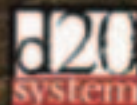


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THE QUINTESSENTIAL PALADIN II

Advanced Tactics
Book Nine

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THE QUINTESSENTIAL Paladin II: Advanced Tactics

Gareth Hanrahan

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CREDITS

Editor

Richard Ford

Line Developer

Ian Belcher

Illustrations

Adriano Batista, Alexandro Benhossi, Sarwat Chadda,
Ricardo Jaime, Richard Longmore, Tony Parker, Rod
Pereira, Philip Renne, Stephen Shepherd, Patricio Soler

Studio Manager

Ian Barstow

Production Director

Alex Fennell

Proofreading

Mark Quennell, Sarah Quinnell

Playtesters

Harvey Barker, Chris Beacock, André Chabot, Steven
C. Cole, Malcolm Greenberg, Jeff Greiner, Robert Hall,
Trevor Kerslake, Leslie Lock, Alan Marson, Marc A.
Milano, Mike Moreno, Joseph P. Singleton, Rob Usdin,
Sam Vail, Brian D. Weibeler, Pat Werda, Nathaniel G.
Williams

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MONGOOSE PUBLISHING

Mongoose Publishing, PO Box 1018, Swindon, SN3 1DG, United Kingdom

info@mongoosepublishing.com

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INTRODUCTION

The paladin is the quintessential hero, the knight in shining armour, the holy warrior, the crusader – the champion. He is the sword against evil; he is the bright line of fire against the darkness. It is he that stands before unspeakable horrors and says, ‘no further’.

His burden is a heavy one – utter perfection is demanded from him. On the one side, the stern gods of good wait to judge his every action, ready to strip his sacred powers from him should he fail to be a moral exemplar. On the other, the ravaging hordes of hell yearn to rip his shining armour into shreds and feast on his still-beating heart.

He stands tall on the razor’s edge.

THE ADVANCED TACTICS SERIES

The Advanced Tactics series takes an advanced look at the whole range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player’s options for his character within the d20 game. More than simple continuations, the second series of Quintessential books slot seamlessly into any fantasy-based campaign, giving advanced alternatives for characters of one class or race within the game, allowing both players and Games Masters the chance to give mid- and high-level characters new options without overpowering or unbalancing the game as a whole. The Advanced Tactics series will not necessarily allow players to make their characters even better, but they will be able to do a lot more than they ever thought possible.



THE QUINTESSENTIAL PALADIN II: ADVANCED TACTICS

This is the book of the paladin, a sacred text dedicated to him. We begin with Career Paths, describing the various forms of paladin. Some are dedicated to the service of the church, others to the state and yet more serve only Good in its elemental form. The methods by which the paladin can use the abilities of other classes are explored in Multiclassing. Then, The Legendary Paladin describes the exalted heights the paladin can aspire to, from the transcendent Angelic Knight to the mournful Penitent.

Superior Tools offers new pieces of equipment, including special armour and weapon variants and holy weapons forged in the heavens themselves. The works of angels may now armour the paladin against harm. This chapter also contains rules for heraldry, both magical and mundane. The Divine Paladin contains new spells and spellcasting techniques used by paladins.

Tricks of the Trade discusses all the paladin’s other abilities, from *detect good* to his special mount, and offers new feats and variations on how to use them. This chapter also contains a lengthy analysis and reworking of the paladin’s code, to give players and Games Masters tools for determining if, and by how much, a paladin has broken his code.

Special Techniques deals with the other famed qualities of the paladin, such as organisations and squires. It gives several sample paladin orders, then delves into what happens when the paladin breaks faith with code and order, revealing the terror of the Antipaladin. Finally, Survival Tactics discusses roleplaying the paladin and dealing with moral temptation and crises.

The last section is, perhaps, the most important. Of all the classes, it is the paladin who will be tested most harshly. His truest challenge is not found on the battlefield, or in the mysteries of the arcane or the divine, but in the crucible of the soul.



'Not long now, my lord' croaked Eyebiter. The crow perched on Abaddon's saddle-horn and shook out its filthy feathers, which were coated with soot from the burning towers. The blackguard nodded as he watched the armoured ogres heave another cluster of chatterers onto the catapult. The necromantic weapons would incant a spell as they fell within the walls of the castle, summoning dretch and worse horrors. It was a slow and expensive method of breaking the inner castle, but its adamantine walls had resisted more conventional assaults.

His horse stepped over piles of the dead, the corpses arranged in neat ranks where the soldiers had fallen. Not a single one had fled in the face of his army, their courage bolstered by the example of their paladin-captains. Abaddon waved a gauntleted hand at the dead. 'Bring the necromancers up, and have your kin choke the skies and block any arrow-fire. I want these corpses up and walking by nightfall.' Eyebiter nodded and took flight.

A barrage of chatterers flew over his head. They started to scream arcane syllables at the height of their arc. One skull fell short and landed a few feet ahead of him. Abaddon slipped his lance into one of its eye sockets and spurred Mantid forward, toward the thick of the fighting. The rune on the chatterer was that of an unholy blight, and it would not do to waste such a potent weapon.

'The fallen is at our gates, with the host of Mournful Vale at his side. If we do not stop him here, then there is nothing between him and the Free Cities. He is fighting on our ground now and we have a chance.' The aged master of the knights paused to steady himself, one withered hand gripping the back of a chair. The strength of his youth had long since deserted him. Looking upon Sir Aelfric, however, was like looking into his past. The paladin was at the zenith of his might and vigour, the strength of youth tempered with experience and discipline. He was a little arrogant, but the hero of the Battle of Seven Flags and the saviour of Salisfield could indulge his pride. It was an irony, reflected the master, that the knights might have produced their greatest scion in the hour of their destruction.

The master shook his mind clear of feathers and cobwebs, and continued. 'There is a tunnel beneath the east gate that runs through the Tower of Humility. Take what knights you need and sneak out through the tunnel. Find Abaddon and kill him – we have scryed for his personal tent and found it near the ruins of the tower, so you can...'

'Sir Abaddon's name appears in the Roll of Knights, does it not, milord?'

'It does – marked with the seals of shame, of vengeance and of anathema.'

'Still, he is deserving of the respect and rules of engagement. Give me a herald – I shall leave by the tunnel, deliver a challenge to Sir Abaddon and meet him in mortal combat on the field outside.'

'That is madness.'

'The code is quite clear on the matter.'

'I cannot order you to violate the code, but I can ask you, Aelfric... please.'

The paladin kept his eyes fixed on the holy symbol on the wall above the master's window. 'I cannot.'

Pudgy fingers pressed black opals into the eyes of the dead. The eyeballs burst under the pressure sending gore running over the gemstones. The necromancers stood and began to chant. One giggled and licked his fingers before beginning his spell.

'Waste of good food,' observed Eyebiter.

The opals glowed for a moment, then the corpses twitched and began to haul themselves to their feet. The lead necromancer knelt ostentatiously before Abaddon, almost fawning over the blackguard's armoured boot. 'Have them crew the catapults and send the ogres to the gates,' he ordered. 'One necromancer will oversee each crew to make sure the zombies do not drop fireball chatterers on our own lines.' Abaddon grinned beneath his helmet. 'You shall accompany the ogres to the gate – raise them if they die.' The necromancer began to bluster, but Abaddon spun around and began marching towards his tent.

He threw back the tent flap. Four swords struck as one.



CAREER PATHS

The road of the paladin would seem to be the clearest of all the classes. A fighter might be a mercenary, a knight, a brigand or a wandering adventurer, a rogue might be a thief, a scout, a spy or a swashbuckling rake and a wizard might be an evil necromancer, pious thaumaturge, closeted ivory-tower scholar or fire-wielding war mage. The paladin however, appears to have a single path. In truth, there are infinite paths to virtue, so long as the heart is pure.

Career paths are a core idea for the Quintessential II series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class and race that will allow a player to plan his character's advancement following a given concept. While a career path focuses on the mechanics of advancement by providing a small benefit and disadvantage to the character's abilities, it also serves as a roleplaying aid to guide the character's progress and goals through his adventuring career, shortening the time spent choosing new abilities and powers during level advancement.

Once a career path is chosen by a character, the listed benefits and disadvantages are applied, any roleplaying description modified and adjusted to take into account the template and then the character is ready to follow his chosen path. From this point forth, both the player and the Games Master should be aware of the selected career path and take

steps to ensure the character is played accordingly. It must be stressed that career paths are a roleplaying tool, not simply a method to gain lots of new abilities!

FOLLOWING A PALADIN'S CAREER PATH

A character can tread onto a paladin's career path at any time he gains a new level. The character *must* possess at least one level of paladin in order to follow a paladin's career path. In each path's description, the advancement options section describes a number of skills, feats or other choices that serve both as a road map and a list of prerequisites for that path. The character must possess the following requirements:

- ✦ A skill at the requisite rank from that path's advancement options.
- ✦ Two feats from that path's advancement options.
- ✦ The minimum ability requirement (if any) for that path.

A character may only follow *one* path at any time. In addition, the path he has chosen must be maintained. Every

Aelfric stood on the battlements and watched. It was like a shadow puppet play, the sort that mummers might perform at a festival. A lantern or flaming blade had set the tent alight and the fight played out in front of the blaze. They were silhouettes but Aelfric could recognise his fellows even in the darkness and the rising rain.

First was Sir Redwyar who had been beset by dreams of a holy shield from an early age. They thought him mad until he had brought back the Eye Shield a year and a day after being made a knight. Aelfric watched as Abaddon's black sword cleaved cleanly through Redwyar's shield and into his body. The knight fell apart, cut in two.

The thin form of Sir Guilliet, called the Dutiful, dashed forward from the shadows. Aelfric had heard him promise to bring down Abaddon or die in the attempt.

Aelfric watched him die, the blackguard's inhumanly strong fist slamming into Guilliet's skull and shattering it.

The outline of Sir Basol, the Orchard Lord was easily recognisable from the man's ornamental helm. No-one in the land had finer armour; nothing but the best for the lord of the wealthy estates of Marwood.

The armour shattered beneath the blackguard's attacks and the Orchard Lord fell like a thunderstruck tree.

The form of Lady Valorie shone out against the flames. She had been sent in Aelfric's stead, leading the sortie against the blackguard. Valorie sprang at Abaddon, holy energy exploding from her blade. He met it with a vastly more powerful wave of putrescent evil, sending Valorie staggering back almost into the blaze. She rallied herself and struck at the blackguard with a furious assault. In the firelight, her sword was like a flickering tongue of flame. Aelfric kept watching – she deserved that.

She deserved so much more.

The rain suddenly redoubled in intensity and quenched the burning tent. A light went out.



time the character advances a level, he must do at least one of the following:

- ✦ Select a new feat from the career path's advancement options (only available if his level advancement grants a feat).
- ✦ Increase the ability listed as the minimum ability for that path (only available if his level advancement grants an ability increase).
- ✦ Increase a skill from that path's advancement options. If the character is taking a paladin level, he need only spend one point. If he is taking any other class level, he must spend two points, though he may split this among two different path skills if he wishes.

For example, a 3rd level Paladin with Dex 16, Concentration 5 ranks, Cleave and Power Attack decides he wants to follow the holy warrior career path. As he meets all of that path's requirements, he may start following the path when he next increases his level. When he reaches 4th level as a paladin he must spend one skill point on Concentration, Handle Animal, Knowledge (religion), Listen or Spot. He is now a 4th level paladin who follows the holy warrior path and receives the relevant benefits and disadvantages. If he chose to advance as a fighter instead, making him a paladin 3/fighter 1, he must spend two skill points on Concentration, Handle Animal, Knowledge (religion), Listen or Spot. In either case he cannot opt to increase the path's required ability in order to maintain his dedication, though he could do so when attaining 8th level.

Note that skills and feats do not change their status regarding the character. Cross-class skills do not become class skills and he must still meet the prerequisites of a feat in the advancement options list before being able to gain it. The career path is more like a road map that restricts the character's freedom of choice in exchange for a benefit and a clearer sense of purpose.

The character immediately gains a benefit upon entering the career path but also suffers a disadvantage. Some career paths offer several benefits and disadvantages that a character can choose from, representing the different choices present to even the narrowest path. Only one of these benefit/disadvantage combinations is chosen in this case.

A character may voluntarily abandon a career path and lose both the benefit and disadvantage immediately – this normally happens when the character is preparing to switch to a new career path (possibly not even a paladin path). Switching paths is entirely feasible. This mostly involves time – at least six months minus the character's Intelligence modifier in months (minimum one month) between dropping the old path and gaining the new path's benefits and disadvantages. During this period, the character demonstrates how he is changing his style and philosophy

through roleplay. He must still meet all the pre-requisites for the new career path.

If the character gains a level and does not comply with at least one of the career path's advancement options, he is considered to have abandoned the path. He will lose the benefit (but also the disadvantage) of the chosen path, as he has allowed his top-notch skills to get rusty in favour of training in other areas. In order to regain the path, he will have to wait until he gains another level, this time complying with the path's advancement requisites, in order to walk the path and gain the benefits once more. Note that a character that has followed multiple career paths and then abandoned his most recent one altogether can only regain the path in this manner for the path he has most recently abandoned. If the character has already exhausted all the advancement options, he has reached the end of that road and is free to pursue other interests, but he only loses the benefit and disadvantage if he wants to.

CALLED PATHS

The Called Paths are for paladins who follow the dictates of their hearts and consciences, to hearken to a higher calling. Following these paths brings no material reward; the paladin brings no honour to god or church or lord. He simply does what is *right*, what *must be done*.

OATH-SWORN

The oath-sworn paladin has an unbreakable, insurmountable will. Should he give his word, then he shall keep it no matter what. Though flesh and sinew might fail, though storm and flood may be set against him, though all the hosts of Hell oppose him, he shall hold to his oath no matter what. His oath is welded to his soul; they are one and the same thing. To break the oath-sworn's word is to break the man.

Adventuring: Most oath-sworn seek adventure to fulfil some aspect of their oath – if a paladin has sworn to defend a kingdom, he will be found riding the borderlands, looking for threats and invaders to smite. A paladin who has vowed revenge on a dragon will adventure in search of signs of that wyrm and for weapons or allies to ruin it. Oath-sworn are never idle, nor are they willing to waste their time with frivolities. Every adventure must be, directly or indirectly, a step towards fulfilment of, or obedience to, their oath.

Roleplaying: Obsessive and goal-oriented are two of the milder ways to describe an oath-sworn. The character's personality is almost invariably dominated by his sacred oath. Some oath-sworn have a life and interests outside their oath, while others are just hollow vessels for their will and their oath. Either way, the player should be careful to pick the right oath – not every plot in the campaign will involve the paladin's oath, so it should be one that gives the paladin a little leeway for other adventures. Avoid being totally rigid in terms of what adventures the character gets involved in.





Advancement Options: A character follows the oath-sworn Career Path by choosing the following advancement options: Minimum Constitution 13; Concentration 5 ranks, Diplomacy 5 ranks, Intimidation 5 ranks, Sense Motive 5 ranks; Die Hard, Endurance, Iron Will, Skill Focus (any).

Benefits: An oath-sworn can choose from one of three benefits (and corresponding disadvantages):

- ✦ *My Word Is My Bond (Su):* The good word of the oath-sworn bears great weight. Once per day, he may gain a morale bonus to Charisma equal to his paladin level for one round by invoking his own name. This may be applied to a Charisma or Charisma-based skill check, to a spell's saving throw DC (or the paladin's own saves through his Divine Grace ability), to a Smite attack roll, or to any other Charisma-based activity. This benefit is a supernatural ability and corresponds to the Debtor's Prison disadvantage.
- ✦ *Unbreakable (Su):* The paladin's oath keeps him going no matter what. He may cast either *break enchantment*, *freedom of movement* or *cure light wounds* on himself once per day as a free action, even when unable to act. For example, a petrified paladin could use *break enchantment* to free himself, even though petrified characters cannot normally cast spells. This benefit is a supernatural ability and corresponds to the Driven disadvantage.
- ✦ *Changing Oath (Ex):* The oath-sworn may swear a short-term vow related to his greater purpose. Swearing such a vow is a full-round action and the oath must be completed within one week. The oath-sworn may have only one vow active at any time, and may only swear one vow per round. He has a 'bonus pool' equal to twice his paladin level which can be applied as a luck bonus to any of his rolls which pertain to the oath (at the Games Master's discretion) as a free action. For example, a 5th level paladin has a pool of ten bonuses, so he could add +5 to two rolls or +5 to one roll, +2 to one roll and +3 to another or +1 to ten different rolls. This is an extraordinary ability and corresponds to the Sullied Reputation disadvantage.

Disadvantage: An oath-sworn suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Debtor's Prison:* The oath-sworn's connection to his good name is such that it can be used against him. If anyone makes a request of the oath-sworn by name, he must make a Will save (DC 12 + the Charisma bonus of the requester) or attempt to fulfil the request as if it were a *suggestion*. Members of his party, creatures who the oath-sworn knows to be enemies or those who he knows to deliberately deceiving him may not make requests in this fashion. This disadvantage corresponds to the My Word Is My Bond benefit.

- ✦ *Driven:* The oath-sworn's dedication to his cause takes its toll on his health. Whenever he gains a level and rolls for hit points, apply a cumulative -1 penalty to the Hit Dice roll. If the result is negative, then subtract that number from the character's maximum hit point total. This disadvantage corresponds to the Unbreakable benefit.

- ✦ *Sullied Reputation:* If the oath-sworn fails to complete a vow within the allotted week, he suffers a permanent penalty to all Charisma checks when interacting with humans and other civilised folk equal to the number of *unspent* points from the bonus pool for that vow. For example, if a seventh level paladin swore a vow, he would have a bonus pool of +14. If he then failed to complete that vow with six points unspent, he would gain a Sullied Reputation of -6. This penalty can be lifted with an *atonement*. This disadvantage corresponds to the Changing Oath benefit.

CRUSADING KNIGHT

The crusading knight is the light in the darkness, the bright flame that drives back evil. He is a warrior born, a pure martial soul who is the bane of undead, of demons, of horrors, of all the manifest signs of the foulness that lurks beneath the world. He is uncompromising in battle, stern in judgement, terrible in his wrath.

Adventuring: Crusading adventurers are common. They care nothing for treasure or glory, they do not quest for a particular purpose; they adventure solely to seek out and destroy strongholds of evil. They may gather allies along the way – the sheer force of the crusading knight's personality makes him an inspiring figure – but the crusading knight is always prepared to stand alone against the dark. There shall always be one fire burning to keep the shadows back.

Roleplaying: Crusading knights can be as driven and bitter as an oath-sworn, or be warm, caring figures. They always exude an aura of confidence, but this can be the grim determination of the experienced soldier or the warm hope of a friend. The crusading knight knows that he is fighting a constant, eternal battle against evil but how he fights this war is up to him. His chosen purpose can either inspire or consume him.

Advancement Options: A character follows the crusading knight Career Path by choosing the following advancement options: Minimum Strength 13; Concentration 5 ranks, Diplomacy 5 ranks, Heal 5 ranks, Search 5 ranks, Sense Motive 5 ranks; Power Attack, Extra Turning, Improved Critical, Improved Turning.

Benefit: A Crusading knight can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Bright Aura (Su):* The crusading knight may channel positive energy through his Aura of Courage. By

spending hit points from his Lay on Hands ability, he can deal an equal amount of damage to all undead within 10 feet. This is a supernatural Ability that corresponds to the Hungered After disadvantage.

- ✦ *Favoured Enemy:* The crusading knight gains a favoured enemy, just like a 1st level ranger. This can be applied to a new creature or to an existing favoured enemy. This corresponds to the Marked Man disadvantage.
- ✦ *Inspiring (Su):* The crusading knight may inspire others to aid him. Once per day, he may use this ability to give another character or non-player character the benefits of one level of the paladin class (+1d10 hit points, +1 BAB, +2 Fortitude save, Aura of Good, *detect evil*, smite evil 1/day, ability to use all simple and martial weapons, all armour and shields, counts as a Lawful Good paladin for the purposes of spells and effects). This temporary paladin-hood lasts for one round per level of the crusading knight. Any damage is taken first from the temporary hit points. Inspiring another is a supernatural ability that takes a free action. This benefit corresponds to the Haunted disadvantage.

Disadvantage: A crusading knight suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Hungered After:* The crusading knight's soul is an especially succulent one. All evil outsiders and undead can automatically sense when the crusading knight is within 60 feet of them, although they do not know exactly where. This disadvantage corresponds to the Bright Aura benefit.
- ✦ *Marked Man:* The crusading knight is known to his enemies. Each level, an enemy of Challenge Rating equal to the crusading knight's level will be dispatched by some rival group to murder the crusading knight. This disadvantage corresponds to the Favoured Enemy benefit.
- ✦ *Haunted:* If any character dies when under the effects of the crusading knight's Inspiring ability, that character returns as a ghost to torment the crusading knight. The ghost will not attack directly, but will use its

supernatural abilities to harass and hinder the crusading knight. The ghost is bound to the crusading knight and will follow him everywhere. This disadvantage corresponds to the Inspiring benefit.

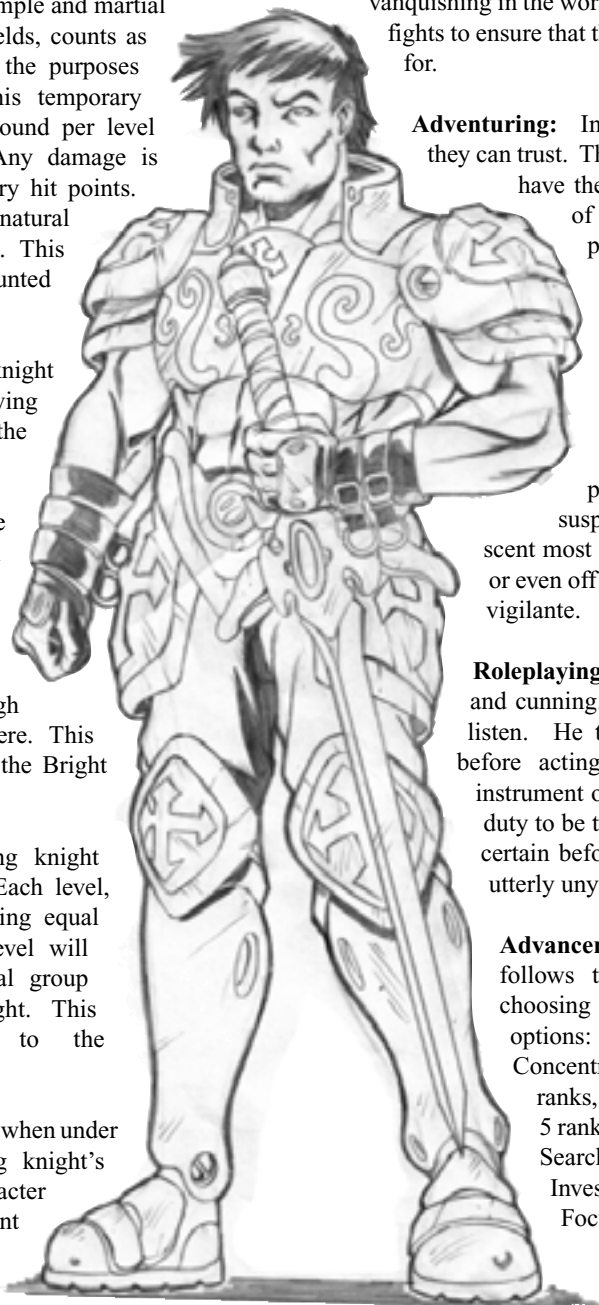
INQUISITOR

The paladin is gifted with the power to sense the taint that stains the souls of men. Some paladins use this power to seek out the most insidious evil of all, the evil of corruption. Glory may come from riding off into the wilderness and slaughtering demons and dragons but the truest duty of the paladin is rooting out the darkness that lurks close to home. If evil can entrench itself in the very foundations of church and state, then all the dragon-slaying and demon-vanquishing in the world will be in vain. The inquisitor fights to ensure that there is something worth fighting for.

Adventuring: Inquisitors work with whomever they can trust. The nature of their work will often have them investigating other members of the clergy and even other paladins, so inquisitors must often turn to less pious company. Wizards, rangers, rogues and bards are common companions for an inquisitor, as each of them has special skills to aid in an investigation. Not every adventure for an inquisitor is part of an investigation – to allay suspicion and throw spies off the scent most inquisitors go on other missions or even off on errantry. But they are always vigilante.

Roleplaying: The inquisitor is distrustful and cunning. He speaks little, preferring to listen. He takes every detail into account before acting. He knows that he is an instrument of divine justice and that is not a duty to be taken lightly. He must be utterly certain before he makes an accusation, but utterly unyielding in his judgement.

Advancement Options: A character follows the inquisitor Career Path by choosing the following advancement options: Minimum Intelligence 13+; Concentration 5 ranks, Diplomacy 5 ranks, Knowledge (Nobility & royalty) 5 ranks, Knowledge (religion) 5 ranks, Search 5 ranks, Sense Motive 5 ranks; Investigator, Stealthy, Track, Weapon Focus.



Benefit: An inquisitor can choose from the following benefits (and corresponding disadvantages):

- ✦ *Sense Lingering Taint:* The inquisitor is adept at detecting the faintest residue of evil. The lingering aura of evil is shifted one step down on the table under the *detect evil* spell. For example, a Faint aura of evil normally lasts for 1d6 rounds; to the inquisitor, it lasts 1d6 minutes. A Moderate aura normally lasts 1d6 minutes but the inquisitor can sense it for 1d6 x 10 minutes. Overwhelming auras last 1d6 weeks to the inquisitor's keen senses. This benefit corresponds to the Foul Dreams disadvantage.
- ✦ *Holy Insight (Su):* The inquisitor is a skilled spy and detective. Once per day, as a free action, he may gain an enhancement bonus to Intelligence equal to his paladin level for one round. This supernatural benefit corresponds to the Paranoid disadvantage.
- ✦ *Unexpected Entrance (Su):* By spending one use of the Smite Evil ability, the inquisitor may make a dramatic and shocking entrance. He may target a number of creatures equal to his Charisma bonus; these creatures must make a Will save (DC 10 + ½ the paladin's level + Cha modifier). If they fail, they are dazed for one round. This ability must be used in the same round the paladin arrives on the scene from the perspective of the targets. This is a supernatural ability and corresponds to the Dark Reputation disadvantage.

Disadvantage: An inquisitor suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Foul Dreams:* The paladin suffers from troubling and tormenting dreams of ancient evils. He must make a Will save (DC 12) each night; if he fails, he cannot prepare spells the next day. This disadvantage corresponds to the Sense Lingering Taint benefit.
- ✦ *Paranoid:* The inquisitor mistrusts everyone. He suffers a -4 penalty to all Diplomacy checks. This disadvantage corresponds to the Holy Insight.
- ✦ *Dark Reputation:* The inquisitor is feared and seen as a harbinger of doom and discord. No one ever starts off Friendly or Helpful towards him – even the best allies react Indifferently to the paladin. This disadvantage corresponds to the Unexpected Entrance benefit.

QUESTING KNIGHT

A quest is not a simple mission that must be completed, an errand to be run. It is not a common dungeon delve. It is a trial to test the virtue of the paladin's soul. It is a sacred journey into peril to retrieve some wondrous prize. The questing knight's fate is bound up in his quest; he will fall into darkness or return to glory and renown. There can be

no half measures, no turning back, no faltering in the face of the holy quest.

Adventuring: The quest can lead the paladin into all sorts of scrapes and odd predicaments. He must follow his fate, even if it leads him into slimy dungeons and bizarre arguments with extraplanar entities whilst in the company of rogues, vagabonds and ne'er-do-wells. Out of all the paladins, questing knights tend to be among the most forgiving and non-judgemental – they know that they are on their own ordained path and that the other people they meet on the way may be moral examples or cautionary tales to be observed and learned from, not corrected or judged.

Roleplaying: Questing knights tend to be rather eccentric. They have been wandering for months or years in pursuit of an endlessly elusive goal, their only company fellow wanderers or a squire. Some end up talking to themselves or obsessed with something related to their quest (mistaking personal cleanliness with spiritual cleanliness, for example, or treating every obstacle as an epic challenge worthy of song, mistaking windmills for giants). Others manage to hold onto their sanity by letting their quest consume them and lure them onwards endlessly.

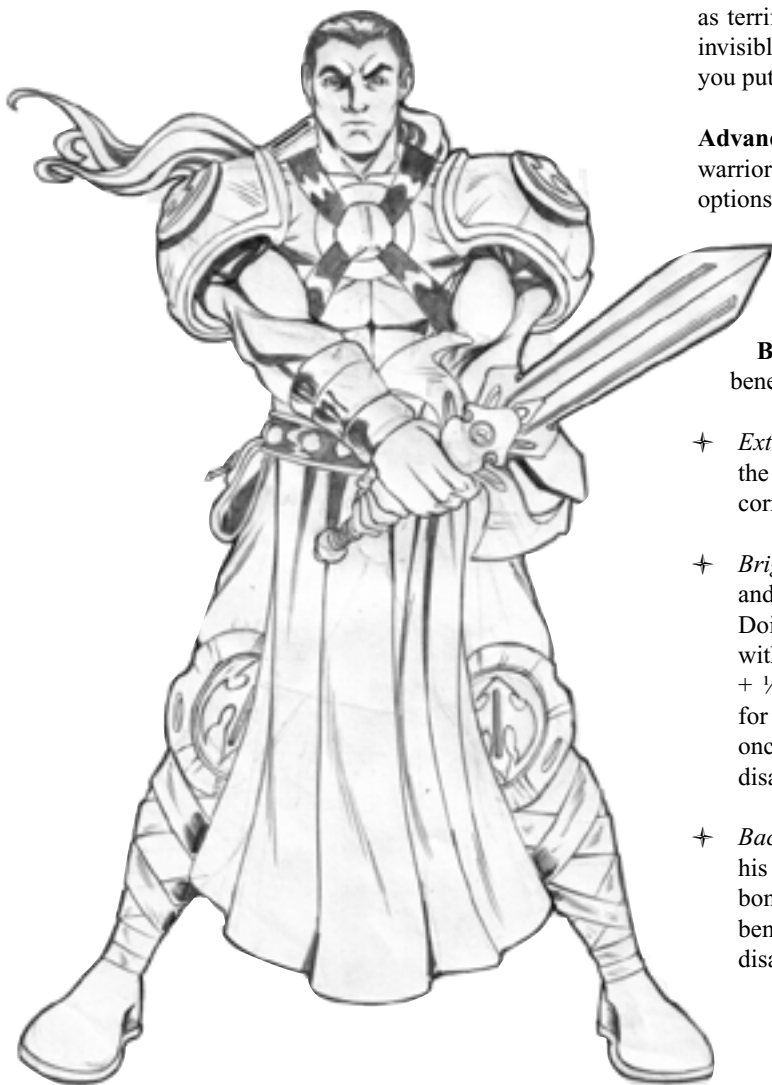
Advancement Options: A character follows the questing knight Career Path by choosing the following advancement options: Minimum Wisdom 13; Knowledge (religion) 5 ranks, Ride 5 ranks, Search 5 ranks, Survival 5 ranks; Alertness, Investigator, Track.

Benefit: A questing knight can choose from the following benefits (and corresponding disadvantages):

- ✦ *Questing Dreams (Su):* The knight has a great destiny waiting for him and it draws him ever onwards. When he sleeps, he is granted dreams of the future. He may cast *divination* once a week while sleeping. This supernatural ability sometimes triggers itself automatically, to pass warnings and omens onto the paladin. This benefit corresponds to the Strange Fate disadvantage.
- ✦ *Long Years of My Quest:* The questing knight has travelled for many, many years – he has seen and learned much. He gains 3 + Int bonus skill points per paladin level. This benefit corresponds to the Quirky disadvantage.
- ✦ *Perfect Knight (Ex):* The questing knight is pure enough to find the object of his quest – a lesser man could never succeed, but the strength of the knight's soul is truly legendary. He casts all spells at +1 caster level. This extraordinary benefit corresponds to the Harshest Trials disadvantage.

Disadvantage: A questing knight suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Strange Fate:* The questing knight's dreams lead him into trouble and disaster. There is a 10% chance each time he sleeps that he sleepwalks into a perilous situation. While sleepwalking, the dream takes control of the paladin but he can still use all of his skills and even converse with others. The dream guides him to a place where he can do good, but also puts him into danger. Questing knights have woken up in prisons, on boats heading for far shores and even on the far side of dimensional portals. This disadvantage corresponds to the Questing Dreams benefit.
- ✦ *Quirky:* The questing knight has a number of alarming personality quirks. He suffers a -2 penalty to all Charisma-based skill checks, as he is strange and unnerving. This disadvantage corresponds to the Long Years Of My Quest benefit.
- ✦ *Harshest Trials:* To be the perfect knight, the paladin must be tested in the crucible. He suffers a -2 penalty to all saving throws against non-Evil spells. This disadvantage corresponds to the Perfect Knight benefit.



HOLY WARRIOR

The holy warrior is a weapon in the eternal conflict of good and evil. He is not the blinding light of the crusader knight – that is much too unfocused. He is not the virtuous campaigner that is the defender of the faith – a war is not fought through defence alone. The holy warrior is a living weapon, pure, focused, tempered and utterly lethal.

He is a weapon of war, and it is a war that must be won.

Adventuring: Holy warriors adventure to destroy evil. Most are guided by one church or another who advise the paladin on where to strike next, but others are guided only by their own intelligence and spiritual insight. The holy warrior is consumed by his personal war on evil; the defence of innocents and the cost of the war are very much secondary to the need for victory. Should evil triumph, then quite literally all is lost, so the holy warrior is prepared to make *any* sacrifice to win the war.

Roleplaying: Holy warriors are usually quite scary and fanatical. In rare cases, they are capable of relaxing for a few moments and appearing to be quite normal, but most are as terrifying as angry angels. The war is all around them, invisible and terrible. Evil never stops, never sleeps, until you put a bright and holy sword through its black heart.

Advancement Options: A character follows the holy warrior Career Path by choosing the following advancement options: Minimum Dexterity 13; Concentration 5 ranks, Handle Animal 5 ranks, Knowledge (religion) 5 ranks, Listen 5 ranks, Spot 5 ranks; Alertness, Cleave, Extra Turning, Power Attack.

Benefit: A holy warrior can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Extra Smite (Su):* The holy warrior gains one extra use of the Smite Evil supernatural ability per day. This benefit corresponds to the Living Weapon disadvantage.
- ✦ *Bright Warning (Su):* The paladin may exert his soul and create a flare of holy energy in the spiritual realms. Doing so is a standard action. Any evil creatures within 60 feet must make a Will save (DC equals 10 + ½ the paladin's level + Cha modifier) or be *shaken* for 2d6 rounds. This supernatural ability may be used once per day and corresponds to the Hungered After disadvantage.
- ✦ *Back You Devils (Su):* The holy warrior may add his Strength bonus to his turning check Charisma bonus and turning damage rolls. This supernatural benefit corresponds to the Place Prepared For You disadvantage.



Disadvantage: A holy warrior suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Living Weapon:* The holy warrior's dedication to the cause means he has little time for other things. Any cross-class skills other than his career skills (Listen and Spot) cost one extra skill point (i.e. three points instead of two) when buying ranks in them.
- ✦ *Hungered After:* The holy warrior's soul is an especially succulent one. All evil outsiders and undead can automatically sense when the holy warrior is within 60 feet of them, although they do not know exactly where. This disadvantage corresponds to the Bright Warning benefit.
- ✦ *Place Prepared For You:* The infernal forces have prepared a special Hell for the paladin. He may not stabilise naturally. Should he die, the character must make a Will save (DC 20) – if the save is failed, the character cannot be *raised*, as evil claims his soul.

HOLY PATHS

Many paladins either serve the church or are closely allied to it. Their powers are a blessing from heaven, so many paladins are drawn even deeper into the faith. The church needs swords as well as prayers, strength as well as faith. A paladin who follows one of the holy paths does his great deeds on behalf of the church.

KNIGHT-ERRANT

Like the crusading knight, the knight-errant roams the land in search of great deeds to accomplish and wrongs to right. He is not a burning brand against evil; he is the very incarnation of *noblesse oblige*, the strong helping and defending the weak. His rightness is not born from some holy fire in his soul, he is driven by purely mortal emotions such as compassion and common decency. He is the hero of the people.

Adventuring: Knight-errant paladins actively seek out adventure. They are looking for places where evil festers and grows, for dungeons brimming with horrors and dragons hungry for the hunt. A knight-errant will rarely adventure solely for money, although some have retrieved ancient hoards of treasure, then distributed the gold among the common folk or used it to pay for churches and houses of healing. They seek out glory and danger for the good of the common folk.

Roleplaying: Knight-errants tend to be fundamental good guys. Some hide their light under a bushel, riding in disguise with their heraldic shields covered so that no one knows whom their benefactor is. Other knight-errants do not conceal their identity – indeed, they glory in their reputation,

believing that it inspires the common folk. Such knights are often accompanied by bards and troubadours.

Advancement Options: A character follows the knight-errant Career Path by choosing the following advancement options: Diplomacy 6 ranks, Handle Animal 6 ranks, Heal 6 ranks, Knowledge (nobility & royalty) 6 ranks, Disguise or Perform 6 ranks; Dodge, Mobility, Leadership, Mounted Combat, Spirited Charge.

Benefit: A knight-errant has the following benefit:

- ✦ *Song in my Heart (Ex):* Tales of his own heroism and glory inspire the knight-errant to even greater deeds. He may increase any benefit he gets from bardic music such as *inspire courage* or *inspire greatness* by half again, rounding down. For example, a +2 morale bonus would become a +3 bonus for the knight-errant.

Disadvantage: A knight-errant suffers from the following disadvantage:

- ✦ *Flattery:* The sheer popularity of the knight-errant means that he is more vulnerable to flattery and manipulation of his ego. He suffers a –4 insight penalty to Bluff and Sense Motive checks against anyone who tries to persuade him by playing on his reputation. This disadvantage corresponds to the Song in my Heart benefit.

LANDED KNIGHT

The landed knight is usually the lord of a domain, perhaps a barony or a dukedom. He may also be seneschal or vassal to some greater lord, or else the son or scion of a line of landowners. He is master of the land, the feudal lord of a region of peasants and serfs. The landed knight is a kind and generous ruler, a champion of the people. He may be a stern judge but he is fundamentally a just and honourable lord.

Adventuring: Landed knights adventure to defend their domains and to fulfil feudal obligations. One is unlikely to find a landed knight randomly wandering the countryside looking for quests, but the knight is tied by oaths of vassalage to a feudal lord and that lord might send the landed knight off on some mission. Other landed knights seek out and destroy monsters that might attack common folk under their aegis – a dragon might live on the far side of the sundering sea, but those beasts are quick on the wing and it is better to slay them near their lairs than fight them amid the green fields of home.

Roleplaying: Landed knights tend to be bound by their duty. They must honour their feudal obligations, honour their lord's name, present a perfect example for their followers and subjects and so on. The burdens of rulership lie heavily on them and they are much concerned with how best to discharge their duty. Landed knights are proud of

their domains and have a great respect for the customs and traditions of their people.

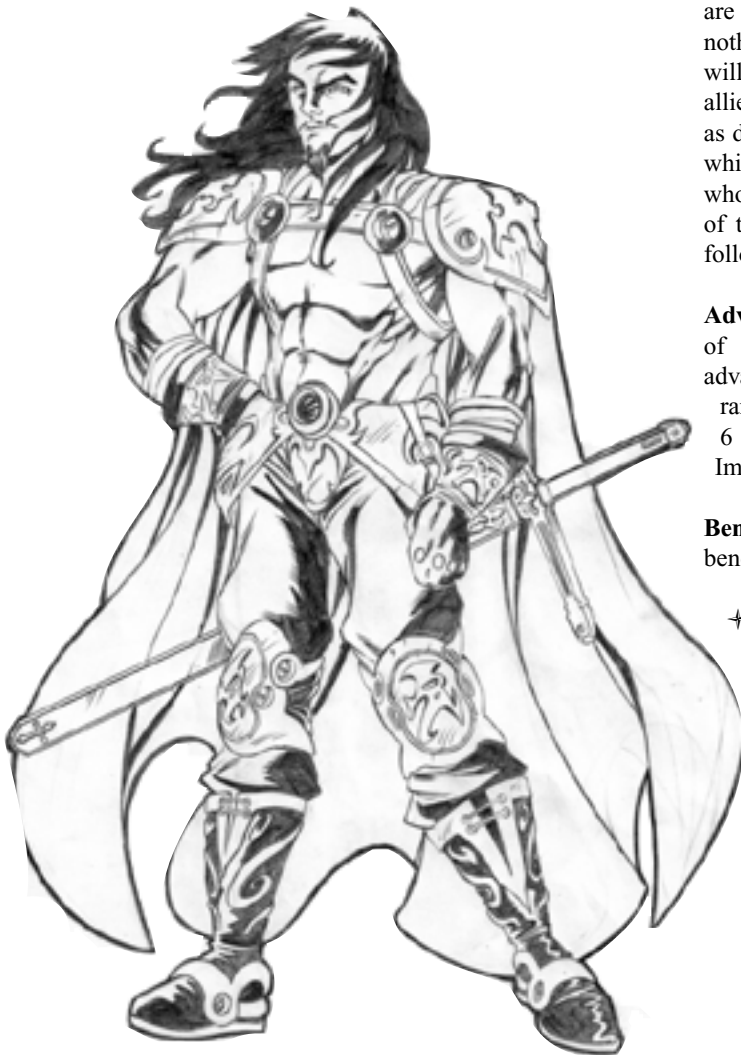
Advancement Options: A character follows the landed knight Career Path by choosing the following advancement options: Diplomacy 6 ranks, Knowledge (local) 6 ranks, Knowledge (nobility & royalty) 6 ranks, Profession 6 ranks, Sense Motive 6 ranks; Investigator, Iron Will, Leadership, Skill Focus (any of the career path's skills).

Benefit: A landed knight has the following benefit:

- ✦ *Home Ground (Ex):* The landed knight has ridden every inch of his domain and is comfortable fighting there. If he has five or more ranks in Knowledge (local), he gains a +2 insight bonus to Climb, Gather Information, Hide, Knowledge (architecture & engineering), Knowledge (history), Knowledge (nobility & royalty), Search, Spot and Survival checks made while within his land holding.

