1 round / 2 levels

Saving Throw: Negates

Spell Resistance: Yes

This spell enables the character to enhance his special mount's movement. The mount moves and acts more quickly than normal as if subject to a *haste spell*, gaining an extra partial action, either before or after its regular action. The mount also gains a +4 haste bonus to AC, but it loses this bonus whenever it would lose a dodge bonus. The mount can jump one and a half times as far as normal.

Merciful Weapon

Transmutation

Level: Clr 2, Drd 3, Pal 1, Rgr 1, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: One weapon.

Duration: 10 minutes / level (D)

Saving Throw: None (Object)

Spell Resistance: No

The caster causes one weapon to lose its sharpness or hardness so that it deals subdual damage instead of normal damage. The spell does not work on natural weaponry such as claws and fangs, but it does work against artificial weapons that have somehow become part of the creature, such as a sword that is fixed onto a construct. The weapon does not get a save if its owner is willing to have it affected or if it is left unattended. Weapons carried or wielded by unwilling owners make a Fortitude saving throw with their owner's save bonus. Magical weapons roll a Fortitude save as normal.

Material Component: A fistful of clay.

Resplendent Presence

Evocation (Light, good)

Level: Pal 4

Components: V, S, DF

Casting Time: Full-round

Range: Personal

Target: You

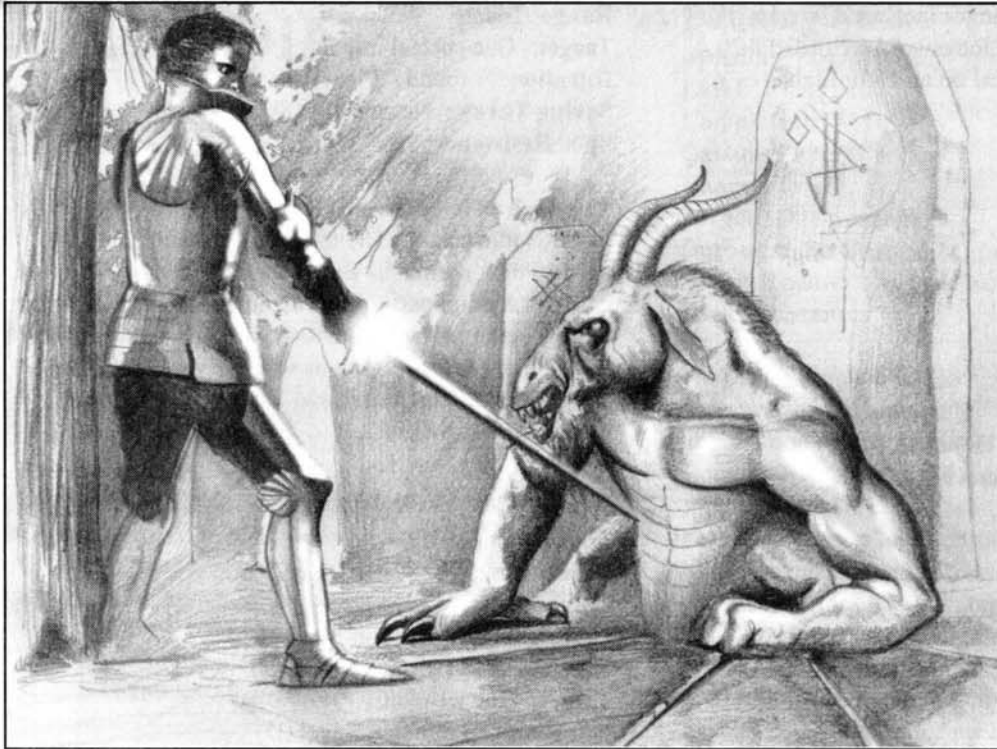
Duration: 1 minute / level (D)

Saving Throw: None

Spell Resistance: Yes

The paladin surrounds himself with holy light, emanating bright illumination up to 30 feet away.





Summon Mount

Conjuration (summoning)

Level: Pal 2

Components: V, S, M
Casting Time: 1 action

Range: 10 miles per caster level

Target: One special mount

Duration:

Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: No

The paladin is able to make his mount appear next to him. The creature must be the paladin's special mount

and no other, and it appears at the end of his turn.

Material Component: A fistful of the mount's favourite food.

This light acts as natural sunlight, affecting creatures vulnerable to it as if it was broad daylight. Undead creatures and evil outsiders coming inside the light suffer 1d6 points of holy damage for as long as they remain there. Finally, the paladin has a Spell Resistance rating equal to 14 + his Charisma modifier.

Summon Armour

Conjuration (summoning)

Level: Clr 2, War 2, Pal 1

Components: V, S

Casting Time: 1 action

Range: 1 mile per caster level

Target: One suit of armour

Duration: Instantaneous

Saving Throw: None (harmless).

Spell Resistance: No

The caster summons a dedicated suit of armour to him. The armour must have been treated beforehand with holy materials that cost 40 gp for light armour, 70 gp for medium armour and 120 gp for heavy armour. The caster needs to only do this once and may only have one dedicated suit of armour; dedicating a second suit removes the first one from this spell's effect. When this spell is cast, the caster's armour appears around him, protecting him as if he had donned it normally. If the caster is already wearing armour, or wearing clothing of a bulk to prevent him donning armour normally the spell fails.

Summon Holy Weapon

Conjuration (Creation) (Good)

Level: Pal 3

Components: V, S

Casting Time: 1 action

Range: Personal.

Target: You

Duration: 1 round / level (D)

Saving Throw: None (harmless)

Spell Resistance: No

The paladin creates a blessed weapon in his hand. The paladin must be proficient with the summoned weapon in order to cast this spell. The weapon that appears acts as a magic *holy* weapon with an enhancement bonus equal to the paladin's Charisma modifier, and deals +1d6 points of damage to evil creatures.

CHAPTERHOUSES

As befits their role as warrior-priests, paladins build structures that are a mix between a fortress and a temple, but one complex stands as the true expression of a paladin's headquarters: the chapterhouse. A chapterhouse is the residence of a paladin order, where squires and acolytes train to combine martial prowess with clerical wisdom, and where they learn to develop their faith into a weapon in their crusade against evil.

PALADIN ORDERS

Paladin orders are much more than the cross of a military band and a religious congregation. Paladins are extraordinary individuals, and an order composed of many of them is nothing less than extraordinary itself. An order gives its members training and resources while they master the skills of war and religion, and provides guidance and support when they venture out to fight the forces of darkness.

Ethos

A paladin order is governed by an ethos, a code of conduct that all its members follow to the letter. When a new recruit is sworn into the order, he pledges his life and soul to following the order's code, and it is from its teaching that the order's personality spreads its fame throughout the lands.

When designing a paladin order, you should decide on its code of honour first, using the rules in the Codes of Honour chapter. Select the tenets that best represent what the order stands for and assign their adherence values accordingly. You have a free hand when designing the order's code; it will be the duty of the paladins who train there to meet with its tenets if they want to progress in the order's hierarchy. This code is the guideline for characters to base their own code of honour after.

Patrons and Causes

Having a patron or following a cause is entirely optional for an order, and its members are not forced to pledge their allegiance to either, although those in the highest echelons are direct servants of the order's patron, or paragons of its cause.

Unlike characters, paladin orders may have both a patron and a cause. The patron often acts indirectly. Deities usually sponsor a paladin order through their true church, with clerics managing several aspects of

the paladins' education and indoctrination. Demigods and weaker divine beings may not be strong enough to sponsor an entire paladin order, but they might well inspire its founding, acting as patron of the order's founder and subsequent leaders of the order. This patron would not provide much support in terms of resources, but it would provide the order's core purpose.

Orders without a patron fill the void with a cause. The cause gives an order the direction it needs to prosper, for such a focus is more vital for a large organisation than it is for a single character. An entire order can be devoted to more esoteric causes, such as knowledge (Law) or rescue (Good); the benefits of the cause would be translated in the kind of training that the order's members receive, but does not provide advantages or disadvantages unless the paladin pledges himself to the cause as normal. Orders following a cause may require such a pledge for admittance into its higher ranks.

Recruitment

A paladin order does not usually conduct active recruitment programs. The path of the paladin is hard enough for the order to waste time and resources on persons who may not be fit to even hold a sword, let alone be ready to sacrifice their lives for others.





Paladin orders prefer to have their reputations do their recruitment for them, content to leave the doors of the courtyard open for anyone willing to come inside and ask to be trained. As most orders are hard pressed for worthy members, they do not reject anyone based on background, although some may have some reservations based on race, depending on the order's patron.

Prospective members are given some basic training that culminates in an examination that is more geared to testing the applicant's virtues than whatever he learned in the training. Courage, wisdom, kindness and perseverance are among the virtues that the order looks for in potential recruits, and the tests are based on the highest-ranked tenets in their code of honour.

Initiation

Once an applicant is accepted into the order, he undergoes the initiation ceremony, a secret ritual that imbues the new paladin with the divine might that will power his future abilities. Initiation ceremonies are mostly a nice bit of background history for Player Characters, but characters who become paladins by multiclassing have a memorable role-playing

opportunity in store. It is during initiation that a starting paladin assigns adherence bonuses to his code of honour, takes oaths and vows or adopts a patron or a cause.

Hierarchy

Paladin orders, as they are composed by lawful members, follow a strict hierarchy that divides its members into ranks. The order may follow any number of criteria to award a rank to its members, but the most common are: paladin class level, adherence to the order's code as measured by the code of honour system, completion of quests or even age. Each rank carries new responsibilities as well as greater authority, and the order may be so specialised as to have its own prestige class, like the Knight Templar in the Prestige Paladin chapter, with prestige class levels denoting rank within the order.

You can design an order with any number of ranks, but the most common are:

† *Novice*: A member who has not undergone his initiation rites, but is still considered part of the order.

† *Acolyte*: Another kind of novice, but whose interest runs more to the clerical than the combative.

† *Initiate*: A member who is training to become a full member and is now past his initiation. Composed mainly of 1st through 3rd level paladins, they are yet to prove their worth and join as full members of the order.