Disadvantage: A landed knight suffers from the following disadvantage:

- ✦ *Parochial:* The landed knight is unsure outside his home domain. He suffers a -1 morale penalty to all rolls made



outside his home domain. For every five ranks he has in Knowledge (local), he may specify one geographical area (the size of a barony) that he is familiar with, and ignore the morale penalty while within this area.

DEFENDER OF THE FAITH

The defender of the faith is a protector of the church on earth. Some protect the physical manifestations of the church, guarding cathedrals and monasteries from pillaging hordes and hungry monsters. Others act as bodyguards for clerics and holy men who are unable or unwilling to take up arms in their own defence. Still other defenders of the faith protect the church against corruption, against conspiracy and against the greed of unworthy men.

Adventuring: Defenders of the faith go where they are needed to protect the church's interests. Should a cleric travel as a missionary to barbarian tribes, then a paladin will accompany him. Should the church require an ancient relic to be retrieved from the depths of the earth, then a paladin will descend into the pit on that holy quest. The defenders of the faith act as the will of the church moves them.

Roleplaying: Defenders of the faith vary greatly. Some are utterly humble and self-effacing, seeing themselves as nothing but agents of the divine will and having no desires or will of their own. Others are proud members of the clergy or allies of the church, quick to defend the faith in word as well as deed. Yet more see their calling as a duty to the church, while others believe that it is the paladins and not the clerics who are the guardians of virtue within the faith. Defenders of the faith are united in their cause, but the reasons for following that cause vary.

Advancement Options: A character follows the defender of the faith Career Path by choosing the following advancement options: Concentration 6 ranks, Diplomacy 6 ranks, Knowledge (religion) 6 ranks, Gather Information 6 ranks, Sense Motive 6 ranks; Alertness, Extra Turning, Improved Turning, Investigator.

Benefit: A defender of the faith gains the following benefit:

- ✦ *Invoke Holy Ground:* The paladin may cast *magic circle against evil* once per day. However, the spell only lasts as long as the paladin concentrates. This is a spell-like ability.

Disadvantage: A defender of the faith suffers from the following disadvantages:

- ✦ *Holy Pawn:* The defender of the faith is strongly connected to the magic of his deity. He suffers a -4 penalty to all saving throws against spells cast by clerics of his deity and a -2 penalty to all saving throws against spells cast by clerics of related deities (including those who are directly opposed to the deity).



Multiclassing

The way of the paladin is a strict and demanding one, requiring a great deal of focus from the outset. However, this does not mean that a paladin cannot explore other options without losing his way. True, a character who gains a level in a class other than paladin cannot return wholly to the light and may not advance as a paladin again (paladin-hood requires dedication and consistent purity) but this does not mean that any character who takes levels in another class is rejecting or denying the way of the paladin. The service of good can take many, many forms.

This book assumes that the character's main class is the paladin; other classes complementing their own abilities with a couple of paladin levels will be covered in their respective Advanced Tactics series books. Note that few races have paladin as their favoured class, so the player should be careful not to let his paladin levels differ from his other class levels by more than one level (unless the character's favoured class is the 'other' class being taken in addition to paladin).

The tables below indicate a recommended advancement rate that is by no means mandatory, but they might work best for that class combination. Given the great number of options available to meet a player's concept of what his character is or does, these tables are merely guidelines and not a strict route map.

Variant Rules

Each of the multiclass descriptions given below has a section marked as *variant rules*. This deals with optional, specialised rules that represent how a character following multiple paths can develop abilities pertinent to both, but that are not normally represented. Some of these variant rules are simply a crossing of class skills, enabling paladins to choose from a wider range of skills. Others grant entirely new abilities that develop as the two classes combine. However, there are a number of limitations that must be obeyed:

The gate had held against ram and hurled stone, but the roots of two oak trees did with magically hastened growth what weapons could not. Stone cracked and split and the gates fell. The black druids fell back to the shelter of the shield-bearing ogres as a hail of arrows shot from the barbican.

'Gate's down,' remarked Eyebiter.

'Send in the dead,' ordered Abaddon. The zombie host staggered into the courtyard, clogging it with sheer numbers. All the carefully hoarded stones and cauldrons of boiling oil were wasted on Abaddon's disposable troops. A few defenders tried to hold back, waiting for a more vulnerable foe but they soon found themselves set upon by zombies or worse, giant maggots bred and alchemically enhanced by the druids.

The second of the castle's three defensive rings was breached.

Eyebiter took to the sky and circled over the inner bailey, peering at the defences. The fiendish crow flapped back to its master. 'Lots of suspicious-looking polished flagstones and statues. That third ring could be magically warded.'

'Doubtless. Have the wizards examine it,' said Abaddon

The armoured ogres reformed their ranks and raised their shields to protect the wizards from arrow-fire. The ogre-turtle slowly moved forward, trampling the twice-dead underfoot. Abaddon could faintly hear chanting from beneath the shields as the wizards' arcane senses pried at the secrets of the innermost keep.

Out of the corner of his eye, Abaddon noticed one clump of surviving zombies begin to moan and stumble away from the inner doors. He stretched forth his own supernatural awareness. There, at the edge of perception – a powerful spirit. He considered calling the ogres back but decided they were more useful as a wall of flesh.

The zombies suddenly flared with a greenish inner light and burnt away from the inside. A quiver ran through Abaddon's entire army. Eyebiter croaked in alarm, and the new-grown twisted oaks moaned and cracked in response.

The doors of the inmost keep opened. A single knight was there, astride an armoured horse.

'No further,' commanded Sir Aelfric.



- ✦ All are subject to the Games Master's approval before being chosen.
- ✦ Each variant rule starts with the line 'Upon gaining X paladin level', and specifies the paladin ability that is sacrificed to gain the new ability.
- ✦ In addition, the character must have at least one level in the alternate (non-paladin) class. Occasionally more levels are needed in the alternate class; this will be specified in the text.

Once a variant rule has been taken, it cannot be reversed later on. The ability that was sacrificed to gain the variant rule is lost forever.

Prestige Classes

One of the advantages of multiclassing is that the character may meet the prerequisites of the more exotic prestige classes. A character can break off the suggested progression or take a slightly different one in order to meet the requirements for a prestige class and then continue with his career along those lines. Many of these classes give far greater advantages than simple multiclassing as they combine different abilities into a single class level so the Games Master has the final word about what prestige classes exist in his campaign.

Epic Advancement

Note that the tables presented in this chapter are not for a complete character class but a combination of two. A character can reach epic levels once he gains his 21st level

Level	Base Attack Bonus			Base Save Bonus	
	Good (Bbn, Ftr, Pal, Rgr)	Average (Brd, Clr, Drd, Mnk, Rog)	Bad (Sor, Wiz)	Good	Bad
1 st	+1	+0	+0	+2	+0
2 nd	+1	+1	+1	+1	+0
3 rd	+1	+1	+0	+0	+1
4 th	+1	+1	+1	+1	+0
5 th	+1	+0	+0	+0	+0
6 th	+1	+1	+1	+1	+1
7 th	+1	+1	+0	+0	+0
8 th	+1	+1	+1	+1	+0
9 th	+1	+0	+0	+0	+1
10 th	+1	+1	+1	+1	+0
11 th	+1	+1	+0	+0	+0
12 th	+1	+1	+1	+1	+1
13 th	+1	+0	+0	+0	+0
14 th	+1	+1	+1	+1	+0
15 th	+1	+1	+0	+0	+1
16 th	+1	+1	+1	+1	+0
17 th	+1	+0	+0	+0	+0
18 th	+1	+1	+1	+1	+1
19 th	+1	+1	+0	+0	+0
20 th	+1	+1	+1	+1	+0

Base Bonus Progression

Multiclassing can get tricky after a few levels because the class tables indicate a total bonus for each level, listing the accumulated total. To mix and match this chapter's advancement tables use the information in the Advancement and Base Bonus Progression table, listing by what amount the base bonus progresses at any given level, depending on class.

from either class and is subject to the usual rules for epic characters, although they continue gaining the abilities in their appropriate class table until they reach 20th level in either class. Spellcasting characters continue to gain spells per day and spells known accordingly and may not purchase epic feats that demand that he be able to cast spells from the spellcasting class' maximum level because he has not reached the spellcasting class' maximum.

UNTAINTED WARRIOR (PALADIN/BARBARIAN)

Strength can come from purity and innocence. This is a harsh world, a fallen world, cynical and bleak. Lucky and few are those who are free from bitterness and corruption, who retain their purity and innocence in the face of reality.

The untainted warrior combines an unassailable naivety with blindly passionate faith. He comes from a simpler society, where people are honest and do not try to manipulate or trick each other with deceitful words. He is then trained in the ways of the paladin and taught to see the spiritual side of reality, without ever perceiving the dull corruption of the material world. The untainted warrior sees the best in all things; he knows instinctively that everything in the world is connected to good and to the heavens.

Of course, the untainted warrior is also blind to the evil of the world. While other paladins are trained to stare into the heart of darkness, the untainted is incapable of seeing anything but the most blatant and foul evil. He cannot conceive that another person would be willingly corrupt. To guide and protect the warrior's virtue, the gods therefore send him a protector to be his conscience and advisor.

Angered, the untainted warrior is a terrible force. The purity of his convictions lends him incredible strength. His rage is an indignant fury at the world for having such corruption and foulness in it, for taking away some fraction of his innocence and hope.



Untainted Warrior (Paladin/Barbarian)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Bbn 1	+1	+2	+0	+0	Fast Movement, illiteracy, rage 1/day, (character feat)
2 nd	Bbn 2	+2	+3	+0	+0	Uncanny dodge
3 rd	Bbn 3	+3	+3	+1	+1	Trap sense +1, (character feat)
4 th	Bbn 4	+4	+4	+1	+1	Rage 2/day, (ability increase)
5 th	Bbn 5	+5	+4	+1	+1	Improved uncanny dodge
6 th	Pal 1	+6/+1	+6	+1	+1	Aura of good, <i>detect evil</i> , smite evil 1/day, (character feat)
7 th	Pal 2	+7/+2	+7	+1	+1	Divine grace, lay on hands
8 th	Pal 3	+8/+3	+7	+2	+2	Aura of courage, divine health, (ability increase)
9 th	Pal 4	+9/+4	+8	+2	+2	Turn undead, (character feat)
10 th	Pal 5	+10/+5	+8	+2	+2	Smite evil 2/day, special mount
11 th	Pal 6	+11/+6/+1	+9	+3	+3	<i>Remove disease</i> 1/week
12 th	Pal 7	+12/+7/+2	+9	+3	+3	(ability increase), (character feat)
13 th	Pal 8	+13/+8/+3	+10	+3	+3	
14 th	Pal 9	+14/+9/+4	+10	+4	+4	<i>Remove disease</i> 2/week
15 th	Pal 10	+15/+10/+5	+11	+4	+4	Smite evil 3/day, (character feat)
16 th	Pal 11	+16/+11/+6/+1	+11	+4	+4	(ability increase)
17 th	Pal 12	+17/+12/+7/+2	+12	+5	+5	<i>Remove disease</i> 3/week
18 th	Pal 13	+18/+13/+8/+3	+12	+5	+5	(character feat)
19 th	Pal 14	+19/+14/+9/+4	+13	+5	+5	
20 th	Pal 15	+20/+15/+10/+5	+13	+6	+6	<i>Remove disease</i> 4/week, smite evil 4/day, (ability increase)

Untainted Warrior Spells

Level	Caster Level	Spells per day			
		1 st	2 nd	3 rd	4 th
1 st	—	—	—	—	—
2 nd	—	—	—	—	—
3 rd	—	—	—	—	—
4 th	—	—	—	—	—
5 th	—	—	—	—	—
6 th	—	—	—	—	—
7 th	—	—	—	—	—
8 th	—	—	—	—	—
9 th	2 nd	0	—	—	—
10 th	2 nd	0	—	—	—
11 th	3 rd	1	—	—	—
12 th	3 rd	1	—	—	—
13 th	4 th	1	0	—	—
14 th	4 th	1	0	—	—
15 th	5 th	1	1	—	—
16 th	5 th	1	1	0	—
17 th	6 th	1	1	1	—
18 th	6 th	1	1	1	—
19 th	7 th	2	1	1	0
20 th	7 th	2	1	1	1

The untainted warrior must be Chaotic Good. He instinctively acts in accordance with goodness, which means he behaves in accordance with the law in good cultures and against it in evil ones.

Strengths

An untainted warrior gains a number of benefits from adding barbarian levels to his paladin class, the following being the most important for the role of the paladin:

- ✦ **Hit Dice:** Barbarians have slightly better Hit Dice, giving a few extra hit points.
- ✦ **Fast Movement:** The barbarian Fast Movement ability can be a useful boon to a paladin in places where he cannot use his special mount. It does interfere with the paladin's ability to wear heavy armour but some paladin concepts can cope with this.
- ✦ **Uncanny Dodge:** This ability is very handy for a character who is going to wade into the midst of combat.
- ✦ **Good Base Attack Bonus:** Both barbarians and paladins have good attack progressions, so the paladin's combat ability is unaffected.



Divine Guide

A Divine Guide is a celestial creature sent to guide and advise the untainted warrior. It is usually a Tiny or Small animal such as a cat, dog or raven but insects or other creatures have been sent to some paladins (one celebrated guide was a grasshopper, another a sprite). The divine guide has the basic statistics for a normal creature of its type but is treated as a magical beast, not an animal (or vermin or fey) and gains extra abilities as the untainted warrior advances. The guide is always present (it does not need to be summoned daily, nor can it be dismissed). A replacement guide can be called after thirty days should one die, as per a normal special mount.

Bonus HD: Extra eight-sided Hit Dice (d8), each of which gains a Constitution modifier as normal and improves the guide's Hit Points, base attack and saving throws. The guide's saving throws are equal to a cleric of level equal to the guide's Hit Dice.

Natural Armour Adjustment: Add the number in the table to the guide's natural armour bonus.

Int/Wis: The guide is supernaturally smart and wise. Its Intelligence and Wisdom are set to the value in the table. If it has a naturally higher Intelligence or Wisdom, it may use the higher of the two values.

Speech (Ex): The guide can speak in a language known to the untainted warrior.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex save for half damage, the guide takes no damage if it makes a successful saving throw and half damage if it fails.

Spellcasting (Sp): The guide can cast spells as a cleric of level equal to half its hit dice.

Invisibility (Su): When mounted on the untainted warrior's shoulder, the guide is *invisible*, as per the spell. He becomes visible if he attacks but the invisibility can be renewed if the guide moves off and then back onto the untainted warrior.

Commune (Sp): Once per week, the guide may *commune* (as per the spell, as a cleric of level equal to its Hit Dice). This costs the companion no XP.

Enlighten (Su): At the end of its journey, the guide may Enlighten the untainted warrior. The guide teaches its last lesson and vanishes forever but the untainted warrior's Wisdom is permanently increased by +4. The untainted warrior may choose to ask for enlightenment at any time after 15th level but it is a permanent choice; the guide is gone, never to return.

Divine Guide

Paladin Level	Bonus HD	Natural Armour Adjustment	Int/Wis	Special
5 th –7 th	+2	+4	14	Speech, Improved Evasion
8 th –10 th	+3	+6	16	<i>Spellcasting, Invisibility</i>
11 th –14 th	+4	+8	18	<i>Commune</i>
15 th –20 th	+5	+10	20	Enlighten

Weaknesses

The untainted warrior dilutes his paladin training by taking up barbarian levels, adding the following weaknesses:

- ✦ **Poor Saving Throws:** Both barbarians and paladins have poor Reflex and Will saves, so the paladin gains nothing from multiclassing with the barbarian.
- ✦ **Loss of Rage:** The untainted warrior must attain lawful alignment at 6th level to proceed with his paladin levels and doing so means the loss of his rage ability. He retains all his other barbarian abilities. As a special

option the Games Master may allow the character to retain his rage ability through divine intervention.

- ✦ **Limited Spellcasting and Special Abilities:** Taking levels of barbarian just pushes the paladin's spellcasting and special abilities back to higher levels, while taking paladin levels prevent the character from reaching the higher barbarian levels and getting abilities like Tireless Rage or Indomitable Will.



Recommended Options

As the character combines paladin and barbarian levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Do as much damage as possible early on – between Rage, Smite and short-duration enhancement spells, the untainted warrior can do a lot of damage early on. Use Fast Movement or a charging horse to reach the enemy quickly. Use full attack and Cleaves whenever possible. Do not bother with fancy tactics when you can just run up and hit people.
- ✦ Strength, Constitution and Charisma are your key abilities, with Strength at the top of the list. The character lacks the wit for spellcasting and you do not get paladin spells until later anyway. By this time you can pick up a *peripat of wisdom* or other cheap effect to give you the Wisdom score of 12 or 13 needed to cast your spells.

Variant Rules

- ✦ **Perfect Innocence:** Upon reaching his 1st paladin level, the untainted warrior may take Perfect Innocence instead of aura of good and *detect evil*. The untainted warrior is now incapable of suspecting others of deliberately lying and may no longer make Sense Motive checks. He may

also not use *detect evil*. However, he cannot be controlled or influenced to act against his will – any mind-affecting spell or effect no longer affects the untainted warrior. This is an extraordinary ability.

- ✦ **Holy Rage:** Upon reaching his 3rd paladin level, the untainted warrior may take Holy Rage instead of Aura of Courage. The character gets one extra use of Rage per day; furthermore, while raging, he may add his Charisma bonus to his Strength and Constitution score.
- ✦ **Divine Guide:** Upon reaching his 5th paladin level, the untainted warrior may be sent a Divine Guide instead of a Special Mount. See the sidebar.

CHANTEUR (PALADIN/BARD)

The chanteur knows the epic songs of legend. He remembers and recites the deeds of fallen paladins. He recounts how the pass was held, how the beast was slain, how the princess was delivered from peril and how the day was saved through heroic daring and skill.

Songs serve better than prayers to stir the hearts of heroes.

The chanteur is a noble troubadour; he cares nothing for bawdy drinking songs or the witterings of gossips. Epic poetry and song-cycles are his stock in trade, especially those tales that can guide and inspire other heroes or even the chanteur to deeds of equal heroism. Some chanteurs accompany other paladins or heroes, hoping to be present at the accomplishment of deeds that will become legendary. Others travel the land, spreading tales of glory and seeking out their own heroic deeds.

If the chanteur has one weakness, it is romance. Courtly love and chivalry are always in his heart. To win the love and favour of a noble maid and to do great deeds in her name are worthy of any legend...

Strengths

A chanteur gains a number of benefits from adding bard levels to his paladin class, the following being the most important for the role of the paladin:

- ✦ **Skills:** Bards have six skill points per level and an excellent assortment of skills, including many that are cross-class skills for the paladin.
- ✦ **Saves:** Bards have exactly the opposite saving throws to paladins, meaning that the character will have good saves in both classes.
- ✦ **Spellcasting:** While neither the paladin nor the bard is exactly a master spellcaster, the chanteur does have a very wide range of abilities.



The Chanteur (Paladin/Bard)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Brd 1	+0	+0	+2	+2	Bardic music, bardic knowledge, countersong, <i>fascinate</i> , inspire courage +1, (character feat)
2 nd	Brd 2	+1	+0	+3	+3	
3 rd	Brd 3	+2	+1	+3	+3	Inspire competence, (character feat)
4 th	Brd 4	+3	+1	+4	+4	(ability increase)
5 th	Brd 5	+3	+1	+4	+4	
6 th	Brd 6	+4	+2	+5	+5	<i>Suggestion</i> , (character feat)
7 th	Brd 7	+5	+2	+5	+5	
8 th	Pal 1	+6/+1	+4	+5	+5	Aura of good, <i>detect evil</i> , smite evil 1/day, (ability increase)
9 th	Pal 2	+7/+2	+5	+5	+5	Divine grace, lay on hands, (character feat)
10 th	Pal 3	+8/+3	+5	+6	+6	Aura of courage, divine health
11 th	Pal 4	+9/+4	+6	+6	+6	Turn undead
12 th	Pal 5	+10/+5	+6	+6	+6	Smite evil 2/day, special mount, (ability increase), (character feat)
13 th	Pal 6	+11/+6/+1	+7	+7	+7	<i>Remove disease</i> 1/week
14 th	Pal 7	+12/+7/+2	+7	+7	+7	
15 th	Pal 8	+13/+8/+3	+8	+7	+7	(character feat)
16 th	Pal 9	+14/+9/+4	+9	+8	+8	<i>Remove disease</i> 2/week, (ability increase)
17 th	Pal 10	+15/+10/+5	+9	+8	+8	Smite evil 3/day
18 th	Pal 11	+16/+11/+6/+1	+9	+8	+8	(character feat)
19 th	Pal 12	+17/+12/+7/+2	+10	+9	+9	<i>Remove disease</i> 3/week
20 th	Pal 13	+18/+13/+8/+3	+10	+9	+9	(ability increase)

Chanteur Bard Spells

Level	Caster Level	Spells per day				Spells known			
		0	1 st	2 nd	3 rd	0	1 st	2 nd	3 rd
1 st	1 st	2	—	—	—	4	—	—	—
2 nd	2 nd	3	0	—	—	5	2 ¹	—	—
3 rd	3 rd	3	1	—	—	6	3	—	—
4 th	4 th	3	2	0	—	6	3	2 ¹	—
5 th	5 th	3	3	1	—	6	4	3	—
6 th	6 th	3	3	2	—	6	4	3	—
7 th	7 th	3	3	2	0	6	4	4	2 ¹
8 th	7 th	3	3	2	0	6	4	4	2
9 th	7 th	3	3	2	0	6	4	4	2
10 th	7 th	3	3	2	0	6	4	4	2
11 th	7 th	3	3	2	0	6	4	4	2
12 th	7 th	3	3	2	0	6	4	4	2
13 th	7 th	3	3	2	0	6	4	4	2
14 th	7 th	3	3	2	0	6	4	4	2
15 th	7 th	3	3	2	0	6	4	4	2
16 th	7 th	3	3	2	0	6	4	4	2
17 th	7 th	3	3	2	0	6	4	4	2
18 th	7 th	3	3	2	0	6	4	4	2
19 th	7 th	3	3	2	0	6	4	4	2
20 th	7 th	3	3	2	0	6	4	4	2

Chanteur Paladin Spells

Level	Caster Level	Spells per day		
		1 st	2 nd	3 rd
1 st	—	—	—	—
2 nd	—	—	—	—
3 rd	—	—	—	—
4 th	—	—	—	—
5 th	—	—	—	—
6 th	—	—	—	—
7 th	—	—	—	—
8 th	—	—	—	—
9 th	—	—	—	—
10 th	—	—	—	—
11 th	2 nd	0	—	—
12 th	2 nd	0	—	—
13 th	3 rd	1	—	—
14 th	3 rd	1	—	—
15 th	4 th	1	0	—
16 th	4 th	1	0	—
17 th	5 th	1	1	—
18 th	5 th	1	1	0
19 th	6 th	1	1	1
20 th	6 th	1	1	1

¹ Provided the chanteur has a high enough Charisma score to have a bonus spell of this level.



Attuned Saga

Some chanteurs become so obsessed with a particular epic that they begin to live the tale contained within it. Others find themselves moving into the mythic realm themselves, their own deeds becoming legendary as they progress. The attuned saga is a special variant of bardic music that the chanteur can use a number of times per day equal to his paladin level, not his bard level. It is otherwise identical to a use of bardic music (can be countered by *countersong* or *silence*, requires a minimum level of Perform and so on). The Attuned Saga only affects the character.

Minimum Perform Ranks: The number of ranks in the Perform skill that the character must have to use this level of the Saga.

Sacred Bonus to Attacks/Armour Class/Ability Scores: The chanteur gains these bonuses when singing the Attuned Saga.

Glorious Deeds: The paladin may choose one effect for each Glorious Deed. Only one Glorious Deed can be used with each use of the Attuned Saga. The paladin gains the benefit of the Glorious Deed as long as he sings.

A Glorious Deed can be a 1st or 2nd level paladin or cleric spell, or a feat. For example, a 14th level paladin has an Attuned Saga that commemorates three Glorious Deeds. He has chosen Great Cleave, Spirited Charge and *resist energy*. Whenever he uses his Attuned Saga, he can gain the benefits of any one of those three Glorious Deeds.

Attuned Saga

Paladin Level	Minimum Perform Ranks	Sacred Bonus to Attacks	Sacred Bonus to Armour Class	Sacred Bonus to Ability Scores	Special
5 th –7 th	5	+2	+1	+1	First Glorious Deed
8 th –10 th	8	+3	+2	+1	Second Glorious Deed
11 th –14 th	10	+4	+3	+2	Third Glorious Deed
15 th –20 th	12	+5	+4	+2	Fourth Glorious Deed

- ✦ **Bardic Music:** Every little bonus helps.
- ✦ **Charisma:** Charisma is a key ability for both paladins and bards, so the character gets double benefits from investing in this ability score.

Weaknesses

Bards prefer the fringes of combat; paladins are found in the thick of the fight. Bards are lightly armoured tricksters; paladins are walking tanks taking the direct approach. There is very little crossover between the two, making the chanteur weaker than either.

- ✦ **Poor Combat:** Bards have a mediocre Base Attack progression and usually focus on Intelligence and Dexterity-based skills after Charisma. The paladin's combat ability will be diminished by taking bard levels and paladins generally need to concentrate on Wisdom, Strength and Constitution instead of Intelligence and Dexterity.
- ✦ **Poor Armour:** Bards wear only light armour. Paladins can wear any armour but anything more than light armour will interfere with the bard's spells.

- ✦ **Poor Hit Dice:** Bards have only d6 for Hit Dice, meaning that their average hit points will be around half that of a paladin.

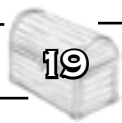
Recommended Options

As the character combines paladin and bard levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Concentrate on Charisma as your prime ability score and Wisdom after that. Then decide if the chanteur is going to go for archery (high Dexterity, light armour, spells for support and stealth) or melee (high Strength and Constitution, smiting, heavy armour, spells for boosts and extra damage).
- ✦ With low levels of both arcane and divine magic, the chanteur can use almost any item. Act like a rogue with a high Use Magical Device score and pick up lots of wands, scrolls and other minor items. Be the backup caster for the party.

Variant Rules

- ✦ **Echoes of Glories Past:** At his 1st paladin level, instead of taking the first use of smite evil, the chanteur may take Echoes of Glories Past instead. He may add his



paladin levels to his bard levels for the purposes of bardic knowledge but only for remembering deeds of past heroes, demigods or other 'approved' glorious deeds.

- ✦ **Charm and Grace:** At his 4th paladin level, the chanteur may take the Charm and Grace ability instead of Turn Undead. Once per day as a free action, he may gain a sacred bonus to Charisma equal to his paladin level for one round. This is a supernatural ability.
- ✦ **Attuned Saga:** At his 5th paladin level, the chanteur may attune to a particular heroic saga instead of taking a special mount. See sidebar.



SWORD OF HOLINESS (PALADIN/CLERIC)

The sword of holiness is the militant arm of the church, specialising in calling down the wrath of heaven. He is a cleric trained for holy war, a crusader against the unfaithful and a scourge of darkness. His faith is very strong indeed; tempered and bright, like a new-forged sword.

Becoming a sword of holiness requires a great deal of focus and dedication from the character. He must accept the burden of the sword, he must turn away from the arts of healing and succour to embrace death and vengeance. Righteous anger and terrible wrath are the sacred vestments of the sword of holiness. Angels and archons are at his beck and call, his weapons blaze with holy fire, the shadows

The Sword of Holiness (Paladin/Cleric)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Clr 1	+0	+2	+0	+2	Turn or Rebuke undead, (character feat)
2 nd	Clr 2	+1	+3	+0	+3	
3 rd	Clr 3	+2	+3	+1	+3	(character feat)
4 th	Clr 4	+3	+4	+1	+4	(ability increase)
5 th	Clr 5	+3	+4	+1	+4	
6 th	Pal 1	+4	+6	+1	+4	Aura of good, <i>detect evil</i> , smite evil 1/day, (character feat)
7 th	Pal 2	+5	+7	+1	+4	Divine grace, lay on hands
8 th	Pal 3	+6	+7	+2	+5	Aura of courage, divine health, (ability increase)
9 th	Pal 4	+7	+8	+2	+5	Turn undead, (character feat)
10 th	Pal 5	+8	+8	+2	+5	Smite evil 2/day, special mount
11 th	Pal 6	+9	+9	+3	+6	<i>Remove disease</i> 1/week
12 th	Pal 7	+10	+9	+3	+6	(ability increase), (character feat)
13 th	Pal 8	+11	+10	+3	+6	
14 th	Pal 9	+12	+10	+4	+7	<i>Remove disease</i> 2/week
15 th	Pal 10	+13	+11	+4	+7	Smite evil 3/day, (character feat)
16 th	Clr 6	+14	+12	+5	+8	(ability increase)
17 th	Clr 7	+15	+12	+5	+8	
18 th	Clr 8	+16	+13	+5	+9	(character feat)
19 th	Clr 9	+16	+13	+6	+9	
20 th	Clr 10	+17	+14	+6	+10	(ability increase)



Sword of Holiness Paladin Spells

Level	Caster Level	Spells per day	
		1 st	2 nd
1 st	—	—	—
2 nd	—	—	—
3 rd	—	—	—
4 th	—	—	—
5 th	—	—	—
6 th	—	—	—
7 th	—	—	—
8 th	—	—	—
9 th	2 nd	0	—
10 th	2 nd	0	—
11 th	3 rd	1	—
12 th	3 rd	1	—
13 th	4 th	1	0
14 th	4 th	1	0
15 th	5 th	1	1
16 th	5 th	1	1
17 th	5 th	1	1
18 th	5 th	1	1
19 th	5 th	1	1
20 th	5 th	1	1

melt before his shining presence – but he shall never know peace until the grave claims him.

The sword of holiness combines clerical and paladin spellcasting – he is slightly weaker in terms of sheer magical might than a single-class cleric, but makes up for this with access to all the useful paladin abilities.

Strengths

A sword of holiness gains a number of benefits from adding cleric levels to his paladin class, the following being the most important for the role of the paladin:

- ✦ **Prime Requisite:** Both paladins and clerics need a high Wisdom for their spells, so the character can concentrate on one particular ability score.
- ✦ **Saves:** Clerics reinforce the paladin’s good Fortitude save and add a good Will save.
- ✦ **Domain Power:** Some clerical domain powers are very useful for a paladin – Strength, Travel and War all work very well for a front-line fighter.
- ✦ **Divine Spellcasting:** While there is a lot of crossover between the paladin and cleric spell lists, the clerical list is broader, better at healing and destruction and includes key enhancement spells like *eagle’s splendour* or *bull’s strength* to augment the paladin’s abilities. Better yet, divine spells can be used when in full armour, letting

the character wear the heaviest armour available without damaging his spellcasting abilities.

Weaknesses

The sword of holiness has the following weaknesses.

- ✦ **Slowed Combat and Spellcasting:** Clerics have a mediocre Base Attack progression; paladins have a mediocre spellcasting and undead turning progression. The sword of holiness falls awkwardly between the two.
- ✦ **No Extra Abilities:** Other than domain powers and a few spells, the cleric does not have any abilities that the sword of holiness does not already possess in some form. The paladin gains no new options from this multiclass.
- ✦ **Lower Hit Dice:** Clerics have d8 Hit Dice instead of d10s, meaning the sword of holiness will have slightly lower hit points than a single-classed paladin of the same level.

Sword of Holiness Cleric Spells

Level	Caster Level	Spells per Day ¹					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	1 st	3	1+1	—	—	—	—
2 nd	2 nd	4	2+1	—	—	—	—
3 rd	3 rd	4	2+1	1+1	—	—	—
4 th	4 th	5	3+1	2+1	—	—	—
5 th	5 th	5	3+1	2+1	1+1	—	—
6 th	5 th	5	3+1	2+1	1+1	—	—
7 th	5 th	5	3+1	2+1	1+1	—	—
8 th	5 th	5	3+1	2+1	1+1	—	—
9 th	5 th	5	3+1	2+1	1+1	—	—
10 th	5 th	5	3+1	2+1	1+1	—	—
11 th	5 th	5	3+1	2+1	1+1	—	—
12 th	5 th	5	3+1	2+1	1+1	—	—
13 th	5 th	5	3+1	2+1	1+1	—	—
14 th	5 th	5	3+1	2+1	1+1	—	—
15 th	5 th	5	3+1	2+1	2+1	—	—
16 th	6 th	5	3+1	3+1	2+1	—	—
17 th	7 th	6	4+1	3+1	2+1	1+1	—
18 th	8 th	6	4+1	3+1	3+1	2+1	—
19 th	9 th	6	4+1	4+1	3+1	2+1	1+1
20 th	10 th	6	4+1	4+1	3+1	3+1	2+1

¹ In addition to the stated number of spells per day for 1st through 5th level spells, a sword of holiness gets a domain spell for each spell level, starting at 1st. The “+1” in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the cleric may receive for having a high Wisdom score.

Guardian Angel

A Guardian Angel is a celestial sent from the higher planes to guard and protect the sword of holiness. It watches him constantly from the Ethereal Plane, manifesting when needed for up to two rounds per level of the paladin per day. The angel is not under the control of the paladin, although it will perform whatever reasonable tasks he requires. It is constantly vigilant – if an enemy attacks the paladin while sleeping, the angel will appear to defend him. The sword of holiness may also demand that the angel manifest and fight for him – this is a full-round action. Dismissing the angel back to the Ethereal Plane is a free action.

Should the angel be *dismissed* or otherwise sent back to the heavens, it will return after one month. If it dies in the line of duty, a replacement will be sent in one month but the paladin suffers a –1 penalty on attack and damage rolls until he *atones*.

The type of angel that accompanies the sword of holiness varies depending on the paladin’s level:

Guardian Angel

Paladin Level	Angel
5 th –6 th	Lantern Archon
7 th –8 th	Hound Archon
9 th –10 th	Trumpet Archon

Recommended Options

As the character combines paladin and cleric levels, there are some options he can take to optimise the mixture of both classes’ abilities.

- ✦ The character has a large number of low-level spells, which include plenty of enhancements. *Eagle’s splendour*, *divine favour*, *shield of faith*, *protection from evil* – always go into battle glowing with divine power.
- ✦ The main reason to prepare a *cure* spell – being able to cast it as a standard action instead of spontaneously converting it as a full-round action – is negated by the sword of holiness’s lay on hands ability. Use your spell slots for normal spells and use lay on hands when you need quick healing.

Variant Rules

- ✦ **Alignment of Holy Energies:** At his 2nd paladin level, the sword of holiness may take Alignment of Holy Energies instead of divine grace. He may add half his paladin level to his cleric level for the purposes of determining his caster level for spells.

- ✦ **Guardian Angel:** At his 5th paladin level, the sword of holiness may be sent a guardian angel instead of a special mount. See sidebar.
- ✦ **Divine Scourge:** At his 6th paladin level, the sword of holiness may take the Divine Scourge ability instead of gaining any uses of *remove disease*. He may channel holy energy from his lay on hands ability through his melee attacks. This requires a successful melee attack roll. For every point of healing channelled through the attack, the target suffers half as much damage (for example, a paladin channelling ten points of healing would deal an extra five damage with a Divine Scourge attack). Undead and evil outsiders take full damage from this ability, not half.

WARRIOR HERMIT (PALADIN/DRUID)

Many noble and pious people travel out into the deep wilderness or barren deserts. There, alone save for the trees and the animals, they are free from the distractions and clamour of ‘civilisation’ and can meditate, pray and worship in peace, growing closer to the gods. Others go to the wilderness for less noble reasons – knights who have done terrible things flee out into the wild, where they can come to terms with their shame and learn how to atone for their misdeeds. Fasting and penance in the wilderness is more suited to the knightly soul than public humiliation.

In the wilderness, among the buzzing of the locusts and the sound of running water, some of these hermits hear both the voice of the green and the clarion call to battle. The warrior hermit has breathed in the world; he has touched the green energy that flows through all things. He is attuned to the living world. However, unlike a druid, he is bound by oaths of service and fealty to the civilised world. The Hermit returns to the civilised world, carrying with him the power of the green sheathed in steel.

The Hermit must return to the wilderness regularly, to renew himself and restore his connection to the green world. He finds peace and relief from his duties only in the wild.

The warrior hermit must be Neutral Good. He is an exception to the normal restriction that the paladin must be Lawful. However, he must observe all the druidic laws and rituals in addition to those of the paladin’s church or ethos – he is neutral only in the sense that he recognises that the eternal laws of nature take precedence over the petty, ephemeral laws of man.

Strengths

A warrior hermit gains a number of benefits from adding druid levels to his paladin class, the following being the most important for the role of the paladin:



The Warrior Hermit (Paladin/Druid)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Drd 1	+0	+2	+0	+2	Animal companion, nature sense, wild empathy, (character feat)
2 nd	Drd 2	+1	+3	+0	+3	Woodland stride
3 rd	Drd 3	+2	+3	+1	+3	Trackless Step, (character feat)
4 th	Drd 4	+3	+4	+1	+4	Resist nature's lure, (ability increase)
5 th	Drd 5	+3	+4	+1	+4	Wild shape 1/day
6 th	Drd 6	+4	+5	+2	+5	Wild shape 2/day, (character feat)
7 th	Drd 7	+5	+5	+2	+5	Wild shape 3/day
8 th	Pal 1	+6	+7	+2	+5	Aura of good, <i>detect evil</i> , smite evil 1/day, (ability increase)
9 th	Pal 2	+7/+2	+8	+2	+5	Divine grace, lay on hands, (character feat)
10 th	Pal 3	+8/+3	+8	+3	+6	Aura of courage, divine health
11 th	Pal 4	+9/+4	+9	+3	+6	Turn undead
12 th	Pal 5	+10/+5	+9	+3	+6	Smite evil 2/day, special mount, (ability increase), (character feat)
13 th	Pal 6	+11/+6/+1	+10	+4	+7	<i>Remove disease</i> 1/week
14 th	Pal 7	+12/+7/+2	+10	+4	+7	
15 th	Pal 8	+13/+8/+3	+11	+4	+7	(character feat)
16 th	Pal 9	+14/+9/+4	+11	+5	+8	<i>Remove disease</i> 2/week, (ability increase)
17 th	Pal 10	+15/+10/+5	+12	+5	+8	Smite evil 3/day
18 th	Pal 11	+16/+11/+6/+1	+12	+5	+8	(character feat)
19 th	Pal 12	+17/+12/+7/+2	+13	+6	+9	<i>Remove disease</i> 3/week
20 th	Pal 13	+18/+13/+8/+3	+13	+6	+9	(ability increase)

Warrior Hermit Druid Spells

Level	Caster Level	Spells per Day				
		0	1 st	2 nd	3 rd	4 th
1 st	1 st	3	1	—	—	—
2 nd	2 nd	4	2	—	—	—
3 rd	3 rd	4	2	1	—	—
4 th	4 th	5	3	2	—	—
5 th	5 th	5	3	2	1	—
6 th	6 th	5	3	3	2	—
7 th	7 th	6	4	3	2	1
8 th	7 th	6	4	3	2	1
9 th	7 th	6	4	3	2	1
10 th	7 th	6	4	3	2	1
11 th	7 th	6	4	3	2	1
12 th	7 th	6	4	3	2	1
13 th	7 th	6	4	3	2	1
14 th	7 th	6	4	3	2	1
15 th	7 th	6	4	3	2	1
16 th	7 th	6	4	3	2	1
17 th	7 th	6	4	3	2	1
18 th	7 th	6	4	3	2	1
19 th	7 th	6	4	3	2	1
20 th	7 th	6	4	3	2	1

Warrior Hermit Paladin Spells

Level	Caster Level	Spells per day		
		1 st	2 nd	3 rd
1 st	—	—	—	—
2 nd	—	—	—	—
3 rd	—	—	—	—
4 th	—	—	—	—
5 th	—	—	—	—
6 th	—	—	—	—
7 th	—	—	—	—
8 th	—	—	—	—
9 th	—	—	—	—
10 th	—	—	—	—
11 th	2 nd	0	—	—
12 th	2 nd	0	—	—
13 th	3 rd	1	—	—
14 th	3 rd	1	—	—
15 th	4 th	1	0	—
16 th	4 th	1	0	—
17 th	5 th	1	1	—
18 th	5 th	1	1	0
19 th	5 th	1	1	1
20 th	5 th	1	1	1

- ✦ **Prime Requisite:** Both paladins and druids need a high Wisdom for their spells.
- ✦ **Saves:** Druids reinforce the paladin's good Fortitude save and add a good Will save.
- ✦ **Druid Spellcasting:** There is very little overlap between the druid and paladin spell lists, giving the character lots of extra options.
- ✦ **Woodland Stride, Resist Nature's Lure and other druid abilities:** The druid has numerous low-level abilities that are very useful for a paladin in the wilderness. Woodland Stride and Trackless Step allow a normally slow-moving armoured paladin to slip quickly through the woods, while Resist Nature's Lure lets the paladin keep his virtue in the face of seductive fey.
- ✦ **Animal Companion:** The druid's animal companion can aid a paladin in battle, or serve as a scout or mount, letting the paladin start on the mounted combat feat tree five levels early.

Weaknesses

The warrior hermit has the following weaknesses.

- ✦ **Limited Armour:** Druids can only cast their spells while wearing limited armour types, none of which are especially tough. Without the *ironwood* spell, the paladin's protection is very limited.
- ✦ **Poor Base Attack Bonus:** Druids have a slower Base Attack progression than paladins.
- ✦ **Lower Hit Dice:** Due to his druid levels, the character will have slightly fewer hit points, which can be a liability in battle.
- ✦ **Two Masters:** The warrior hermit serves two masters – the green world and his god. He is bound by the restrictions of both a druid and a paladin and so is doubly



at risk of offending one or other supernatural force and losing his spellcasting and special abilities.

Recommended Options

As the character combines paladin and druid levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ *Ironwood* – get the *ironwood* spell on scrolls or other items, or hire a druid to cast it for you. The warrior hermit needs heavy armour to survive on the front lines of battle.
- ✦ Know and use the terrain. Many druid spells and abilities rely on using plants and local terrain, so the warrior hermit should scout ahead and carefully pick the location of his battles.
- ✦ The best animal companion to take is a heavy warhorse (or riding dog, for a Small warrior hermit). Use the

Augmented Companion

The holiness of the warrior hermit allows him to exalt his animal companion, giving it some divine abilities. Its type changes to magical beast and it gains the Good subtype, but it still counts as an animal for the purposes of spells that target that type. It gains the supernatural ability to Smite Evil once per day. The mount still advances using the Animal Companion table instead of the paladin table but the character may add his paladin level to his druid level for the purposes of determining what abilities the animal gets.



various animal augmentation spells like *magic fang* together with the mounted combat feats to be as effective as possible in combat.