† *Knight*: Knights are the rank and file of the order, enjoying the benefits but with not as many obligations. The rank of knight is often broken up into several sub-ranks that allow for quick organization and show the standing of any individual paladin within the order.

† *Master*: Order masters are in charge of running a chapterhouse or leading groups of knights. An order master picks a specialisation road within the order, whether he wishes to lead in battle, concentrate on the order's divine nature, be in charge of the order's lore, become a trainer for novices and initiates or wander the land by himself as a one-man army of light.

† *Grand Master*: The number of grand masters can be counted with both hands, and even probably with just one. Grand masters are privy to all of the order's secrets and are in direct contact with the order's patrons, heeding the words of the celestials directly. A

single grand master is chosen as the leader of the order, with a small council of masters and grand masters helping him in running the order.

Benefits and Responsibilities

The main advantages of belonging to an order are the same as for a cleric belonging to a temple: material support. A paladin arriving at one of his order's chapterhouses can expect a warm welcome and free food and board for himself and his companions. Depending on the order's size and resources, he might also receive equipment for free or at discount rates, as well as services such as healing, the dispelling of curses, casting of higher level spells by more experienced paladins or clerics allied with the order and, most importantly, the chance for atonement if the paladin transgressed his code of honour and wishes to regain his status.

As the character rises in rank, he might gain access to the in-game secrets that the order possesses, or be awarded with special magical items as detailed in other chapters in this book. All in all, the benefits of an order far outweigh the obligations.

As a Lawful Good organisation, an order expects strict discipline and obedience from its members. While it allows members of knight rank to leave the chapterhouses for extended periods as they pursue adventures, it holds the right to call them back at any time, should their strength be needed. An order will assign quests as its masters deem fit, and they will not *ask* a character to comply with them, they will expect him to obey. Also, the order enforces adherence to its code, so that the character has little choice but to define his code of honour around the order's.

THE CHAPTERHOUSE

A chapterhouse can be a paladin order's main headquarters or, if it is large enough, the home of one of its branches. In any case, they have the same elements; what varies is the size and number of structures.

To design a chapterhouse, you can use the basic keep or castle in *Core Rulebook II*, or the rules for strongholds and temples in *The Quintessential Fighter* and *The Quintessential Cleric*, which include more structure types. A summary of the construction rules follows:

† Building in difficult terrain such as a swamp, mountains or desert doubles the costs to represent the

difficulty of working and carrying goods and materials.

† Constructions may be built larger than the base size listed. Doubling a single dimension (height, width or length) will double the cost, and tripling it will also triple the cost. The cost of increasing a dimension after increasing another applies to the new cost; for example, a gatehouse doubled in height to 40 feet would cost 16,000 gp, and if it is also doubled in width to 40 feet it would cost 32,000 gp. No dimension may be more than tripled in size, and no construction may be more than twice as high as its width.

† Buildings have structure points. One structure point equals 10 hit points of normal damage. Most siege weapons deal structure damage as well as hit point damage and ignore the building's hardness; consult *The Quintessential Fighter* and *Seas of Blood* by Mongoose Publishing for more information about structure damage. Structure points increase in the same proportion as the construction's cost for dimension increases. The gatehouse in the example would have 200 structure points after growing in height and 400 structure points after doubling its width.

† Constructions have a hardness of 8. Doubling the final cost increases this to 10.

† Prices in the Construction Lists include the costs of hiring and feeding workers, and an engineer must be hired for every 50,000 gp or part thereof spent on building the chapterhouse.

† The chapterhouse takes one week to construct for every 2,000 gp spent. This time can be reduced to one week for every 5,000 gp spent by increasing all costs by 50%.

The Keep

The central keep is the heart of the chapterhouse, where the rooms from which the order is run are housed. Some of the rooms may be in an outbuilding, but this is a matter of preference; most paladin orders are rather spartan in outlook and do not need anything fancier than a basic keep to fit their needs.

Round keeps, while more expensive and harder to build, are also more resistant to siege weaponry, its shape acting to deflect missile fire rather than resist it.



CHAPTERHOUSES

A chapterhouse keep has the following main room/areas:

Main Quarters: These are the habitations of masters and grand masters as well as the highest ranking knights. They are slightly larger than normal rooms and most decorations are trophies and banners. The extra room is usually a work space and/or oratorio where the paladins handle the order's business and pray in private.

Member's Cells: The rank and file of the order have their habitations close together. Paladins of knight status have individual cells for themselves, with enough room to sleep comfortably and store their few belongings. Novices, acolytes and initiates are often bunked together in groups of four or more, or even in military-style barracks.

Staff's Quarters: Even when novices and initiates get clean-up duty all the time, the keep still needs non-paladin staff to run it properly. These employees have their own wing in the keep, sometimes even their own building. They are treated with care and respect and many would never even dream of abandoning their service to the order, though they are not considered members and have no access to restricted areas.

Mess Hall: A chapterhouse will have one large room where the entire order gathers to share its meals. There may be other mess halls destined for the ordinary foot

soldiers and staff, but it is the rule rather than the exception that the paladins allow their allies to eat with them in the same room.

Utility Rooms: From broom closets and food storage to kitchens and washrooms, chapterhouses have several utility rooms scattered along their corridors where their placement makes sense.

Chapel: Paladins conduct their more common religious ceremonies in a dedicated chapel either inside the keep or in its own building if the order depends on a church. This chapel sees several ceremonies and events that outsiders may attend. It is also a meeting hall where masters and grand masters transmit their orders and other messages to the bulk of the order. In times of war or disaster, the chapel also doubles as improvised living space for refugees.

Infirmary: Near the chapel, the chapterhouse has its own infirmary when the ill and the wounded rest and recover. There is always a cleric on call as well as a rotating number of paladins doing their part to ease their fellow's suffering. Thanks to the paladins' healing talents, the infirmary is seldom full.

Secret Meeting Hall: Hidden behind locked and secret doors, through mazes or dark corridors, the secret meeting hall is where the order conducts its real business, away from the eyes of outsiders. It is here that initiations take place as well as induction into higher ranks, and where the grand master speaks with the order's patron. This is a holy place, usually protected by powerful wards and divine magic that prevent anyone from spying or dropping by unannounced.

Catacombs: Paladins bury their own beneath the chapterhouse's grounds. In ever-expanding corridors lie the bodies of fallen warriors, with the remains of great heroes having their own locked crypts. Many catacombs are also the access points to the secret meeting hall or other secret vaults that the order maintains.

Training Grounds: There are several kinds of training grounds in a paladin order's chapterhouse. From the open courtyards necessary for melee and ranged weapon training



to tracks and lanes for mounted combat training. Although it would make sense to hire a necromancer to raise undead in order to train paladins in their ability to channel positive energy, association with such foul practices is a violation of most of what paladins believe in.

Walls and Defences: Depending on its location, a chapterhouse may have the same defences as a military fortress. For chapterhouses deep in civilised – and allied – territory such defences are not necessary, but those in the frontier and specifically built to guard and protect an area can have high walls, moats, towers, bastions, gatehouses and siege weapon placements, accessible barracks and armouries, etc.

Other Structures

The following structures fulfil a paladin order's needs and are not found outside a chapterhouse. While other buildings may have their own version of a secret chamber, the ones in a chapterhouse perform very order-centric functions.

Secret Vault: A paladin order, especially one dedicated to preserving knowledge and safeguarding artefacts and relics, has one or more secret vaults hidden somewhere inside the complex, most often in one level of the catacombs or at the heart of the keep, accessible through very limited – and heavily guarded – entrances. The main types of secret vaults are the library, the sanctum and the armoury.

† Secret libraries are where the order keeps its most holy of books, or magic books deemed too dangerous to be out in the open. The scroll collection is composed almost purely of divine magic, but arcane scrolls and spellbooks find their way here if they belonged to evil casters that the order had defeated in the past. Also found here are secret documents and records of the order's activities and histories that the grand masters judge that are too sensitive to be outside in the main library.

† Secret sanctums are special places of worship. Here, masters and grand masters enact powerful rituals with allied clerics, asking for divine guidance, individual paladins take world-shaking oaths and the most secret of the order's ceremonies are held. This space also serves as storage and protection for powerful magic items of divine nature and, in some cases, it can also be a prison or containment for an evil being or artefact that the order has sworn to protect from falling into the wrong hands.



† Secret armouries can be confused with sanctums, but their sole purpose is to safeguard weapons. Magical weapons and armour are kept apart from the order's normal armoury. More people have access to this vault, as paladins in the order are rewarded with magical equipment for extraordinary deeds and good service. The secret armoury can also be the place where divine crafters enchant weapons especially for the order.

These secret vaults are protected by spells and traps, which are taken into account in the listed cost. All vaults have a permanent *magic circle* effect that wards them from chaotic and evil forces as well as *nondetection* to prevent scrying and *dimensional anchor* to prevent dimensional travel into the vault.

Special Stables: Apart from the stables for pack animals and the normal soldier's horses, there are special stables set apart from the magical beasts that the paladins ride. These stables are fancier and provide the mounts with more space and accommodation. They are also better built and guarded against attack, even if the intelligent

Construction List

Construction	Cost	Height	Width	Length	Structure Points
Catacomb	300 gp	10 ft.	10 ft.	10 ft.	-
Gatehouse	8,000 gp	20 ft.	20 ft.	50 ft.	100
Keep, Round	120,000 gp	80 ft.	40 ft.	40 ft.	1,250
Keep, Square	80,000 gp	80 ft.	40 ft.	40 ft.	1,000
Moat	500 gp	20 ft.	20 ft.	100 ft.	-
Outbuilding, stone	900 gp	10 ft.	20 ft.	20 ft.	12
Outbuilding, wood	600 gp	10 ft.	20 ft.	20 ft.	8
Stables, special	10,800 gp	20 ft.	40 ft.	60 ft.	160
Stables, exotic	2,500 gp	20 ft.	20 ft.	20 ft.	30
Tower, round	25,000 gp	30 ft.	20 ft.	20 ft.	800
Tower, square	18,000 gp	30 ft.	20 ft.	20 ft.	600
Underground corridor	150 gp	10 ft.	5 ft.	5 ft.	-
Vault, library*	44,170 gp	20 ft.	40 ft.	40 ft.	-
Vault, armoury*	36,370 gp	10 ft.	20 ft.	30 ft.	-
Vault, sanctum*	37,270 gp	10 ft.	30 ft.	30 ft.	-
Wall	4,000 gp	20 ft.	20 ft.	100 ft.	300

*Includes the cost of magical protection.

warhorses are perfectly capable of defending themselves. One special stable holds up to 6 special mounts of Large size, although one stall could be outfitted to accommodate two Medium-size mounts.