Variant Rules

- ✦ **The Soul Renewed:** At his 1st level, the warrior hermit may take The Soul Renewed instead of *detect evil*. If he spends one month alone in the forest, meditating and praying, he may cast *break enchantment* or *heal* as a cleric of level equal to his character level. The warrior hermit may not adventure, make magic items or do anything except pray, hunt, hew wood and carry water during this time.
- ✦ **Green Flow:** At his 2nd paladin level, the warrior hermit may take The Green Flow instead of Divine Grace. He may add half his paladin level to his druid level for the purposes of determining his caster level for spells.
- ✦ **Augment Companion:** At his 5th paladin level, the warrior hermit may augment his animal companion instead of gaining a special mount. See sidebar.



PARAGON OF THE BLADE (PALADIN/FIGHTER)

The paragon of the blade is also known as a sword saint – he approaches the art of war and the study of arms with the same fervent dedication as his religion. Many paragons of the blade are simple warriors – their knowledge of the catechisms and subtleties of the faith is limited but their devotion is absolute. Battle is a sacred act for them; every cut and parry is a wordless prayer. Some paragons fight in the service of the church; others are merely knights with an unusually pious nature.

The paragon of the blade finds peace and enlightenment in combat and so he is drawn to the battlefield and the tourney ground. He is invariably an honourable and heroic warrior – for him to break the rules of conduct is as unthinkable as blasphemy.

Strengths

A paragon of the blade gains a number of benefits from adding fighter levels to his paladin class, the following being the most important for the role of the paladin:

- ✦ **No Loss of Combat Ability:** Paladins and fighters have exactly the same Hit Dice and Base Attack progression, so the paragon of the blade does not lose hit points or attacks by taking levels in fighter.
- ✦ **Feats:** The bonus feats from the fighter class can be applied to the Mounted Combat tree or the Power Attack/Cleave/Great Cleave feat tree, building on the paladin's natural abilities of the Special Mount and Smite ability. A fighter normally has enough feats for two or three of the special feat trees – a paladin struggles to complete one normally, but the paragon of the blade has enough fighter bonus feats to augment his paladin abilities. The player should plan which feats he needs in advance.
- ✦ **No Armour or Weapon Restrictions:** Fighters are quite at home in full armour, just like paladins. The paragon of the blade even gets to use a tower shield for free.

Weaknesses

Paragons of the Blade have the following weaknesses.

- ✦ **Poor Saving Throws:** The only good saving throw that fighters have is Fortitude, just like the paladin.
- ✦ **Limited Spellcasting:** Any fighter levels taken will delay the paladin's already-poor spell progression.

The Paragon of the Blade (Paladin/Fighter)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Ftr 1	+1	+2	+0	+0	Bonus feat, (character feat)
2 nd	Ftr 2	+2	+3	+0	+0	Bonus feat
3 rd	Ftr 3	+3	+3	+1	+1	(character feat)
4 th	Ftr 4	+4	+4	+1	+1	Bonus feat, (ability increase)
5 th	Pal 1	+5	+6	+1	+1	Aura of good, <i>detect evil</i> , smite evil 1/day
6 th	Pal 2	+6/+1	+7	+1	+1	Divine grace, lay on hands, (character feat)
7 th	Pal 3	+7/+2	+7	+2	+2	Aura of courage, divine health
8 th	Pal 4	+8/+3	+8	+2	+2	Turn undead, (ability increase)
9 th	Pal 5	+9/+4	+8	+2	+2	Smite evil 2/day, special mount, (character feat)
10 th	Pal 6	+10/+5	+9	+3	+3	<i>Remove disease</i> 1/week
11 th	Pal 7	+11/+6/+1	+9	+3	+3	
12 th	Pal 8	+12/+7/+2	+10	+3	+3	(ability increase), (character feat)
13 th	Pal 9	+13/+8/+3	+10	+4	+4	<i>Remove disease</i> 2/week
14 th	Pal 10	+14/+9/+4	+11	+4	+4	Smite evil 3/day
15 th	Ftr 5	+15/+10/+5	+11	+4	+4	(character feat)
16 th	Ftr 6	+16/+11/+6/+1	+12	+5	+5	Bonus feat, (ability increase)
17 th	Ftr 7	+17/+12/+7/+2	+12	+5	+5	
18 th	Ftr 8	+18/+13/+8/+3	+13	+5	+5	Bonus feat, (character feat)
19 th	Ftr 9	+19/+14/+9/+4	+13	+6	+6	
20 th	Ftr 10	+20/+15/+10/+5	+14	+6	+6	Bonus feat, (ability increase)

Paragon of the Blade Spells

Level	Caster Level	Spells per Day	
		1 st	2 nd
1 st	—	—	—
2 nd	—	—	—
3 rd	—	—	—
4 th	—	—	—
5 th	—	—	—
6 th	—	—	—
7 th	—	—	—
8 th	2 nd	0	—
9 th	2 nd	0	—
10 th	3 rd	1	—
11 th	3 rd	1	—
12 th	4 th	1	0
13 th	4 th	1	0
14 th	5 th	1	1
15 th	5 th	1	1
16 th	5 th	1	1
17 th	5 th	1	1
18 th	5 th	1	1
19 th	5 th	1	1
20 th	5 th	1	1

Recommended Options

As the character combines fighter and paladin levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Spellcasting is of limited use to the paragon of the blade – he needs a high Strength and Constitution to be a front-line fighter, and Charisma boosts many of his paladin abilities. The character cannot always afford a high Wisdom.
- ✦ Pick a fighting style and concentrate on it. Options include Mounted Combat (Special Mount/magic lance/ Mounted Combat/Spirited Charge/Ride-by Attack) or a particular weapon (Weapon Focus/Greater Weapon Focus/Weapon Specialisation/Smite and so on). The character has enough feats to thoroughly master one style of combat but cannot afford to deviate too much. For example, with his four feats, a 5th level paragon of the blade could take Mounted Combat, Ride-by Attack, Spirited Charge and Weapon Focus, or Weapon Focus, Weapon Specialisation, Power Attack and Cleave.

Variant Rules

- ✦ **Prayer in Steel:** At his 1st paladin level, the paragon of the blade may take Prayer in Steel instead of Smite Evil. The character may add his paladin level to hit (up to a maximum of +5) but does not gain any bonus to damage. This option replaces all the paladin's Smite Evil abilities with Prayers in Steel.



Bonded Sword

A bonded sword is a weapon that is especially attuned to the paragon of the blade. He may invoke its powers as a full-round action and the sword stays active until its powers are dismissed (as a free action) or it runs out of power. The sword may be active for a number of rounds per day equal to twice the paladin's level.

The abilities of the bonded sword depend on the paladin's level. If the sword is lost or broken, the paragon of the blade can attune to a new sword after thirty days. Attuning to a sword takes one full day of prayer and practice.

Despite the name, any weapon can be bonded to – swords are simply the most common.

Enhancement Bonus (Su): If the bonded sword is already a magic weapon, the enhancement bonuses do not stack, so use the larger of the two (a bonded *flaming sword* +2 in the hands of an 8th level paladin would act like a *flaming sword* +3).

Counts As (Su): The sword has the listed descriptors for the purposes of overcoming damage resistance. When it gains the 'True' descriptor, it automatically bypasses all forms of damage resistance.

Hardness Increase (Ex): The hardness of the sword increases, protecting it from being sundered or otherwise damaged.

First/Second Attack Pattern (Ex): The sword can guide the paladin through a particularly complex attack pattern. Choose one of the following special moves:

- ✦ **Two-Way Strike:** When attacking while flanked, the paragon of the blade gains an extra attack that can be used to attack one of the characters flanking him. The paragon of the blade must also attack the other character to gain this extra attack.
- ✦ **Holy Burst:** By carving a holy symbol in the flesh or spiritual essence of an undead creature, the paladin may unwind the very fabric of the horror. Undead are now subject to critical hits from this weapon.
- ✦ **Stoneshattering Pattern:** Constructs are now subject to critical hits from this weapon.
- ✦ **Merciful:** The sword may deal nonlethal damage instead of normal damage if the wielder wishes.
- ✦ **Finisher:** The character may make one free coup-de-grace action each round.
- ✦ **Sundering:** The sword gives the character the use of the Improved Sunder feat.
- ✦ **Disarming:** The sword gives the character the use of the Improved Disarm feat.

Movement of the Mind (Su): The sword can move itself at the rate of five feet per round through the air using a form of telekinesis. It is not strong enough to carry anything except itself but it can retrieve itself when dropped or come to the paladin when needed.

Holy Sword (Sp): The bonded sword may cast *holy sword* on itself. This requires a standard action from the paladin. The spell is considered to be cast by the paladin for the purposes of duration, dispelling and so on.

Bonded Sword

Paladin Level	Enhancement Bonus	Counts as	Hardness Increase	Special
5 th	+2	Lawful, Good, Magic	+2	First Attack Pattern
6 th –7 th	+3	Holy	+4	Movement of the Mind
8 th –9 th	+4	Cold Iron	+6	Second Attack Pattern
10 th	+5	True	+8	<i>Holy Sword</i>

- ✦ **Augment Weapon:** At 4th paladin level, the paragon of the blade may take Augment Weapon instead of Turn Undead. He may cast *bless weapon* or *magic weapon* a number of times per day equal to 3 + his Charisma modifier. This is a Spell-like ability.
- ✦ **Bonded Sword:** At 5th paladin level, the paragon of the blade may take Bonded Sword instead of getting a Special Mount. He bonds with his chosen weapon, which begins to develop holy powers as the paladin advances. See sidebar.

SERAPHIC MONK (PALADIN/MONK)

The seraphic monk is a hunter of demons, evil spirits and other malicious entities that threaten enlightenment. There are traps and gaping maws lurking beneath the illusory face of the world, waiting for the unwary initiate who has begun to walk the way. Some young monk might believe that he is listening to the wisdom of his own higher soul, when he is actually being waylaid by some evil demon luring him off the way. These evil demons must be beaten back into the hells by specially trained monk demon hunters – the seraphic monks.

A monk draws his power from inside himself, from physical perfection and discipline. A paladin is gifted with divine power by heavenly forces. The seraphic monk learns to balance these, to draw the celestial energies into himself and channel them through his body. The sacred light flows through the charkas of his limbs and explodes out of his fists.

Strengths

A seraphic monk draws on both paladin and monk training; the following are the greatest benefits for his role as a paladin.

- ✦ **Good Saves:** Monks have good saving throws – couple that with the paladin's divine grace ability, and the character will have excellent saves.
- ✦ **Wisdom Bonus:** Monks get to add their Wisdom bonus to their Armour Class, and Wisdom is a key ability for paladins.
- ✦ **Good Skills:** Monks have twice as many skill points as paladins and have plenty of useful skills like Hide and Tumble.

Weaknesses

The seraphic monk has few notable weaknesses:

- ✦ **Poor Armour:** Monks are unarmoured – paladins are often found bedecked in the heaviest of armours. Wearing armour interferes with many of the monk's abilities but without armour, the character is a poor front-line fighter.
- ✦ **Lower Hit Points:** Monks have a slightly lower hit dice than paladins, lowering the character's hit point total.
- ✦ **Mediocre attack bonus:** Taking monk levels diminishes the character's overall attack potential.

Recommended Options

As the character combines paladin and monk levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ There is relatively little crossover between the two classes – paladins are normally slow, heavily armoured fighters and are usually mounted, while monks are agile,



stealthy skirmishers who rarely stand toe-to-toe with an enemy. The character will have to carve out his own unique role.

- ✦ The seraphic monk is very self-sufficient – between purity of body, divine health, wholeness of body, lay on hands and his excellent saving throws, the monk can resist any disease and recover from injuries. Combine that with stealth abilities, and the monk can afford to shadow enemies for some time, picking the right moment to attack.

Variant Rules

- ✦ **Demon-Destroying Technique:** At his 2nd paladin level, the seraphic monk may take Demon-Destroying Technique instead of lay on hands. The monk may channel holy energy through his unarmed attacks. Instead of healing himself, he deals an amount of extra damage equal to his paladin level multiplied by his Charisma bonus. This extra damage is most effective on undead and evil outsiders, which take the full amount of damage. Evil creatures take half this extra damage.
- ✦ **Spirit-Throttling Method:** At his 3rd level, the seraphic monk may take Spirit-Throttling Method instead of divine health. The monk's unarmed attacks can hit incorporeal and Ethereal creatures without a miss chance. This is a supernatural ability.

Seraphic Monk Spells

Level	Caster Level	Spells per Day		
		0	1 st	2 nd
1 st	—	—	—	—
2 nd	—	—	—	—
3 rd	—	—	—	—
4 th	—	—	—	—
5 th	—	—	—	—
6 th	—	—	—	—
7 th	—	—	—	—
8 th	—	—	—	—
9 th	—	—	—	—
10 th	—	—	—	—
11 th	—	—	—	—
12 th	—	—	—	—
13 th	2 nd	0	—	—
14 th	2 nd	0	—	—
15 th	3 rd	1	—	—
16 th	3 rd	1	—	—
17 th	4 th	1	0	—
18 th	4 th	1	0	—
19 th	5 th	1	1	—
20 th	5 th	1	1	0

- ✦ **Angel Stance:** At his 5th level, the seraphic monk may learn the Angel Stance instead of gaining a Special Mount. See sidebar.

The Seraphic Monk (Paladin/Monk)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Mnk 1	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike, (character feat)
2 nd	Mnk 2	+1	+3	+3	+3	Bonus feat, evasion
3 rd	Mnk 3	+2	+3	+3	+3	Still mind, (character feat)
4 th	Mnk 4	+3	+4	+4	+4	Ki strike (magic), slow fall 20 ft., (ability increase)
5 th	Mnk 5	+3	+4	+4	+4	Purity of body
6 th	Mnk 6	+4	+5	+5	+5	Bonus feat, slow fall 30 ft., (character feat)
7 th	Mnk 7	+5	+5	+5	+5	Wholeness of body
8 th	Mnk 8	+6/+1	+6	+6	+6	Slow fall 40 ft., (ability increase)
9 th	Mnk 9	+6/+1	+6	+6	+6	Improved evasion, (character feat)
10 th	Pal 1	+7/+2	+8	+6	+6	Aura of good, <i>detect evil</i> , smite evil 1/day
11 th	Pal 2	+8/+3	+9	+6	+6	Divine grace, lay on hands
12 th	Pal 3	+9/+4	+9	+7	+7	Aura of courage, divine health, (ability increase, character feat)
13 th	Pal 4	+10/+5	+10	+7	+7	Turn undead
14 th	Pal 5	+11/+6/+1	+10	+7	+7	Smite evil 2/day, special mount
15 th	Pal 6	+12/+7/+2	+11	+8	+8	<i>Remove disease</i> 1/week, (character feat)
16 th	Pal 7	+13/+8/+3	+11	+8	+8	(ability increase)
17 th	Pal 8	+14/+9/+4	+12	+8	+8	
18 th	Pal 9	+15/+10/+5	+12	+9	+9	<i>Remove disease</i> 2/week, (character feat)
19 th	Pal 10	+16/+11/+6/+1	+13	+9	+9	Smite evil 3/day
20 th	Pal 11	+17/+12/+7/+2	+13	+9	+9	(ability increase)

Angel Stance

The Angel Stance is a special method of concentration and breathing that allows the seraphic monk to suffuse his entire body with celestial energies. He glows brightly while using the stance, taking on the appearance of a celestial creature or aasimar. The Angel Stance may be invoked as a full-round action and dismissed as a free action. The Angel Stance may be maintained for a number of rounds each day equal to twice the paladin's level.

The abilities given by the Angel Stance vary depending on the paladin's level.

Jump/Balance bonus: The monk gains this competence bonus to Jump and Balance checks; the Angel Stance allows the seraphic monk to make graceful leaps, as if flying.

Sacred Bonus to Attacks/Armour Class/Charisma: The Angel Stance enhances all of these with celestial energy.

Light (Su): The monk glows as if the subject of a *light* spell.

Protection from evil (Su): The monk is protected by a *protection from evil* effect, as if cast by a cleric of level equal to the seraphic monk's character level.

Tongue of Heaven (Su): The monk may speak to any creature in its own language.

Spell Resistance (Su): The seraphic monk gains Spell Resistance equal to his paladin level.

Angel Stance

Paladin Level	Jump/Balance Bonus	Sacred Bonus to Attacks	Sacred Bonus to Armour Class	Sacred Bonus to Charisma	Special
5 th –7 th	+4	+1	+1	+1	Light
8 th –10 th	+8	+2	+2	+2	Protection from evil
11 th –14 th	+12	+3	+3	+3	Tongue of Heaven
15 th –20 th	+16	+4	+4	+4	Spell Resistance

Flurry of Blows Attack Bonus	Unarmed Damage	AC Bonus	Unarmoured Speed Bonus
-2/-2	1d6	+0	+0 ft.
-1/-1	1d6	+0	+0 ft.
+0/+0	1d6	+0	+10 ft.
+1/+1	1d8	+0	+10 ft.
+2/+2	1d8	+1	+10 ft.
+3/+3	1d8	+1	+20 ft.
+4/+4	1d8	+1	+20 ft.
+5/+5/+0	1d10	+1	+20 ft.
+6/+6/+1	1d10	+1	+30 ft.
+7/+7/+2	1d10	+1	+30 ft.
+8/+8/+3	1d10	+1	+30 ft.
+9/+9/+4	1d10	+1	+30 ft.
+10/+10/+5	1d10	+1	+30 ft.
+11/+11/+6/+1	1d10	+1	+30 ft.
+12/+12/+7/+2	1d10	+1	+30 ft.
+13/+13/+8/+3	1d10	+1	+30 ft.
+14/+14/+9/+4	1d10	+1	+30 ft.
+15/+15/+10/+5	1d10	+1	+30 ft.
+16/+16/+11/+6/+1	1d10	+1	+30 ft.
+17/+17/+12/+7/+2	1d10	+1	+30 ft.

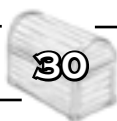
DEATHSLAYER (PALADIN/RANGER)

The quiet dead are hungry. A wisp of hate and insatiable thirst for life slowly accretes ectoplasmic substance and becomes a wraith. It lurks in the shadows until some unfortunate traveller passes by and it devours him. It drains the hot life energy from the victim; feeding, devouring and leaving the body an empty husk.

Hate and hunger coalesce in the shell, arising as another wraith. Then there are two. Then four. Then more, until the world is nothing but a wailing host of hungry wraiths. The world is always on the brink of such a catastrophe. If the dead are not culled, if the wraiths are not blasted into nothingness before they can spawn more of their foul kind, then the world is doomed.

This is the sacred duty of the deathslayers, a sect of paladin-hunters dedicated to the destruction of undead. Theirs is a lonely duty – the deathslayer is found in the grimmest of places, in dead cities and charnel fields. He sees more of death than he does of life. Some specialise in combat, slaughtering wraiths and spectres with shining swords.





The Deathslayer (Paladin/Ranger)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rgr 1	+1	+2	+2	+0	1 st favoured enemy, Track, wild empathy, (character feat)
2 nd	Rgr 2	+2	+3	+3	+0	Combat style
3 rd	Rgr 3	+3	+3	+3	+1	Endurance, (character feat)
4 th	Rgr 4	+4	+4	+4	+1	Animal companion, (ability increase)
5 th	Rgr 5	+5	+4	+4	+1	2 nd favoured enemy
6 th	Rgr 6	+6/+1	+5	+5	+2	Improved combat style, (character feat)
7 th	Rgr 7	+7/+2	+5	+5	+2	Woodland style
8 th	Rgr 8	+8/+3	+6	+6	+2	Swift tracker, (ability increase)
9 th	Rgr 9	+9/+4	+6	+6	+3	Evasion, (character feat)
10 th	Rgr 10	+10/+5	+7	+7	+3	3 rd favoured enemy
11 th	Pal 1	+11/+6/+1	+9	+7	+3	Aura of good, <i>detect evil</i> , smite evil 1/day
12 th	Pal 2	+12/+7/+2	+10	+7	+3	Divine grace, lay on hands, (ability increase, character feat)
13 th	Pal 3	+13/+8/+3	+10	+8	+4	Aura of courage, divine health
14 th	Pal 4	+14/+9/+4	+11	+8	+4	Turn undead
15 th	Pal 5	+15/+10/+5	+11	+8	+4	Smite evil 2/day, special mount, (character feat)
16 th	Pal 6	+16/+11/+6/+1	+12	+9	+5	<i>Remove disease</i> 1/week, (ability increase)
17 th	Pal 7	+17/+12/+7/+2	+12	+9	+5	
18 th	Pal 8	+18/+13/+8/+3	+13	+9	+5	(character feat)
19 th	Pal 9	+19/+14/+9/+4	+13	+10	+6	<i>Remove disease</i> 2/week
20 th	Pal 10	+20/+15/+10/+5	+14	+10	+6	Smite evil 3/day, (ability increase)

Deathslayer Ranger Spells

Level	Caster Level	Spells per Day	
		1 st	2 nd
1 st	—	—	—
2 nd	—	—	—
3 rd	—	—	—
4 th	2 nd	0	—
5 th	2 nd	0	—
6 th	3 rd	1	—
7 th	3 rd	1	—
8 th	4 th	1	0
9 th	4 th	1	0
10 th	5 th	1	1
11 th	5 th	1	1
12 th	5 th	1	1
13 th	5 th	1	1
14 th	5 th	1	1
15 th	5 th	1	1
16 th	5 th	1	1
17 th	5 th	1	1
18 th	5 th	1	1
19 th	5 th	1	1
20 th	5 th	1	1

Deathslayer Paladin Spells

Level	Caster Level	Spells per Day	
		1 st	2 nd
1 st	—	—	—
2 nd	—	—	—
3 rd	—	—	—
4 th	—	—	—
5 th	—	—	—
6 th	—	—	—
7 th	—	—	—
8 th	—	—	—
9 th	—	—	—
10 th	—	—	—
11 th	—	—	—
12 th	—	—	—
13 th	—	—	—
14 th	2 nd	0	—
15 th	2 nd	0	—
16 th	3 rd	1	—
17 th	3 rd	1	—
18 th	4 th	1	0
19 th	4 th	1	0
20 th	5 th	1	1



Shadowed Soul

A lifetime of hunting the undead and facing creatures with energy draining attacks, not to mention his own innate connections to the higher spiritual realms has left the deathslayer with a soul that is rather... loose. His spiritual essence is bloodied and weakened through long abuse and injury. He can turn this weakness into a strength, though, by focusing his shadowed soul.

The paladin's ability to focus his soul in this manner varies depending on his level. Focusing his soul in this fashion is a full-round action, while relaxing the focus is a free action. The character can focus his soul for a number of rounds equal to four times his paladin level each day. A focussed soul manifests as a whirling aura of flickering white light around the paladin.

AC Bonus: When the soul is manifested, the character gains the listed bonus as a deflection bonus to Armour Class.

Charisma Bonus: When the soul is manifested, the character gains the listed bonus as a sacred bonus to Charisma.

Soul Shell (Su): The character tethers his soul to his armour. Creatures with incorporeal touch attacks must now hit the character's normal Armour Class, not his touch AC in order to damage him.

Detach Soul (Su): The character can hide his soul inside an object. While his soul is detached, he gains none of the normal benefits from the Shadowed Soul ability, but he is immune to energy drains and other death effects. Once the duration of the Shadowed Soul ability expires, the character's soul flits back into his body.

Shadowed Soul

Paladin Level	AC Bonus	Charisma Bonus	Special
5 th –7 th	+2	+1	Soul Shell
8 th –10 th	+3	+2	Detach Soul
11 th –14 th	+4	+3	Invisibility to undead
15 th –20 th	+5	+4	<i>Magic jar</i>

Invisibility to undead (Su): The character becomes invisible to the undead, as per the *greater invisibility* spell, but only to the undead.

Magic Jar (Sp): Once per manifestation, the paladin may cast *magic jar* as a wizard of level equal to his paladin level.

Others are grim watchers of the dead, locating evil beings and then instructing others in how to kill them.

Strengths

A deathslayer gains a number of benefits from adding ranger levels to his paladin class.

- ✦ **Saves:** Rangers have good Reflex and Fortitude saves, reinforcing the paladin's good Fortitude save. As paladins usually have a high Wisdom and divine grace, the character will have a respectable Will save too.
- ✦ **Good Base Attack:** Both classes have a good Base Attack Bonus progression, so the character loses no attacks by taking levels of ranger.
- ✦ **Good Skills:** Rangers have a wide range of skills and three times as many skill points as a paladin.
- ✦ **Bonus Feats:** While the ranger's combat style feats are only usable in light or no armour, they do get bonus abilities like Track, Endurance and Favoured Enemies that can be used by a heavily armoured paladin.

Weaknesses

The deathslayer must make several compromises.

- ✦ **Light Armour:** The ranger's combat style ability only works in light or no armour, while paladins normally wear heavy armour. The character will have to choose between protection and the loss of up to three feats. Wearing heavy armour also interferes with skills like Hide and Move Silently.
- ✦ **Lower hit points:** Rangers have lower hit dice than paladins, so the character will have lower overall hit points from taking levels of ranger.

Recommended Options

As the character combines paladin with ranger levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Decide early on if the character is going to go for the archery or two-weapon fighting path. If the character emphasises archery, then he should have a good Dexterity and Wisdom, wear light armour and invest skill points in stealth skills. A two-weapon fighter should have a good Strength and Charisma but still wear light armour and



concentrate on obtaining magical equipment that will increase Armour Class.

- ✦ When using two-weapon fighting, try mixing weapon types, such as having a longsword in one hand and a light mace in the other. Having a bludgeoning weapon helps when fighting bony undead, which will be a common foe for the deathslayer.
- ✦ Obviously, undead should be one of the deathslayer's favoured enemies.
- ✦ The ranger's animal companion should be a mount.

Variant Rules

- ✦ **Detect Undead:** At his 1st paladin level, the deathslayer may take Detect Undead instead of Detect Evil. This is identical to the spell of the same name but can be used at will just like the normal paladin ability to *detect evil*.
- ✦ **Righteous Blow:** At any paladin level where the character gains a use of the Smite ability, he may take a use of the Righteous Blow ability instead. When the character makes a normal melee attack and invokes Righteous Blow, his weapon gains the *ghost touch* ability

instead of adding his Charisma bonus to the attack roll. He may still add his paladin level to the damage.

- ✦ **Shadowed Soul:** At his 5th paladin level, the deathslayer may take the Shadowed Soul ability instead of gaining a special mount. See sidebar.

LANTERN-BEARER (PALADIN/ROGUE)

The lantern-bearer is the defender of the common folk. Evil flourishes in the cities and townships, not just in remote forests and dungeons. There are dangers that the town watch or local bailiffs cannot deal with. A clever vampire could spawn dozens of progeny without being noticed by the church or other institutions capable of dealing with the threat. A wizard could seem kindly and civil but secretly have a pit of mutated horrors beneath his suburban tower. Corruption and greed could taint a respected member of the clergy.

And most paladins, for all their keen Wisdom and ability to sense taint, well... they tend to be rather clueless about how the world works.

By mixing the skills of the rogue and the paladin, the lantern-bearer can bring the light of justice and good to the shadowy corners and dark underside of society. He sneaks out of the cloisters and keeps of the nobility to stalk the streets, a dark avenger aligned to the light.

Strengths

A lantern-bearer gains a number of benefits from adding rogue levels to his paladin class.

- ✦ **Saves:** Rogue levels give the lantern-bearer a good Reflex save, not to mention handy abilities like evasion and uncanny dodge.
- ✦ **Skills:** Four times as many skill points and lots of useful stealth and detection skills. Admittedly, many of these skills will be penalised if the character wears armour but Listen, Spot, Bluff, Sense Motive and so on work perfectly well even if the character is encased in blackened full plate.
- ✦ **Sneak Attack:** While sneak attack is not vital for a paladin, who can deal plenty of damage just by hitting people, it is a useful bonus when flanking a foe.

Weaknesses

The lantern bearer has several notable drawbacks:

- ✦ **Poor Hit Dice:** Rogues have only d6 hit dice, dropping the character's hit point total.





The Lantern-Bearer (Paladin/Rogue)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Rog 1	+0	+0	+2	+0	Sneak attack +1d6, trapfinding, (character feat)
2 nd	Rog 2	+1	+0	+3	+0	Evasion
3 rd	Rog 3	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1, (character feat)
4 th	Rog 4	+3	+1	+4	+1	Uncanny dodge, (ability increase)
5 th	Rog 5	+3	+1	+4	+1	Sneak attack +3d6
6 th	Rog 6	+4	+2	+5	+2	Trap sense +2, (character feat)
7 th	Rog 7	+5	+2	+5	+2	Sneak attack +4d6
8 th	Rog 8	+6/+1	+2	+6	+2	Improved uncanny dodge, (ability increase)
9 th	Pal 1	+7/+2	+4	+6	+2	Aura of good, <i>detect evil</i> , smite evil 1/day, (character feat)
10 th	Pal 2	+8/+3	+5	+6	+2	Divine grace, lay on hands
11 th	Pal 3	+9/+4	+5	+7	+3	Aura of courage, divine health
12 th	Pal 4	+10/+5	+6	+7	+3	Turn undead, (ability increase), (character feat)
13 th	Pal 5	+11/+6/+1	+6	+7	+3	Smite evil 2/day, special mount
14 th	Pal 6	+12/+7/+2	+7	+8	+4	<i>Remove disease</i> 1/week
15 th	Pal 7	+13/+8/+3	+7	+8	+4	(character feat)
16 th	Pal 8	+14/+9/+4	+8	+8	+4	(ability increase)
17 th	Pal 9	+15/+10/+5	+8	+9	+5	<i>Remove disease</i> 2/week
18 th	Pal 10	+16/+11/+6	+9	+9	+5	Smite evil 3/day, (character feat)
19 th	Rog 9	+16/+11/+6	+10	+9	+6	Sneak attack +5d6, trap sense +3
20 th	Rog 10	+17/+12/+7	+10	+10	+6	Special ability, (ability increase)

✦ **Armour Restrictions:** Many of the key rogue skills, like Hide and Tumble, suffer from armour check penalties. If the character is going to wear the trademark heavy armour of the paladin, he will have to eschew these useful skills.

✦ **Poor Attacks:** Rogues have a slower base attack progression than paladins, so rogue levels will decrease the character's attacks.

Recommended Options

As the character combines paladin with rogue levels, there are some options he can take to optimise the mixture of both classes' abilities.

✦ The best compromise armour is the chain shirt – it has only a –2 armour check penalty, but gives a +4 bonus to Armour Class and allows a high Dexterity bonus.

✦ Use *detect evil* to scout areas before you enter them – hiding in the shadows outside a room and scanning those inside for evil for four rounds will allow the character to pinpoint any sources of evil in the room.

Variant Rules

✦ **Shroud Aura:** At his 3rd paladin level, the lantern-bearer may choose to take Shroud Aura instead of Aura of Courage. This ability is identical to the *undetachable alignment* spell but can be used at will.

Lantern-Bearer Paladin Spells

Level	Caster Level	Spells per Day	
		1 st	2 nd
1 st	—	—	—
2 nd	—	—	—
3 rd	—	—	—
4 th	—	—	—
5 th	—	—	—
6 th	—	—	—
7 th	—	—	—
8 th	—	—	—
9 th	—	—	—
10 th	—	—	—
11 th	—	—	—
12 th	2 nd	0	—
13 th	2 nd	0	—
14 th	3 rd	1	—
15 th	3 rd	1	—
16 th	4 th	1	0
17 th	4 th	1	0
18 th	5 th	1	1
19 th	5 th	1	1
20 th	5 th	1	1



- ✦ **Gather Shadows:** At his 3rd paladin level, the lantern-bearer may take Gather Shadows instead of Divine Health. He may wrap shadows around his armour. He may subtract his half his paladin level from the armour check penalty for his armour for Hide and Move Silently checks.
- ✦ **Contacts and Cohorts:** At his 5th level, the lantern-bearer may take Contacts and Cohorts instead of a special mount. This works just like the Leadership feat. The cohort gained from this feat might be a spy, a contact on the street, a butler, a fellow rogue or other agent, while the followers are normally common folk who have been helped by the lantern-bearer and will now pass on aid and information. (See the optional rules for the Contacts variant of Leadership on page 107).

- ✦ **Familiar:** The bonuses granted by a familiar can be even more useful to a character on the front lines of combat – an extra +2 bonus on Reflex saves from a weasel can help the paladin’s weak Reflex save immensely.

ANGELIC CHANNERLER (PALADIN/SORCERER)

All the multiverse is a battleground, warred over by opposing forces. In some planes, the hosts of celestial legions and hordes of hell clash directly. The ground is stained with the blood of angels and the corpses of demons burn with a fell light. The Material Plane would be a war-torn, lifeless ruin if such cosmic forces clashed here. Instead, they work through intermediaries. The celestials inspire clerics and paladins; devils whisper corruption into the hearts of the unfaithful and inspire demonologists to commit terrible acts. They also use mortals as unwitting agents – a demon might possess the body of a human to bring chaos and destruction.

The hosts of heaven do not stoop to stealing mortal bodies in such a fashion. Instead, they work with angelic channellers – mortals with a spark of magic in their souls, who can draw on the power of heaven and work it into arcane magic. They are holy sorcerers, who wield the fire of magic born in the firmament.

Strengths

An angelic channeller gains a number of benefits from adding sorcerer levels to his paladin class.

- ✦ **Shared Prime Requisite:** Both paladins and sorcerers work well with a high Charisma.
- ✦ **Good Spell Selection:** While a single-class sorcerer has to select spells to cover every situation, the angelic channeller’s paladin levels and abilities allow him to handle combat without relying on magic. He can therefore concentrate on other areas, such as protective or blasting spells.
- ✦ **Good Will Save:** Sorcerers have a useful Will save, adding to the paladin’s good Fortitude save.

Weaknesses

The angelic channeller dilutes his combat ability severely by taking up sorcerer levels, adding the following weaknesses:

- ✦ **Poor Hit Dice:** d4s as opposed to d10s means a significant drop in hit points for the paladin.
- ✦ **Poor Skill Selection:** The paladin gains no useful new skills and no extra skill points.
- ✦ **No Armour:** Arcane spells suffer a spell failure chance when the character is in armour. Not wearing armour makes the paladin very vulnerable in combat.

Recommended Options

As the character combines paladin and sorcerer levels, there are some options he can take to optimise the mixture of both classes’ abilities.

- ✦ The primary problem is the lack of armour. Taking *mage armour* is a solid option, as is having a high Dexterity. Another option is to take spells that are either useful

Angelic Channeller Paladin Spells

Level	Caster Level	Spells per Day	
		1 st	2 nd
1 st	—	—	—
2 nd	—	—	—
3 rd	—	—	—
4 th	—	—	—
5 th	—	—	—
6 th	—	—	—
7 th	—	—	—
8 th	—	—	—
9 th	—	—	—
10 th	—	—	—
11 th	1 st	—	—
12 th	2 nd	—	—
13 th	3 rd	—	—
14 th	4 th	0	—
15 th	5 th	0	—
16 th	6 th	1	—
17 th	7 th	1	—
18 th	8 th	1	0
19 th	9 th	1	0
20 th	10 th	1	1



The Angelic Channeller (Paladin/Sorcerer)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Sor 1	+0	+0	+0	+2	Summon Familiar, (character feat)
2 nd	Sor 2	+1	+0	+0	+3	
3 rd	Sor 3	+1	+1	+1	+3	(character feat)
4 th	Sor 4	+2	+1	+1	+4	(ability increase)
5 th	Sor 5	+2	+1	+1	+4	
6 th	Sor 6	+3	+2	+2	+5	(character feat)
7 th	Sor 7	+3	+2	+2	+5	
8 th	Sor 8	+4	+2	+2	+6	(ability increase)
9 th	Sor 9	+4	+3	+3	+6	(character feat)
10 th	Sor 10	+5	+3	+3	+7	
11 th	Pal 1	+6/+1	+5	+3	+7	Aura of good, <i>detect evil</i> , smite evil 1/day
12 th	Pal 2	+7/+2	+6	+3	+7	Divine grace, lay on hands, (ability increase), (character feat)
13 th	Pal 3	+8/+3	+6	+4	+8	Aura of courage, divine health
14 th	Pal 4	+9/+4	+7	+4	+8	Turn undead
15 th	Pal 5	+10/+5	+7	+4	+8	Smite evil 2/day, special mount, (character feat)
16 th	Pal 6	+11/+6/+1	+8	+5	+9	<i>Remove disease</i> 1/week, (ability increase)
17 th	Pal 7	+12/+7/+2	+8	+5	+9	
18 th	Pal 8	+13/+8/+3	+9	+5	+9	(character feat)
19 th	Pal 9	+14/+9/+4	+9	+6	+10	<i>Remove disease</i> 2/week
20 th	Pal 10	+15/+10/+5	+10	+6	+10	Smite evil 3/day, (ability increase)

Angelic Channeller Sorcerer Spells

Level	Caster Level	Spells per day						Spells known					
		0	1 st	2 nd	3 rd	4 th	5 th	0	1 st	2 nd	3 rd	4 th	5 th
1 st	1 st	5	3	—	—	—	—	4	2	—	—	—	—
2 nd	2 nd	6	4	—	—	—	—	5	2	—	—	—	—
3 rd	3 rd	6	5	—	—	—	—	5	3	—	—	—	—
4 th	4 th	6	6	3	—	—	—	6	3	1	—	—	—
5 th	5 th	6	6	4	—	—	—	6	4	2	—	—	—
6 th	6 th	6	6	5	3	—	—	7	4	2	1	—	—
7 th	7 ^t	6	6	6	4	—	—	7	5	3	2	—	—
8 th	8 th	6	6	6	5	3	—	8	5	3	2	1	—
9 th	9 th	6	6	6	6	4	—	8	5	4	3	2	—
10 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1
11 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1
12 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1
13 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1
14 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1
15 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1
16 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1
17 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1
18 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1
19 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1
20 th	10 th	6	6	6	6	5	3	9	5	4	3	2	1



Channel for those Above

The character may willingly summon a celestial creature into him, body and soul. This is essentially a holy version of possession. Calling a celestial is a full-round action; dismissing it is a free action. The character can summon the celestial for one round per level. While possessed by the celestial creature, the character gains that celestial's Wisdom, Intelligence and Charisma scores as well as some of the spell-like abilities possessed by it (note that the creature counts as being summoned, so it cannot use summoning, planar travel or teleportation abilities). The character's eyes glow brightly while channelling the creature. The celestials that the character can summon depend on his level, as follows

The spell-like abilities are cast using the character's level as the caster level.

The angel has partial control over the character's body – if the character tries to do something that is directly against the angel's beliefs, the two must make opposed Will saves (the character uses his normal Will save, regardless of any modifiers due to an increased Wisdom from the angel; the angel uses its Will save as if it had been physically summoned). If the character loses, the angel seizes control of the body and acts for this round.

Channelled Angel

Paladin Level	Angel	Intelligence	Wisdom	Charisma	Spell-like abilities
5 th –7 th	Hound Archon	10	13	12	At will – <i>Aid</i> , <i>continual flame</i> , <i>detect evil</i> , <i>message</i>
8 th –10 th	Trumpet Archon	16	16	16	At will – <i>Detect evil</i> , <i>continual flame</i> , <i>message</i>
11 th –14 th	Astral Deva	18	18	20	At will – <i>Aid</i> , <i>detect evil</i> , <i>continual flame</i> , <i>invisibility</i> (self only); 7/day – <i>cure light wounds</i>
15 th –20 th	Planetar	22	23	22	At will – <i>Continual flame</i> , <i>invisibility</i> (self only), <i>speak with dead</i> ; 3/day – <i>flame strike</i>

outside of combat, or which have a long duration and the angelic channeller can then remove his armour before casting a spell. A character could cast, say, *eagle's splendour* with a duration of four minutes, put on a chain shirt (one minute) then head into the combat. Few fights last longer than a minute or two and the character has plenty of spells.

Variant Rules

- ✦ **Divine Guidance:** Upon reaching his 2nd paladin level, the angelic channeller may take Divine Guidance instead of Divine Grace. When casting a spell, the character may subtract his Wisdom score from the spell failure chance for the armour he is wearing, to a minimum of 5%. This is a supernatural ability.
- ✦ **Voice of the Angels:** Upon reaching his 3rd paladin level, the angelic channeller may take Voice of the Angels instead of Divine Health. Once per week, an angel or other celestial being may speak through the character – this is functionally a *divination* spell triggered at the whim of the Games Master. The spell counts as being cast by a cleric of level equal to the character. This is a supernatural ability.
- ✦ **Channel For Those Above:** Upon reaching his 5th paladin level, the angelic channeller may take Channel For Those Above instead of gaining a special mount. See sidebar.

WATCHWORD

(PALADIN/WIZARD)

The magic of wizards is one of the greatest threats to the sanctity of the church, to the safety of the land and even to the ultimate victory of good over evil. Consider a wizard's magic is not granted by any god or power but stems from the wizard's own manipulation of cosmic forces. His control over these forces can increase almost infinitely – a sorcerer's mind can only encompass a mere handful of spells but a wizard can change his prepared spells every day. A wizard can make spells to fulfil a single purpose, precisely focusing the energies of the cosmos on some terrible purposes. They have been known to tear open the gates of heaven and hell, to raise armies of the living dead, to threaten the balance of power across the planes. Beholden to no authority and no power, supremely arrogant and selfish – is it any wonder that wizards are distrusted and closely watched.

The watchwords are paladins who study the arcane arts, so they can better understand wizards and can deal with renegades and mad spellcasters when the need arises. Only a paladin, his heart pure and his devotion unquestionable, can safely study the blacker arcane arts and remain uncorrupted.