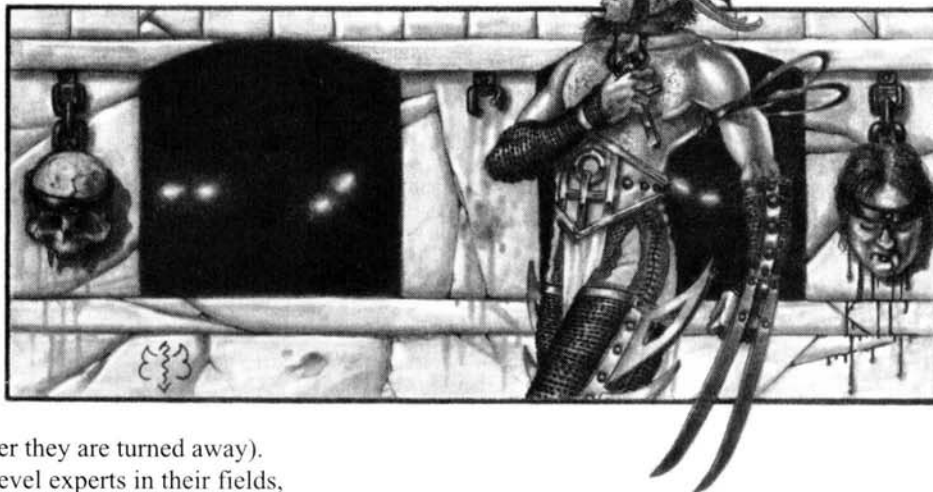
Exotic Stables: Some paladin orders encourage or even specialise in exotic mounts, and keep small stables and facilities for them. Flying mounts such as pegasi and griffons have aeries upon the roofs and towers of the keep, while dire beasts and other grounded mounts usually have their own special stable. The listed cost is for a stable for one exotic mount and includes the special requirements and construction for such an unusual stable.

Staff

Paladins do not handle all of the chores that keep a chapterhouse running, but employ several people usually provided by an allied church or hired by their own efforts. Masters of the order screen any new staff member so as not to allow any person of chaotic or evil alignment (and the evil ones are watched closely after they are turned away). The following are 1st or 2nd level experts in their fields,

and the salary per month includes lesser staff such as stable hands under the stable master, scullery boys for the cook, etc.

Staff members are not fully part of the order, and the insignia that guardsmen and foot soldiers wear is an indication of their station as retainers.



Alchemist: A specialist in brewing concoctions and superior equipment. Sometimes contributes to sacred rituals, especially burials in the catacombs.

Armourer: A smith who crafts and maintains the armour of the chapterhouse's warriors, including the paladins. One armourer is needed for every 100 armed men.

Beast Master: This specialist knows how to care for a single type of exotic mount. A single beast master can care for six creatures of the species he is familiar with, but if the chapterhouse includes more than one type of exotic mount, additional beast masters must be hired.

Captain of the Guard: The leader of the chapterhouse's guards and foot soldiers, as well as the overseer of the defences. If he is a paladin member of the order, he does not charge a salary.

Castellan: The person responsible for the chapterhouse's defences and only hired when the chapterhouse is in a dangerous zone or has built defences.

Chamberlain: The chamberlain runs the day-to-day affairs of the chapterhouse.

Cook: For every 50 persons living in the chapterhouse, a cook must be part of the staff.

Engineer: Apart from building the chapterhouse, an engineer is vital for keeping the structures in good shape. One engineer is needed for every 100,000 gp spent to build the chapterhouse.

Foot Soldier: Regular warriors that do not belong to the order, but provide a basic defence for the chapterhouse. Even the lowliest knight can be assigned to command groups of foot soldiers in battle.

Guardman: A sentinel specially trained to keep an eye on his surroundings. A guardsman is more disciplined and better trained than a regular foot soldier.

Librarian: The person in charge of the order's collection of books and records. A particularly trusted librarian may be in charge of the secret library, and earns triple the amount listed.

Mount Handler: The mount handler is better trained than the stable master, as he knows how to care for the paladins' special warhorses. One mount handler can care for 10 special mounts.

Sacristan: The sacristan is responsible for keeping the chapel and other religious places in working order and good state.

Sage: An expert in tracking down and researching obscure knowledge. The paladin order hires such a person as they try to understand the nature of their enemies better.

Siege Engineer: For chapterhouses who live under the constant threat of war, a siege engineer is in charge of a single catapult, trebuchet or other siege weapon that helps in the chapterhouse's defence.

Stable Master: This person is responsible for the care of all normal mounts and animals in the chapterhouse. One stable master is needed for every 20 such creatures.

Weaponsmith: As vital as the armourer, the weaponsmith makes and cares for the weapons of the mundane and holy warriors in the chapterhouse. One weaponsmith is needed for every 100 armed men.

Staff List

Staff Member	Cost per Month
Alchemist	800 gp
Armourer	125 gp
Beast Master	100 gp
Captain of the Guard	2,000 gp
Castellan	500 gp
Chamberlain	50 gp
Cook	5 gp
Engineer	500 gp
Foot soldier	5 gp
Guardsman	10 gp
Librarian	25 gp
Mount Handler	30 gp
Sacristan	15 gp
Sage	1,000 gp
Siege Engineer	100 gp
Stable Master	10 gp
Weaponsmith	100 gp



CHAPTERHOUSES

It was a small revolt, but it was so small that it could move fast. Between Myllerne's martial prowess and Dast's trickery, the small band of rebels had sneaked inside the city during the coronation anniversary of Badric XVII, the despot, the tyrant. This part was the most dangerous of their plan. The two rebel leaders had agreed that they did not want to risk the rest of the band in the final confrontation, given that they had found out that Badric had hired a wizard to protect him, now that the signs of dissent all about his realm were obvious, and even many of the nobles were beginning to question his right to rule.

The festival was a forced affair, with the capital's inhabitants threatened to assist and cheer for their king under penalty of death. Finding help inside had not been hard.

Now the paladin stood at the entrance of an alley, her loyal warhorse concealed a few paces deeper. The crowd began cheering forcibly, signalling the approach of the king's parade. Myllerne concentrated, and was almost taken aback by the weight of evil that emanated from the approaching monarch. She ventured a peek as she maintained concentration until she saw him, flanked by four fully-armoured knights on each side. He rode his horse, and there was a robed man riding at the back of the little entourage, just ahead of the rest of the king's royal guard. There was evil all around the king, and she recognised it. The knights were undead, probably controlled by the man at the back. Badric no longer trusted the living to guard him. She smiled in anticipation.

She heard the whistle followed by a loud bang, the firecracker Dast was using as a signal. As one, her people began throwing stones at the parade, and they were soon joined by the city folk. Once shown the way of courage, many more people are inclined to follow it.

Before the necromancer could direct his undead minions, she stepped forth, holding her father's sword high.

'In the name of the Golden Scale! Return whence you came, vile creatures!' The sword began to glow, the light expanding until it touched the dead warriors. One by one, their armour began crumbling under the weight of her divine will. 'Thunderclap! To me!'

In the blink of an eye, she was mounted and charging forth, the people opening the way. She felt a series of hot stings strike her from the wizard's direction, her combat senses picking up the new threat, her mount reacting with lightning speed to her mental commands. The wizard tried another spell, and Myllerne felt her flesh start to shrivel. She shook her head and the feeling vanished at the same time that a look of disbelief appeared on the wizard's face.

'Join your puppets, fiend!' Her onslaught was deadly. The sound of thunder that had made her famous echoed through the streets when she ran the wizard through, the force of her attack knocking him from his mount. He was dead before hitting the ground. She turned her horse around and pointed her sword at the terrified despot.

The king drew his sword, and with a manic scream charged her. She had no trouble ordering Thunderclap to sidestep the clumsy attack, and struck with the flat of her sword. Badric fell loudly and had no time to stand, for Myllerne was faster, and already had her sword's tip trained on his neck. A couple of seconds passed and she began to laugh.

'I am Myllerne Narath, daughter of Marcus Narath, Knight of the Scale. I took an oath to put an end to your rule, and I believed the only way to do it was to end your miserable life, but listen monarch, listen to your people finally rebelling against you. I need not stain my father's sword. My oath is complete – your reign is over.'

DESIGNER'S NOTES

'Lawful Good is not the same as Lawful Stupid.'

That was the line I gave one of my fellow players when he asked why my paladin was not charging the demon we came across in one of our adventures. And that is one of the biggest misunderstandings I've seen paladins suffer from: yes, they are heroes by definition, but they do not need to be suicidal to be heroic. Also, the whole aspect of kindness and detachment from material wealth is seen as naiveté and as a chance to take advantage of the poor sap who is too good for...well, for his own good.

Of all the classes in *Core Rulebook I*, the paladins have 'hero' built into their description; they exist for nothing else, and that is what I wanted to portray. Now, it has always been my belief that a paladin is a very rare thing, for the commitment necessary to become one borders on the epic. I could almost be comfortable with the paladin being a prestige class rather than a core class.

However, the paladin is there, and now that I look back at the finished manuscript, I decide that this is a 'Good Thing'. Looking at several gaming products today, there is a marked tendency to do 'dark' stuff; the anti-hero is a popular figure now and, while I enjoy a good angsty character with a dark past, the epic is not about that. Epic stories are about the Good Guys, about the knight in shining armour, about the selfless hero who may not be the best killer with a sword, but has the heart to fight against impossible odds and come out triumphant. That is the paladin.