The Watchword (Paladin/Wizard)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Wiz 1	+0	+0	+0	+2	Summon familiar, Scribe Scroll, (character feat)
2 nd	Wiz 2	+1	+0	+0	+3	
3 rd	Wiz 3	+1	+1	+1	+3	(character feat)
4 th	Wiz 4	+2	+1	+1	+4	(ability increase)
5 th	Wiz 5	+2	+1	+1	+4	Bonus Feat
6 th	Wiz 6	+3	+2	+2	+5	(character feat)
7 th	Wiz 7	+3	+2	+2	+5	
8 th	Wiz 8	+4	+2	+2	+6	(ability increase)
9 th	Wiz 9	+4	+3	+3	+6	(character feat)
10 th	Pal 1	+5	+5	+3	+6	Aura of good, <i>detect evil</i> , smite evil 1/day
11 th	Pal 2	+6/+1	+6	+3	+6	Divine grace, lay on hands
12 th	Pal 3	+7/+2	+6	+4	+7	Aura of courage, divine health, (ability increase), (character feat)
13 th	Pal 4	+8/+3	+7	+4	+7	Turn undead
14 th	Pal 5	+9/+4	+7	+4	+7	Smite evil 2/day, special mount
15 th	Pal 6	+10/+5	+8	+5	+8	<i>Remove disease</i> 1/week, (character feat)
16 th	Pal 7	+11/+6/+1	+8	+5	+8	(ability increase)
17 th	Pal 8	+12/+7/+2	+9	+5	+8	
18 th	Pal 9	+13/+8/+3	+9	+6	+9	<i>Remove disease</i> 2/week, (character feat)
19 th	Pal 10	+14/+9/+4	+10	+6	+9	Smite evil 3/day
20 th	Pal 11	+15/+10/+5	+10	+6	+9	(ability increase)

Watchword Paladin Spells

Level	Caster Level	Spells per Day		
		1 st	2 nd	3 rd
1 st	—	—	—	—
2 nd	—	—	—	—
3 rd	—	—	—	—
4 th	—	—	—	—
5 th	—	—	—	—
6 th	—	—	—	—
7 th	—	—	—	—
8 th	—	—	—	—
9 th	—	—	—	—
10 th	—	—	—	—
11 th	—	—	—	—
12 th	—	—	—	—
13 th	2 nd	0	—	—
14 th	2 nd	0	—	—
15 th	3 rd	1	—	—
16 th	3 rd	1	—	—
17 th	4 th	1	0	—
18 th	4 th	1	0	—
19 th	5 th	1	1	—
20 th	5 th	1	1	0

Watchword Wizard Spells

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	1 st	3	1	—	—	—	—
2 nd	2 nd	4	2	—	—	—	—
3 rd	3 rd	4	2	1	—	—	—
4 th	4 th	4	3	2	—	—	—
5 th	5 th	4	3	2	1	—	—
6 th	6 th	4	3	3	2	—	—
7 th	7 th	4	4	3	2	1	—
8 th	8 th	4	4	3	3	2	—
9 th	9 th	4	4	4	3	2	1
10 th	9 th	4	4	4	3	2	1
11 th	9 th	4	4	4	3	2	1
12 th	9 th	4	4	4	3	2	1
13 th	9 th	4	4	4	3	2	1
14 th	9 th	4	4	4	3	2	1
15 th	9 th	4	4	4	3	2	1
16 th	9 th	4	4	4	3	2	1
17 th	9 th	4	4	4	3	2	1
18 th	9 th	4	4	4	3	2	1
19 th	9 th	4	4	4	3	2	1
20 th	9 th	4	4	4	3	2	1



Index of Forbidden Books

The watchword gains access to collections of spellbooks that once belonged to the foulest and most despicable wizards. Whenever a necromancer is slain by a virtuous paladin, or a demonologist condemned to hell by a seraphic monk, then the evil wizard's spellbooks and other research material is seized and kept by the watchwords. As the character advances in rank, he may study these spells. He gains a number of extra spells that he may write into his spellbook, as well as certain other abilities.

Index of Forbidden Books

Paladin Level	Bonus Spells	Special
5 th –7 th	<i>Magic circle against evil, vampiric touch</i>	Dark insight
8 th –10 th	<i>Dimensional anchor, bestow curse</i>	Improved counterspell
11 th –14 th	<i>Lesser planar binding, contact outer plane</i>	
15 th –20 th	<i>Magic jar, nightmare</i>	Improved dark insight

Dark Insight: The character gains a +2 bonus to Spellcraft checks for the purposes of identifying spells cast by evil arcane casters and for analysing their notes and dark designs.

Improved Counterspell: The paladin may use any prepared paladin spell as a *dispel magic* for the purposes of counterspelling spells with the Evil descriptor.

Improved Dark Insight: The bonus from Dark Insight increases to +4.

Strengths

A watchword gains a number of benefits from adding wizard levels to his paladin class.

- ✦ **Spellcasting:** Arcane spells are the most powerful and flexible of all the types of magic; the character gains access to powerful blasting and precise divination spells, as well as handy magics like *teleport*.
- ✦ **Familiar:** Wizards get a familiar like sorcerers.
- ✦ **Bonus Feats:** While the various Metamagic feats can be used on the paladin's own spells as well as the wizard's spells, the item creation feats are much more suited and useful to the paladin.
- ✦ **Good Will Save:** Wizards have a good Will save.

Weaknesses

The watchword's merger of paladin and wizard incurs certain drawbacks:

- ✦ **Poor Hit Dice:** Wizards have a pathetic d4 for Hit Dice, half that of druids, making the character much more fragile.
- ✦ **No Armour:** Arcane spells suffer a spell failure chance in armour.

Recommended Options

As the character combines wizard and paladin levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Spell failure in armour and the lack of hit points are the character's major drawbacks. One solution to the first problem, which works well for wizards, is to prepare spells that have either a long duration or are cast outside of combat. Divinations are an excellent example – cast spells like *scrying* to locate your foes or analyse the evidence, then gird yourself for battle in your full plate.
- ✦ The character's lack of hit points is best dealt with by having lots of protective items. Use item creation feats to make the best armour and shields you can.

Variant Rules

- ✦ **Divine Guidance:** Upon reaching his 2nd paladin level, the watchword may take Divine Guidance instead of Divine Grace. When casting a spell, the character may subtract his Wisdom score from the spell failure chance for the armour he is wearing, to a minimum of 5%. This is a Supernatural ability.
- ✦ **Watchful Magic:** Upon reaching his 3rd paladin level, the watchword may take Watchful Magic instead of Divine Health. Whenever he uses his *detect evil* ability, it also acts as a *detect magic* spell.
- ✦ **Index of Forbidden Books:** Upon reaching his 5th paladin level, the watchword may take Index of Forbidden Books instead of gaining a special mount. See sidebar.

THE LEGENDARY PALADIN

The paladin is born to be a legend. While all other classes are able to shy away from the clarion call of heroism, the paladin is defined by his good deeds and heroic quests. His is a star that burns brightly and rises high. If successful, then his deeds will forge new legends and inspire a new generation of heroes to come after him. If the paladin falls, though, then he falls deep into shadow and is forgotten – or worse, becomes that which he once stood to oppose...

After all, he who flies the highest, plunges the farthest.

ANGELIC KNIGHT

A paladin spends much of his career fighting side-by-side with the hosts of heaven. His steed is sent from the eternal green fields that slope down from the celestial mount. He is watched over by archons, inspired and guided by angels and channels celestial power through him to aid others and to smite evil. He calls down the powers of good to aid him, just as they call upon him. His bright spirit is as close as a mortal soul can get to angelic perfection.

Through long association and spiritual example, the physical shell of some paladins becomes infused with celestial energies. His body begins to imitate his higher soul, that which is without begins to reflect that which is within – in short, the paladin begins to grow wings and become physically angelic.

This is a natural exaltation, not a twisted magical process. The paladin is smoothly transfigured from mortal to heavenly being. Through the channel of his faith, the light of heaven shines out onto the world.

Some refer to fully transformed angelic knights as *grigori*, but this term is properly reserved for half-celestial beings.

Hit Die: d10.

Requirements

To qualify to become an angelic knight, a character must fulfil all the following criteria:

Alignment: Lawful Good.

Epic Levels

Some of these classes may take a character beyond 20th level – indeed, many are actually designed to do so. When a character gains his 21st level, whether from a single class or any combination of multiclassing and prestige classes, he becomes an epic character as detailed in *Core Rulebook II*, at which point some of his characteristics change slightly.

The character can reach 21st level while in the middle of taking one of the prestige classes in this book, in which case he follows the following rules:

- + Ignore the prestige class' base attack bonus and all base save bonuses; use the progression in the epic advancement table below using the total character level instead of any individual class level. These are epic bonuses that do not grant additional attacks (in the case of the base attack bonus)
- + Continue to gain the class features of each level attained in both the prestige class and any previous core class until they reach their maximum (5th or 10th for prestige classes, 20th for core classes).
- + Prestige classes with five levels stop there and the character must gain new levels from other classes.

- + Core classes and prestige classes with ten levels may continue advancing beyond their maximum, using the progression information found in *Core Rulebook II* for core classes and the epic progression text box in each the description of each prestige class in this book. 10th level prestige classes may only be advanced beyond 10th level if the character's total character level is 20th or higher.

- + Character feats and ability increases are gained normally at every level divisible by three for feats and any level divisible by four for ability increases.

Epic Advancement

Character Level	Epic Attack	
	Bonus	Epic Save Bonus
21 st	+1	+0
22 nd	+1	+1
23 rd	+2	+1
24 th	+2	+2
25 th	+3	+2
26 th	+3	+3
27 th	+4	+3
28 th	+4	+4
29 th	+5	+4
30 th	+5	+5



Skills: Heal 12 ranks, Knowledge (religion) 12 ranks.
Feats: Improved Turning.
Spellcasting: Able to cast divine spells.
Special: The character must have encountered angels or other powerful (10HD +) celestial creatures at least three times and received aid or spells from them each time.

Class Skills

The angelic knight's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Knowledge (the planes) (Int), Perform (Cha), Sense Motive (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: The angelic knight gains no additional weapon or armour proficiencies.

Invoke Wings (Su): At 1st level, once per day as a free action, the angelic knight may cause wings to sprout from his back. If the knight is wearing normal clothing, then the wings burst out through the fabric. If the knight is armoured, then the wings reshape the armour into a metallic sheath protecting them. The paladin may fly with Good manoeuvrability at a speed of 100 feet per round. The wings last for a number of rounds equal to 10 + Charisma bonus.

Angelic Option (Su): At 2nd, 4th, 6th and 8th level, the angelic knight may choose to manifest one of the following angelic gifts:

- + **Gift of Tongues:** The angelic knight can speak with any creature that has a language, as though using a *tongues* spell (caster level equals the knight's level). This ability is always active.
- + **Sight of Stars:** The angelic knight gains low-light vision.

Aelfric dropped his visor, raised his lance and charged into the midst of the ogre formation. The shock of his passage was a palpable wave of fury and implacable resolve. Ogres ten times the weight of a man wearing inch-thick iron plate were thrown aside like rag dolls. The ogre turtle was shattered by the charge. A few retained the presence of mind to withdraw to the edges of the courtyard but most were either hurled aside insensate or driven screaming from the field of battle.

The wizards, who had run for shelter, were nothing but fodder for the hooves of Aelfric's mount, Spirit.

'Sir Abaddon the Fallen, I challenge you to single combat here, on this ground. Should I prove the better man, you will withdraw your army from this land and never return.'

'And if I win?' asked the blackguard.

Aelfric's face was stern. 'You won't.'

Eyebiter's harsh voice called over the blackguard's empathic bond, urging Abaddon to have someone blast the impudent paladin with a lightning bolt or horrid wilting and be done with it. The blackguard opened his mouth to give the order – then stopped.

'I accept your terms, sir.' Both knights wheeled around in perfect unison, like mirror images of each other and rode to opposite ends of the courtyard. It was cramped for a jousting field but both their steeds were capable of unnatural speed.

Lightning flashed and both took it as the signal to charge. Thunder boomed in the storm clouds overhead and was echoed in the clamour of hooves on the bloodied flagstones below.

And for all the might of Sir Abaddon's war machines and black magics, not to mention the fury of the gathering storm, nothing had ever made so loud a sound as the crash of lance on shield. Both weapons splintered with the force of the impact.

One knight fell heavily to the ground, unconscious.

'The better man,' said Sir Abaddon.

Summoned demons swarmed in through the open doors.



- ✦ **Sight in Dark Places:** The angelic knight gains darkvision out to 60 feet.
- ✦ **Resistance to Energy:** The angelic knight gains resistance 5 to any one type of energy. This gift may be taken multiple times; each time, the knight may choose to increase one existing resistance or gain a new resistance.
- ✦ **Divine Immunity:** The angelic knight gains a +4 racial bonus to saves against poison.
- ✦ **Bonus Smite:** The angelic knight gains one extra use of the Smite Evil paladin ability per day.

Protective Aura (Su): At 3rd level, the angelic knight gains the ability to manifest a protective aura. This aura has a range of 20 feet, and gives one of the following protective abilities, chosen when the aura is manifested:

- ✦ +4 deflection bonus to AC against attacks or effects from evil creatures to all within the aura.
- ✦ +4 resistance bonus to saving throws against attacks or effects from evil creatures to all within the aura.
- ✦ Aura functions as *magic circle against evil* (caster level equals the angelic knight's level).
- ✦ Aura functions as *lesser globe of invulnerability* (caster level equals the angelic knight's level).
- ✦ Aura functions as *daylight* (caster level equals the angelic knight's level).

Activating the aura is a standard action. The aura can be dispelled. The aura lasts for five rounds. At 6th and 9th level the angelic knight gains another use of the protective aura ability – he may also combine uses to invoke multiple abilities. For example, a 6th level angelic knight has two uses of this ability, so he could have an aura that lasts for

The Angelic Knight

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Invoke wings
2 nd	+2	+3	+0	+3	Angelic option
3 rd	+3	+3	+1	+3	Improved wings, protective aura 1/day
4 th	+4	+4	+1	+4	Angelic option
5 th	+5	+4	+1	+4	Permanent wings
6 th	+6	+5	+2	+5	Angelic option, protective aura 2/day
7 th	+7	+5	+2	+5	Physical Perfection
8 th	+8	+6	+2	+6	Angelic option
9 th	+9	+6	+3	+6	Protective aura 3/day
10 th	+10	+7	+3	+7	Transcendence

five rounds and gives *both* a deflection bonus to AC and a resistance bonus to saves. He could also invoke both separately.

Improved Wings (Su): At 3rd level, the angelic knight may activate his wings an additional time each day. Again, the wings last for ten rounds.

Permanent Wings (Ex): At 5th level, the angelic knight's wings become permanent. He does not need to invoke the wings any more; they are always present. He may take feats like Wingover and Fly-by Attack after this level.

Physical Perfection (Ex): At 7th level, the angelic knight's body is transfigured. He becomes immune to disease and the effects of ageing. He cannot be scarred or otherwise disfigured. His skin and eyes begin to glow (as per a *faerie fire* spell, although this effect can be suppressed at will). If the angelic knight wishes, he becomes genderless.

Transcendence (Su): At 10th level, the angelic knight is fully transformed. His type changes to Outsider (Good, Angel), although he does not gain the Angel racial abilities. He is now immortal, but is expected to translate to the heavenly realms and take his place among the host after completing his duties on the mortal plane.

Epic Angelic Knight

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic angelic knight gains a bonus feat every four levels higher than 20th.

Protective Aura: The epic angelic knight gains another use of his protective aura ability at 12th level and every three levels thereafter.

HAND OF GOD

There is work to do.

The gods command it.

Imagine a hermit in a cave deep underground. This cave is connected to the surface only by a narrow vertical shaft. The hermit can, inch by agonising inch, climb up the shaft, peer out through a narrow crack in the rock and see the rising sun – but his balance is too precarious and slips back down the shaft. Still, each day he perseveres and climbs up once more.

Now imagine the roof of the cavern being torn away by some great hand and the hermit looking unblinking into the blazing noonday sun.



The hermit is the paladin; the cave is the material world. Climbing is prayer... and the noonday sun is the divine itself.

The hand of god is a paladin who perceives the divine directly. He looks upon the face of God *constantly*. The divine will moves him.

To others, the hand of god may appear to be a fanatic, he may even appear to be a madman – but he knows he is right. All that he does is in accord with the will of the gods.

It is a terrible burden, to be the only sighted man in the kingdom of the blind.

Hit Die: d10.

Requirements

To qualify to become a hand of god, a character must fulfil all the following criteria:

The Hand of God

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	+1	+0	+0	+2	Light of God 1/day	+1 level of existing class
2 nd	+2	+0	+0	+3	Light of God 2/day	+1 level of existing class
3 rd	+3	+1	+1	+3	<i>Divine guidance</i>	+1 level of existing class
4 th	+4	+1	+1	+4	Light of God 3/day	+1 level of existing class
5 th	+5	+1	+1	+4	Revelation	+1 level of existing class

Alignment: Any lawful.

Skills: Concentration 15 ranks, Knowledge (religion) 8 ranks, Survival 8 ranks.

Feats: Great Fortitude, Iron Will.

Spellcasting: Able to cast divine spells.

Special: To become a hand of god, a character must surrender his will to the divine three times. The character leaves the player's control for a time. When the Games Master hands the character back to the player, the character will be embroiled in some complex moral issue or perilous situation. The character must overcome this trial. After these three tests, the character must spend at least one month alone in prayer and meditation.

Class Skills

The hand of god's class skills (and the key ability for each skill) are Concentration (Con), Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Listen (Wis), Spot (Wis).

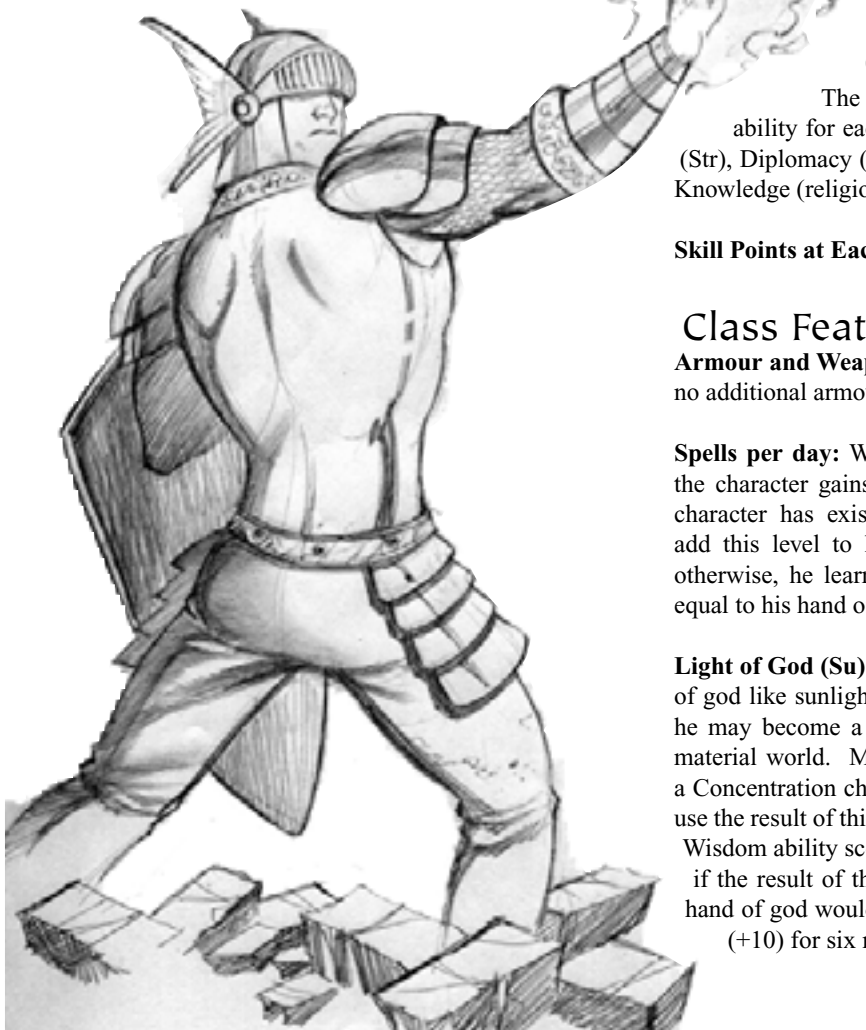
Skill Points at Each Level: 4 + Int modifier.

Class Features

Armour and Weapon Proficiency: The hand of god gains no additional armour or weapon proficiencies.

Spells per day: When a new hand of god level is gained, the character gains a level of paladin spellcasting. If the character has existing paladin levels, he may choose to add this level to his existing paladin spellcasting levels; otherwise, he learns to cast spells as a paladin of a level equal to his hand of god level.

Light of God (Su): The divine light flows through the hand of god like sunlight through clear glass. By concentrating, he may become a holy lens, focusing the divine onto the material world. Mechanically, the hand of god may make a Concentration check as a full-round action. He may then use the result of this Concentration check as his Charisma or Wisdom ability score for the next six rounds. For example, if the result of the Concentration check was 30, then the hand of god would have an effective Charisma score of 30 (+10) for six rounds.



The light of god may be used once per day at 1st level, twice at 2nd level and three times at 4th level.

Divine Guidance (Sp): Once per day, the hand of god may enter into a divine reverie. This is similar to a *vision* spell but costs no experience. The information gained from divine guidance is fragmented and often confusing.

Revelation (Su): Once per day, the hand of god may touch another character (touch attack if the target is unwilling). If the target is struck, then the hand of god blazes with divine power and the target is shown the majesty of the divine. This has the following effects:

- ✦ If the target is a cleric or paladin of the same god or ethos, then the target may choose to regain a number of expended spells equal to the hand of god's current Wisdom score. For example, if the target is touched by a hand of god with Wisdom 18, then the target could regain two expended 9th level spells, or three expended 6th level spells, or any combination adding up to 18.
- ✦ If the target is a lay follower (non-cleric, non-paladin) of the same god or ethos, then the target gains a morale bonus to attacks and saving throws equal to the hand of god's Charisma bonus. This bonus lasts for one minute per level of the hand of god.
- ✦ If the target is a lay follower of another god or ethos, then the touch acts as an *atonement* spell, allowing the target to change his alignment and faith without penalty.
- ✦ If the target is a blackguard (fallen paladin) once loyal to the same god or ethos as the hand of god, then the touch acts as an *atonement* spell and allows the blackguard to become a penitent (see below).
- ✦ If the target is a cleric or paladin of another god or ethos, then the target must make a Will save (DC15 + the hand of god's current Charisma bonus) or lose a number of prepared spells equal to the hand of god's Wisdom score. The target chooses which spells are lost.

KNIGHT COMMANDER

There are orders of paladins and knights dedicated to noble and true aims. Crusaders in far-off lands, guardians of mystic treasures, servants of the church, vigilant keepers of the peace; it is the nature of the paladin to bring law and justice to the land. These orders need the leadership and guidance of the knight commander. He is a wise and inspiring leader; stern in judgement and discipline, but fair and kind-hearted. He is the sort of general that a soldier would follow into the maw of the abyss, or willingly die for in battle.

The knight commander almost invariably rises through the ranks of the order he is to lead although, in rare cases, a commander can be appointed from outside by a king or religious leader (and when paladins are involved, prophecies

and divine revelations tend to crop up on a regular basis, too). He must know and understand the warriors he leads better than they know themselves. If he is the head of the order, then they are his body. He feels their deaths as he would his own wounds.

Hit Die: d8.

Requirements

To qualify to become a knight commander, a character must fulfil all the following criteria:

Skills: Diplomacy 5 ranks, Intimidate 5 ranks, Knowledge (geography) 5 ranks, Knowledge (history) 5 ranks, Knowledge (nobility & royalty) 5 ranks, Ride 5 ranks, Sense Motive 7 ranks.

Feats: Leadership, Mounted Combat.

Special: To become a knight commander, the character must be appointed the leader of an order of knights, paladins or other special servants of the church, crown or other authority.

Class Skills

The knight commander's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Knowledge (any) (Int), Listen (Wis), Ride (Dex), Spellcraft (Int), Sense Motive (Wis) and Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

Armour and Weapon Proficiency: Knight commanders gain martial weapon proficiency, the next highest armour proficiency (none to light, light to medium, medium to heavy) and proficiency with shields (including tower shields).

Glorious Leadership: At each level, the knight commander gains a glorious leadership bonus. He may choose to assign this bonus to any of the following:

- ✦ He may increase his leadership score by +2.
- ✦ He may gain a +2 insight bonus to Sense Motive checks against members of his order.
- ✦ He may gain a +1 insight bonus to Diplomacy when speaking for his order.
- ✦ He may increase his True Order (see below) bonus by +1.

Aura of Courage (Su): The character gains an aura of courage, identical to the ability of a paladin. If the character already has this ability, he gains a bonus fighter feat instead.



Knight Commander

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Aura of courage, true order, glorious leadership I
2 nd	+2	+0	+0	+3	Glorious leadership II
3 rd	+3	+1	+1	+3	True order, glorious leadership III
4 th	+4	+1	+1	+4	Glorious leadership IV
5 th	+5	+1	+1	+4	Magnified aura of courage, glorious leadership V
6 th	+6	+2	+2	+5	True order, glorious leadership VI
7 th	+7	+2	+2	+5	Glorious leadership VII
8 th	+8	+2	+2	+6	Glorious leadership VIII
9 th	+9	+3	+3	+6	True order, glorious leadership IX
10 th	+10	+3	+3	+7	Knighthood, glorious leadership X

True Order (Ex): The commands of the knight commander drive others to achieve great deeds. Once per day, the knight commander may give an order to another character under his command. That character gets a morale bonus to any attack rolls, saving throws or skill checks made in the direct course of carrying out the order. The morale bonus is equal to the knight commander's Charisma bonus. The order must be one with a definite duration; 'take down the walls of that castle' or 'bring me back his head' would be acceptable, as long as it is fairly certain that the walls could be breached or the target slain within a few days, but 'defend the kingdom' or 'find the magic sword' would not be acceptable.

The knight commander may not give another True Order until the currently active one is completed or he knows that the character he gave the order to is dead.

The knight commander gains another True Order at 3rd, 6th and 9th levels.

Magnified Aura of Courage (Su): At 5th level, the knight commander's aura of courage increases to 50 feet.

Masterful General (Ex): At 7th level, the knight commander gains a +4 insight bonus to any ability or skill checks related to commanding armies in battle.

Knighthood (Su): At 10th level, the knight commander is permitted to induct characters into certain ancient mystical

Epic Knight Commander

Hit Die: d8.

Skill Points at Each Additional Level: 6 + Int modifier.

Bonus Feats: The epic knight commander gains a bonus feat every four levels higher than 20th.

True Orders: The epic knight commander gains an extra use of the True Order ability at 12th level and every three levels thereafter.

ranks within the order. This can only be done as a reward for completing a True Order. Inducting another character takes ten minutes; the inductee may convert up to three levels of an existing class into paladin levels. Alternatively, the character may benefit from three temporary levels of paladin that last for one month and one day. A character may only benefit from the knighthood ability once.

STEEL MARTYR

The strong must bear up the weak and protect those who cannot help themselves.

This is clear in the code of the paladins.

The steel martyr is utterly dedicated to this aspect of the code – he takes the wounds of others on himself. To a lesser being, this

would be sheer folly and verge on the suicidal, but the steel martyr has learned the alchemy of discipline and sacrifice. He can transmute injury into strength, growing more powerful with each wound – and thus able to ease suffering the more he suffers.

The risk to the martyr is terrible – should he fail in his resolve, even for a moment, then he will be grievously wounded by the agonies he takes upon himself. For this reason, martyrs are careful not to become attached to anything save the pain of the world. By cutting themselves off from all companionship and cordial bonds, the martyr ensures that there is as little as possible in his mind save transcendent agony.

Hit Die: d12.

Requirements

To qualify to become a steel martyr, a character must fulfil all the following criteria:

Skills: Concentration 12 ranks, Heal 12 ranks, Survival 9 ranks.

Feats: Great Fortitude, Endurance, Die Hard, Iron Will.

Special: Ability to cast *shield other*.

Special: The steel martyr must have suffered some terrible injury in the course of his career; specifically, he must have been reduced below 0 hit points in battle and bled for at least five rounds before stabilising. He must also spend at least one month preparing himself through flagellation and self-denial.

Class Skills

The steel martyr's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Heal (Wis), Intimidate (Cha), Ride (Dex), Survival (Wis) and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

The Steel Martyr

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Concentration Bonus	Damage Reduction
1 st	+1	+2	+0	+2	<i>Shield other</i> , terrible endurance	+0	–
2 nd	+2	+3	+0	+3	Alchemy of pain, first alchemy – regeneration	+0	–
3 rd	+3	+3	+1	+3	Extra <i>shield other</i>	+1	–
4 th	+4	+4	+1	+4	Second alchemy – holy blood	+1	–
5 th	+5	+4	+1	+4	Moderation of agony	+1	DR1/–
6 th	+6	+5	+2	+5	Extra <i>shield other</i>	+2	DR1/–
7 th	+7	+5	+2	+5	Third alchemy – willing martyrdom	+2	DR1/–
8 th	+8	+6	+2	+6	Fourth alchemy – blazing agony	+2	DR2/–
9 th	+9	+6	+3	+6	Extra <i>shield other</i>	+3	DR2/–
10 th	+10	+7	+3	+7	Fifth alchemy – mass martyrdom	+3	DR3/–

Class Features

Armour and Weapon Proficiency: Steel martyrs gain no additional armour or weapons proficiencies.

Shield Other (Sp): The steel martyr may cast a variant *shield other* a number of times per day equal to his Constitution bonus. He also gains another use of the spell at 3rd, 6th and 9th levels. This variant of *shield other* does not require any material components and the range is increased to Long (400 feet plus 40 feet/level). The steel martyr may not dismiss this spell before the duration runs out. The steel martyr's caster level is equal to his class level.

Concentration Bonus (Ex): The steel martyr gains a competence bonus to Concentration checks as he advances in level – see the table.

Terrible Endurance (Ex): The steel martyr is not killed by being reduced below –10 hit points. He must, however, make a Fortitude save every round (DC equals 10 + the steel martyr's negative hit point total, so DC 20 at –10, DC 30 at –20 and so on) or die. Only grotesque dismemberment or overwhelming damage can permanently kill the steel martyr.

Alchemy of Pain (Su): Whenever the steel martyr takes damage, he may attempt to draw strength from the pain. This is referred to as the Alchemy of Pain. The steel martyr must make a Concentration check (DC equals the amount of damage inflicted since the steel martyr's last action). If this check is failed, then the steel martyr may not use alchemy of pain this round. Only one alchemy ability may be used in any round:

- ✦ **The First Alchemy – Regeneration (Su):** If the steel martyr is reduced below 0 hit points, he may attempt to restore himself. If he successfully activates Alchemy of Pain, he automatically regains one hit point each round for a number of rounds equal to his Constitution score. Note that the character will have to use his Die Hard feat to avoid being knocked unconscious at negative hit points and will automatically fall unconscious when he uses a standard action to activate this ability.

- ✦ **The Second Alchemy – Holy Blood (Su):** The steel martyr may use Alchemy of Pain to convert any of his blood spilled this round into holy blood. This acts like double-strength holy water (4d4 damage to undead and evil outsiders, 2 points of splash damage). For every ten points of damage dealt on the steel martyr, he may create one pint of holy blood. This is a standard action.

Alternatively, the steel martyr may ready this ability to use against creatures affected by holy water. If the steel martyr succeeds in using alchemy of pain on the damage inflicted in the round, then any undead or evil outsiders who damaged him in the current round take damage equal to the damage they dealt to him.

- ✦ **The Third Alchemy – Willing Martyrdom (Su):** The steel martyr may use Alchemy of Pain to heal damage suffered by another via his *shield other* ability. If the steel martyr succeeds in using Alchemy of Pain, then he cures one person currently affected by one of his *shield other* spells of half the damage (rounded down) they transferred through the link in the last round. The steel martyr may channel this healing through the shield link and so does not need to touch the target. Activating Willing Martyrdom is a move action.

For example, a steel martyr casts *shield other* on a wizard. The two are attacked by assassins. One assassin deals 20 damage on the wizard – half of this damage is transferred to the steel martyr thanks to the *shield other* link. The other assassin deals 15 damage to the steel

Epic Steel Martyr

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic steel martyr gains a bonus feat every four levels higher than 20th.

Concentration bonus: The epic steel martyr gains a +1 competence bonus to Concentration checks every three levels after 9th.



martyr directly. The steel martyr has suffered 25 points of damage this round; he makes a Concentration check (DC 25) to activate *Alchemy of Pain*, then uses *Willing Martyrdom* to cure the wizard of five points of damage.

- ✦ **The Fourth Alchemy – Blazing Agony (Su):** The steel martyr may use this ability to gain a +1 bonus to attacks and damage for one round for every ten points of damage suffered in the last round. He must succeed in an *Alchemy of Pain* check to activate this ability. Activating this alchemy is a move action.
- ✦ **The Fifth Alchemy – Mass Martyrdom (Su):** When this ability is activated as a free action, the steel martyr may choose one creature affected by his *shield other* spells for every 20 points of damage suffered by the martyr in the last round. For the next three rounds, every attack, spell or harmful effect that strikes the chosen target(s) instead injures the steel martyr. He absorbs all their damage; he is the target of every spell; the poison flows through his veins and he suffers the negative levels. Even death effects are transferred through the link.

Moderation of Agony (Su): The steel martyr is immune to spells or effects that cause special penalties due to agony, such as torture or a *symbol of pain*. He is also no longer subject to death from massive damage.

Damage Reduction (Ex): The incredible toughness of the steel martyr gives him some damage reduction – see the table.

PENITENT

For a paladin to fall and become a blackguard is as sorrowful a fate as death itself. For one of the chosen warriors of good to turn away and willingly walk into shadow is almost unthinkable – but still, the blackguards ride at the head of the armies of darkness, twisted mockeries of their paladin brethren. Their foulness is as vile as the paladin is holy. They are the terrible inverse, the dark twin, the fallen star...

...but it is in the nature of good to be forgiving – it cannot be otherwise.

The penitent is a blackguard making his way back towards the side of good. His existence will be short, as he may only atone for his terrible crimes through the ultimate sacrifice.

The Penitent

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	+1	+2	+0	+0	Aura, conversion	+1 level of blackguard
2 nd	+2	+3	+0	+0	Penance	+1 level of blackguard
3 rd	+3	+3	+1	+1	Conversion	+1 level of blackguard
4 th	+4	+4	+1	+1	Greater penance	+1 level of blackguard
5 th	+5	+4	+1	+1	Final Penance, conversion	+1 level of blackguard

Still, he has some small chance at redemption and grasps at it with all his soul.

Hit Die: d10.

Requirements

To qualify to become a penitent, a character must fulfil all the following criteria:

Skills: Heal 2 ranks, Knowledge (religion) 2 ranks.

Alignment: Lawful Good

Special: The character must be a blackguard or antipaladin. He must have received an *atonement* spell cast by a lawful good cleric. The character must destroy or drive off his fiendish companion, as well as his Undead companion from the blackguard class ability.

Class Skills

The penitent's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis) and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Penitents gain no additional weapon or armour proficiencies.

Spells per day: The penitent continues to gain spells as if advancing as a blackguard. If he reaches the maximum level of blackguard spellcasting (10th), then he gains no further spellcasting levels from this class. The penitent uses the blackguard spell list.

Aura: As the penitent retains his *Aura of Evil* ability, he still detects as evil, even though his alignment has changed to good.

Conversion (Su): At 1st, 3rd and 5th level, the penitent can convert some aspect of his character over to the side of good. He may choose one of the following ability conversions:

- ✦ *Smite evil* becomes *smite good*.
- ✦ *Command undead* becomes *turn undead*.

- ✦ The penitent uses the paladin spell list instead of the blackguard spell list.
- ✦ *Detect good* becomes *detect evil*.
- ✦ *Aura of evil* becomes *aura of good*.
- ✦ *Aura of hopelessness* becomes *aura of courage*.

Penance (Su): At 2nd level, the penitent is punished for his crimes. He is wracked with agony and guilt-filled dreams for a month and a day – during this time, he suffers a –2 penalty to all rolls. Should he survive this month, he is given a glimpse of redemption, in the form of a replacement special mount. This special mount is identical to the normal special mount given to a paladin. Add any paladin, blackguard and penitent levels together to determine the character's paladin level for the purposes of the mount's abilities.

Greater Penance (Su): At 4th level, the penitent's suffering is rewarded. The character begins to bleed unceasingly as his life begins to ebb from him. Each day, his maximum hit point total is reduced by one. For example, a penitent with 100 hit points would go down to 99 hit points on the second day, 98 hit points on the third and so on – the character has only a few months left to live. The character can be *raised*, but this will not affect the ebbing hit point total.

However, the forces of good are not unkind. The character may double the bonus he receives from his dark blessing ability (i.e. he may add twice his Charisma modifier to his saving throws).

Final Penance (Su): On reaching 5th level (or before), the character is given a *vision* of some great deed or quest. He must complete this quest or die trying. He receives a +2 morale bonus to all rolls. Should the character die after reaching 5th level, he cannot be raised.

If the penitent completes the quest satisfactorily, he is redeemed and may convert his blackguard levels to paladin levels and recover all previously lost hit points. If he fails, the character stops losing hit points from Greater Penance but does not regain those already lost. He also loses all paladin, blackguard and penitent class abilities. The character has rejected both damnation and redemption and will never find peace in any of the planes of existence.



MASTER OF THE FIELD

The master of the field is counted amongst the greatest jousters and duellists in all the land. His shield and visage are known to all; the common folk cheer him, the nobility respect and honour him, his followers love him and his foes soil themselves when they see him. His mastery of the noble arts of combat is absolute.

Becoming a master of the field is far from easy – this level of skill requires both immense natural talent and rigorous training. One has to know how to fall from a horse before one can knock others from theirs, so a would-be master must practise assiduously in other tournaments and battles.

Hit Die: d10.

Requirements

To qualify to become a master of the field, a character must fulfil all the following criteria:

Base Attack Bonus: +10.

Skills: Handle Animal 10 ranks, Knowledge (nobility & royalty) 10 ranks, Ride 10 ranks.

Feats: Dodge, Mounted Combat, Spirited Charge.

Special: The character must have either won a large tournament of some sort, or else lost three times to another master of the field or an opponent who is five or more levels higher than the character. The character must have a bonded mount, animal companion mount or other magical mount.

Class Skills

The master of the field's class skills (and the key ability for each skill)

are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility & royalty) (Int), Ride (Dex) and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Armour and Weapon Proficiency: Masters of the field gain no additional armour or weapon proficiencies.

Evaluate Opponent (Ex): By spending three rounds observing a foe's movements, the master of the field learns how to fight him. The character must make a Sense Motive check (DC equals 10 + the foe's Wisdom modifier) to activate this ability (the master may spend another three rounds observing and make a second check if the first fails). Once the master of the field successfully evaluates a foe,



Epic Master of the Field

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Bonus Feats: The epic master of the field gains a bonus feat every four levels higher than 20th.

Evaluate bonus: The epic master of the field increases his evaluate bonus by +1 every five levels higher than 20th.

he may add his evaluate bonus to attack rolls and damage against that foe. The master of the field may only evaluate one opponent at a time, as he must focus absolutely on the movements and fighting styles of that foe.

The master of the field may not attack the target he is trying to evaluate during the three rounds of observation and he may only make a standard or move action (not both) during each of those rounds. If distracted, he must make a Concentration check to maintain his observation.

Bonus Feat: At 2nd, 5th and 8th level, the master of the field gains a bonus feat, which can be any of those marked as bonus feats for fighters. The master's mount also learns a bonus trick.

Masterful Lance (Ex): At 3rd level, the master of the field may add his Charisma bonus to any damage dealt with a lance when on a charging mount, as well as to any Trip attempts using a jousting lance, as long as the target being struck with the lance is the master of the field's evaluated foe.

Masterful Strike (Ex): At 6th level, the master of the field may add his level to any Trip, Disarm or Sunder attempts, as long as these attempts are targeting the master of the field's evaluated foe.

Thundering Hooves (Ex): At 9th level, the master of the field's reputation is such that when he charges, he presents a truly terrifying sight to his evaluated target. If the master

The Master of the Field

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Evaluate
1 st	+1	+2	+0	+0	Evaluate opponent	+1
2 nd	+2	+3	+0	+0	Bonus feat	+1
3 rd	+3	+3	+1	+1	Masterful lance	+1
4 th	+4	+4	+1	+1		+2
5 th	+5	+4	+1	+1	Bonus feat	+2
6 th	+6	+5	+2	+2	Masterful strike	+2
7 th	+7	+5	+2	+2		+3
8 th	+8	+6	+2	+2	Bonus feat	+3
9 th	+9	+6	+3	+3	Thundering hooves	+3
10 th	+10	+7	+3	+3	Undefeatable	+4

of the field charges his evaluated foe, then he may make an Intimidation check, adding his evaluated bonus. The foe must then make a Will save against the Intimidation check result – if the Will save fails, then the foe is *shaken* for 1d6+1 rounds.

Undefeatable (Ex): The loss of a tournament is unthinkable for the master of the field. When in a formal duel or joust, he may reroll failed skill checks, saving throws or attack rolls. He may reroll a number of checks equal to his Charisma modifier each day.

KEEPER OF THE SECRET LIGHT

Although both draw from the same source, paladins and clerics have very different styles of spellcasting. Clerical magic stems from devotion and prayer; a cleric must spend long years in a seminary, studying holy texts and learning the catechisms of the faith. Paladins, on the other hand, receive their spells as a reward for their deeds and as a tool to accomplish even greater deeds – the paladin may know almost nothing of the deity or ethos that has chosen him. His magic is as instinctive and unthinking as a sword-parry or desperate thrust of a blade in the midst of battle – he may have practised and trained through prayer but the attack or the spell is still, fundamentally, an instinctive act.

Some paladins learn the methodology of clerics. Instead of being blind to the nature and mysteries of their spellcasting abilities, they study paladin magic. They delve into abstruse topics such as metaphagic and planar theory, studying and refining their spellcasting ability. These mystics often form secret orders or monasteries where they can work together, building their holy power.

Hit Die: d8.

Requirements

To qualify to become a keeper of the secret light, a character must fulfil all the following criteria:

Skills: Concentration 9 ranks, Knowledge (religion) 9 ranks, Spellcraft 5 ranks.

Feats: Any two of the following: Any metaphagic or item creation feat, Extra Turning, Improved Turning, Improved Spell Focus, Skill Focus (knowledge – religion), Spell Focus.

Special: Able to cast paladin spells.