I cannot say which is my favourite chapter in the book, for each one brought up some imagery from my favourite stories as I wrote it. Even coming up with the feats had its charm, and that is usually my least favourite part of a book, along with the prestige classes, but those too proved a fertile ground for ideas. One of the parts where I wanted to stress the epic nature of the paladin was in the character concepts, particularly with the child of legend, which is just another name for the Once and Future King. After that, the whole Champion of a Cause chapter. The whole concept of the quest is something that sets a good story from a great one and, even if Campbell's Hero's Journey can get beaten to death and overused, it remains a valid format that keeps stirring us, from *Star Wars* to *The Matrix* to *Lord of the Rings*.

Another staple of the paladin that merited expansion was honour. The paladin's abilities are all weighted on the Good part of his required alignment, from his ability to heal to his divine grace bonuses, but Law also plays an important part, and that's where honour comes in. A paladin's honour is as strong as his faith, and the potency of oaths, vows and the code of honour system plays on that, without taking away attention from the more divinely inspired abilities. The code of conduct feature in the class description is not really helpful in telling what the paladin believes in and what it is that can cause his fall from grace, but I think I managed to provide a tool that is as comprehensive as it is open for expansion. The tenets in the code of honour as well as the oaths and vows are far from complete, and I'm sure that players and Games Masters will create new ones that fit their characters better and that I did not think about.

Two other aspects of the paladin that begged for more exposition were the special mount and the holy weapons. The mounts were easy, since *Core Rulebook III* is ripe with options, and I only needed to make a framework that would fit them all. Thank god for Challenge Ratings! The weapons were not as obvious, but everyone who plays a paladin secretly hopes to get his hands on a *holy avenger*, the paladin's munchkin dream. The whole holy weapons chapter is meant to provide alternatives who are not as unbalancing as that magic sword and at first I only had the locked weapons figured out, but a conversation with a couple of friends sprung the bonded weapons and their rather colourful alternatives. Personally, I'd love to play a custos telling the paladin what to do with his life...

What I can say that sums up my experience in writing for the paladin is that, for such a restricted class, there sure was a lot of territory to explore.

Alejandro Melchor

Caveat

Paladins are, as this book evidences, a powerful but restrictive class, full of divine grace and a sense of purpose their very name speaks of heroism and nobility stretching back to Charlegmane. Losing that purpose, or allowing a paladin to behave more like a rogue than a devout servant of his god and the cause of good cheapens the class. Players and Games Masters alike should take care not to allow the paladin to become a collection of powers lacking in a true moral and ethical purpose. The consequences for breaking faith should be as potent as the rewards for keeping it.



RULES SUMMARY

Paladin Feats

Prerequisite

Agile Mount/Dismount (General)	Ride skill 5+ ranks, Mounted Combat.
Armour Agility (General)	Str 16+, Armour Proficiency (heavy).
Armour Adroitness (General)	Str 16+, Armour Agility, Armour Proficiency (heavy).
Aura of Trust (Special)	Aura of courage class feature.
Born Leader (General)	Leadership.
Deflective Shield (General, Fighter)	Dex 13+, Shield Parry, Shield Proficiency.
Divine Inspiration (Special)	Divine grace class feature.
Domain Favour (Special)	Ability to cast divine spells.
Empathic Awareness (General)	Cha 13+, Int 13+, Scry skill, Increased Empathy, empathic link with another creature, such as a paladin's mount or a wizard's familiar.
Extra Smiting (Special)	Smite ability.
Healing Touch (Special)	Lay on hands class feature, Wis 13+, Heal skill.
Holy Charge (Special)	Ride skill, Mounted Combat, Spirited Charge; ability to turn undead.
Improved Shield Parry (General)	Combat Reflexes, Shield Parry, Shield Proficiency.
Improved Special Mount (Special)	Paladin's special mount.
Improved Smite (Special)	Base attack bonus +3, Smite ability.
Increased Empathy (General)	Cha 13+, empathic link with another creature such as a paladin's mount or a wizard's familiar.
Learned (General)	Int 13+.
Pure of Heart (General)	Good alignment, Wis 13+.
Remote Healing (Metamagic)	Heal 8 ranks, Spellcraft skill, access to healing magic.
Remove Enchantment (Special)	Access to remove disease, turn undead ability.
Shaft Fighting (General, Fighter)	Martial Weapon Proficiency
Shield Parry (General, Fighter)	Combat Reflexes, Shield Proficiency.
Shield Rush (General, Fighter)	Str 13+, Improved Bull Rush, Power Attack.
True of Purpose (General)	Lawful alignment, Wis 13+.

Martial Weapons – Melee

Weapon	Size	Cost	Damage	Critical	Range Increment	Weight	Type
Flail, sprinkling	Medium	12 gp	1d8	x2	-	5 lbs.	Bludgeoning
Lance, barbed heavy	Medium	14 gp	1d8	19-20/x3	-	10 lb.	Piercing
Lance, barbed light	Small	10 gp	1d6	19-20/x3	-	5 lb.	Piercing
Lance, blunt heavy	Medium	8 gp	1d8 (s)	x3	-	10 lb.	Piercing
Lance, blunt light:	Small	7 gp	1d6 (s)	x3	-	5 lb.	Piercing
Lance, dire	Large	20 gp	2d6	x3	-	15 lb.	Piercing

Weapon Extras

Extra	Price add
Sword guard, ornate	+125 gp
Sword guard, catcher	+15 gp
Sword handle, ornate	+100 gp
Sword handle, grip	+100 gp
Sword pommel, ornate	+150 gp
Sword pommel, holy	+25 gp
Sword pommel, weighed	+150 gp
Handle Tip	+15 gp
Ornate flail/mace head	+30 gp

Equipment Table

Item	Cost	Weight
Banner (normal)	350 gp	10 lbs.
Banner (sacred)	450 gp	10 lbs.
Field Healer's Kit	55 gp	1 lb.
Pennant (normal)	200 gp	-
Pennant (sacred)	300 gp	-
Prayer Book	100 gp	2 lbs.
Prayer Beads	10 gp	-
Scabbards	4 gp	1 lb.
Container	6 gp	1 lb.
Dagger	12 gp	2 lbs.
Secret Container	9 gp	1 lb.
Fancy	1d6 x 100 gp	2 lbs.

Armour Table

Armour	Cost	Armour Bonus	Max. Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Brigandine (Medium)	250 gp	+5	+4	-4	20%	20 ft.	15 ft.	25 lb.
Shield, jousting	30 gp	+2	-	-2	15%	-	-	10 lb.
Extras								
Avantail	20 gp	+1	-	-	+5%	-	-	+1 lb.
Besagues	50 gp	+1	-	-	+5%	-	-	+2 lbs.
Surcoat	2 gp	-	-	-	-	-	-	1 lb.
Tabard, chain	55 gp	+2	-	-1	+5%	-	-	15 lb.
Tabard, padded	15 gp	+1	-	-1	+5%	-	-	5 lbs.

Plate Pieces

Part*	Cost	Armour Bonus	Max. Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Weight
Breastplate	160 gp	+2	+4	-3	10%	15 lbs.
Arm (rerebrace)	50 gp	+0.5	+8	-0.5	5%	3 lbs.
Arm (vambrace)	50 gp	+0.5	+8	-0.5	5%	3 lbs.
Fauld (with tassets)	80 gp	+1	+6	-1	-	5 lbs.
Fauld (without tassets)	30 gp	+0.5	+7	-1	-	2 lbs.
Legs (cuisses)	60 gp	+0.5	+5	-1	2%	4 lbs.
Legs (greaves)	60 gp	+0.5	+4	0	2%	4 lbs.
Joints (full set)	150 gp	+1	-	-2	5%	5 lbs.
Joints (individually)	30 gp	+0.2	-	-0.4	1%	1 lb.

*All information is given for a single piece, not a pair, with the exception of the joints.

Barding Table

Armour	Cost*	Armour Bonus	Max. Dex Bonus	Armour Check Penalty	Speed (40 ft.)	Speed (50 ft.)	Speed (60 ft.)	Weight*
Light Armour								
Padded	20 gp	+1	+8	0	40 ft.	50 ft.	60 ft.	20 lbs.
Leather	40 gp	+2	+6	0	40 ft.	50 ft.	60 ft.	30 lbs.
Studded Leather	100 gp	+3	+5	-1	40 ft.	50 ft.	60 ft.	40 lbs.
Chain mantle	400 gp	+4	+4	-2	40 ft.	50 ft.	60 ft.	50 lbs.
Medium Armour								
Hide	60 gp	+3	+4	-3	30 ft.	35 ft.	40 ft.	50 lbs.
Scale barding	200 gp	+4	+3	-4	30 ft.	35 ft.	40 ft.	60 lbs.
Chain barding	600 gp	+5	+2	-5	30 ft.	35 ft.	40 ft.	80 lbs.
Heavy Armour								
Splint barding	800 gp	+6	+0	-7	30 ft.**	35 ft.**	40 ft.**	90 lbs.
Banded barding	1,000 gp	+6	+1	-6	30 ft.**	35 ft.**	40 ft.**	70 lbs.
Half-plate	2,400 gp	+7	+0	-6	30 ft.**	35 ft.**	40 ft.**	100 lbs.

* Information for Large size creatures, such as horses. Halve for Medium-size creatures such as ponies and riding dogs.

**A mount wearing heavy armour moves at only three times its normal walk speed when running, rather than four times.

Saddles

Item	Cost	Weight
Amazon	12 gp	20 lbs.
Cutting	15 gp	30 lbs.
Light Cavalry	12 gp	20 lbs.
Travel	10 gp	25 lbs.
Fitted*	+5 gp	+5 lbs.

*Add price and weight to base saddle.

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 Sword pommel, ornate 63
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HEAL RATE PER DAY

TURN RATE PER DAY =

3 + CHA MODIFIER

SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	SPELL SAVE DC MOD			

MAGIC ITEMS

BONDED WEAPON / RELIC / CUSTOS

Name	Bonus Hardness	Enhancement Bonus	Int	Wis	Cha	Special Ability

SPECIAL MOUNT

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

HENCHMEN AND MERCENARIES

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

CODE OF HONOUR

PERSONALITY AND CHARACTER

CODE:
TENETS:

ENEMIES, ALLIES, PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

TRAINED ANIMALS														
TYPE	HD	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA	TRAINING SLOTS	TRICKS AND ATTITUDES

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