Class Skills

The keeper of the secret light's class skills (and the key ability for each skill) are Concentration (Con), Heal (Wis), Knowledge (arcana) (Int),

The Keeper of the Secret Light

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day				
						1 st	2 nd	3 rd	4 th	5 th
1 st	+0	+0	+0	+2		1	-	-	-	-
2 nd	+1	+0	+0	+3	Domain	2+1	-	-	-	-
3 rd	+2	+1	+1	+3		2+1	1+1	-	-	-
4 th	+3	+1	+1	+4		3+1	2+1	-	-	-
5 th	+3	+1	+1	+4	Bonus feat	3+1	2+1	1+1	-	-
6 th	+4	+2	+2	+5		3+1	3+1	2+1	-	-
7 th	+5	+2	+2	+5		3+1	3+1	2+1	1+1	-
8 th	+6	+2	+2	+6		3+1	3+1	3+1	2+1	-
9 th	+6	+3	+3	+6		3+1	3+1	3+1	3+1	1+1
10 th	+7	+3	+3	+7	Bonus feat	3+1	3+1	3+1	3+1	2+1

Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Wis), Spellcraft (Int) and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Armour and Weapon Proficiency: Keepers of the secret light gain no additional weapon or armour proficiencies.

Spells per day: Keepers of the secret light gain spells as listed below. They draw their spells from the paladin spell list and their caster level is equal to the total of the keeper of the secret light and paladin levels. They use this caster level for all paladin spells they cast.

Bonus Feat: At 5th and 10th level, the keeper gains a bonus feat, which can be taken from the item creation or metamagic feat lists

Domain (Su): At 2nd level, the keeper of the secret light gains a domain, just like a cleric. He may now prepare a bonus spell of each level from that domain. He also gets the domain special ability.

Epic Keeper of the Secret Light

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The epic keeper of the secret light's caster level is equal to his class level. The epic keeper of the secret light's number of spells per day does not increase after 20th level.

Bonus Feats: The epic keeper of the secret light gains a bonus feat every four levels higher than 20th.

5th level paladin spells: The keeper of the secret light gains access to 5th level spells. These count as paladin spells for him and are drawn from the following list: *dictum*, *holy word*, *mount growth*, *perfection*, *planar ally*, *wind walk*. See page 73, the Divine Paladin for the descriptions of *mount growth* and *perfection*.

KING'S JUSTICE

A paladin is synonymous with justice and incorruptibility and therefore it is common for respected paladins to be appointed as inquisitors and magistrates. The king's justice is the highest of these, a paladin who investigates the most sensitive or heinous crimes. The king's justice must be equally adept at dealing with the highest levels of the nobility as well as slogging through sewers and dungeons to root out heretic cults. The justice learns to channel his holy power into his legal authority; he is granted the power of divine judgement and can damn or save a soul.

Hit Die: d10.

Requirements

To qualify to become a king's justice, a character must fulfil all the following criteria:

Skills: Bluff 3 ranks, Diplomacy 12 ranks, Forgery 3 ranks, Knowledge (nobility & royalty) 6 ranks, Search 6 ranks, Sense Motive 12 ranks.

Feats: Investigator.

Special: The character must be able to cast or use the following spells: *detect evil*, *zone of truth*, *discern lies*.

Class Skills

The king's justice class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (any) (Int), Move Silently (Dex), Listen (Wis), Search (Int), Spellcraft (Wis), Spot (Wis) and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.



The King's Justice

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Symbol of authority
2 nd	+2	+0	+0	+3	Variant detection I
3 rd	+3	+1	+1	+3	Long experience
4 th	+4	+1	+1	+4	<i>Aura of justice</i> 1/day
5 th	+5	+1	+1	+4	Variant detection II
6 th	+6	+2	+2	+5	<i>Pronounce sentence</i> 1/day
7 th	+7	+2	+2	+5	<i>Aura of justice</i> 2/day
8 th	+8	+2	+2	+6	Variant detection II, Divine Insight
9 th	+9	+3	+3	+6	<i>Pronounce sentence</i> 2/day
10 th	+10	+3	+3	+7	<i>Aura of justice</i> 3/day, <i>divine judgement</i>

Class Features

Armour and Weapon Proficiency: King's justices gain no additional armour or weapon proficiencies.

Symbol of Authority (Ex): The king's justice gains a +2 morale bonus to Diplomacy, Knowledge (nobility & royalty) and Intimidate checks.

Variant Detection (Su): At 2nd level, and every three levels thereafter, the king's justice may choose one of the following traits. He may now *detect* that trait, just like he detects evil. The traits are *animals*, *chaos*, *good*, *law*, *magic*, *poison*, *scrying* and *undead*.

Aura of Justice (Sp): Once per day, the king's justice may invoke an *aura of justice*. This works just like a *zone of truth*, as if cast by a cleric of level equal to the king's justice's character level. The character gains additional uses of the *aura of justice* as he progresses.

Long Experience (Ex): Time spent observing the guilty has taught the character to spot things that are out of place. He may add his Intelligence modifier to Sense Motive and Spot checks.

Pronounce Sentence (Sp): The king's justice may cast *mark of justice* once per day. This variant of the spell has a range of Medium (100 feet plus 10 feet per level) and a casting time of one round, but if the target is not restrained, then the spell has a Reflex save to negate it. The spell is cast as if by a cleric of a level equal to the king's justice's character level.

Divine Insight (Su): Once per day, the king's justice may gain a sacred bonus to Intelligence, Wisdom or Charisma

Epic King's Justice

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Bonus Feats: The epic king's justice gains a bonus feat every four levels higher than 20th.

equal to his class level. Invoking this bonus is a free action and the bonus lasts for one round per class level.

Divine Judgement (Sp): The king's justice may channel divine authority through his sentences. He may use *atonement* or *damnation* once per day when judging a criminal. Using *damnation* ensures that the criminal is condemned to the hellish regions and cannot be raised by anything short of a *wish* or *miracle*.

HELLRAZOR

It is time to take the war to the enemy.

Since the beginning of time, the battleground in the eternal war between good and evil has been the Material Plane and all the other worlds between the utter light of heaven and the infinite dark of the planes below. It is the mortal folk who have suffered as celestial and fiendish forces clash in unending war. The hellrazor is a paladin dedicated to taking the war to the very threshold of the abyss. He shall cut through the hordes of the fiends, besiege the gates of the infernal realm and – one glorious day – he shall bring hell crashing down.

This is not madness. This is not a futile gesture. This, swears the hellrazor, is the beginning of the end.

Hit Die: d10.

Requirements

To qualify to become a hellrazor, a character must fulfil all the following criteria:

Skills: Concentration 7 ranks, Knowledge (religion) 10 ranks, Knowledge (the planes) 7 ranks.

Feats: Endurance, Iron Will.

Special: The character must have some method of travelling between the planes – either the ability to *plane shift* or a spell or effect that does the same thing.

Class Skills

The hellrazor's class skills (and the key ability for each skill) are Concentration (Con), Intimidate (Cha), Hide (Dex), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Wis), Ride (Dex), Spot (Wis), Sense Motive (Wis) and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.



The Hellrazor

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Fire resistance, smite fiend 1/day
2 nd	+2	+3	+0	+0	Let hell hold no secrets
3 rd	+3	+3	+1	+1	<i>Hellride</i> 1/day
4 th	+4	+4	+1	+1	Smite fiend 2/day
5 th	+5	+4	+1	+1	<i>Hellride</i> 2/day
6 th	+6	+5	+2	+2	Smite fiend 3/day
7 th	+7	+5	+2	+2	Light of heaven 1/day
8 th	+8	+6	+2	+2	Fiendslayer, smite fiend 4/day
9 th	+9	+6	+3	+3	Light of heaven 2/day
10 th	+10	+7	+3	+3	Smite fiend 5/day

Class Features

Armour and Weapon Proficiency: Hellrazors gain no additional armour or weapon proficiencies.



Fire Resistance (Su): The hellrazor gains fire resistance equal to twice his hellrazor level. A 1st level hellrazor has fire resistance 2, while a 5th level hellrazor has fire resistance 10.

Smite Fiend (Su): Once per day, the hellrazor may use smite fiend as part of a normal melee attack. He adds his Charisma bonus to the attack roll and may add his hellrazor level to the damage dealt by a successful hit, as long as the target of the attack is an evil outsider. Smite Fiend only works

on evil outsiders. Alternatively, he may choose to reduce the target's Spell Resistance by the hellrazor's level for one round, until the hellrazor's next action.

Let Hell Hold No Secrets (Ex): The hellrazor gains a +2 insight bonus to Search and Survival checks made in the lower planes.

Hellride (Sp): Once per day, the hellrazor may cast *plane shift* while mounted on the back of a horse. He may travel to or from the lower planes only.

Light of Heaven (Su): Once per day, the hellrazor may channel divine energy into his aura. This creates a bubble ten feet wide around the hellrazor. This bubble acts as a *magic circle against evil*, with a caster level equal to the hellrazor's character level. It also gives those inside the bubble a spell resistance of 11 + the hellrazor's class level. Furthermore, the area inside the bubble is protected from the environmental effects of the plane – it is filled with air, quite cool and so on. The hellrazor may only activate the Light of Heaven on an evil plane or *unhallowed* area. He must make a Concentration check each round to maintain the Light. The DC for this check begins at ten and increases by three every round.

Fiendslayer (Ex): If the hellrazor deals a critical hit on an evil outsider, that outsider must immediately make a Fortitude save at a DC equal to the damage dealt or be destroyed.

Epic Hellrazor
Hit Die: d10.
Skill Points at Each Additional Level: 2 + Int modifier.
Bonus Feats: The epic hellrazor gains a bonus feat every four levels higher than 20th.



Superior Tools

A paladin is almost always equipped in the very finest armour and armed with the sharpest, most well honed blade in the land. His station demands it – a paladin is the epitome of chivalry or else the anointed defender of the church, and must therefore appear in a full panoply of steel. The cost of such equipment can be quite out of reach for younger, less-experienced paladins, forcing many of them to quest for baser reasons than honour and glory. Other paladins are equipped by their lord, their families, their church or – best of all – their master once they win their spurs. The first three benefactors all demand repayment in service from the paladin; the master does not (but sadly, many paladins tend to inherit the armour of a fallen master).

New Weapons

Paladins tend to innovate less than fighters when it comes to weaponry – a fighter might be a master of an exotic weapon or two, or train himself in a wide range of ways to kill people but a paladin's training concentrates on a small handful of traditionally sanctified weaponry. The lance, the sword, the mace, the rapier – these are the weapons wielded by the vast majority of paladins. The weight of tradition lies on these weapons and that is not an easy thing to ignore.

This has led to a great deal of refinement and variation occurring within the confines of these weapons. Armourers and weaponsmiths in the service of noble knights have

forged many new forms of these sanctified blades, new chapters in the history of arms and armour.

Executioner's Greatsword: This mighty blade is designed for chopping off the heads of traitors and heretics. It is poorly balanced as a fighting weapon, as all the weight is in the massive ornate blade. The wielder of this sword suffers a –2 penalty to attack rolls but the weapon does deal more damage with each attack. Although the weapon is not technically an exotic weapon, a character can take an Exotic Weapon Proficiency feat in this weapon to negate the –2 penalty.

Lance, Hollow: The hollow shaft of this weapon can be filled with holy water, alchemist's fire, a thunderstone, tanglefoot bag or a similar impact-detonated weapon. When the lance hits, it shatters and the contents spill out over the target. A hollow lance can only be used once.

Lance, Shielded: A shielded lance is a heavy weapon that can only be used when the paladin is mounted. It works just like a tower shield (i.e. the paladin can gain total cover behind it when mounted) and requires a minimum Strength of 12 to wield.

Lance, Wyrms shielded: A wyrms shielded lance has an even heavier shield; it is specifically treated and shaped to protect against dragon's breath. The paladin and his mount have a +2 competence bonus to saving throws against breath weapons while the paladin is mounted and using

The creaking of the gibbet woke Aelfric. His side ached where the blackguard's lance had struck and unhorsed him. He opened his eyes and winced at the bright daylight. All was silent save for the slow groaning of the gibbet above him and the cawing of a murder of crows outside the window of the keep.

The master's face stared down reproachfully at Aelfric from the gibbet cage. His entrails hung down, dangling an inch above Aelfric's head. He pushed himself backwards and scrambled to his feet. The air was thick with the smell of soot and blood and death. Outside, the battlefield was empty and quiet save for the crows, quarrelling over the few corpses that remained. For a moment, Aelfric wondered why there was so much obvious carnage, but so few bodies, then realised why and suppressed a moan.

His armour was dented but otherwise undamaged. His sword and shield were lying beneath the gibbet. He had, it seemed, been laid out there in the manner of a knight buried in a tomb with full regalia and honours – yet the master had been gutted and thrown in a gibbet.

'Boss's idea.' The misshapen form of Eyebiter appeared at the window. 'He left you alive, boy. I guess he isn't finished with you yet.'

'You left me my blade and my shield. I thank you, but warn you that it was a grievous mistake. I will kill you all.'

'You're in the ruins of your stronghold fool, surrounded by an army of the dead and the demon-blooded and lead by a man who bested you and the best of these rot-brained knights with a single charge.' The fiendish bird laughed, then pointed its beak at the chapel in the heart of the keep. 'He's waiting for you.'

New Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
<i>Simple one-handed melee weapons</i>							
Mace, Censer	20 gp	1d4	1d6	x2	—	5 lb.	Bludgeoning
Mace, Holy Headed	30 gp	1d4	1d6	x2	—	5 lb.	Bludgeoning
<i>Simple two-handed melee weapons</i>							
Mace, Two-Handed	30 gp	1d8	1d10	19-20/x2	—	10 lb.	Bludgeoning
<i>Martial one-handed melee weapons</i>							
Rapier, Quick	30 gp	1d3	1d4	18-20/x2	—	2 lb.	Piercing
Sword, Armour-Sheathed	40 gp	1d6	1d8	19-20/x2	—	5 lb.	Slashing
Sword, Smiting	25 gp	1d8+2	1d10+2	19-20/x2	—	7 lb.	Bludgeoning and Piercing
<i>Martial two-handed melee weapons</i>							
Executioner's Greatsword	100 gp	1d10+1	2d8+1	20/x3	—	12 lb.	Slashing
Greatsword, Smiting	75 gp	1d10+2	2d8+2	19-20/x2	—	12 lb.	Bludgeoning and Piercing
Lance, Hollow	10 gp	1d6	1d8	x3	—	8 lb.	Piercing
<i>Martial mounted melee weapons</i>							
Lance, Shielded	50gp	1d6	1d8	x3	—	50 lb.	Piercing
Lance, Wyrmsshielded	250 gp	1d8	1d8	x3	—	55 lb.	Piercing

this weapon. A wyrmsshielded lance requires a minimum Strength of 13 to wield.

Mace, Censer: A censer mace contains a small compartment for burning sticks of incense. Undead, evil outsiders and evil clerics struck by this weapon must make a Fortitude save (DC 10) or be sickened for one round when struck by this weapon. A new stick of incense (2 cp) is required after each battle.

Mace, Holy Headed: This is simply a mace with a head in the shape of a paladin's holy symbol. It can be used as a holy symbol as normal. A holy-headed mace costs an extra 25 gp.

Mace, Two-Handed: A two-handed mace is simply a larger, heavier, more brutal version of a normal mace.

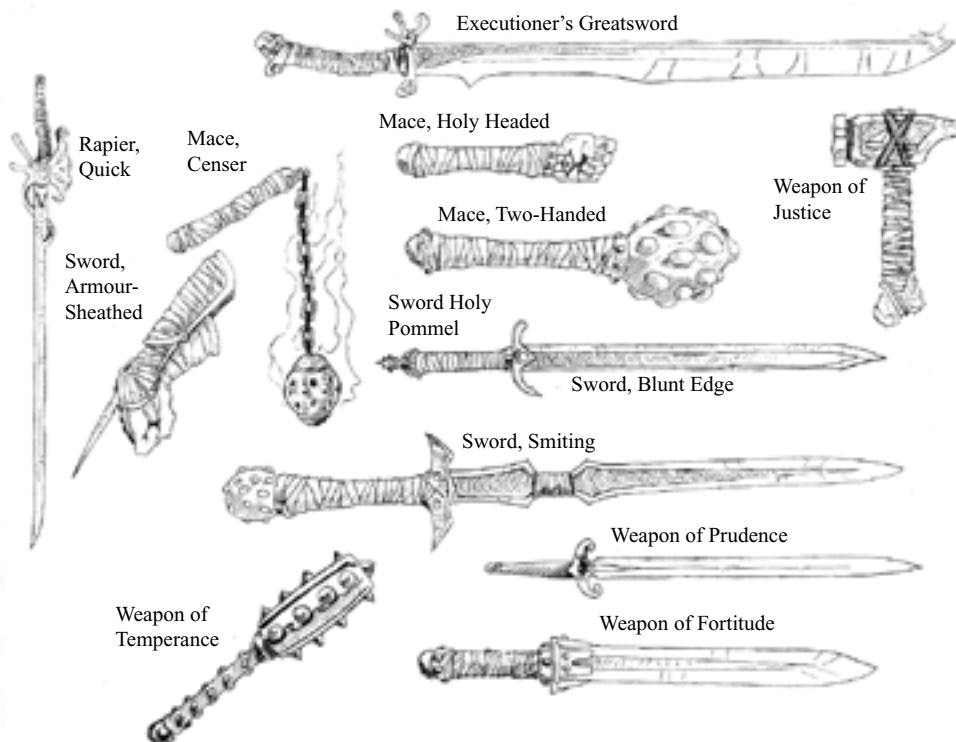
Rapier, Quick: The quick rapier is even lighter and springier than a normal rapier. The wielder has a +2 bonus to Initiative when using this weapon.

Sword, Armour-Sheathed: An armour-sheathed sword is a small blade that is held in a special housing in the

vambrace (arm guard) of a suit of heavy armour. A flick of the wrist makes the spring-loaded blade pop out – it is not especially effective but it can be a surprise to an enemy.

The armour-sheathed sword can be drawn as a free action. It counts as a longsword for the purposes of proficiency, weapon focus and so on.

Sword, Blunted Edge: The blunted edge sword is a normal slashing sword (long, bastard or great) with one sharp and



one blunt edge. The blunt edge can be used as a bludgeoning weapon or to deal nonlethal damage on a foe without having to accept a -4 penalty to attacks. However, due to the need to turn the sword around to have the right edge face a foe, the user must either accept a -2 penalty to attacks or else have each attack in a round be alternately slashing and bludgeoning (the first attack is always slashing but a character with an attack bonus of +15/+10/+5 would make two slashing attacks at +15 and +5 and one bludgeoning at +10). A blunted edge sword costs an extra 50gp to be properly rebalanced.

Sword, Holy Pommel: This is simply a sword with the paladin's holy symbol attached to the pommel. It can be used as a holy symbol as normal. A holy pommel sword costs an extra 25 gp.

Sword, Smiting: A smiting sword has a heavily weighted and spiked pommel. It can be held by the blade (assuming the user is wearing armoured gloves) and swung like a massive mace. This attack is extremely inaccurate (-6 to hit) but very damaging (see table). The smiting sword can also be wielded as a normal longsword or greatsword.

Weapon Variants

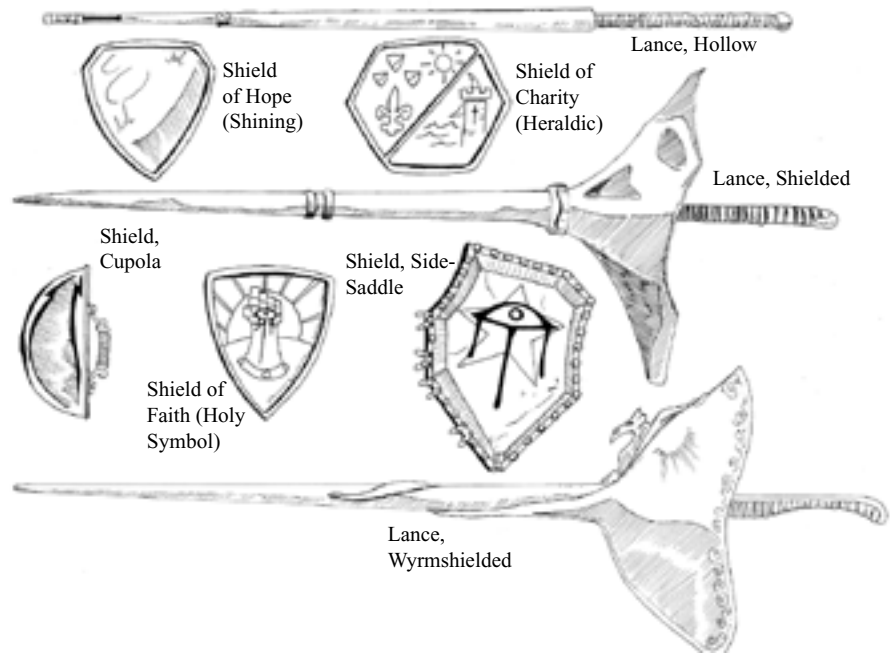
Paladins are the militant arm of the church, so they have access to weapons and techniques that combine mortal handiwork with divine magic. These variants are less powerful than a true magic item, but they are easier to make and can even be mass-produced in times of war or crusade.

Crucible of Holy Fire: A weapon whose metal was purified in a crucible lit using holy fire (from a *flame strike* or similar spell) has all its inclinations towards evil and taint burned out of it. The hardness of the weapon is increased by +5 when resisting sunder attempts from Evil creatures.

Made from Sacred Wood: The blessed trees that grow in the grounds of temples and in graveyards can be made into wooden weapons. Their connection to the afterlife means that injuries caused by these weapons are especially 'grave'.

Weapon Variants

Variant	Cost
Crucible of Holy Fire	+100 gp
Made from Blessed Wood	+250 gp
Minor Reliquary	+250 gp
Quenched in Holy Water	+300 gp



An evil creature reduced to 0 or lower hit points by a hit from one of these weapons is killed instantly instead of bleeding to death.

Minor Reliquary: The weapon contains some relic of a minor saint or holy warrior. Once per day, the paladin can invoke this saint by calling upon his name – this gives a +1 sacred bonus to the paladin's next attack roll.

Quenched in Holy Water: Only a metal weapon can be quenched in holy water. These blades can deal critical hits on corporeal undead, as the holiness fused into the blade destroys non-living flesh and bone.

NEW ARMOURS & SHIELDS

The paladin is the archetypal knight in shining armour and while characters can of course wear lighter gear, most paladins stick close to the ideal.

Heavy Armour Variants

The protection offered by a massive suit of full plate is unlikely to be improved on through craft alone – there is only so much metal that can be strapped onto the mortal frame and still have the paladin mobile. Still, there are variations and different styles that can be of benefit to the paladin. The following armour variants can only be applied to heavy armour.

Adamantine-alloy: An armour made of pure adamantite is extremely expensive (see *Core Rulebook II*) but dwarven smiths have developed a technique for adding a small amount of the star-fallen metal into the best steel. Any heavy metal armour can be made using adamantite-alloy – the armour

Heavy Armour Variants

Variation	Cost
Adamantine-alloy	+9,000 gp
Book	+1,000 gp
Champion	+750 gp
Enclosure	+750 gp
Grounded	+1,000 gp
Lead-lined	+250 gp
Mithral-alloy	+6,000 gp
Purity seal	+1,000 gp
Shining	+750 gp

check penalty is reduced by -1 as it is masterwork armour – and the armour also grants DR1/–.

Book: Every surface and plate of a suit of Armour of the Book is engraved with the holy teachings and ritual texts of the paladin’s chosen religion. Even the padding of the armour has commentaries and glossaries on the more troublesome or obscure passages. The armour is properly sanctified and blessed by clerics during its engraving.

A suit of Armour of the Book gives a +2 insight bonus to Knowledge (religion) checks. The suit also counts as a temple or altar for the purposes of spells or rituals that require such a structure.

Champion: Champion armour is a variation of full plate with a massively reinforced upper section, including huge shoulder guards, protective bars over the wearer’s head and extra padding and armour on the chest and back. The armour is considerably lighter on the wearer’s legs, lower body and lower arms. Champion armour is specifically designed for battling large monsters.

The wearer of champion armour has an extra +2 armour bonus when fighting creatures that are one or more sizes larger than him. However, he suffers a -2 armour penalty when fighting creatures that are the same size or smaller.

Enclosure: Enclosure armour is designed for paladins who must deal with plague pits, foul marshes, slimy dungeons and other foul environments. The joints of the armour are covered in layers of wadded cloth or grease. Tiny pieces of clear glass are placed in the visors of the helmet, while spiced pomades and silk kerchiefs line the inside of the suit. The

suit gives some protection against foulness and mundane (i.e. non-supernatural, spell-like abilities or spells) attacks or circumstances that would cause *nausea*; these now only cause *sickness*.

Grounded: Grounded armour has an inner layer of treated and boiled fungoid matter that the gnomes insist is resistant to the lightning bolt attacks of wizards. The armour also has massive iron spikes connected to copper wiring that runs through the suit. The spikes stick into the ground as the wearer walks, grounding any electrical attacks that strike the suit.

The wearer of a suit of grounded armour may use Fortitude instead of Reflex saves when struck by an electrical attack that allows a Reflex save for half damage. However, due to the unwieldy nature of the armour his movement is reduced by 5 feet per round.

Lead-lined: This armour has a thin layer of lead along the inside of the suit. Even the visor is lead-lined. When the paladin is armoured and is wearing his helmet, he is protected from *detect good* spells and other divinations that are blocked by lead. The weight of the armour is increased by 25 lb.

Mithral-alloy: Like adamantine-alloy, mithral-alloy is a cheaper method of adding the beneficial properties of elf-steel to heavy armour. As mithral’s properties are destroyed by mixing with a baser metal, the normal solution is to run chains of slightly-melted mithral through the fine steel of the armour.



Armour of Brotherly Love (Shining)



Armour of Meekness (Book)



Armour of Humility (Adamantine-Alloy)



Armour of Chastity (Champion)



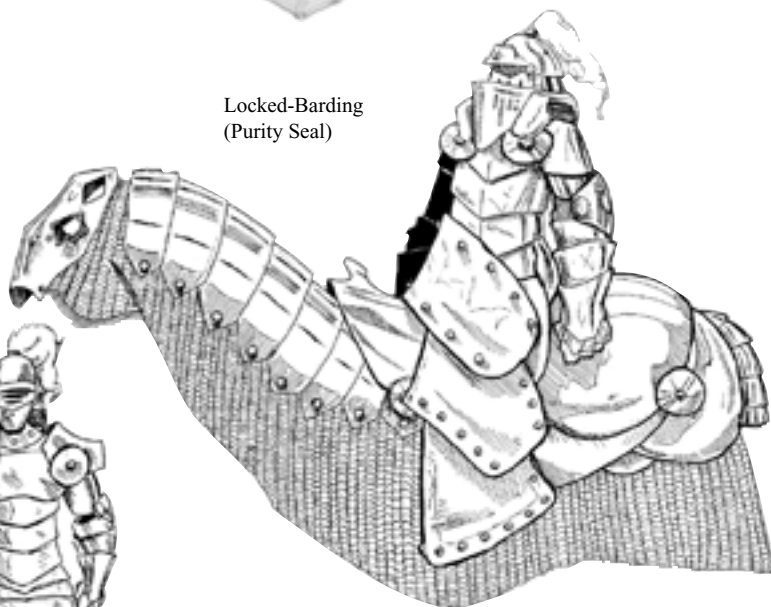


Knightblack
(Mithral-Alloy)



Vigilant
(Armour of Diligence)

Locked-Barding
(Purity Seal)



Mithral-alloy armour decreases the armour check penalty by one, the Dexterity bonus increases by one and the spell failure chance decreases by 5%. There is no change to the armour's weight.

Purity seal: A purity seal is a small scrap of holy parchment affixed to a joint of the armour with a wax seal. Adding purity seals to a suit of armour increases the time spent donning it from four to forty five minutes and purity sealed armour cannot be donned hastily. Furthermore, the wearer must have a helper aid him in putting on the armour and this helper must be a good paladin, cleric or a good character with five or more ranks in Knowledge (religion).

By blessing every aperture in the armour, the paladin is protected from evil magic. He gains a +2 sacred bonus to saving throws against spells with the Evil descriptor.

Shining: Shining armour is coated in a thin layer of an alloy of silver and polished until it gleams brightly. A foe fighting the paladin in a brightly lit (direct sunlight or a *daylight* spell) area suffers a -1 distraction penalty to attack rolls. Once the paladin takes 20 points of damage, the armour is no longer sufficiently shiny to reflect the light at the foe and the distraction penalty vanishes. By spending two hours, the paladin can polish the armour and restore its gleam.

New Armour Types

Locked-barding: Locked-barding armour is a fundamentally simple idea – it merges the armour of the paladin and the barding of a horse. This allows the armourer to use much larger, more rounded plates that are better at resisting attacks. The paladin is locked onto his mount, unable to climb down without removing more than half the armour.

Locked-barding does offer unparalleled protection but it has several drawbacks. Firstly, the horse must be specially trained to wear this armour (this counts as a trick for the purposes of animal handling). Secondly, it takes thirty minutes to don the armour and it cannot be donned hastily. Thirdly, the weight of the armour is very heavy indeed – only the celestially-strengthened special mounts or the finest

New Armours

Armour	Cost	Armour Bonus	Max. Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight ¹
Heavy armour								
Locked-Barding	4,000 gp	+10	+0	— ²	35%	— ³	— ³	175 lb.
Knightblack	1,800 gp	+5	+4	-2	25%	30 ft.	20 ft.	30 lb.
Vigilant	2,000 gp	+10	+1	-6	35%	30 ft.	20 ft.	50 lb.

¹Armour for Small characters weighs half as much.

²None of the skills affected by armour check penalties can be used when the character is locked into a suit of locked-barding armour.

³The speed of a character in locked-barding armour depends on the speed of his mount.

mortal horses can bear locked-barding armour. Fourthly, the paladin cannot dismount from the horse without removing the armour (which takes 1d4+5 minutes). If the horse is tripped or falls, then the paladin cannot get back up without the horse being lifted back to its feet.

Knightblack: Knightblack armour is a specially made suit of masterwork armour, primarily of chain, which is precisely sized and fitted for its user. The plates of the armour are covered in black lacquer, while the moving parts are muffled to reduce noise. Mithral chains are used in certain places to further lighten and improve the armour. Knightblack is as stealthy as metal armour can possibly be without magic.

Heavy armour proficiency is required to wear knightblack armour.

Vigilant: Vigilant armour is perhaps the most alarming sacrifice a paladin can make. The wearer of vigilant armour is literally welded into the metal of the suit. Only a paladin blessed with the power of divine health can be put into vigilant armour, as any creature not protected in such a fashion will quickly die of infection from the burns and scars caused by the armouring process. Divine protection and discipline is required again later, as the paladin must learn to sleep and live in his steel shell. Many go insane during the long months of pain.

For those that survive, though, vigilant armour has several advantages. Because the armour is designed never to be removed, the vulnerable gaps between many of the plates can be sealed, making the armour even stronger and more protecting.

To be equipped with vigilant armour, the character must:

- ✦ Have the divine health ability.
- ✦ Have five or more ranks in Concentration.
- ✦ Have proficiency in wearing heavy armour.
- ✦ Spend (6-the character's Constitution modifier) months recuperating from the procedure.

Furthermore, each night, the character must make a Fortitude save (DC 10) to avoid being fatigued each morning after sleeping in the armour.

New Shields

Armour	Cost	Shield Bonus	Max. Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Cupola	25 gp	+1	—	-2	15%	—	—	15 lb.
Side-saddle	50 gp	+5	+1	-10	50%	—	—	50 lb.

New Shield Variants

Although a significant proportion of paladins favour two-handed weapons, especially greatswords, the use of the shield in melee and mounted combat cannot be overlooked. The shield variants given below can be applied to any shield type.

Shield, Heraldic: This shield bears the coat-of-arms of the paladin. See Heraldry, below.

Shield, Holy Symbol: This shield has the holy symbol of the paladin's religion embossed on the front. It can be used as a holy symbol normally.

Shield, Shining: The face of this shield is covered in a layer of an alchemical compound similar to silversheen. It is mirrored and can be used to avoid gaze attacks like a normal mirror, but the user does not gain the shield bonus while using it as a mirror.

Shield Variants

Variant	Cost
Heraldic	+50 gp
Holy Symbol	+25 gp
Shining	+50 gp

New Shields

Shield, Cupola: This large steel shield is in the shape of a dome. It is rather poor as a device to protect the user in battle, as it has less of a surface area facing the enemy. However, the curved sides of the shield are much better at deflecting energy attacks such as fire and lightning. The user of a cupola shield who readies an action may gain a +4 circumstance bonus to a Reflex save against an energy-based ranged attack or breath weapon such as a *fireball*.

Shield, Side-Saddle: This massive shield can only be used while mounted – it is too unwieldy to be used in combat. The shield locks into special grooves on the side of the saddle and on the paladin's *cuisse* (thigh armour). The side-saddle shield requires the tower shield proficiency and five ranks in the Ride skill to use successfully. It can be used to provide total cover for the paladin, just like a normal tower shield. The paladin must spend a standard action detaching his armour from the side-saddle shield before he may dismount from a mount equipped with a side-saddle shield.



ANGEL-FORGED

The war against evil is fought in the heavens above, as well as here in the middle world. There are celestial forges that have burned bright for millennia, making holy weapons for the hosts of heaven.

Some of these weapons are the famed *dancing greatswords* or *composite longbows of wrath* wielded by solar angels, or the *heavy maces of disruption* carried by the astral devas, but others are of less magnitude. Some of these lesser armaments have found their way into the hands of worthy heroes.

Perfect Craftsmanship

Items of perfect craftsmanship are forged by angelic smiths who have had a billion eternities to practice their craft. Perfect craftsmanship is essentially a double masterwork – a weapon of perfect craftsmanship has a +2 bonus to hit,

while armour of perfect craftsmanship has its armour check penalty reduced by two.

Virtuous Items

Virtuous items are not magic items – they cannot be created by mortal wizards or clerics. They are made only in the heavens by divine smiths from materials formed from the very stuff of virtue itself. When a particularly powerful and good soul ascends to heaven, rising like a newborn star into the firmament, the reflection of its purity on the morpheic substance of the heavens congeals into solid, metallic forms of virtue. The angels mine these deposits and make them into virtuous items.

A virtuous item can be of any standard type, hence one can obtain a *large steel shield of faith* or *greatsword of justice*. Virtuous items cannot be further made into ‘normal’ magic items – a *shield of faith* cannot be made into a +2 *shield of faith*.

Obtaining Angel-Forged Items

A character cannot simply walk into a shop and purchase an item that was made in the heavens. In the rarest circumstances, one of these ancient relics can be recovered from the shining corpse of a fallen angel, but normally the only time that a mortal might touch one of the angel-forged items is when he is granted it as a tool to perform some great deed. A paladin on some holy quest might find a *shield of hope* when all seems hopeless, carry the angel-forged shield for a time, then wake to find the item gone.

That said, the Games Master does need a way to evaluate the relative power levels of the various angel-forged items, and the easiest way to do that is to give them a gold piece value. Do not treat this as a ‘market price’, but as a way of measuring the item relative to a normal magic item.

- Perfect Craftsmanship:** 1,000 gp
- Shield of Faith:** 18,000 gp
- Shield of Hope:** 15,000 gp
- Shield of Charity:** 6,000 gp
- Weapon of Prudence:** 10,000 gp
- Weapon of Justice:** 10,000 gp
- Weapon of Temperance:** 2,000 gp
- Weapon of Fortitude:** 2,000 gp
- Armour of Humility:** 10,000 gp
- Armour of Liberality:** 10,000 gp
- Armour of Brotherly Love:** 12,000 gp
- Armour of Meekness:** 18,000 gp
- Armour of Chastity:** 10,000 gp
- Armour of Purity:** 10,000 gp
- Armour of Diligence:** 10,000 gp

The Theological Virtues

Shield of Faith: A *shield of faith* protects best when its wielder is allied with the church. Each hour spent praying over the shield gives it a +1 enhancement to its shield bonus, to a maximum of +5. The character praying must make a Knowledge (religion) check each hour. The DC for this check begins at 15, and increases by 10 each hour. The Games Master should roll this check secretly, as the character has no idea how efficacious his prayers have been until his faith is tested in battle.

Shield of Hope: The *shield of hope* protects best when all seems hopeless. It has an enhancement bonus equal to the difference between the paladin’s level and the Challenge Rating of the most powerful foe present. For example, in a battle between a 10th level paladin and a CR 16 demon, then the shield would have an enhancement bonus of +6.

Shield of Charity: The *shield of charity* allows the paladin to transfer points from his own Armour Class to another character within 120 feet. The paladin’s armour and shield bonus decreases to give the other character an equal deflection bonus. The *shield of charity* may be invoked once per round as a free action and the armour penalty/deflection bonus lasts until the paladin’s next action.

The Cardinal Virtues

Weapon of Prudence: A *weapon of prudence* strikes with exactly the amount of force it needs and no more. Once per round, if the character’s attack drops a foe (as per the Cleave feat), the wielder may choose to transfer any excess damage above that required to drop the foe to 0 hit points as a bonus to damage to his next attack. This bonus is lost if not used within one round. For example, a paladin wielding a *prudent sword* strikes an orc with 10 hit points. He deals 15 points of damage – only 10 of which are needed to drop

the orc, so the paladin's next attack will be at +5 damage, if the attack is made within one round.

Weapon of Justice: A *just* weapon deals no damage on good creatures, nonlethal damage on neutral creatures and normal damage on evil creatures.

Weapon of Temperance: The wielder of a *temperate* weapon cannot be disarmed.

Weapon of Fortitude: A weapon of *fortitude* cannot be sundered.

The Capital Virtues

Armour of Humility: A character equipped in *armour of humility* may lay down his own will and submit to the divine. Instead of using his own ability score bonus in Strength, Dexterity, Constitution or Wisdom, he may roll 1d6-1 and use the result as an ability score bonus instead. The replacement bonus lasts for ten rounds. The armour may be activated three times per day.

Armour of Liberality: This is the virtue of giving unto others; a paladin wearing *armour of liberality* may channel his own hit points through his *lay on hands* ability. For example, a character could spend ten of his own hit points to cure ten points of damage.

Armour of Brotherly Love: *Armour of brotherly love* responds to the heroism of others – the armour's enhancement bonus increases by +1 whenever an ally of the paladin inflicts a critical hit on a foe, to a maximum enhancement bonus of +5. The armour's enhancement bonus resets to zero at the start of each day.

Armour of Meekness: *Armour of meekness* guides the paladin towards patience. It converts any bonuses of any sort from spells that would normally add to the paladin's attack rolls (such as *bless* or *guidance*) into an enhancement bonus to armour, to a maximum of +5. For example, if a paladin wearing *armour of meekness* is under the effect of the spells *bless*, *prayer* and *divine favour*, giving him a total +7 bonus to his attacks, the *armour of meekness* would change this to a +5 bonus to Armour Class and a +2 bonus to attacks.

Armour of Chastity: *Armour of chastity* renders its wearer immune to *charm* spells. It also gives the wearer a +4 insight bonus to Wisdom checks to resist sexual compulsions.

Armour of Purity: *Armour of purity* protects the wearer from possession and mental influence, as per the second effect of a *protection from evil* spell.

Armour of Diligence: The wearer of *armour of diligence* is given a supernatural focus on the task at hand and is freed from doubt and distraction. He may take 10 on any skill, even when distracted or in combat.



RESTRAINTS & CHAINS

A paladin can never resort to cold-blooded murder. Depending on his code and the circumstances, the wanton slaughter of foes may not be permitted – he might have to bring the enemy back alive or spare their tainted lives in the hope of redeeming them. Chains and manacles might be enough to hold a human, but a paladin must face other, stranger creatures. Trying to chain up a naga or a shapeshifting creature with ordinary restraints is much more difficult.

A range of variant restraints are available, for those paladins who must bring them back alive.

Beast Chains: A special set of chains and manacles can be designed to hold a non-humanoid creature. The larger the chains, the stronger the chains.

Dragon Muzzle: Despite the name, this item can be used on any Large or Huge creature with a bite attack. Once attached, the muzzle prevents the creature from biting. It can be broken through the application of sheer strength but if the creature cannot use its claws for leverage (because they too are chained) then the Break DC is increased by 10.

Fey Jar: A fey jar is a small metal container made from cold iron. It has a screw-top lid pierced with several small holes. It is designed for incarcerating Diminutive or Fine fey creatures like sprites.

Mobile Cage: This is a small cage (about seven feet by seven feet by seven) on wheels, light enough to be drawn by a single horse. The mobile cage can hold four Medium, six Small or one Large creature in varying degrees of comfort.

The cage has a single door, as well as hard-points on the bars where manacles or chains can be attached.

Mighty Chains: These are heavy, masterwork chains and manacles, designed for holding incredibly strong prisoners such as barbarians. Mighty chains have a Break DC of 30 (or 34 for masterwork mighty chains).

Shapeshifter Restraints: Attempting to chain or manacle a creature capable of changing its form is usually pointless, as the prisoner can simply warp its shape to free itself from the chains. These special restraints are loaded with special springs and plates that are set to the pressure of the prisoner's skin against the manacles. Should this pressure vary unduly, due to the shape of the prisoner changing, the plates press against the flesh, tightening the manacle's hold.

Shapeshifter restraints prevent a creature escaping by just changing form and also cancel any racial bonuses to Escape Artist checks.

Wizard Manacles: These chains are designed to hold wizards and other spellcasters. Normal manacles leave the prisoner's fingers mobile, allowing a wizard to make small arcane (or obscene) gestures. These manacles incorporate specially made gauntlets that can be locked into place. The prisoner's hands are inserted into the gauntlets, then the finger joints are frozen into one position. A gag prevents the spellcaster from speaking. More conventional manacles bind the wizard's feet, preventing him from running.

A character in wizard manacles may not use Concentration to cast spells while trapped, unless the spells are prepared using the Eschew Materials feat and the Still and Silent Spell metamagic feats.

Restraints & Chains

Restraint	Cost	Break DC	Escape Artist DC	Hit Points	Weight
Beast Chains (Medium)	50 gp	26	30	10	8 lb.
Beast Chains (Large)	500 gp	30	30	15	20 lb.
Beast Chains (Huge)	3,000 gp	34	30	30	80 lb.
Beast Chains (Gargantuan)	10,000 gp	38	30	45	150 lb.
Beast Chains (Colossal)	20,000 gp	50	30	100	400 lb.
Dragon Muzzle	140 gp	26	26	20	16 lb.
Fey Jar	30 gp	20	32	5	2 lb.
Mobile Cage	100 gp	26	26	10	300 lb.
Mighty Chains	150 gp	30	30	10	8 lb.
Shapeshifter Restraint	200 gp	26	30	10	10 lb.
Wizard Manacles	300 gp	26	34	10	8 lb.

HERALDRY

A noble-born warrior may bear the heraldic arms of his family. This is a symbol of that family, one that can be read and recognised by heralds and other knights and nobles – and even by the common folk, should the family be famous enough. A shield or other item of clothing marked in such a fashion is referred to as a coat-of-arms.

If the character is not noble-born but is granted the right to bear arms, he must have his arms designed and approved by a court of heralds. This costs between 2,000 and 10,000 gold pieces, depending on the fame and standing of the character. Increase the cost by 50gp per level of the character. A masterwork heraldic device costs half as much again.

There are numerous rules associated with the design of a heraldic device. Firstly, a

limited number of colours (referred to as *tinctures*) are used, and then only in certain ways. There are the five colours and the two metals. The five colours are red (*gules*), blue (*azure*), black (*sable*), green (*vert*) and purple (*purpure*). The two metals are gold (*or*) and silver (*argent*). The only other types of tincture are furs, special patterns that count as a type of colour.

Ordinaries are patterns on the heraldic device that break the shield up into two or more sections, each of which would have a tincture applied to it. Common ordinaries include:

Fess: A wide horizontal bar across the shield.

Pale: A wide vertical bar down the shield.

Bend: A wide diagonal bar from the top left to the bottom right.

Bend sinister: A wide diagonal bar from the top right to the bottom left.

Chevron: A wide inverted V-shape across the shield.

Pall: A Y-shape across the shield.

Saltire: An X-shape across the shield.

Cross: A cross-shape across the shield.

Pile: A V-shaped narrow line dividing the shield in two.

Chief: A high narrow horizontal line dividing the shield in two.

Base: A low narrow horizontal line dividing the shield in two.

Quartered: A narrow cross dividing the shield in four.

Impaled: A narrow vertical line dividing the shield in two.

Finally, there are *charges*, which are symbols such as lions, dragons, swords, castles, shells, anvils and so on that are generally symbols of the noble house.

A heraldic device is created by putting an ordinary and a charge (or more than one) on a shield and then applying tinctures to them. A colour may not be put on a colour, nor a metal on a metal. For example, if a heraldic device is gules and or impaled (red and gold), then any charges (symbols) on the red field could not have a colour (i.e. they would have to be either *or* or *argent*). It is rare for a heraldic device to have multiple different symbols, although repeating symbols (three hearts or three lions) is common.

A character with a claim to multiple heraldic devices, for example where both parents were of noble blood) may choose to combine the two. Often, one device is placed in a quarter of the other.

Recognising a heraldic device

Knowledge (nobility & royalty) is used to recognise a heraldic device. The base DC for the check is 20, although if the character bearing the arms is level 10 or higher, then the DC is reduced by one for every level above 10. A character may also hire bards to glorify his arms; this costs the bard's level multiplied by his Perform total in gold pieces per month. Each month, the bard may make a Perform check at the DC needed to recognise the heraldic device – if the check succeeds, the DC to recognise the device drops by one.

Furthermore, a widely-recognised heraldic device can reinforce the character's reputation. After each notable heroic deed (completing a quest, gaining a level, slaying a powerful monster and so on), the character may make a Charisma check (DC equal the DC to recognise the device). If the check succeeds, then the character may choose one of the following options:

Inspire Troops

✦ Any allied troops get a +1 morale bonus to saving throws against fear when they see the heraldic device on a banner or shield.

✦ Increase the bonus from the above ability by 1.

Intimidate Foes

✦ Any enemies with less than 4HD must make a Will save (DC 5) or be shaken for one round.

✦ Increase the DC of the above ability by 5.

✦ Increase the duration of the above ability by one round.

✦ Increase the severity from shaken to frightened.

✦ Increase the HD limit by two.

Fame

✦ Give the character bearing a coat-of-arms which contains the device a temporary +1 enhancement bonus to Charisma when he unveils the device. This bonus lasts for one round.

✦ Increase the bonus from the above ability by +1, to a maximum of +5.

✦ Increase the duration of the above ability by one round.

Reputation

✦ Increase the character's Leadership score by +1.

Example: Sir Lawrence (a 5th level paladin with Charisma 16) is given permission to bear a heraldic device. He pays 5,000 gp to have his arms designed and has a heraldic shield marked with these arms. He carries this shield into battle and on quests. Over the course of a year, he completes five heroic deeds. At each, he may make a Charisma check (DC 20). He succeeds in two of these checks and may therefore take two options from the above list.

He picks the Fame ability, and increases the bonus by +1. Now, whenever he reveals his coat-of-arms, he will gain a +2 bonus to Charisma for one round – long enough to cast a spell or make a dramatic entrance.



THE DIVINE PALADIN

The paladin's limited spell selection might seem like little more than flavour for the character, a few handy orisons to reinforce the concept of the character as a holy knight. Certainly, the paladin has relatively few spells and acquires new ones very slowly. For most of the paladin's career, the character will have only three or four spells every day and then only if he has a worthwhile (15+) Wisdom score. Still, paladin spells should not be discounted – level for level, they tend to be more powerful than other spells. *Lesser restoration*, for example, is a 1st level spell for paladins but is a 2nd level spell for clerics or druids.

Healing

Paladins can actually serve as a fairly good backup healer for a party. Their *lay on hands* ability can prop up a wounded party – it will take several days to heal them all fully, but it can give them enough hit points to carry on. Paladins get the *cure* spells, although these are less than efficient as paladin spells. They also get all the useful restorative spells, such as *remove paralysis*, *remove blindness/deafness*, *remove curse* and *restoration*. Still, with so few spells, healing spells should only be prepared when there's a specific need – a cleric in a dungeon might have a free slot to spend on *neutralise poison*, but the paladin needs his limited slots for other spells. The best use of paladin healing is ensuring that the main party healer stays alive. A petrified cleric can be restored with *break enchantment*, a wounded one with *lay on hands* and so on. Finally, *heal mount* is a surprisingly potent spell, especially if the paladin has an unusual mount like a dragon.

The paladin's healing abilities mean that the character is self-sufficient – he does not need backup from other characters to adventure.

See also *lay on hands*, page 82, Tricks of the Trade.

Protection

Paladins get several key protective spells, such as *protection from evil*, *resist energy* and *death ward*. These do need a bit of scouting to use properly – obviously, *protection from evil* is only of benefit when fighting evil creatures but the paladin does encounter such foes often enough that such spells are useful. Given the paladin's combat abilities, high hit points, good saving throws and *lay on hands*, the paladin is one of the most likely characters to survive a very intense fight. These protective spells, especially *protection from evil*, should be used to bolster the character's chances of survival. If the paladin lives, he is better at healing and rescuing the rest of the party than a fighter or sorcerer.

Dispel magic is a good 'generic' spell to have – having a dispel to hand is almost always useful, so prepare a *dispel magic* if no other spell is obviously going to be more useful during the day.

Divination

The centrepiece of the paladin's divinatorial abilities is the humble *detect evil* (see page 78, Tricks of the Trade), but the paladin has a few other useful divination spells. He can penetrate lies and detect magic and poisons. This can be rather handy if enemies are unaware that the character

Despite the devastation of the keep, the chapel was eerily peaceful. The smell of incense overpowered the stench of blood and the bodies in here almost seemed to be sleeping peacefully. This place is hallowed, so they will have to be removed before reanimation, thought Abaddon. He could feel the holiness of the place buffeting his own spirit. A circle of dust around him was beginning to smoulder and scorch, as the macrocosmic war of good against evil was fought on the most infinitesimal level where his aura and the hallow intersected.

They had burned candles during his vigil, he remembered. He had lain there all night before the altar, praying. He could not recall for what, now, although the words of the prayers came unbidden to his lips. It was like looking back across a chasm of time.

Orc warlords and necromancers clustered at the door, unwilling to broach the hallow but demanding his attention. The Free Cities were ripe for conquest and the army needed to be reformed and prepared to march. He slammed the door of the chapel and gloried in the silence once more. Phantoms of the past rose up again and in his mind's eye he could see his knighting ceremony. He had stood there, surrounded by his fellows, and his heart had swelled.

The dust circle burst into flames and Abaddon laughed. 'I've killed a hundred paladins this night. Do you think that a few memories from a man long dead will stop me?'

'No,' said Aelfric as he emerged from the sacristy door, 'but I will'.

is a paladin – pretend to be a dumb fighter, then cast the divination spells in secret.

Combat

Paladins have no blasting spells but they do have numerous useful augmentation spells. In addition to all the protective spells, *bless weapon*, *bull's strength* and *holy sword* can turn the paladin from a mere holy warrior into a divine killing machine.

PALADIN SPELL

COMMENTARY

Spells marked with an asterisk (*) are good general-purpose spells and should be prepared daily unless the character has a reason to prepare a different spell.

1st level Spells

Bless*: *Bless* has a rather good range (50 foot-radius) and continues to affect allies after they leave the area of effect (it is a burst, not an aura). It works very well with large numbers of foot troops or companions, as dozens can be affected by a single application of the spell.

Bless Water: As good churches provide holy water at cost price, it is normally easier to just buy vials of holy water instead of casting this spell in the field. Still, a paladin with a few days to spare in the wilderness and a supply of silver may as well build up a stockpile of holy water vials.

Bless Weapon*: The weapon's ability to penetrate evil Damage Reduction is useful, but the true virtue of this spell comes when it is coupled with a weapon such as a greatsword (criticals on a 19-20) or a rapier (18-20) and the Improved Critical feat. A paladin wielding a *blessed* greatsword with Improved Critical will get double damage on an evil foe on a roll of 17-20 – a 20% chance of double damage!

Create Water: In addition to its virtues as a survival tool, *create water* can be coupled with *bless water* for an emergency supply of holy water or cast as a ranged spell to destroy a foe's scroll or spellbook.

Cure Light Wounds: Useful only when the paladin expects to be doing a lot of healing – otherwise, rely on *lay on hands*.

Detect Poison: It can penetrate barriers to detect poisons in a trap and can also be used just before a fight to see if any of the foes have a nasty surprise on the blades of their weapons.

Detect Undead: The chief use of this spell is locating incorporeal undead – a wraith or spectre can merge with a stone wall, but cannot go deeper than the surface, so this

spell can still detect them even when they are hiding in the terrain.

Divine Favour: This spell only works on the caster – but thanks to the paladin's *share spells* link, it can also work on his special mount.

Endure Elements: This spell can be cast through the paladin's *share spells* link.

Magic Weapon: Useful only in desperation – a paladin should obtain a masterwork or magic weapon as soon as possible.

Protection from Chaos/Evil*: It can be cast through the *share spells* link, it gives a solid bonus to attacks, it prevents mental control and compulsion, it blocks summoned monsters... the *protection* spells have astonishing power for their level. Never leave the temple without one.

Read Magic: This spell can be used to analyse glyphs and magical inscriptions. The paladin must be constantly vigilant, so do not always trust the word of wizards and sorcerers unless they have proven themselves loyal and true.

Resistance: It is a 0 level spell for other classes, so it is usually better to have a cleric cast this spell on the paladin instead of the paladin preparing it himself.

Restoration, Lesser: Anything that removes ability score damage is useful.

Virtue: It is a 0 level spell for other classes and is weak even at that level. Avoid.

2nd level Spells

Bull's Strength*: While the duration of this spell means that it only works for a single, long fight or series of short encounters, it is still a solid bonus to attacks and damage.

Delay Poison: The paladin's excellent Fortitude saving throw means that most poisons should not affect him, so this spell should be reserved for situations where the character knows he will be facing a nest of vipers or other poisonous monsters.

Eagle's Splendour*: Charisma boosts the paladin's saving throws and smite attack rolls, in addition to enhancing his Charisma-related skill checks such as Diplomacy.

Owl's Wisdom*: Wisdom boosts the paladin's spell DCs, in addition to enhancing his Wisdom-related skill checks such as Spot or Listen.

Remove Paralysis: Sadly, *remove paralysis* cannot be used to free the caster, so this spell is of little use to a paladin who will be on the front line when fighting ghouls and other



paralysing creatures. It should be prepared to rescue the party healer in times of need.

Resist Energy: This spell has an excellent duration of ten minutes per level. It can be cast through the *share spells* link, so it also affects the paladin's mount.

Shield Other: Undeniably painful as this spell is, it is a vital tool for a bodyguard to have.

Undetectable Alignment*: It is difficult for a paladin to be subtle. Leaving aside the problems they have with lying, there is also the giant glowing aura of good that surrounds them, making it very easy for an enemy to *detect* the paladin even in a crowd. *Undetectable alignment* should be prepared and cast daily during any sort of infiltration mission. Indeed, it is often worth disguising one's status as a paladin at all times – the paladin can masquerade as a fighter easily enough with this spell.

Zone of Truth: A useful tool for investigators, especially as the paladin knows where the spell begins and ends. An ally of the paladin could stand outside the zone and lie to the subject of an interrogation while pretending to be affected by the spell.

3rd level Spells

Cure Moderate Wounds: See *cure light wounds*.

Daylight: The spell lasts ten minutes per level – an hour or so at least and longer at higher levels. The spell is useful for exploring underground areas, not to mention giving the paladin an aura of magic and glory.

Discern Lies: Considerably more subtle than *zone of truth*, this spell can often be useful when spying on enemies. Remember, what a foe lies about can be as important as what he reveals openly.

Dispel Magic*: With the paladin's limited caster level, it can be difficult to directly counter or dispel the magics of enemies. Still, there is a good chance of a dispel check succeeding against most effects.

Heal Mount: The problem with being a mounted warrior is that canny foes will target your horse instead of you. The Mounted Combat feat can deal with some attacks but a paladin's horse will still be blasted quite a bit in a fight. *Heal mount* is vital if you need to ensure your mount stay around for the whole fight.

Magic Circle against Chaos/Evil: See *protection from evil*.

Magic Weapon, Greater: By the time the paladin gets this spell, he should have a superior magic weapon but this does work as a worthwhile backup.



Prayer: This spell is similar to *bless* in that it affects every ally in a large burst. If possible, its casting should be timed so it goes off at the start of the combat, before your allies or enemies attack but when they are close together, so that both the luck penalty and luck bonus effects of the spell work.

Remove Blindness/Deafness: As with many of the paladin's spells, this is only worth preparing if you know you are going to use it in the coming day – the paladin does not have the spell slots to justify preparing this spell on the off chance he might use it.

Remove Curse: See *remove blindness/deafness*.

4th level Spells

Break Enchantment*: A surprisingly useful spell, *break enchantment* basically counters all the incapacitating spells that can take a character out of a fight on a single failed saving throw. As such, it can be a handy 'reset' in a combat. Paladins are very good at surviving attacks thanks to their good hit points and saving throws, so *break enchantment* is a good choice for the character likely to escape an initial barrage of spells.

Cure Serious Wounds: See *cure light wounds*.

Blessings & Bonuses

Clerics and paladins have a number of spells which give bonuses to saving throws, attack rolls and so on. As a paladin should be going into battle glowing with divine augmentations, it is important to know which of these spells stack.

Augmentation Spells and Stacking

Spell	Bonus Type	Effects	Source
<i>Aid</i>	Morale	Attack rolls, saves against fear, bonus hit points	Clr 2
<i>Animal's Virtue (Bull's strength, owl's wisdom etc)</i>	Enhancement	Ability score	Clr 2, Drd 2, Pal 2, Sor/Wiz 2
<i>Bless</i>	Morale	Attack rolls, saving throws against fear	Clr 1, Pal 1
<i>Divine Favour</i>	Luck	Attack rolls, weapon damage	Clr 1, Pal 1
<i>Divine Power</i>	Enhancement	Increases Strength, BAB	Clr 4
<i>Enlarge Person</i>	Size	+2 Strength, reach	Sor/Wiz 1
<i>Good hope</i>	Morale	Attack rolls, saving throws, skill checks, ability checks, weapon damage	Brd 3
<i>Heroism</i>	Morale	Attacks, saving throws, skill checks	Brd 2, Sor/Wiz 3
<i>Resistance</i>	Resistance	Saves	Brd 0, Clr 0, Pal 1, Sor/Wiz 0
<i>Prayer</i>	Luck	Attack rolls, saves, weapon damage checks, skill checks; enemies suffer equal penalties	Clr 3, Pal 3
<i>Shield of faith</i>	Deflection	Armour Class	Clr 1

Death Ward*: This spell can be cast through the *share spells* link. Its main virtue is protecting against energy drain attacks – undead tend to target the paladin, so this protection is valuable.

Dispel Chaos/Evil: This spell protects the paladin against evil creatures. The ability to banish the opposing force is useful, but should be held in reserve – *dispel chaos* or *evil* lasts for one round per level, so the paladin can enjoy his protection for four or five rounds before choosing to risk discharging the spell.

Holy Sword*: When a paladin acquires *holy sword*, it becomes worth carrying a second, entirely ordinary sword around in addition to the paladin's standard weapon. Its target makes no difference to the *holy sword* spell, so the paladin should pass his standard +3 *sword* or whatever he normally carries onto an ally or cohort, then cast *holy sword* on his own blade. It is also a good choice of weapon when fighting a foe known for sundering weapons.

Mark of Justice: This spell is of little use in combat but is instead used to punish defeated foes. One useful option is to demand aid in recompense for the subject's crimes – if the subject refuses to aid your church, he is struck with a curse.

Neutralise Poison: See *delay poison*.

Restoration*: Restores level and ability score drains.

THE PALADIN AND OTHER CASTERS

Paladins benefit greatly from magical support from other spellcasters. By augmenting the paladin's existing abilities, a spellcaster can do more damage overall than he could by casting spells directly at an enemy. Throwing *fireballs* may clear a room full of goblins or other inconsequential monsters but especially powerful foes are more likely to make their saving throws or have spell resistance. Few monsters, however, can ignore a solid sword-blow. Therefore, ensuring that the paladin's attacks hit and deal damage is a victory for the whole party.

Bards

Blur is a surprisingly solid combat spell for a front-line combatant, as it gives a flat 20% miss chance at only second level. It has a fairly long duration, too (one minute per level). *Eagle's splendour* is a solid choice for the paladin, as it boosts his saving throws. Carrying a *silenced* stone into combat is an ancient and respected tradition for adventurers and the paladin can deliver the *silence* to enemy spellcasters quickly thanks to his horse. *Haste* should always be cast before entering combat, as it gives considerable combat bonuses.

Similarly, the benefits of bardic music should not be forgotten. Many paladins have a troubadour in their retinue, to sing songs of inspiration and glory.



Clerics

Unsurprisingly, clerics and paladins work very well together. It is a truism that a cleric augmented by magic can be the match of any fighter – many of these spells can be put on a paladin or fighter instead, boosting him still further. See above for a discussion of what spells stack.

Equally important for paladins is clerical healing. Paladins tend to charge into combat, looking imposing and dangerous. This often leads to the paladin being the first target for enemy attacks. Having a cleric advance close behind the paladin to ‘prop him up’ with healing spells is a good tactic.

Druids

Druids have few augmentation spells that clerics do not (a key exception is the rather useful *barkskin*) and druid combat tactics often rely on incapacitating and entangling the enemy instead of charging in and hewing at them as paladins are wont to do. Druids can, however, be very useful at augmenting the paladin’s special mount – *longstrider*, *magic fang* and *barkskin* are all good spells to cast on a mount, or even acquire in the form of magic items for the mount.

Sorcerers and Wizards

Enlarge person is an excellent combat spell, as the extra reach makes Cleave attacks and attacks of opportunity much more likely. The usual combat spells like *haste* or *bull’s strength* are perfectly applicable to paladins.

MAGICAL STRIKES

Paladins are already adept at using divine energy as a weapon – their smite evil ability is simply an explosion of holy force channelled through their weapons. With sufficient discipline, a paladin can learn to make magical strikes, a special combination of prayer and sword-blow. The paladin must first take the Magical Strike feat.

Magical Strike

You can integrate certain spells into your melee attacks.

Prerequisites: Base Attack Bonus +3, ability to cast divine spells.

Benefit: You may use magical strikes.

To use a magical strike, the paladin must make a Concentration check at the listed DC. If the Concentration check fails, the spell is lost. The spell is cast as part of his attack action. Making a magical strike does not draw an attack of opportunity, but counts as casting a spell for all other purposes. Some magical strikes allow the paladin to combine spells, or gain the benefits of a spell for an attack in the same round he casts the spell.

If a spell is listed in brackets below, then it can optionally be used as part of the magical strike – the paladin can cast the spell as part of the strike and gain the listed benefits, but it is not required that the paladin have prepared that spell. If the spell is not listed in brackets, then the magical strike is dependant on that spell.

Back I Say!

Spell: *Dispel evil* or *chaos*

Concentration DC: 18

Effect: Holy light pours from the paladin’s blade. If the attack hits, and the target is an evil (or chaotic) creature from another plane, then that target must make a Will save against the *dispel* or be banished back to its home plane. This strike basically replicates the second ability of *dispel evil* but allows the paladin to use his melee weapon instead of a touch attack.

Blessing

Spell: *Bless*, (*bless weapon*)

Concentration DC: 14

Effect: The paladin raises his weapon in a benediction, hilt first, then flips it around and strikes at a foe. The weapon is affected by *bless weapon* if the spell was prepared, while the *bless* effect is centred on the paladin. The attack happens after the paladin invokes the blessing, so the character gains the benefit of the *bless* spell’s bonus to attack rolls.

Cleansing Wound

Spell: *Create water*, *bless water*

Concentration DC: 15

Effect: The paladin raises his sword, and a shimmering sheath of water rises around the blade. When he strikes a foe, the water rushes down the sword like water from a broken dam and flows into the wound. If the attack strikes an undead creature, then that creature takes an extra 2d4 points of holy damage (and if the creature is incorporeal, this attack does not suffer a miss chance). If the attack strikes a living creature, then the effects of any disease, illness or possession currently afflicting that character are suspended for 2d4 rounds.

Countermagic Strike

Spell: *Dispel magic*

Concentration DC: 16

Effect: Energy coruscates around the paladin’s weapon, and for a moment the magical fields surrounding the target become visible as glowing spidery trceries of arcane force. Then the sword cleaves through these fields. If the paladin’s attack hits the target, then the target is affected by the targeted variant of *dispel magic*. However, the paladin may use his base attack bonus (max. +10) instead of his caster level for the caster level checks to see if a particular effect is dispelled.

Enervating Blow

Spell: *Bull's strength*

Concentration DC: 15

Effect: The paladin mutters a quick prayer to his weapon, which suddenly seems to darken and become oddly heavy. He then strikes at a foe. If the attack hits, the foe must make a Will save (DC 12 + the paladin's Wisdom modifier). If the saving throw fails, then the foe's Strength suffers a -4 penalty for one minute.

Holy Strike

Spell: *Prayer*; (any other spells)

Concentration DC: 13+1 per spell

Effect: The paladin intones a war prayer as he raises his sword, calling on the gods to guide his blade and to speed the souls of the fallen to their judgement. The paladin may use any number of prepared spells in addition to the *prayer* spell – for each spell spent in this fashion, the damage from the paladin's strike is increased by two. The paladin still gets the benefit of the *prayer* spell.

None Shall Pass

Spell: *Magic circle against chaos or evil*

Concentration DC: 15

Effect: The paladin spins around, his sword outstretched. Silver light cascades from the tip of the weapon, outlining a perfect circle on the ground. This erects a *magic circle against evil* (or *chaos*) around the paladin. Furthermore, if the target of the strike is an evil (or chaotic) creature, then that creature is knocked back outside the circle by the force of the blow.

Punish the False

Spell: *Zone of truth*

Concentration DC: 12

Effect: An honest blow from the paladin's sword deals honesty on the foe. The target of this strike must make a Will save against the *zone of truth* spell, or be unable to use the Bluff skill to feint in combat for one round per caster level of the paladin.

Searing Strike

Spell: *Mark of justice*

Concentration DC: 14

Effect: The paladin's sword flashes once as he hammers it into the target's head. When the enemy staggers back, a glowing mark can clearly be seen on his forehead. If the attack hits, then the paladin may deal a *mark of justice* on the target instantly, instead of the spell's normal ten-minute casting time.

Thrash the Dead

Spell: *None*

Concentration DC: 10

Effect: This magical strike uses the paladin's turn undead ability instead of a spell. He strikes an undead creature, and a flash of light in the shape of the paladin's holy symbol flares in the air. This use of the turn undead ability only affects one undead creature but the paladin may use his attack roll as his turning check.

CHARMED LIFE

Some paladins are unaware of their divine patron – they are instinctively good and pure. Such paladins may have no religious training whatsoever and hence are unaware of how to channel their faith into divine spells. Instead, such paladins have Charmed Lives.

A paladin with a Charmed Life does not gain paladin spells, although he still counts as a divine spellcaster for the purposes of using magic items like wands and so on. Instead, he benefits from a number of interventions each day. These interventions are not deliberately invoked by the paladin; it is the Games Master who decides when and how the forces of good will intervene to aid the paladin. Each day, the character has a limited number of intervention points, which measure how much help the forces of good will help him that day. Each intervention costs a certain number of points. The player may know how many intervention points his character has each day, but does not know when or how the Games Master spends them. The Games Master must spend all the character's points each day.

Earning More Intervention Points

Optionally, a character can gain extra intervention points for doing good deeds. Giving charity and aid to the helpless, dealing with moral issues, good roleplaying and so on can provide extra intervention points. The player should not abuse this option if offered and indeed the Games Master is encouraged to leave the player in the dark as to whether or not this rule is in effect. By choosing a Charmed Life instead of normal paladin spellcasting, the player has already handed over part of his character's power to the whims of the Games Master, so a little more uncertainty is harmless.

One-Point Interventions

Confirm Critical: If the paladin rolls a potential critical on a foe, then the critical is automatically confirmed – there is no need to make a second attack roll.

Guiding Sign: The paladin glimpses a sign of something he is looking for – this gives him a +5 insight bonus to a Listen, Search, Spot or Survival check.



Intervention Points Per Level

Paladin Level	Intervention Points	Paladin Level	Intervention Points
1 st	0	11 th	4
2 nd	0	12 th	5
3 rd	0	13 th	5
4 th	1	14 th	6
5 th	1	15 th	6
6 th	2	16 th	7
7 th	2	17 th	7
8 th	3	18 th	8
9 th	3	19 th	8
10 th	4	20 th	9

Minor Healing: The paladin is healed of four points of damage.

Minor Aid: A minor, unimportant non-player character of no more than two Hit Dice decides to aid the paladin as much as he is able without endangering himself.

Sixth Sense: The paladin gets the niggling feeling that something is not right. He has no idea what exactly is wrong – it could be the presence of ambushers or assassins, someone could be *scrying* on the paladin, an evil force could be present but in disguise, the paladin could simply be heading in the wrong direction or following an erroneous train of thought. Still, the gods nudge the paladin to tell him to rethink his current action.

Two-Point Interventions

Heroic Effort: The paladin gets a +8 enhancement bonus to one ability score for one round.

Mount Arrives: The paladin's mount arrives on the scene, even if he had not summoned it today, or had left it outside or elsewhere.

Item to Hand: By a strange chance, the paladin happens to have a common, non-magical item from *Core Rulebook I* on hand, or in his mount's saddlebags. He cannot remember ever buying or obtaining the item but still, here it is, just when it is needed. The paladin might happen to have a lockpick, a lantern, a wineskin, an oar, etc.

Saving Throw Bonus: If the paladin just failed a saving throw by a margin of three or less, then the paladin actually, retroactively, passed the saving throw.

Shorten Spell: A spell currently affecting the paladin has its duration cut in half.

Three-Point Interventions

Coincidence: Some unlikely confluence of events – a burning lantern just happening to fall when a wagon loaded with hay was passing beneath it, causing a fire that spooks

the horse being ridden by the blackguard about to discover the paladin's hiding place – occurs to aid the paladin. This coincidence will not directly affect the paladin's foes in combat but it will make things easier for the paladin by presenting new opportunities to the character. The paladin must still act on this opportunity; to return to the example, the paladin would have to change his hiding place, as the distraction would only last a moment.

Counterspell: A spell targeting the paladin may fail – roll 1d20 + the paladin's level against 10 + the caster's level. If the check succeeds, the spell fails. The spell must be one that specifically targets the paladin alone – a *fireball* could not be countered, but a *disintegrate* could.

Cryptic Guidance: The paladin is given a hint in the form of a riddle, prophecy, presentiment or other psychic flash. This clue is always cryptic and difficult to unravel but it does give guidance to the paladin on whatever problems currently assail him. Note that the paladin does not know what exactly the guidance is addressing – '*beware the speaking shadow*' might be a clue that an undead creature is nearby, that the rogue guiding the party is a traitor or that the king's advisor in the shadow of the throne has baneful intentions towards the paladin.

Significant Aid: One non-player character of level equal to or less than the paladin aids the paladin. The non-player character will not help the character in combat but will offer any reasonable help.

Significant Healing: The paladin is healed of twelve points of damage.

Four-Point Interventions

Angelic Visitation: A celestial appears, usually an archon of some sort. The celestial may cast one spell on the paladin, attack for a single round, carry the paladin across a chasm, warn him of an assassin and so on. The celestial's Hit Dice will not exceed the paladin's level.

Avert Evil: A *break enchantment* spell is cast on the paladin, at a caster level equal to the paladin's level.

Dream: The paladin has a dream; this can be a prophetic dream like a *vision*, or a communication like a *dream* spell.

Mercy: A foe that was about to kill the paladin suddenly relents – he leaves the paladin alive instead of killing him. The character may still be captured, reduced to negative hit points, turned into a statue or a harmless animal, imprisoned, sent to another plane, handed over to torturers and so on – but he will survive nonetheless.

Five-Point Interventions

Major Aid: A powerful character of any level decides to help the paladin. The amount of aid offered varies depending

on the situation – it is always the minimum amount of help needed by the paladin but this can extend to aid in combat if the situation is desperate.

Major Healing: The paladin is healed of twenty-five points of damage.

Obvious Intervention: The gods step in to aid the paladin. This is similar to the Coincidence intervention, but is much more blatant – events that could never reasonably happen conspire to aid the paladin. A jail cell might be left unlocked, a portal to another plane happens to open just in time for the paladin to leap through and so on.

Praying for Intervention

A paladin with a Charmed Life can try to pray for intervention. To pray, the character must make a Knowledge (religion) check, at a DC of 10 + (5 times the level of the intervention). Each prayer is a standard action. The Games Master should pick the most appropriate effect based on the character's prayer. A character can try to pray for effects not listed above – he could, for example, beg the gods to heal a blind man (i.e. allow the paladin to cast *remove blindness*).

MILITARY MAGIC

While there are militant clerics and colleges of war-wizards, the main thrust of their spellcasting research and discipline focuses on fields other than the battlefield. Paladins are the only spellcasters who are regularly trained in the art of war. Just as knights are trained to make mass charges and form lines in battle, so too are paladins taught to combine their spells for greater power on the battlefield.

To use military magic, the paladins must be organised into a single unit and the leader of the unit must have the Military Magic feat (or be carrying the *banner of the divine charge* – see below). Each member of the unit must then cast the same spell at the same time. This combined casting magnifies the effect of the spell being cast. A unit must contain at least five paladins to cast a military magic spell.

Several of the existing paladin spells can be cast as military spells.

Bless: The range of each successive *bless* spell is calculated by starting at an edge of a previous *bless*. For example, five paladins cast the military variant of *bless*. The first spell is centred on the paladin unit itself; the second targets another unit fifty feet away, the next another unit fifty feet away, while the fourth and fifth target units one hundred feet away (i.e. on the edge of the second or third *bless* spells).

Bless Weapon: By combining their *bless weapon* spells, a unit of paladins can bless a flight of arrows or crossbow bolts. For every paladin involved in the military casting, 50 arrows or bolts are *blessed*. The spell must be cast as the projectiles are fired.

Heal Mount: The military variant of this spell splits its healing properties among multiple horses. The range of the spell is increased to Long (400 feet plus 40 feet/level). The healing is split evenly among the horses – add up the caster levels of all the paladins involved in casting the spell, multiply it by 10, and then divide it by the number of allied horses within range.

Magic Circle Against Evil/Chaos: The military variant of this spell has a range of 10 + 2 feet per paladin involved in the casting. For example, ten paladins working together to cast this spell creates a magic circle thirty feet in radius.

Resistance: The military variant of *resistance* affects more people depending on how many paladins cast it. Furthermore, the spell can be transmitted by touch; the paladin can touch one soldier, who touches the soldier next to him, who touches the one next to him and so on, allowing the spell to be transmitted through a whole unit.

Military Resistance

Paladin Casters	Number of Targets Affected
5–10	Same as number of paladins
11–25	Two per paladin
26–100	Three per paladin
101+	Five per paladin

Shield Other: A unit of paladins can combine their *shield other* effects on a single target. Only the leader of the paladin unit need wear the platinum ring component of the spell. Half the damage suffered by the target of the spell is divided evenly among all the members of the unit. For example, a unit of ten paladins casts the military *shield other* on a single target. That target suffers 40 points of damage; half the damage (20) is split among the paladins, so they take two points of damage each.

New Military Spells

The list of new paladin spells below has several new military spells, which have (unsurprisingly) the Military descriptor. The effects of casting these spells in groups are described in each spell.

NEW SPELLS

Angel Aspect

Transmutation (Good)

Level: Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal.

Target: You

Duration: One round/level

Saving Throw: None

Spell Resistance: No



When *angel aspect* is cast, the paladin channels the celestial nature of an angel. He is surrounded by a nimbus of divine light (he sheds light as a torch) and gains the following enhancements:

- ✦ He gains DR10/evil.
- ✦ He gains a +2 enhancement bonus to Strength and Charisma.
- ✦ His attacks now count as Good.
- ✦ His caster level for paladin spells is doubled.
- ✦ He may fly slowly (half normal movement, but perfect manoeuvrability).

For the duration of the spell, the paladin counts as a Good native outsider for the purposes of spells.

Animate Arms

Conjuration (Creation)

Level: Pal 2

Components: V, F

Casting Time: One round

Range: Touch

Target: One coat of arms

Duration: One round/level

Saving Throw: None

Spell Resistance: No

This spell targets a coat-of-arms (a shield bearing a heraldic device). It infuses the major charge on the shield, such as a dragon, sword, lion or other symbol with magical life. The charge on the shield leaps off and fights for the paladin. If the charge is a creature, then this spell creates a magical entity with statistics identical to a creature summoned by either *summon monster III* or *summon nature's ally III*. If the charge is an object such as a sword, then the spell creates a Large animated object. The conjured charge obeys the paladin's commands or attacks his enemies, as per a normal summoned creature.

Armour of Faith

Conjuration (creation)

Level: Pal 2

Components: V, S, DF

Casting Time: Ten minutes

Range: Touch

Target: Object touched

Duration: Ten minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Armour of faith requires the paladin to trace a series of potent protective and holy symbols onto the armour or

Armour of Faith

Protection	Knowledge (religion) DC
+1	10
+2	15
+3	25
+4	40

clothing of the target to be protected. He must pray as he does so. Once the spell is complete, the paladin must make a Knowledge (religion) check. The DC for this check varies depending on how much protection the paladin desires. The bonus is an enhancement bonus to the armour, as per the magic vestment spell.

Blaze

Evocation

Level: Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: One round/level

Saving Throw: Fortitude resists

Spell Resistance: No

Blaze makes the paladin's soul manifest around him, causing him to be surrounded with a fiery glow of white light. This field of light causes anyone trying to attack the paladin to suffer a -4 penalty to their attack rolls, as they cannot look directly into the light. A successful Fortitude save can overcome the pain of staring into the light, allowing enemies to attack normally. A foe may make a Fortitude save every round; once one succeeds, that foe does not need to overcome the *blaze* again.

Bright Lance

Transmutation

Level: Pal 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: A lance

Duration: One min/level

Saving Throw: None

Spell Resistance: No

When *bright lance* is cast, it causes a lance or spear held by the paladin to glow dimly. When the paladin charges, though, the lance glows more and more brightly. For the duration of the spell, the lance has a +1 enhancement bonus to attack and deals one point of extra damage during a charge for every twenty feet moved in a straight line. For example, if the paladin moves 120 feet as part of a charge, then the lance deals an extra six points of damage if the paladin hits with the charge.

Catechism

Enchantment

Level: Pal 1

Components: V

Casting Time: 1 standard action

Range: Personal

Effect: Calms the mind, gives minor bonuses to skill rolls

Duration: One round/level

Saving Throw: None

Spell Resistance: No

As he casts this spell, the paladin recites the tenets of his faith. These mantras calm his mind, as well as remind him of the important moral truths and beliefs that guide him. For the duration of the spell, the paladin has a +1 morale bonus to all Will saves, as well as a +2 insight bonus to Concentration, Knowledge (religion) and Spellcraft checks.

Charge of Thunder

Evocation [Military]

Level: Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: Self

Duration: One round

Saving Throw: None

Spell Resistance: No

If the paladin makes a charge attack in the next round, he receives a +4 luck bonus to his attack roll. Furthermore, any potential critical hits threatened by the paladin (and his mount, if mounted) are automatically confirmed.

Condemn

Enchantment

Level: Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: One mile/level

Target: One creature

Duration: One hour/level

Saving Throw: None

Spell Resistance: Yes

By use of this spell, a paladin can declare another creature to be a foe of the church. That creature now counts as Evil for the purposes of the paladin's spells and abilities – the paladin can use smite evil on him, *detect evil* will detect the creature, *protection from evil* will ward him off and so on. Any other paladins and clerics of the same faith or ethos will also be able to treat that target as evil.

Anyone who uses *detect evil* on the target may make a Spellcraft check (DC 15 + the paladin's caster level) to notice that the target's perceived alignment has been overlaid with a magical effect. This spell is normally used by paladins to mark enemies of the church, by secular paladins to strike against enemies of their feudal lords or during church schisms and civil wars. The spell can also be dishonourably used to make someone else appear to be evil.

Defensive Barding

Abjuration

Level: Pal 1

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 feet + 40 ft./level)

Effect: Copies armour bonus

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

This spell copies the enhancement bonus from the paladin's armour (and shield, if any) to any barding worn by the paladin's mount. For example, if the paladin were wearing +3 *full plate* and carrying a Large +2 *steel shield*, then *defensive barding* would give the mount's barding a temporary enhancement bonus of +5. The bonus is lost if the paladin moves out of range of the effect (400 feet plus 40 feet/level). The mount must be wearing barding of some sort. *Detect magic* reveals both the spell affecting the barding as well as the magical signature of the paladin's armour (and shield, if used).

Detect Heresy

Divination

Level: Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

Only a character who publicly professes loyalty to the paladin's religion or ethos, but in actuality holds beliefs opposed to the paladin will be detected by this spell. The amount of information detected depends on how long the character concentrates for.

- + *1st round:* Presence or absence of heresy.
- + *2nd round:* Highest degree of heresy present, from minor (objects to the paladin's religion or ethos but does not actively work against it) to major (deliberately foments plots against the church).
- + *3rd round:* Positions of individual heretics and their individual heretical degrees.

Detect Mischief

Divination

Level: Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

This spell detects mischief – the desire to cause harm or inconvenience to the paladin in some fashion. The spell only detects thoughts of mischief that are currently active in the minds of targets – a thief who plans to steal the paladin's horse would be detected by the spell, while an evil



necromancer who plans to take over the world would not be detected unless he was specifically thinking on how to deal with the paladin. The spell detects those who think ill of the paladin instead of detecting universal malice or evil. The amount of information detected depends on how long the character concentrates for.

- ✦ *1st round:* Presence or absence of mischief.
- ✦ *2nd round:* Degree of mischief present, from minor (theft, ill regard, dislike) to major (intent to murder or harm).
- ✦ *3rd round:* Positions of individual mischief-makers and their individual levels of mischief.

Divine Aegis

Divination

Level: Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: One hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

The target of a *divine aegis* is placed under the protection of the faith. If anyone attacks, injures or targets the protected creature or item with a hostile spell, then this spell is triggered. The paladin is instantly aware of the attack and the name, race and alignment of any attackers. By concentrating, he can also divine the direction (but not the distance) to the protected creature or object, as long as it remains on the same plane.

Holycloak

Abjuration

Level: Pal 3

Components: V, S, M, F

Casting Time: 1 standard action

Range: Touch

Target: One cloak.

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The garment affected by the *holycloak* spell gains several protective qualities. It wards the wearer's alignment from detection, as per *undetected alignment*. It also gives some protection against scrying and other divination spells – casters must make a caster level check (DC 10 + the paladin's caster level).

One of the useful virtues of the *holycloak* is that anything wrapped in it will be warded in this fashion – the garment can be worn, wrapped around an item, hung up over a doorway and so on.

Focus: A cloak.

Material Component: 50 gp worth of golden thread that is sewn into the hem of the cloak by the spell.

Knight's Grace

Transmutation

Level: Pal 3

Components: V, S, DF

Casting Time: 1 standard action.

Range: Personal.

Target: Self.

Duration: One min/level.

Saving Throw: None.

Spell Resistance: No

Knight's grace reduces the target's armour check penalty by his caster level. His limbs become lighter; steel flows like water around him. The target of a *knight's grace* spell is surrounded by a shimmering cloud of glittering motes, making it obvious that a spell is affecting him.

Lady's Favour

Transmutation

Level: Pal 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch



Target: A gift.

Duration: One min/level.

Saving Throw: None.

Spell Resistance: No.

The custom of a noblewoman giving a token, such as a scarf or handkerchief, to a knight as a sign that she favours him is a common element in courtly love. The knight carries this token into tournaments and jousts, winning honour and glory for his love. This spell allows the knight to draw upon the beauty and charm of his lady love, by magically transforming the token into a channel. The paladin may draw upon this channel as a free action. Drawing on the token gives the paladin an enhancement bonus to Charisma equal to the lady's current Charisma modifier for one round. The paladin may draw on the token a number of times per day equal to his caster level. The lady must willingly give the token to the paladin, although a bond of romantic love between either party is not required.

Focus: The token.

Mass Condemn

Enchantment

Level: Pal 4

Components: V, S, DF

Casting Time: 1 standard action.

Range: One mile/level.

Target: One creature/level.

Duration: One hour/level.

Saving Throw: None.

Spell Resistance: Yes.

This spell functions just like the *condemn* spell, but affects multiple targets.

Mount Growth

Transmutation

Level: Pal 5.

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: The paladin's mount and the paladin.

Duration: One min/level.

Saving Throw: None.

Spell Resistance: No.

This spell increases the size of both the paladin and his mount. Both grow to the next largest size category. The mount is affected as if by an *animal growth* spell (+8 size bonus to Strength, +4 size bonus to Constitution, -2 size penalty to Dexterity, +2 natural armour bonus, increased base damage, increased fighting space and reach, DR 10/magic, +4 resistance bonus to saving throws). The paladin is affected as if by an *enlarge person* spell (+2 size bonus to Strength, -2 size penalty to Dexterity, reach).

Perfection

Transmutation

Level: Pal 5

Components: V, S, DF, XP

Casting Time: 1 standard action

Range: Personal

Target: Self

Duration: One round/two levels

Saving Throw: None

Spell Resistance: No

Perfection gives the paladin an almost divine level of skill and competence. For the duration of the spell, if the paladin *can* do something, he does. He may take 20 on any skill check or ability check regardless of distraction or the current conditions. He may also 'take 15' on saving throws and attack rolls (instead of rolling the dice, the player may assume he rolls a 15). He may continue to fight and act normally when reduced below 0 hit points but still dies when reduced to -10 or lower.

XP Cost: 500xp

Recall Mount

Conjuration (Calling) (Good)

Level: Pal 1

Components: V, S, DF

Casting Time: 1 full round.

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Calls the paladin's special mount

Duration: One hour

Saving Throw: None

Spell Resistance: No

This spell calls the paladin's mount from the celestial realms. It is essentially the same ritual that is used by the paladin to call his mount normally – this spell simply allows the paladin to call his mount an extra time, in cases where the special mount has been dismissed or the duration of its normal calling has expired.

Shining Blade

Transmutation

Level: Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One weapon

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

The weapon affected by this spell is surrounded in a shimmering haze of silver sparks that dance and run along the blade. The weapon gains a +2 bonus to its attack rolls when attempting to sunder, disarm or resist being sundered or disarmed.



Undeniable Challenge

Enchantment (Compulsion)

Level: Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Within earshot (normally 200 feet+)

Target: One living creature

Duration: Special (D)

Saving Throw: Will negates

Spell Resistance: Yes

To issue an *undeniable challenge*, the paladin must call out to a foe. If the target hears the challenge and fails his saving throw, then he is compelled to engage the paladin in combat. The foe must begin to attack the paladin using whatever method he prefers – he may use stealth, spells, ranged attacks or a frontal assault but he must act to attack the paladin each round, moving closer if out of range of any spells or ranged weapons. If anyone else attacks the foe while the spell is active, then the spell is broken. The paladin must present a clear target to the foe – if the foe does not know where the paladin is, the spell is also broken.

The spell endures until it is broken, or until the paladin releases the target from the spell.

NEW MAGIC ITEMS

Most magic items carried by paladins are either treasures retrieved from quests, church relics, or else items made by allied clerics or (rarely) wizards. The number of paladins with the artistry to craft their own items can be counted on one hand and still have enough fingers left over to hold a shield-strap.

Armour

...of the Gods: The *armour of the gods* title is actually something of a metaphor; this armour special ability gives the suit of armour a bonus when the wearer is fighting on holy ground (+2) or in the company of the faithful (+1). This bonus is added to the normal enhancement bonus of the armour, so a +2 *chain shirt of the gods* would become a +3 *chain shirt* when the wearer was in the company of a cleric, or a +4 *chain shirt* if the wearer was fighting within the precincts of a *hallowed* temple.

Moderate abjuration; CL 6th; Craft Magic Arms and Armour, *shield of faith*; Price: + One-third of the difference between the price for the armour's current enhancement bonus and the next highest bonus.

....of Vigilance: When not being worn, the components of *armour of vigilance* levitate themselves up and hang themselves in the air as if they were being worn; to an outside observer, an unworn *armour of vigilance* looks just like an armoured knight standing at attention. The normal use of the armour is to stand watch over its owner as he sleeps; the armour has a Spot and Listen bonus of +8 and may take one action if it sees or hears anything out of the ordinary. The

wearer may specify what action the armour will take when he goes to sleep. The action must be one the armour can complete in one round, but it could be commanded to reach down and wake the wearer, pull a lever, ring an alarm or even make an attack (use the wearer's ability scores and base attack bonus to resolve this.)

Faint transmutation; CL 5rd; Craft Magic Arms and Armour, *alarm, unseen servant*; Price: +2160gp.

Hallowed Armour: *Hallowed armour* is a magical form of armour of the book (see page 55). Book armour is engraved with holy texts and symbols of divinity that make it a mobile temple of sorts; *hallowed* armour ties a permanent *hallow* effect to this mobile temple. The wearer is under the effects of a *protection from evil* spell and gains a +4 sacred bonus to turn undead checks. Furthermore, one of the following spell effects may be added to the armour:

Spell	Cost
<i>Death ward</i>	76,000 gp
<i>Detect magic</i>	19,000 gp
<i>Endure elements</i>	19,000 gp
<i>Invisibility purge</i>	55,000 gp
<i>Tongues</i>	35,000 gp

Moderate transmutation; CL 9th; Craft Magic Arms and Armour, *hallow*, any included spell; Price: 140,000 gp.

Cavalier's Shield: This Large magic +2 *steel shield* can project a bubble of defensive force if held up as part of a total defence action. This bubble of force has a radius of up to ten feet, but the paladin can choose not to include squares occupied by enemies by centring the bubble away from him as long as he is still enclosed within the bubble. The force bubble has the same properties as a *resilient sphere*. The bubble remains active until the paladin's next action.

Moderate evocation; CL 9th; Craft Magic Arms and Armour, *resilient sphere*; Price: 73,970 gp.

Weapons

Relenting: A weapon with the *relenting* property cannot deal a killing blow. Any attack from a *relenting* weapon that would reduce the wearer to negative hit points now only reduces the target to zero hit points. Obviously, an attack from a *relenting* weapon deals no damage if the target is already at negative hit points. However, anyone reduced to zero hit points by a *relenting* weapon cannot have their hit points raised above zero by *cure* spells or effects for five rounds. *Cure* spells can still be applied to stop them bleeding to death, but cannot bring them back to positive hit points.

Faint Abjuration; CL 5th, *cure light wounds*; Price: +2 bonus.

Ceremonial: The *ceremonial* property invests the magic weapon with an aura of ritual and mystery; every action taken with it seems steeped in ceremony and esoteric rites. The paladin who strikes a foe with such a blade moves as if every step was planned ages ago and handed down in long traditions. The wielder may add the weapon's enhancement bonus to any Knowledge (religion) or Spellcraft checks he makes; furthermore, the weapon gives the impression of being part of ceremonial regalia, not a martial weapon and so can be taken into places where weapons are normally forbidden. A guard must make a Will save (DC 10) to recognise a *ceremonial* weapon as a weapon.

Faint Transmutation; CL 5th, *sanctuary*; Price: +1 bonus.

Lance of the Bow Wave:

This +1 *lance* projects a wave of force just behind its tip. Anyone struck by it is also hurled backwards by the impact with this invisible wave. If a character charges with a *lance of the bow wave* and hits, he may make an opposed Strength check with the target (as if making a bull rush attempt). However, the character may use his attack roll result as the result of his Strength check.

Faint Evocation; CL 3rd, *mage hand*; Price: +1,800 gp.



Sword of Ghostly Deliverance: Firstly, this ornate black +3 *longsword* has the *ghost touch* property. Secondly, an incorporeal creature struck by the weapon must make a Reflex save (DC 20) or become entangled in it, requiring a Strength or Escape Artist check (DC 20) each round to wriggle free. Only one creature can be entangled at a time. The entangled creature moves with the sword and cannot move away from the sword until it frees itself. If the wielder strikes a foe while a creature is entangled in the blade, then the attack deals extra damage as if the incorporeal creature had just struck that foe with a normal attack. For example, if a wraith is entangled in a *sword of ghostly deliverance*, then an attack from the sword would deal its normal damage, plus another 1d4 damage plus 1d6 Constitution drain.

The wielder of the blade can shake a creature free as a standard action. Alternatively, he can pin the sword into the ground; the sword cannot be used as a weapon while pinned

but the DC for the Strength and Escape Artist checks doubles to 40.

Finally, if the sword deals a killing blow to an enemy, then that enemy becomes a ghost for the next 2d6 rounds. If the sword is currently 'free' of entangled creatures, then the ghost is automatically entangled in the sword.

Despite its resemblance to the 'soul-stealing' black sword of legend, the *sword of ghostly deliverance* is not an evil item per se. The ghost-creating aspect of its powers is often used to give fallen paladins an extra moment of glory on the battlefield.

Strong Necromancy; CL 14th, *plane shift*, *holy sword*; Price: 102,915 gp.

Rings

Signet Seal: This ring bears the paladin's coat-of-arms, like a normal signet ring. However, this magical ring also allows the bearer to speak for the noble once per day in the noble's own voice – the wearer opens his mouth but it is the noble's voice that comes forth. This effect is similar to a *sending* – the wearer activates the ring, the noble magically knows that he should speak now. He may speak for up to thirty seconds and can hear any responses given in the next thirty seconds.

Moderate Evocation; CL 7th, Forge Ring, *sending*; Price 5,020 gp.

Wondrous Items

Banner of the Divine Charge: This banner unites the paladins who ride under it, allowing them to pool their magics together. See Military Magic, above, for rules on using this banner.

Moderate Transmutation; CL 9th, Craft Wondrous Item, *mass eagle's splendour*; Price 72,000 gp.

Helm of Justice: This horned helmet has no visor or eyeholes – the wearer is blind while using it. However, the helm has a powerful array of divination abilities – the wearer may cast any of the following spells at will: any *detect* spell, *arcane sight* and *discern lies*. He may also see



through illusions and disguises – he is unable to tell where an invisible creature is (as the helm blinds its wearer) but does know *what* the creature is.

Donning or removing the helm is a ceremonial act that takes one minute – if the helm is not donned properly, the wearer cannot use its abilities, while if the helm is not removed properly, the wearer is blind until the helm is donned and removed properly again.

Moderate Divination; CL 10th, Craft Wondrous Item, *true seeing*; Price 45,000 gp.

Lesser Grail: A *lesser grail* is a cup or plate that renews the paladin's will and devotion. The bearer of a *lesser grail* may renew himself twice each day; each renewal restores one use of smite evil, turn undead, or *remove disease*. Renewing is a standard action.

Moderate Evocation; CL 9th, Craft Wondrous Item, *restoration*; Price 14,400 gp.

Pennon, Bloody: A pennon is a small banner or streamer carried at the end of a lance. A *bloody pennon* resembles a red serpent's tongue that coils around the end of the lance. When activated, the *bloody pennon* flails and slashes at anyone nearby. If the wielder of the lance equipped with a *bloody pennon* hits with an attack from the lance, then the pennon deals another 2d4 points of slashing damage.

Faint Transmutation; CL 7th, Craft Wondrous Item, *magic weapon*; Price 1,500 gp.

Pennon, Terrible Charge: The *pennon of the terrible charge* can only be activated as part of a charge attack – the user may choose not to activate the pennon. The pennon's magic is triggered at the start of the user's next action, after the charge. It uses *dimension door* to transport the user back towards the point where the pennon was activated. If this point is out of range of the *dimension door* (540 feet), then the pennon does nothing. The pennon can carry a Large mount and its rider.

The normal use of the *terrible charge pennon* is to activate it, make a mounted charge with a lance towards a foe – then, at the start of the character's next action, he is teleported back to his original position, from where he can charge *again*.

Moderate Conjunction; CL 8th, Craft Wondrous Item, *dimension door*; 25,200 gp.

Saddle of the Centaur: When this drab military saddle is activated, horse and rider temporarily merge into one being. The combined being uses the rider's hit points, saving throws, base attack bonus and other qualities, with the following changes:

- ✦ Add the mount's Strength bonus to the rider's Strength ability score.

- ✦ The combined being uses the mount's Reach and Fighting Space.

- ✦ The mount's hoof (or claw) attacks may be used.

The saddle may be used once per day; the combination lasts for one hour. Activating the saddle is a move action.

Moderate Transmutation; CL 6th, *alter self*; 20,000 gp.

Saddle of Life Transference: The *saddle of life transference* is a simple device – anyone sitting in the saddle may transfer hit points to the mount on a one-for-one basis, to instantly heal wounds suffered by the mount. Activating the saddle is a free action, and can be done immediately when the mount is injured.

Faint Abjuration; CL 3rd; Craft Wondrous Item, *shield other*; 12,000 gp.

Scabbard of Invulnerability: The *scabbard of invulnerability* ensures that no wound suffered by the wearer is mortal. He is warded against death magic as per the *death ward* spell; if reduced below –10 hit points, he does not die, but instead falls into a dreamless sleep. While sleeping, the character's body is incorruptible; he will not die from injury, nor may he sustain further injuries by any means as long as the *scabbard* is attached to his body. The character does not heal naturally when below –10 hit points – only a *heal* or *miracle* can restore his hit points. The character will not awaken from this sleep until healed. While sleeping, he does not age.

Strong Abjuration; CL 15th; Craft Wondrous Item, *heal, binding, death ward*; 150,000 gp.

Token of Defence: This is a token that might be given to a knight by a noble lady, such as a handkerchief. The *token of defence* gives the paladin a +2 luck bonus to his Armour Class once per day. The *token* can be activated *after* an attack roll, so if an enemy hits the paladin by a margin of two or less, then the token can be used to avoid the attack. A character may only bear one magical *token* at a time.

Faint Abjuration; CL 2nd, Craft Wondrous Item, *shield*; 400 gp.

Token of Inspiration: The *token of inspiration* reminds the knight of his lady love, giving him greater determination. He may gain a +2 morale bonus to any one saving throw, once per day. A character may only bear one magical *token* at a time.

Faint Evocation; CL 2nd, Craft Wondrous Item, *bleed*; 400 gp.

Token of Whispering: The *token of whispering* is a lady's handkerchief. It allows a message of up to 25 words to be recorded onto it. The token is then folded in two. When

unfolded, it speaks the message aloud. The *token* may be used once each day.

Faint Illusion; CL 3rd, Craft Wondrous Item, *magic mouth*; 800 gp.

DIVINE GRACES

Divine graces are supernatural abilities manifested by some paladins. A paladin can obtain a divine grace in two ways – firstly, it can be granted by the gods in response to some pressing need. A paladin on some holy quest might be given a grace in order to complete this quest. Secondly, a divine grace can be granted as a reward for a combination of charitable deeds and heroism. The character must donate a certain amount of money to the church or to another worthy institution; the more he donates, the bigger the chance of a grace manifesting. Merely dropping off piles of cash at the door of the local friary is not enough to garner a grace, however – the character must be worthy of the ability and prove his worthiness through suitable deeds.

To obtain a grace in this manner, the paladin must donate at least the minimum amount listed for each grace. This donation does not have to come all at once – the paladin may give money over many years. Once the donation level has reached the minimum amount, then there is a 25% chance that the paladin will manifest that grace at an appropriate time. The grace also lists the cost per percentage point to increase this chance.

A player may choose not to specify which grace he is trying to obtain, and just let the Games Master pick a suitable reward for the character. Once a paladin manifests a grace, he has it permanently.

Graceful Aging: The character no longer suffers from ability score penalties due to ageing. He still dies when his time is up, but his capacities are undiminished until then.
Cost: 10,000 gp plus 2,500 gp per %

Grace of Animal Friendship: The character gains the Wild Empathy ability, just like a ranger.
Cost: 8,000 gp plus 400 gp per %

Grace of Archers: The character's ranged attack bonus increases by +1.
Cost: 10,000 gp plus 500 gp per %

Grace of Efficacious Prayer: The DC to resist any of the character's spells increases by +2.
Cost: 10,000 gp plus 500 gp per %

Grace of Fleetness of Foot: The character's movement is increased by 5 feet per round.
Cost: 4,000 gp plus 200 gp per %

Grace of the Holy Guardian Angel: The character is watched over by a guardian angel (as per the Guardian

Angel companion on page 21 (Cleric/Paladin Multiclass, Multiclassing).

Cost: 10,000 gp plus 500 gp per %

Grace of Indefatigability: The character is no longer affected by normal fatigue. Effects that would fatigue the character have no effect; effects that would exhaust him now merely fatigue him instead.

Cost: 8,000 gp plus 500 gp per %

Grace of Noonday Strength: The character's Strength increases as the sun rises. He has a +1 sacred bonus to Strength during the morning and evening, a +2 sacred bonus to Strength in the two hours on either side of the noon hour and a +4 sacred bonus to Strength for the hour in which the sun is at its zenith.

Cost: 10,000 gp plus 500 gp per %

Grace of Perfect Health: The paladin becomes immune to poison.

Cost: 8,000 gp plus 400 gp per %

Grace of Perfect Morality: A paladin blessed with the grace of perfect morality can never lose his paladin-hood unwittingly. He will instinctively know if a given action is in breach of his alignment and oaths, even if the action seems perfectly innocent.

Cost: 10,000 gp plus 1,000 gp per %

Grace of the Ready Sword: A paladin with the grace of the ready sword may take attacks of opportunity when flatfooted.

Cost: 12,000 gp plus 1,000 gp per %

Grace of Selfless Light: The character may cast *light* at will.

Cost: 4,000 gp plus 200 gp per %

Grace of Warriors: The character's melee attack bonus increases by +1.

Cost: 10,000 gp plus 500 gp per %

Grace of Wholeness of Body: The character no longer needs to eat or drink.

Cost: 6,000 gp plus 300 gp per %

Why Graces?

Simply put, money is power. A character who spends the treasure he retrieved from the dungeon on building a monastery or helping the elven refugees is going to be less powerful than a character who spends all his cash upgrading his +2 *sword of blatant slaughter* into a +3 *sword of even more hideous slaughter*. The graces allow paladins to be generous without blunting their abilities too much.



TRICKS OF THE TRADE

The paladin is granted a range of special abilities to aid him as he rights wrongs and fights evil. Each of these special abilities can be more useful than it appears at first glance, if the paladin is clever and wise in his use of these gifts.

DETECT EVIL & THE NATURE OF CORRUPTION

A paladin can *detect evil* at will. What exactly does this mean?

Leaving aside the mechanics of the spell-like effect for the moment, the real question is, ‘what does evil mean in the campaign world?’ The paladin’s player should discuss this with the Games Master before play begins. After all, a paladin has presumably been training in the use of *detect evil* for years and knows what it means when a stranger is Evil. Is true Evil (as defined by the spell) common or rare? If someone is evil, does this mean that the paladin should merely be wary of them, should arrest them or should he attack them immediately? This largely depends on the nature of evil in the campaign.

Problems with *detect evil* normally arise when the paladin is dealing with ordinary people – detecting that a monster in a cave is evil and then slaying that monster never seems to cause moral qualms.

Low-Grade Evil Everywhere

In some campaigns, the common population is split roughly evenly among the various alignments – the kindly old grandmother who gives boiled sweets to children is Neutral Good and that charming rake down the pub is Chaotic Neutral. Similarly, the thug lurking in the alleyway is Chaotic Evil, while the grasping landlord who throws granny out on the street because she’s a copper behind on the rent is Lawful Evil. In such a campaign up to a third of the population will detect as Evil to the paladin. This low-grade Evil is a fact of life, and is not something the paladin can defeat. Certainly, he should not draw his greatsword and chop the landlord in twain just because he has a mildly tainted aura. It might be appropriate for the paladin to use Diplomacy (or Intimidation) to steer the landlord back towards the path of good but stronger action is not warranted. In such a campaign, *detect evil* cannot be used to infallibly detect villainy, as many people are a little bit evil. If he uses *detect evil* on a crowded street, about a third of the people will detect as faintly evil.

Evil As A Choice

A similar campaign set-up posits that most people are some variety of Neutral. The old granny might do good by being kind to people, but this is a far cry from capital-G Good, which implies a level of dedication, fervour and sacrifice that she does not possess. If on the other hand our granny brewed alchemical healing potions into those boiled sweets, or took in and sheltered orphans and strays off the street, then she

‘If your sword hand was half as proficient as your knack for dramatic entrances I might worry,’ mocked Abaddon.

‘Why did you let me live?’ Aelfric laid his hand on his sword-hilt, but was unwilling to spill blood or carry a naked blade in the chapel. Abaddon was under no such compunction, and drew his feared sword, Malice.

‘A paladin asks the nature of mercy?’

‘You are accounted among the fallen, Abaddon. You have spat upon the virtues and values of the code. Mercy should be unthinkable to one so steeped in corruption.’

‘Perhaps. Maybe I spared you so that I might violate you, body and soul. Maybe I wished to have my necromancers drag your soul from your body and offer it to the lords of hell. Perhaps I wished to flay you alive and wear your skin as a mask, riding into the king’s court and committing regicide in your name and under your banner. Maybe I wanted to have you possessed by a demon and send you as an assassin to kill the godspeaker.’

‘Why did you let me live?’ asked Sir Aelfric again as they circled each other around the altar.

‘Perhaps I wanted you to fall,’ murmured Abaddon. Aelfric hesitated for an instant.

‘Never.’

‘That’s just what I said.’

might qualify as being truly Good. Similarly, minor acts of cruelty and malice are not truly Evil on a cosmic scale. Our greedy and grasping landlord is nasty and mean, but sending the bailiffs round to throw granny out might not qualify as Evil (although if granny is being thrown out into a chill winter or torrential storm, then that is tantamount to murder and would be Evil). In such a campaign, only significant acts of good or evil can tip a character from Neutrality to being truly Good or Evil. If a paladin in this campaign uses *detect evil* on a crowded street, he will usually detect nothing, as true evil is rare. Anyone who detects as Evil, even faintly Evil, is probably a criminal, a terrible and wilful sinner, or both. Still, the paladin is not obligated to take action – in this campaign, detecting that someone is Evil is a warning, not a call to arms. The paladin should probably investigate this Evil person and see if they pose a danger to the common folk, but he cannot automatically assume that this particular Evil person deserves to be dealt with immediately.

Evil As A Supernatural Taint

Another alternative is that Evil is essentially a supernatural quality, a spiritual taint that comes only from dark powers. Merely human evil would not be detected by the paladin's power – only monsters, undead, outsiders and those who traffic with dark powers are Evil on this scale. A murderer who kills randomly would be evil on the human scale, but the paladin's senses operate on a divine level. However, if this murderer were killing as part of a sacrificial ritual to summon a demon, then his evil would be supernatural in nature and therefore detectable by the paladin. In this campaign, then a positive result on *detect evil* means that the paladin should immediately take action. This is a morally black-and-white set-up – anyone who is Evil should be investigated or even attacked immediately.

Evil As The Opposition

In this set-up, the paladin's perception of Evil is filtered through his deity. 'Evil' is defined as those who oppose the tenets of the church. Sinners, heretics, demon-worshippers, cultists of forbidden gods and so on, are all Evil. The paladin's response to Evil would depend on the standing of his church in society – if the paladin's church is a major influence on secular law and morals, then *detect evil* might detect those who it is right and legal to smite. If, however, the paladin's church or ethos is not in line with the majority of society, then *detect evil* is somewhat less useful. For example, if the paladin worships a War God who despises cowardice, then the man in the tavern who deserted the army twenty years ago might detect as Evil.

The Response to Evil

The key question in all of these variant campaign set-ups is, 'what response should the paladin have to Evil?' Is it right to attack Evil on detection, should he investigate every occurrence of Evil or is Evil merely a warning that should not be acted on alone? While *individual* problems may demand

different responses, the *general* response of paladins to evil should be agreed upon by the players and the Games Master. It is presumably common knowledge in the setting.

One interesting tangent – what is the legal standing of *detect evil*? Is being Evil a crime? (Probably, in the 'Evil as Supernatural Taint' set-up, but certainly not in the 'Low-Grade Evil' version). Do the secular authorities accept the paladin's judgement in such matters? For example, a paladin is wandering through a town when he suddenly detects strong Evil coming from a lady in a carriage – she is secretly a cleric of an evil god. If the paladin cuts down the evil cleric, has he rid the world of a terrible threat or has he just murdered a noble lady in broad daylight? Perhaps the judgement of a number of paladins is required before *detect evil* can be acted upon; for example, three paladins might have to independently confirm that a given person is Evil, and then each of those three paladins be verified by another three paladins, to ensure that no-one is lying or corrupted (although, admittedly, one quick *discern lies* is probably an easier way to ensure that a putative paladin really is detecting the person as evil).

A related question is, 'is it acceptable for the paladin to *detect evil* under normal circumstances?' This will vary depending on how obvious using the ability is (does the paladin merely have to stare at a target for a few seconds, or does activating *detect evil* require a little prayer or blessing gesture, and it is therefore plain to see when the paladin is detecting evil) and how much standing paladins have in society. Is *detecting evil* a common and accepted part of the paladin's duties, or it is seen as a grievous insult to be scanned in such a fashion?

Detect Evil and Mysteries

Since paladins can detect evil at will, they do make excellent detectives, especially at low levels (later on, a specialist diviner wizard is a much better forensic arcanist). However, any competent foe is going to use abilities such as *undetectable alignment* or *nondetection* to hide from divinations. Even a simple level of misdirection can fool *detect evil*. For example, the paladin uses *detect evil* on the guests at a dinner party where the host was murdered. One guest is evil and indeed had a motive to kill the host. However, this one guest has a cast-iron alibi for the time of the attack. If the paladin becomes fixated on proving that this evildoer is lying, he might miss the clues that show that evil character manipulated another guest into committing the actual crime. Furthermore, if the paladin does not unravel this aspect of the mystery and jumps straight to arresting or attacking the evil character on the grounds that he is evil, he will fail to discover a larger conspiracy that is the real danger here. *Detect evil* is another clue, nothing more – do not try to short cut a mystery by smiting the evildoers immediately.



A paladin might have to obtain a warrant or other permission before using his abilities ‘officially’.

Using Detect Evil

A quick review of the rules for *detect evil* is in order. The spell has a range of 60 feet and creates a cone-shaped emanation out from the paladin. It can be blocked by solid materials, but will penetrate most barriers – certainly, a paladin can stand behind a screen, a thin wall or hide in a tree and still be able to scan a target for signs of evil.

In the first round of concentration, the paladin detects the presence or absence of evil. This can be used to detect the presence of *invisible* or hidden foes (although not their location – that comes in round three). A quick use of *detect evil* can ensure that an area is clear of foes. Remember that evil magic items and spells also have evil auras, so this spell can be used to detect *desecrations*, *unhallowed* zones and so on.

In the second round, the character learns the number of auras and the strength of the strongest aura. Aura strength varies depending on the power of the evil creature and the nature of its aura.

Firstly, note that the vast majority of creatures will be either Faintly or (rarely) Moderately evil. The strength of the aura depends solely on the power and nature of the creature – there is no difference in the aura strength of an 11HD roper and a 25HD old black dragon. Every human evildoer (save clerics) that the paladin is ever likely to meet is Faintly or Moderately evil, nothing more. Aura strength has nothing to do with deeds – a mass murderer who eats babies has an aura identical to a servant of a dark lord who is just obeying orders. In any case, the aura of a creature is of little use when trying to determine the creature’s power level.

Secondly, the character has a fairly good gauge of how powerful an undead creature is, based on its aura. This is very useful when dealing with the dead – the strength of a dragon can be ascertained accurately by looking at the physical size of a creature, but there is no visible difference between a 1HD animated skeleton and a 30th level sorcerer-

Distinguishing Auras

One evil aura looks pretty much like another – a foul stain on the perfect fabric of creation, a moral bruise. A paladin cannot distinguish between the aura of a 5th level cleric and a 10 HD Outsider, as both are Strong auras. The location of an aura might give the paladin a clue as to what is creating it (a stain in the middle of a furnace is probably a fire-immune demon, not a cleric) but an individual aura does not betray its nature at first glance.

A Knowledge (religion) check (DC 15) allows a character to work out what is casting the aura (creature, evil outsider, evil cleric and so on). A character who observes an aura for ten rounds (one minute of concentration) can discern the shape of the aura – while the shape of a character’s aura is by no means as distinctive as a fingerprint, it is rare for two characters to have similar auras *unless they become evil in the same way*. A cultist and a murderer would have different auras; two cultists, however, would have broadly similar auras.

lich. *Detect evil* is an excellent tool for judging how powerful a ghostly incorporeal form actually is.

Thirdly, evil outsiders and evil clerics both have auras of pure evil that makes them very easy to spot – but also have a high chance of stunning the paladin with overwhelming evil. It is only of use when dealing with weaker clerics and outsiders – the majority of evil outsiders have more than 10 Hit Dice and therefore just show up as overwhelming no matter what.

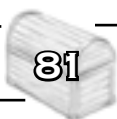
Finally, the paladin can detect evil spells and items. This is based on the *caster level* of the spell, so a *protection from good* spell cast by an 8th level cleric shows up as a Moderate aura. Note that the spells of evil wizards can have a stronger aura than the wizard himself – a 10th level wizard casting *lesser planar binding* has only a Faint evil aura himself, but the spell has a Moderate aura and the creature called by it will probably have an Overwhelming aura.

Aura Strengths

Creature/Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Evil creature ¹ (HD)	10 or lower	11–25	26–50	51 or higher
Undead (HD)	2 or lower	3–8	9–20	21 or higher
Evil outsider (HD)	1 or lower	2–4	5–10	11 or higher
Cleric of an evil deity ² (class levels)	1	2–4	5–10	11 or higher
Evil magic item or spell (caster level)	2 nd or lower	3 rd –8 th	9 th –20 th	21 st or higher

¹ Except for undead and outsiders, which have their own entries on the table.

² Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.



Evil spells include:

1 st level	3 rd level	5 th level	7 th level
<i>Align weapon</i>	<i>Animate dead</i>	<i>Dispel good</i>	<i>Blasphemy</i>
<i>Curse water</i>	<i>Magic circle against good</i>	<i>Nightmare</i>	<i>Summon monster VII</i>
<i>Deathwatch</i>	<i>Summon monster III</i>	<i>Unhallow</i>	<i>Summon nature's ally VII</i>
<i>Protection from good</i>	<i>Summon nature's ally III</i>	<i>Summon monster V</i>	8 th level
<i>Summon monster I</i>	4 th level	<i>Summon nature's ally V</i>	<i>Create greater undead</i>
<i>Summon nature's ally I</i>	<i>Lesser planar ally</i>	<i>Symbol of pain</i>	<i>Planar binding</i>
2 nd level	<i>Lesser planar binding</i>	6 th level	<i>Summon monster VIII</i>
<i>Desecrate</i>	<i>Summon monster IV</i>	<i>Create undead</i>	<i>Summon nature's ally VIII</i>
<i>Summon monster II</i>	<i>Summon nature's ally IV</i>	<i>Eyebite</i>	<i>Unholy aura</i>
<i>Summon nature's ally II</i>	<i>Unholy blight</i>	<i>Planar ally</i>	9 th level
		<i>Planar binding</i>	<i>Summon monster IX</i>
		<i>Summon monster VI</i>	<i>Summon nature's ally IX</i>
		<i>Summon nature's ally VI</i>	

In the third round of the spell, the character can identify individual auras and their positions. If he has line of sight, then he knows the exact location of an aura, enough to pinpoint an *invisible* foe or identify an evil magic sword in an armoury full of weapons.

Tracking Using Detect Evil

As noted in the spell description, the aura of evil lingers for a brief time. While this lingering aura normally manifests after the source of the evil is destroyed, a very minimal amount of taint is left by the movement of a powerful evil aura. This can give a bonus to tracking and Search checks if the character is capable of detecting it.

Lingering Auras

Aura Strength of Source	Degrades To...	Lasts for...	Insight bonus to Search and Track
Overwhelming	Strong	1d6 minutes	+3
Strong	Moderate	1d6 rounds x 5	+2
Moderate	None	1d6 rounds	+1

AURA OF GOOD

The paladin's aura of good ability is more of a nuisance than anything else, making him flare up like a beacon in the sight of *detect good*. However, the aura of good is a paladin's seal of authority – it is easy to cloak or disguise one's alignment, but faking an aura is much more difficult. Therefore, the aura of good is used by clerics, paladins and other allies of good as a virtually infallible proof of identity. Anyone capable of manifesting such an aura must be worthy of trust. Of course, even the servants of good can clash and disagree on various issues but at least an aura of good is proof that an individual is fundamentally true to their alignment.

SMITE EVIL

Firstly, with only a few Smite attempts each day, the paladin should use *detect evil* to check that his target is evil in cases where doubt exists.

The extra damage is fairly limited, considering that a paladin should have enough boosting spells cast on him like *bull's strength* or *enlarge person* so that an extra number of points equal to his level as a one-off damage boost is hardly worth worrying about. It is a handy thing to have, especially in rounds where the paladin cannot make a Full Attack and hence gain his bonus attacks. The Charisma bonus to hit is much more useful, especially as the character's Charisma should be boosted with *eagle's splendour* anyway to increase his spell DCs and divine grace bonuses.

In general, Smite should be kept for creatures with a high Armour Class. It is especially good when combined with a charge – the charge gives the character an attack bonus of his Charisma bonus +2 and while the damage from the Smite is not doubled when using a lance, the lance damage coupled with the Smite is often enough to force a massive damage save.



Smite Evil Feats

The following feats affect the paladin's Smite Evil ability.

Agent of my Wrath

You can channel a smite attack through your mount.

Prerequisite: Smite ability, special mount.

Benefit: When your mount makes an attack, you may channel one of your smite attacks to it. The mount gains the benefit of the smite ability.

Special: If you are within five feet of your mount, you may channel the smite through the share spells link, so one of your attacks *and* one of the mount's attacks gain the benefits of the smite ability.

Extra Smiting

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

Prerequisite: Smite ability.

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

Special: The extra smite follows the normal rules of the original smite.

Fervent Smite

You can channel all the power of a smite attack into a single blow.

Prerequisite: Smite ability.

Benefit: Instead of adding your Charisma bonus to your attack and your level to the damage, you add half your level to your attack and your Charisma bonus to your damage.

Ranged Smiting

You can use Smite attacks at range.

Prerequisite: Smite ability.

Benefit: You can use smite with a normal ranged attack, as long as you are within 30 feet of the target.

Normal: Smite attacks can only be used with a normal melee attack.

Smite Undead

You are adept at killing the dead.

Prerequisite: Smite ability, Lay on Hands ability.

Benefit: When you use your lay on hands ability to make a touch attack on an undead creature, you may combine a Smite with that attack.

Normal: Smite attacks can only be used with a normal melee attack.

Warsmite

You are the living embodiment of holy wrath.

Prerequisite: Smite ability, base attack bonus +12, Charisma 20.

Benefit: When making a full attack, you may use a smite attempt. The benefits from the smite are applied to *all* the attacks you make as part of the full attack action.

Normal: Smite only applies to one attack per round.

LAY ON HANDS

The paladin's power to heal is a key part of his arsenal. He can restore himself in the middle of combat or aid others who have fallen. The actual amount of healing at the paladin's disposal is rather limited; having healing equal to his Charisma bonus multiplied by his level means that the paladin cannot even heal himself back up to full hit points from the brink of death unless he has been very unlucky with his hit point rolls. The main use of lay on hands is to rescue those who are severely injured and remove the threat of them dying. As the paladin can select exactly how much healing he wishes to expend with each use of the ability, he can precisely restore a character to a certain level.

The most basic use of lay on hands is to spend one point to stabilise a dying character. Keeping characters above the lethal -10 hit points level is vital and it is even worth taking a round out of a fight to rescue a comrade (that said, a well-equipped party should all be carrying individual *potions of healing*, so that any other character can feed them healing as

a full-round action). Always keep at least one hit point back for emergencies.

More usefully, lay on hands can bring a character back to consciousness. There is no difference in a character's abilities if he is at 100 hit points or one hit point, until he gets hit. Characters like fighters and paladins expect to get hit but a wizard or rogue is supposed to survive by having a high Armour Class and lots of protective and evasive spells or abilities, so they can work quite well with only one hit point. The lesson here is to conserve your healing – never expend all your healing in a single burst unless the situation definitely and clearly calls for it.

The power to attack undead with the healing ability is generally redundant – most of the time, the paladin will do more damage just by hitting the undead with his sword. Still, it is a touch attack instead of a melee attack, so it can work well against undead with a high Armour Class.

Lay on Hands Feats

The following feats affect the paladin's lay on hands ability.

Healing Touch

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

Prerequisite: Wis 13, Lay on Hands ability, Heal 1 rank.

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 bonus.

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

Instinctive Healing

You can heal yourself when unconscious.

Prerequisite: Con 13, Lay on Hands ability.

Benefit: When you are below 0 hit points, but successfully roll to stabilise, your lay on hands ability activates and spends all your remaining healing on you.

Special: If you have the Die Hard feat, this ability is automatically triggered.

Martyrdom Healing

You can channel your own life force out through your hands.

Prerequisite: Cha 13, Lay on Hands ability.

Benefit: You may expend your own hit points to provide healing when using lay on hands; the exchange rate is three hit points for one point of healing. For example, if you deal 30 damage to yourself, you may heal another character of 10 points of damage.

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

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

DIVINE GRACE

The paladin's gift of divine grace is the best argument for *cloaks of charisma* +6 ever. The paladin has moderately poor saving throws, as his only good save progression is Fortitude and he is likely to have an average-to-good Constitution score anyway. He probably has an average Will save thanks to a good Wisdom, but the paladin's Reflex save is almost invariably dire. Divine grace brings all the paladin's saving throws up to acceptable levels at least – and when the paladin is augmented with *eagle's splendour*, his saving throws can be uniformly excellent.

The main use for excellent saving throws, of course, is to protect the character against attacks that target him. When attacks are targeting the paladin, they are not targeting the weaker members of the party, so a paladin with good saving throws should try to draw the attacks and spells from enemies. He can issue challenges, interpose himself between the enemy and the rest of the party, or just charge at spellcasters while waving a melee weapon (that normally draws a barrage of spells).

The paladin is perhaps the only class that can regularly make use of Charisma-boosting items in the midst of combat (well, bards and sorcerers can increase their spell save DCs using Charisma enhancements). If the party has such an item, it is probably worth transferring it to the paladin just before a fight. For example, a bard could wear a *cloak of charisma* when off gathering information and infiltrating an enemy stronghold, then the paladin could take the *cloak* and attack the stronghold.

Divine Grace Feats

The following feats affect the paladin's divine grace ability.

Bequeath Grace

You can transfer the blessings of your grace to another individual.

Prerequisite: Wis 13, Divine Grace ability.

Benefit: You may touch another character. That character gains the benefits of your divine grace ability for a number of rounds equal to your paladin level, while you lose the benefits for the same period.

Inhuman Grace

You move with perfection that approaches the divine.

Prerequisite: Dex 13, Divine Grace.

Benefit: You may subtract your Charisma modifier from your armour check penalty.

Take Me Instead!

You can make yourself the target of spells that would otherwise harm another.

Prerequisite: Cha 15, Dex 15, Divine Grace.

Benefit: If a spell targets a single character within ten feet of you, you may make a Reflex save against the save DC of the spell. If the Reflex save is successful, then the spell targets you instead of the original target. The spell must be a hostile one; i.e. the original target must not want to receive the spell, so you cannot 'steal' healing or enhancement spells with this feat.



AURA OF COURAGE

The aura of courage is a potent gift for paladins who must walk into the darker reaches of the earth. The undead and demons can sow unreasoning fear in the hearts of their foes (as well as the entirely reasonable fear that comes from facing such a terrible foe). The paladin must be the bulwark of courage and heroism for the forces of good.

When the paladin acquires this ability, he becomes immune to fear effects. A partial list of monsters that this protects against includes: cloaker, bone devil (osyluth), horned devil (cornugon), ice devil (gelugon), pit fiend, ghost, krenshar, lich, mummy, shadow mastiff, vargouille, yeth hound. It also wards off spells like *cause fear*, *symbol of fear* and so on. As fear effects are one of the most irritating ways to temporarily remove a character from a fight, having one character who is immune to fear can be very useful. If the party knows that they are about to face a fear-generating monster, it can be worth disguising the paladin to trick the monster into targeting him with a fear attack.

Also, note that the paladin cannot be intimidated.

As any allies within ten feet of the paladin gain a bonus against fear effects, anyone with weak Will saves should cluster around the paladin. Cohorts, followers and animal companions are especially vulnerable to fear.

Aura of Courage Feats

The following feats affect the paladin's aura of courage ability.

Extend Aura

By concentrating, you can extend the area affected by your aura of courage.

Prerequisite: Aura of courage ability.

Benefit: As a standard action, you may make a Concentration check. The DC for this check is equal to the desired size of your aura of courage – for example, an aura twenty feet in radius would be DC 20. If the check succeeds, you may maintain this expanded aura as long as you concentrate.

Remove Fear

You can free others from the shackles of terror.

Prerequisite: Aura of courage ability.

Benefit: By touching a character who is affected by a fear effect, you give them the chance to make a second saving throw against the fear effect. Resolve this second chance exactly like the first saving throw against the fear effect.

DIVINE HEALTH

Immunity to all diseases is a nice gift but not hugely useful for an adventurer. It does protect the paladin from mummy rot and some of the more exotically vile ways of dying, but it is unlikely to be a factor in most encounters.

One reason for the divine health gift is to allow the paladin to tend to the sick and the afflicted without worrying about his own health. A paladin should have some ranks in the Heal skill to allow him to deal with plague victims and the like (and once the paladin gets *remove disease*, he can make a real difference in such cases).

As an aside, check with the Games Master on whether or not the paladin can still be a *carrier* for diseases, even he is immune to them himself. Nothing is more embarrassing than going into the plague-ridden slum, aiding the sick, then returning to infect your entire party with the plague.

Remove Disease

The paladin's ability to *remove disease* is an outgrowth of his divine health gift. Its use is simple and obvious.

Divine Health feats

The following feats affect the paladin's divine health and *remove disease* abilities.

Divine Preservation

Your body is sustained into old age.

Prerequisite: Divine Health.

Benefit: For one week per level each year, you may ignore ability score decreases caused by aging.

Remove Sorrow and Despair

You can lift the hearts of the despairing.

Prerequisite: *Remove disease* ability.

Benefit: You may use your *remove disease* ability to cast a variant of *calm emotions* instead. This variant has a range of Touch and affects only a single target. It lasts as long as you concentrate but you can use Diplomacy and other skills while the target is calmed and receptive.

Remove Madness

You can cure insanity.

Prerequisite: Remove Sorrow and Despair.

Benefit: You may use your *remove disease* ability to cure insanity. This can affect both non-magical madness caused by trauma, affliction or supernatural madness such as *feblemind* or *insanity*.

TURN UNDEAD

The paladin's ability to turn undead is rather limited at lower levels – as a 4th level character who turns as a 1st level character, his ability will only be useful for chasing away a zombie or two. The Improved Turning feat is useful for a paladin who deals with the undead on a regular basis.

Often, the paladin's ability is used to bolster himself instead of attacking the undead. The following effects each take one use of the paladin's turn undead ability. To activate any of these abilities, the paladin must make a turning check (1d20 + Charisma modifier) against a listed DC to activate the ability.

Bolster Turning

It is the duty of the paladin to aid clerics; this discipline allows him to aid them in their banishment of the walking dead.

Activation DC: 12 + the cleric's level.

Effect: When an allied cleric makes a turning attempt, the paladin may aid the cleric's turning. The cleric gets a +2 bonus on the turning check and turning damage and may choose to use the paladin's Charisma bonus instead of his own for the purposes of the turning check and turning damage.

Cleave the Air

Divine energy cascades down the paladin's weapon and its edge becomes supernaturally keen.

Activation DC: 20

Effect: One weapon blessed by the paladin gains the *ghost touch* special property. Activating this ability is a standard action; the weapon retains the property for 1d6 rounds.

Holy Armour

The paladin blesses his armour, which momentarily glitters with holy light. It is now proof against the touch of dead hands.

Activation DC: 15

Effect: The paladin's armour bonus is counted as part of his Armour Class for the purposes of incorporeal touch attacks from undead creatures. Activating this protection is a standard action and the protection lasts for 2d6 rounds.

Reinforce Life Energy

The paladin girds his own soul against the attacks of the undead.

Activation DC: 15

Effect: If the paladin is struck by an energy draining attack, the creature using the energy drain check must succeed in a Hit Dice check (1d20 + the creature's Hit Dice) against the paladin's level. If the check fails, the paladin is immune to the energy drain. Activating this ability is a free action that can be done in response to an energy drain attack.

SPECIAL MOUNT

The paladin's special mount is one of the most distinctive features of the class and a surprisingly useful ability. The paladin now calls his mount from the celestial reaches each day, reinforcing the supernatural qualities of the mount, and the mount remains for two hours per paladin level. At low levels, the paladin should have a separate riding horse for travel and only use the warhorse for combat. Since it takes a full-round action to summon the horse and it hangs around for two hours, the paladin can safely summon the horse well in advance and not have to worry about his mount vanishing from under him in the midst of a fight.

Do not overlook the utility of calling the horse as an extra combatant. A warhorse may not be able to stand up to some of the paladin's foes but it is quite good at dealing with hordes of lesser creatures.

Mounted Combat

A paladin mounted on his steed gets a +1 bonus to attack rolls against creatures smaller than his mount. The mount is trained for combat and the character can guide it with his knees using a DC 5 Ride action. If the character has the Mounted Combat feat (and he should), then he can use this to protect the mount against attacks that strike it.

When mounted, the paladin uses the mount's fighting space. This does increase the number of squares the paladin threatens, especially with a reach weapon such as a lance or polearm. Having space to charge (or use the excellent Ride-by Attack feat) is very important.

The warhorse can be dismissed as a free action, so keep an eye on its hit points and dismiss it if it is in danger of dying.

Variant Mounts

The following mounts are suited for a slightly more high-powered, high-fantasy campaign.

Hallowed Warhorse

Large Outsider (Good)

Hit Dice: 3d8+6 (19 hp)

Initiative: +1 (+1 Dex)

Speed: 50 ft. (10 squares)

Armour Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack Bonus/Grapple: +3/+11

Attack: Hoof +5 melee (1d6+4 plus 1d6 fire).

Full Attack: 2 hooves +5 melee (1d6+4 plus 1d6 fire) and bite +0 melee (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Flaming hooves

Special Qualities: Flight

Saves: Fort +5, Ref +4, Will +4

Abilities: Str 18, Dex 12, Con 15, Int 2, Wis 13, Cha 13



Skills: Listen +7, Jump +8, Knowledge (the planes) +1, Spot +7, Survival +4

Feats: Endurance, Run

Climate/Terrain: Celestial planes

Organisation: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always lawful good

Advancement: Special

It is as though a shining sunbeam had shaped itself into a magnificent horse. Its mane is made of streams of light and its hooves are flames.

Hallowed warhorses are to the famed warhorses of the paladins as a half-celestial is to a human – a creature whose blood runs with holy ichor. Their celestial nature makes them slightly less substantial than a normal special mount, as they are born and bred on the flawless eternal green slopes of the mountains of heaven. Hallowed warhorses are normally called by paladins who tend more towards the spiritual side of their calling instead of the martial, by healers and questing knights who seek to embody spiritual and moral perfection.

Combat

A hallowed warhorse is best suited to a rider who has mastered the art of the Ride-by Attack, as the creatures prefer to use their swiftness and agility to attack foes. They usually keep their flight ability in reserve to use as a surprise attack or method of escape.

Flaming Hooves (Su): Hallowed warhorses have hooves of holy flame, which deal an extra 1d6 points of fire damage on a successful hit.

Flight (Su): Once per day, a hallowed warhorse may gain a fly speed of 60 ft. with average manoeuvrability. Activating this ability is a free action for the warhorse and the flight lasts for ten rounds.

Riding Unicorn

Large Magical Beast (Good)

Hit Dice: 2d10+2 (13 hp)

Initiative: +2 (+2 Dex)

Speed: 50 ft. (10 squares)

Armour Class: 16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14

Base Attack Bonus/Grapple: +2/+9

Attack: Horn +5 (2d6+4)

Full Attack: Horn +5 (2d6+4) and two hooves +1 melee (1d6+1)

Space/Reach: 10 ft./5 ft.

Special Attacks: Horn

Special Qualities: Healing

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 16, Dex 14, Con 12, Int 4, Wis 13, Cha 15

Skills: Move Silently +9

Feats: Stealthy

Climate/Terrain: Forests

Organisation: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always lawful good

Advancement: Special

This magnificent shining white horse has a single ivory horn growing from the centre of its forehead. Unlike other unicorns, it is almost as heavily muscled as a warhorse.

Riding unicorns are the favoured mounts of virginal female paladins, whose purity and dedication to the cause of good matches the unicorn's own. These creatures are actually a crossbreed of true unicorns and warhorses, so they lack much of the intelligence and magical power of a true unicorn. Still, under the influence and ministrations of a powerful paladin, the innate abilities of the steed can be awoken.

If a paladin becomes tainted or defiled, then her unicorn steed will usually flee her.

Combat

Horn (Ex): Like true unicorns, riding unicorns use their horns as a lance, charging into combat head-first to impale foes. This attack can be combined with a lance attack from the rider, a wicked double skewer that can destroy the most powerful of enemies. The horn counts as a +1 lance.

Healing (Sp): Once per day, the riding unicorn can cast *cure light wounds* or *neutralise poison* as a cleric of level equal to its Hit Dice. The unicorn must touch the target of the spell with its horn.

Iron Steed

Large Construct (Good)

Hit Dice: 3d10+10 (26 hp)

Initiative: –1 (–1 Dex)

Speed: 30 ft. (6 squares)

Armour Class: 16 (–1 size, –1 Dex, +8 natural), touch 8, flat-footed 16

Base Attack Bonus/Grapple: +2/+11

Attack: Hoof +6 melee (1d6+5)

Full Attack: Two hooves +6 melee (1d6+5)

Space/Reach: 10 ft./5 ft.

Special Attacks: None

Special Qualities: None

Saves: Fort +0, Ref –1, Will –1

Abilities: Str 20, Dex 8, Con –, Int 1, Wis 8, Cha 8

Skills: Spot +1

Feats: Improved Bull Rush

Climate/Terrain: Celestial realms

Organisation: Domesticated.

Challenge Rating: 2

Treasure: None

Alignment: Always lawful good

Advancement: Special

This creature is a horse-shaped construct of riveted metal plates. Its hide and hooves are iron, its mane is brass and its eyes are solid silver. A central boiler provides motive power.

Iron steeds are forged in the celestial realms by cunning artificer-spirits in the service of certain gods of industry and craftsmanship. They are living weapons, capable of tirelessly bearing their paladin master over any terrain. Like other steeds, an iron steed must be fed and watered, but it feeds on coal (or any flammable material). The steed consumes one gold piece worth of coal per eight hours of work. However, unlike a normal steed, the iron steed can keep going indefinitely – it can ride through the night and all through the next day, as long as the steed is kept fuelled.

The internal mechanisms of the iron steed are of a level of artistry far beyond that of mortals. *Cure* spells and lay on hands cannot repair damage dealt to the iron steed, but the spirits will fully restore the machine when it returns to the celestial realms.

Combat

Iron steeds make rather poor combatants – they are not especially agile or quick. They make up for this in sheer plodding determination and virtual invulnerability. An iron steed slowly treads across the battlefield, crushing all before it beneath its iron hooves.

Warsprite

Large Outsider (Good)

Hit Dice: 3d8+6 (19 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft. (8 squares)

Armour Class: 14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

Base Attack Bonus/Grapple: +3/+11

Attack: Gore +7 melee (1d8+4)

Full Attack: Gore +7 (1d8+4) and two hooves +1 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Animate weapons

Special Qualities: None

Saves: Fort +5, Ref +4, Will +2

Abilities: Str 18, Dex 12, Con 14, Int 2, Wis 8, Cha 13

Special Mount Feats

The following feats apply to the paladin's Special Mount ability. They may be taken by the paladin *or* by the special mount (the mount gains one extra feat every three Hit Dice).

Blessed Saddlebags

The mount's saddlebags contain useful items.

Prerequisite: Special mount ability.

Benefit: When called, the mount's saddlebags contain one or more useful items. These items are usually taken from the mundane equipment list in *Core Rulebook I*. For example, a paladin trapped in a lightless cave might find a lantern or sunrod in his mount's saddlebags; a paladin suffering from poison might find a vial of antitoxin. The items, if any, will always be immediately useful ones. If there are no especially suitable items, then the saddlebags will contain food and drink.

Extended Calling

The mount remains on the material plane for longer than normal.

Prerequisite: Special mount ability.

Benefit: When the mount is called, it remains for three hours per level of the paladin.

Normal: The mount remains for one hour per level of the paladin.

Immediate Attack

The mount charges out of heaven.

Prerequisite: Special mount ability.

Benefit: The mount may make a charge or full attack in the round in which it was called. Furthermore, it gains an additional +2 bonus to all attack and damage rolls made in this round.

Possession

The paladin's mount can leap into the body of other creatures of the same type.

Prerequisite: Special mount ability.

Benefit: Instead of appearing next to the paladin, the mount may replace any normal creature of approximately the same type as itself within 60 feet of the paladin. For example, if the paladin were driving a carriage, he could call his mount into the body of the horse pulling the carriage. The mount 'replaces' the ordinary horse for the duration of its calling. When the special mount is dismissed or returns to the celestial realms, the replaced animal reappears in the mount's position.

Ride into Heaven

The paladin may ride the mount into the celestial realms.

Prerequisite: Special mount ability, paladin level 15.

Benefit: When the mount returns to the celestial realms, the paladin may accompany it as if *plane shifting* to an upper plane. The paladin may return with the mount at a later time; he returns to the same place that he left from. The paladin may only use this ability once per day.



Skills: Listen +5, Jump +8, Knowledge (the planes) +1, Spot +5, Survival +2

Feats: Weapon Focus (gore)

Climate/Terrain: Planes of war

Organisation: Pack (2-10)

Challenge Rating: 2

Treasure: None

Alignment: Always lawful good.

Advancement: Special

This entity vaguely resembles a bull, but it also looks like a cloud of reddish vapour, filled with trails of swirling gore and burning sparks. Its breath smells like ash and blood.

Warsprites are the steeds favoured by the servants of war gods. The natural form of these creatures is an amorphous cloud of gas that forms itself into whatever shape it needs for the battlefield, but when called as steeds, the warsprites are 'locked' into the shape of a bull. They can be bitter and stubborn steeds unless their rider shares their taste for carnage. They are granted to paladins who are going on crusades or holy wars.

Combat

Warsprites have two powerful horns, the most solid parts of their smoky bodies, which they use to smash into their opponents. They also have the ability to animate weapons – a fully armed warsprite resembles a walking *blade barrier*, with dozens of weapons whipping around inside the body of the beast.

Animate Weapons (Su): Any weapon touched by a warsprite is whirled up into the body of the warsprite, spinning and floating around within the creature. Each weapon animated by the warsprite reduces its movement by five feet, but it also gains one extra attack of opportunity for each weapon and may choose to attack with any one of its incorporated weapons instead of its horns or hooves.

The warsprite may only use this ability on unattended weapons.

THE PALADIN'S CODE

The paladin's code has been around since the class was first introduced to the game and has been giving Games Master headaches for almost as long. While everyone has a vague idea of how paladins are supposed to behave, the guidelines given are full of ambiguities. Furthermore, the Games Master is encouraged to test the paladin's morality by putting him in difficult situations. Unless both player and Games Master fully understand what the paladin's code entails, then the in-game quandaries will cause out-of-game arguments like the ones above.

To provide a common frame of reference for player and Games Master, the following system may be used. The various possible aspects of a paladin's code are listed;

Bright sword crashed against black shield. The blackguard staggered back, then swung his bloody spiked mace. The paladin did not hesitate. He leapt aside, dodging the blow and brought his sword down, shattering the mace in a shower of sparks. Where the shards of the mace fell, they melted and became poisonous serpents, which slithered off into the shadows. The blackguard fell to his knees, his power broken.

The paladin raised his sword, determined to put an end to this evil...

'If you do that,' said the Games Master, 'you'll lose your paladinhood!'

'But the blackguard's evil!' protested the player. 'Paladins are *supposed* to smite evil.'

'But he's helpless. Paladins aren't supposed to kill helpless people.'

'He's a *blackguard*, not a helpless person. He's the antithesis of everything I stand for.'

each tenet is then rated from 0 (that tenet is not part of the paladin's code) to 3 (that tenet is a key part of the paladin's code).

HONOUR & JUSTICE

These tenets govern the paladin's day-to-day behaviour and interactions with his peers.

Personal Reputation

This tenet covers the paladin's public face – his reputation and sense of personal honour. In some codes, it is vital that a paladin retain the respect of his peers and the common folk; in others, the paladin is focused on higher goals and cares nothing for what others think of him. A paladin risks breaching the tenet of personal reputation when he is humiliated, when his abilities are questioned or challenged, or when he is accused of crimes or dishonourable behaviour.

0: The paladin's reputation is irrelevant. He may be a social pariah or seen as a lunatic. As long as he keeps true to his other tenets, he is content.

1: The paladin must maintain his good standing in the community. If he commits a deed that would result in him being exiled or disgraced, he breaches his code. Still, he need not have anything more than the most basic respect of his peers.

2: The paladin must be an example to others; his reputation must be unsullied at all times. The honour of his family and the respect of his peers are all-important. If the paladin allows an insult to his honour or family to go unavenged, he breaches his code.

3: At this level, the paladin's reputation is everything. He cannot permit even minor slights to his honour. He must maintain his standing and reputation at all times; this means that he cannot ever act in a way unbecoming to a character of his station. A noble paladin could not, for example, be seen to be doing manual labour or acting in a cowardly fashion if such things are prescribed for those of noble standing.

Lies and Truth

The word of a paladin is generally a synonym for unimpeachable honesty. They do not lie or wilfully deceive

How Many Tenets?

The tenets for a code should total at least 15 for an average code and 25 for a strict one. Calculate this value by adding up the level of each tenet. Under no circumstances should a character be allowed a code with a total of less than 15 – such a code is much too lenient for a paladin.

A Personal Code

Note that the paladin's code is a personal one – all these rules are designed to answer the question '*will the paladin lose any paladin abilities for committing this act?*' The paladin may face other punishments or problems for acts that do not breach the code. For example, the tenet of law and justice demands that the paladin obeys those in authority. If a paladin who has the tenet of law and justice at level 3 disobeys the commands of his superior, then he severely breaches his code and loses his paladinhood. If another paladin who follows a different code, one that has the tenet of law and justice at level 0 disobeys the same command, he does not lose his paladinhood. However, both would face exactly the same legal or martial punishments for disobeying an order. Both paladins might be imprisoned or banished from their knightly order for disobeying the order; the difference is that one loses his paladinhood for disrespecting the weight of Law and the other does not.

The code is the paladin's personal contract with his deity.

The Paladin's Companions

Under most circumstances, the paladin's code does not apply to his companions. See the Tenet of Fellowship.

and they expect the same behaviour from others. Despite their insightful nature and charming demeanour (high Wisdom and Charisma), few paladins are adept at either lying or spotting trickery in others. Many of them are innocents at heart.

0: The paladin is expected to tell the truth but may lie without penalty.

1: The paladin may lie only to prevent harm or protect another. In all other matters, the paladin must be perfectly honest, telling the truth to the best of his knowledge and ability. He may make lies of omission (not volunteering information, leaving things out), but only when necessary. He may lie to deceive evil creatures but only when absolutely necessary. He may conceal his status as a paladin when necessary.

2: The paladin may lie only when no other valid option permits itself. He should consult with a religious mentor, confessor or other moral guide before doing so and may lie only when telling the truth would be an evil act. The paladin may conceal his identity but only when protecting himself or others from evil.

3: The paladin may not lie under any circumstances. He may not conceal his identity or status as a paladin; he may not use deceit or treachery. He embodies truthfulness. Any wilful mistruth is a breach of the paladin's code.

Law and Justice

While the paladin's code may not precisely align with the local laws, the paladin is an agent of Law as well as Good. He must try to obey whatever laws and customs he encounters, *as long as they are lawful in nature*. A culture where 'might makes right' and the 'law' is equivalent to the whim of a warlord is not lawful; a culture of necromancers where zombie serfs toil in the fields and the nobility are vampires is lawful, though evil. The paladin must respect the local laws.

0: The paladin's respect for the local laws is a notational one – he may breach them freely in the pursuit of his paladin duties. Obviously, a paladin who breaks the law risks retribution from the city watch or other civil authorities but he does not risk breaching his code.

1: The paladin must obey the local laws, save where doing so would endanger the greater good. A paladin could steal in order to obtain a necessary item but only if there is no legal way to obtain it. He must co-operate with the local authorities when requested; he must also respect those in positions of authority and obey them under most circumstances.

2: The paladin must obey the local laws at all times. He may only break them if there is no other alternative and may only take this step after a period of reflection and consultation



with a moral guide. The nature of the laws makes little difference to the paladin – all laws are worthy of respect. Similarly, he must respect those in positions of authority and obey their commands save in the most extreme situations.

3: The paladin may not break the law under any circumstances, no matter how important. He is permitted to ignore laws that directly conflict with his morals (i.e. he would not have to obey a law that called upon him to murder all elves on sight) but wherever possible he must conform to the laws of the state, even when doing so would greatly inconvenience him or put him in great danger. Any wilful breaking of any law, even inconsequential ones, breaches the paladin's code.

Torture and Mistreatment

Often, the paladin must extract information from a foe about some greater evil; a minor cultist might know where the cult's blasphemous temple is hidden, or a captured orc might know something of the orc horde's plans to attack a city. However, deliberately inflicting pain on a helpless foe may be in contravention of the paladin's code. Balancing these demands is a difficult quandary for the paladin. Note that mental commands may fall under this tenet; crippling someone's mind with a spell is just as morally hazardous for a paladin. In any case, the paladin should have another do the actual torturing – this tenet refers to what the paladin allows to take place under his authority.

0: Torture is not mentioned in the paladin's code; any methods may be used when necessary to extract information. The paladin must not torture for entertainment or out of sheer cruelty; there must be a higher purpose to any such torturous acts. Any pain should be a refining pain, one that ultimately furthers the cause of good.

1: The paladin may use torture only when all other methods have failed. Magical compulsion or trickery is preferred when it comes to extracting information.

2: The paladin may not use physical or magical coercion under any circumstances. The only method used when questioning a prisoner is Intimidation.

3: The only 'torture' that is permitted is guilt and the pain of conscience. A foe may be questioned, of course, but it is up to that foe to see the virtue of the paladin's cause and agree to aid. The paladin may use *zone of truth* or *discern lies* to analyse the information given by the foe but only the most civil and humane methods of interrogation may be used.

See also the Tenet on the Treatment of Prisoners.

Oaths

The paladin's word is his bond. If he makes a promise, he must keep it no matter what it costs him. This applies usually to formal oaths, ones witnessed by others and sealed

by invocations of the gods or the paladin's name, but some paladins keep themselves to even stricter standards.

Note that as oaths are 'optional', they are something the paladin chooses to inflict upon himself instead of a restriction handed down as part of his code, the penalties for breaking them are even more severe – increase the breach level by +1 if the paladin breaks this tenet of his code.

0: The paladin has no special restriction on oaths – he will of course endeavour to keep true to his word, but suffers no penalty if the vicissitudes of the world prevent him from completing that which he promised to do.

1: The paladin must keep to any formal oaths he makes. If the paladin says something like 'I swear upon my sword to do...' or 'by my god, I shall slay...' then he is bound by that oath and failing to accomplish that which he promised to do is a breach of his code. Legal contracts are also considered to be formal oaths.

2: Not only are formal oaths utterly binding to the paladin but informal promises and bargains are also binding. If the paladin agrees to do something, he must do it. His honour is his life.

3: At this level, the paladin can no more break an oath than he can breathe under water. Any declaration by the paladin

You discover that the son of a friend of yours is guilty of certain crimes. Your friend has promised to deal with harm that the son has caused and make full restitutions, but such things will take time. He asks you to keep the matter quiet until it is resolved. Then, a rival of your friend, a rival you know to be a cruel and malicious man, asks you if you know anything about certain criminal activities rumoured to involve your friend's son. How do you answer?

is considered an oath – if he says 'thou art a dead man', then he is either addressing an undead creature, or else someone is about to be slain. Such paladins tend to be taciturn folk.

THE FIELD OF BATTLE

This section of the code is the one that affects adventuring paladins the most, especially as they must balance the demands of the code (which are designed mainly for open warfare) with the demands of the informal, guerrilla-style combat of an adventuring party. Rules about capturing foes or not using treachery make much more sense when applied to a field full of armoured knights than when applied to a few desperate treasure seekers trapped deep underground. Still, the code holds the paladin tightly in all situations.

Murder and Combat

Despite his martial training, the paladin is not a butcher. His skills at combat are a gift from the heavens and must only be used when appropriate. The paladin may strike down only those who are unpleasing to the gods. This restriction may weigh heavily upon adventurers, who must make decisions in the heat of the moment on who to attack.

Note that in medieval Europe, any murder weighed heavily on the soul, even deaths during battle. The monasteries grew rich because hundreds of monks were needed and paid to say prayers for the souls of knights and warrior lords. Killing is a serious matter at all times; increase the breach level by +1 in all cases should the paladin breach this tenet. A paladin should always use *detect evil* when in doubt.

0: Death is a part of life; regrettable but acceptable when necessary. The paladin may fight in self-defence and in the defence of others; he may fight when commanded to by a higher authority and he may destroy those who he deems deserving of death.

1: The paladin may kill only in self-defence, or when he has used *detect evil* to confirm that a target is evil. He may also kill when in the service of his lord or the church.

A Militant Version

Some paladin orders are considerably more forceful in dealing with evil. Such orders are often inquisitions or warrior-monk sects. Here, the paladin risks breaching his code if he does *not* kill his enemies. Both versions of this tenet have the same level 0, but the Militant version has different requirements for levels 1, 2 and 3 of the Tenet of Murder and Combat.

1: The paladin must destroy evil creatures who have attacked or significantly threatened him or a good creature under his protection. He may not cease his attacks until these creatures are dead or utterly defeated and pose no further threat.

2: The paladin must destroy any evil creatures he can. If it is within his power to destroy an evil, then he *must* destroy that evil. This tenet does not demand that the paladin not retreat or not use certain tactics – those are the province of other tenets – but it does demand that the paladin not spare an evil creature, or permit evil to exist if he can possibly destroy it.

3: Any evil the paladin encounters must be destroyed immediately, if he can do so. Furthermore, anyone who opposes the paladin's efforts against evil is also deemed to be evil and must be destroyed. Let *nothing* stop the paladin's holy crusade against the darkness.

2: The paladin may kill only those who are definitely evil; further, he should endeavour to bring most evil-doers before the courts instead of killing them. Should this not be possible, he may kill.

3: The paladin may not kill other creatures unless they detect as evil, are clearly a threat to others and the paladin has exhausted all other methods of dealing with them. Undead, chromatic dragons and evil outsiders are exempt from this restriction, but all others are protected by this tenet.

Treachery and Tactics

The rules of engagement apply to the paladin at all times. He must obey the conventions of war even in informal combats, such as skirmishes in dungeons. Depending on the severity of the paladin's code, he may be permitted to waive this tenet when fighting those such as demons or undead who deserve no mercy, no quarter whatsoever. In other situations, though, the paladin must treat his foes with respect; even a dragon or orc can have a knightly soul.

0: The rules of warfare are not part of the paladin's code; he may use ambushes, treachery, poison and other forms of covert combat. All is fair on the field of battle.

1: The paladin may not use false alliances or poison but may use deceitful tactics such as attacking from hiding or ambush, attacking in unusual methods (flooding a dungeon using *control water* spells, collapsing the ceiling) and so on.

2: The paladin must obey the rules of warfare – he must:

- ✦ present himself to the enemy,
- ✦ challenge them openly on the field of battle,
- ✦ engage them in direct combat,
- ✦ allow the injured and dead to be retrieved from the battlefield,
- ✦ not attack downed or helpless foes or non-combatants.

Basically, the character must have a stand-up, toe-to-toe fight with the enemy, treating them as honourable foes. If the enemy breaches the rules of engagement, then the paladin may too.

3: The paladin must obey the rules of warfare at all times, even when fighting enemies that use treachery and evil tactics. A band of ambushing, poison-using kobolds must be treated with the respect and honour due to a band of knights. The paladin must always fight in an honourable and dignified manner.

Duels and Challenges

Formal duels, jousts and challenges are part of the paladin's code. He is a champion of good and therefore must be ready to be the spearhead in the war against evil, engaging the rival champions of evil in single combat. The nature of the duels that the paladin is expected to partake in varies; jousts and swordfights are traditional, but at the higher levels of this



tenet, the paladin must be ready to accept any challenge issued to him.

0: The paladin is under no special restrictions when it comes to duels and challenges; he is not bound to engage in any sort of stylised or ritualised combat. He may ignore challenges issued to him if he deems them unfair.

1: The paladin is bound to accept challenges to single combat from his peers (other fighters and paladins) but not monsters such as dragons or giants. He should also issue such challenges to such rivals before fighting them and respect the rules of single combat.

2: The paladin is bound to accept challenges to single combat from all foes worthy of respect (this includes dragons but does not include most undead, nor does it include evil outsiders). He should issue such challenges to such rivals before fighting them.

3: The paladin is bound to accept all challenges – not just ones to single combat, but challenges of any sort that the paladin can compete in. He should issue challenges to any champions of evil he encounters. Failure to issue a challenge or to accept a challenge is a breach of this tenet.

Valour and Foolhardiness

The paladin is expected to be brave and heroic at all times; the gift of the aura of courage removes the burden of fear from him, so he must honour this gift through heroic and self-sacrificing deeds. Some see these acts as sheer foolhardiness and certainly the paladin must go where angels fear to tread. The higher this tenet, the higher the degree of bravery demanded of the paladin.

0: The better part of valour is discretion; the paladin is not expected to display any bravery beyond that of a normal champion of good. He may retreat as needed and need not charge into battle. He is under no restrictions with regard to valour.

1: The paladin is expected to be the first into every fight and the last to leave. He may not show cowardice in the face of danger, but may retreat if reduced to one-quarter of his hit point total or if faced with grave danger. He may choose not to enter a fight if outnumbered (use Hit Dice as a guide when

dealing with large numbers – a 10th level paladin facing 10 ½ HD goblins may not retreat without breaching his code).

2: The paladin must be at the forefront of every battle. He may retreat only if reduced to one-tenth of his hit point total, or when facing overwhelming odds. He may choose not to enter a fight if outnumbered two-to-one or more.

3: No surrender, no retreat. The war against evil knows no bounds; he may choose not to enter a fight only if death is absolutely certain (outnumbered five-to-one or more). Once he enters a battle, he may not retreat under any circumstances.

Prisoners

The ethical treatment of prisoners is one aspect of the paladin's code that causes all sorts of problems in-game.

Characters are often faced with the problem of having captured an enemy but being unable to secure their prisoner. If the apprentice of an enemy wizard is captured, can the characters risk dragging a hostile enemy along with them as they travel. This is especially common in dungeon crawls – the party wipes out all the warriors of an orc tribe but what do they do with the orc women and children?

0: The paladin is permitted to deal with prisoners as he sees fit – while he is encouraged to deal with them in a kind and honourable fashion, the needs of a higher cause should guide his actions. The character does not have to take any special care in dealing with them.

1: The paladin must scan all prisoners with *detect evil*. Those who are evil may be slain out of hand – those who are not evil

should either be freed or tried by the secular authorities. A prisoner under the paladin's care must be healed to prevent them from dying and must be given food, water and a certain amount of dignity.

2: The paladin must scan all prisoners with *detect evil* – only those who are Moderately evil (or worse) may be killed. All others should either be freed or tried by the secular authorities.

3: All prisoners are sacred – the paladin may not kill any who have surrendered to him, not even the most depraved and despicable individuals. The paladin may take whatever reasonable steps are needed to prevent a prisoner from escaping, but they should still be treated humanely.



Dealing with Evil

The paladin is expected not to associate with evil creatures under any circumstances; what could a paladin have to say to such beings, other than 'prepare to die, fiend?' That said, this is a fallen and corrupt world and a paladin may find himself having to compromise his ethics in pursuit of a greater good. The level of this compromise varies depending on the Tenet of Dealing With Evil.

This tenet applies only when the paladin knows or suspects those he is dealing with are evil. Actions such as trading items, commerce and just spending time in the company of others are covered by this tenet.

0: The paladin is expected to have the strength of will to deal with evil and not be corrupted by mere contact. The paladin may speak with evil creatures and even work with them for mutual gain, as long as such an alliance directly and immediately furthers the cause of good. The paladin must also be constantly vigilant to ensure that such an alliance does not corrupt him; every action taken in association with evil must be carefully examined from a moral standpoint.

1: The paladin may parlay with evil creatures and deal with them on a limited basis when required. He may ally with them only if there is no other way whatsoever to accomplish his mission and then only after all possible alternatives have been exhausted. This alliance must directly and immediately further the cause of good.

2: The paladin may parley with evil creatures and deal with them if there is no other way to obtain a particular item or piece of information. He may not under any circumstances ally with evil creatures, even if it seems that all hope will be lost if he does not.

3: The paladin should not even speak with evil creatures if he can avoid it. He should avoid dealing with them, nor may he ally with them. Any contact with evil endangers the paladin's soul, so he should minimise such contacts. Evil is utterly untrustworthy, utterly base – any true words spoken to evil beings are as stones dropped down an endlessly deep well.

A devil makes you an offer: he will gift you with a sizeable sum of gold – say, 10,000 gp – which he retrieved from the hoard of a long-dead miser. This is a gift, not a bargain, so you will owe him nothing. He simply wishes to have a paladin accept a gift from a devil. You can use this money to do good works, help the needy and so on. Do you accept the gift?

NOBLESSE OBLIGE

These tenets cover the paladin's duties unto others. Some paladins are defenders of the common people, while others are champions of higher powers and so concentrate on greater goals. These tenets tend to interfere with adventuring, as the paladin is called away to aid the weak and unfortunate when he might prefer to be questing for glory.

Aid and Succour

The Tenet of Aid and Succour covers the paladin's duty to help those who are presently in need. This tenet applies when the paladin encounter anyone currently beset by enemies. As the paladin is expected to be a generous and heroic individual, any breaches of this tenet are treated especially harshly – increase the breach level by +1.

0: The paladin is under no special requirement to give aid; it is expected of him, certainly, but he does not breach his code if he fails to give aid. It is up to the paladin what aid to give and how the aid is secured – a farmer might ask for the paladin's aid in driving a druid out of the neighbouring woodlands but the paladin's code would not be breached if the paladin instead persuaded the druid to allow the farmer to remain.

1: The paladin must give aid to those who ask for it, so long as giving aid does not prevent the paladin from accomplishing some higher goal and those who are asking for aid are not evil.

2: The paladin must give aid to those who request it, so long as they are not evil.

3: The paladin must give aid to any who request it.

Charity and Healing

This tenet describes the paladin's responsibility to aid the common folk by distributing his recovered treasure and his healing ability. Should the paladin not have any healing ability remaining to him that day, he is obliged to either wait until he has replenished his lay on hands ability or to use his own stored healing potions and scrolls to provide aid. The paladin need not fully restore the hit points of an injured creature – as long as the creature is not in immediate danger of dying, then the paladin has done his duty.

0: The paladin is under no special requirement to give either money or healing magic to those in need, although his personal conscience may guide him to do so; he does not breach his code if he fails to do so.

1: The paladin is obliged to heal any good creatures in need. He must also give 10% of any treasure he recovers to the common folk, distributing it among the poor or using it to fund good works.



2: The paladin should heal any wounded non-evil creature he encounters. He must also give 25% of any treasure he recovers to charities.

3: At this level, any wounded creature that the paladin can help, he must help. Even evil creatures should be healed by the paladin, except where this would put other good creatures in immediate danger. He must also give at least half his treasure to charities and good works.

Protection and Defence

This tenet covers the paladin's responsibility to defend the common folk. The Tenet of Aid and Succour covers *immediate* problems, while this tenet is more long-ranging. There is a degree of overlap, of course, but this tenet focuses much more on monstrous and supernatural dangers that threaten the people.

0: Failure to give protection does not breach the paladin's code, although he is still expected to do his duty in the defence of the land.

1: The paladin must always respond to dangers that present an *immediate* threat to the common folk. The danger must be a clear one – mere shadows of danger, such as orc scouts or tales of coming evil are not enough. If the paladin fails to respond to a clear and present danger, though, he breaches this tenet.

2: Not only must the paladin respond to immediate threats, but he must also take steps to prepare for coming dangers. If the paladin is ever found

Famine has struck the land, and many people are going to starve during the winter. However, the elves of the forest are rumoured to have plenty of food but they will not deal with humans. A local lord intends to attack an elven citadel to liberate some of their stores to feed his people. He asks you for aid. What answer do you give him?

to be unready to defend the common folk when danger threatens, he breaches his code.

3: At this level of the tenet, the paladin is considered the first and last line of defence for the common folk. Should rumours of a rampaging dragon or rising darkness reach his ears; and the paladin fails to investigate, then he breaches his code. Eternal vigilance is required of the paladin.



RELIGION AND THE CHURCH

Most paladins are agents of one deity or ethos and so have strong ties to the church that serves the same power. Depending on the campaign, paladins may actually be members of the clergy or the military wing of the church, or they may simply be pious noble warriors.

Religious Observations

This tenet determines how strict the paladin's observation of religious ceremonies must be. Such ceremonies must be conducted by a cleric or other character with five or more ranks in Knowledge (religion). A religious ceremony takes at least one hour.

0: Failure to attend a religious service does not breach the paladin's code; his faith is held in his heart,

not in the recitation of mantras.

1: The paladin must attend the major festivals and important ceremonies of the church (at least four per year). He must also seek counsel and absolution from clerics of his religion on a regular basis. He must also pray for at least half an hour each day but this can be done at any time. The paladin can travel and perform simple actions while praying but cannot cast spells or fight while praying.

2: The paladin must attend a religious ceremony at least once each week. He must also pray for at least two hours

An ancient healing relic is being carried by another paladin to a dying cleric. You discover that the cleric is not actually who he appears to be – a dying wizard has used his magic to impersonate the cleric. The wizard is said to be of good character, but the magic of the relic is supposed to be reserved only for the faithful. The other paladin has sworn a sacred oath to bring the relic to its destination. What, if anything, do you do?

each day, although this can be divided into four half-hour periods. One of these periods must coincide with the time when the paladin prays for spells.

3: The paladin must attend a religious ceremony on a daily basis. Failure to do so breaches the paladin's code. He must also pray for at least two hours each day.

Religious Tithes

This tenet of the code dictates how much of his wealth the paladin must give to the church. Note that the paladin may be permitted to spend this money on arms and weapons for himself, or on a stronghold – however, such items belong to the church, not the paladin and must be used in accordance with the church's wishes.

0: The paladin is not required to donate anything to the church.

1: The paladin is required to donate 10% of his treasure to the church. Such a tithe may be given annually, in which case it is normally a set value that does not vary from year to year, or it may be given whenever the paladin recovers a treasure horde, in which case it is simply one-tenth of the paladin's share of the horde.

2: The paladin is required to donate 40% of his treasure to the church.

3: The paladin technically owns nothing except the clothes on his back, his horse and his sword. Everything else he holds belongs to the church. He lives the life of an ascetic monk.

Duty to the Church

The paladin is bound to the church by oaths of fealty and service; when the clerics demand his sword, he must obey. The paladin breaches this tenet if he fails to obey the commands of the church.

0: The paladin's duty to the church is not part of his code.

1: The paladin must obey the commands of the church but only those issued by those in positions of high authority. A village priest or low-level cleric would have no influence

over the paladin, but a senior cleric would. The paladin must undertake one quest each year on behalf of the church.

2: The paladin must obey the commands of any cleric or anointed clergy of the church. The paladin must undertake three quests each year on behalf of the church.

3: Not only is the paladin bound to obey any commands issued by agents of the church, his will is utterly subservient to the church. He may not act in any way that would harm or endanger the church or its interests.

Sexual Purity

Not all paladins are required to be chaste and pure. Indeed, with their charm and grace, some paladins have cut quite a swathe through the ladies (or lords) of the court. Still, purity of spirit can stem from purity of body, so many do vow to abstain from pleasures and entanglements of the flesh.

0: The paladin is not required to be chaste. He is still expected to act in a moral and upright fashion.

1: The paladin is permitted sexual relations, so long as he ensures any prospective partners are good. Falling victim to seduction or *charm* or dalliances with the fey is forbidden for the paladin.

2: The paladin is permitted sexual relations only within the confines of marriage. He should avoid situations where his lower urges might be aroused; and must be watchful for corruption.

3: The paladin is not permitted sexual relations at all. He should try to abjure the company of the opposite sex when possible.

CHIVALRY AND FEUDALISM

Just as the paladin has a duty to the church, he may also have a duty to his feudal lord, assuming the paladin is of noble blood or is a landholder. These duties can weigh heavily on the paladin.

Duty to the King

This tenet covers the paladin's feudal oaths. He is bound to respect and obey the crown, as well as his liege lords.

Due to war with another kingdom to the west, the king declares a new tax. Commoners in the poor regions of the east are angered by this tax – 'why should we pay for a war that is hundreds of miles away from our homes?' The king commands you to restore order and aid the tax collectors – what do you do?



0: The paladin's duty to the king and the nobility is not part of his code.

1: The paladin must obey commands given by the king or other members of the royal family as if they were divine commands. Failure to carry out such a command results in a breach of the paladin's code. Furthermore, the paladin must carry out one quest each year for the honour and glory of the king.

2: The paladin must obey commands given by the king or any other liege lord of his as if they were divine commands. This chain of command extends upwards from the paladin to the supreme monarch of the land – if the king grants a duchy to Lord Alain and he gives a barony to Baron de Winter, and Baron de Winter is the paladin's liege lord, then any of these three good nobles may command the paladins.

3: The paladin's first and foremost duty must be the defence of the realm. He must be constantly vigilant for threats to the land; any injury to the realm is a breach of the paladin's code of honour.

Feudal Dues

The paladin owes a certain amount of service to his liege lord; the higher this tenet, the more he owes. Note that if the optional rules for Graces (see page 77) are being used, then money spent on feudal dues do not count towards obtaining a Grace.

0: The paladin owes nothing more than whatever his lord asks of him – in most cases this will be nothing.

1: The paladin must give 5% of his treasure to his liege lord; alternatively, he may pay this through service, sending soldiers or other agents.

2: The paladin owes 10% of his treasure to his liege lord.

3: The paladin owes 25% of his treasure to his liege lord.

ASSOCIATIONS AND COMPANIONS

These final tenets are some of the most difficult for the paladin to live with. The code dictates who he may ally with, who he may associate with – who he may call friend.

Companions

The Tenet of Companionship refers to those people that the paladin chooses to travel with, and who serve him. While a paladin may under certain circumstances deal and bargain with evil creatures, he certainly may not associate with them on a long-term basis. As this tenet grows stricter, the level of morality demanded of the paladin's companions grows.

For some time, you have travelled with a halfling treasure hunter named Artie Gumfoot. He has proved himself to be an agile thief, though he steals only from those who use evil methods to acquire their wealth. When travelling through a town, you discover that Artie has stolen from the local lord. Artie claims that the lord is corrupt and cruel but can offer no proof of this save rumour and gathered information. What do you do?

0: The paladin has no particular restrictions on who he associates with, so long as they are not actively engaged in evil deeds.

1: The paladin may not count evil creatures among his companions or followers, although he may associate with thieves, barbarians, vagabonds, wizards and other folk of questionable character. His followers must be Good.

2: The paladin may only associate with good people of the same or compatible faiths (i.e. their deities must be the same or allied with the god or ethos of the paladin).

3: The paladin may only associate with Lawful Good people, preferably fellow paladins, clerics and other like-minded folk. His followers must be Lawful Good and of special holiness.

Fellowship

Finally, the Tenet of Fellowship determines what level of behaviour is expected from the paladin's companions. This tenet is based on the paladin's own code – the higher the level of this tenet, then the more of the paladin's code applies to his companions. Should any of his companions breach the paladin's code, then it is the paladin who suffers the penalty for the breach.

0: The paladin should guide his companions on the path of righteousness but their stumbles and failures do not necessarily reflect poorly upon him.

1: The paladin's code applies to his companions but all its tenets are reduced by two – for example, if a paladin has a tenet at level three, then it applies to his companions and followers at level one.

2: As above, but the level of the tenets is reduced by only one.

3: As above, but the code applies with full intensity to the companions of the paladin.

BREACHES

If the paladin breaks any one of the tenets of his code, he has committed a breach and will be punished in some fashion.

The greater the severity of the breach, the more the paladin will suffer. The severity of a breach is determined using the breach level, which is calculated as follows.

Firstly, the initial breach level is equal to the level of the tenet that was broken, +1 (so, breach level two for a level one tenet, breach level three for a level two tenet and breach level four for a level three tenet).

The following modifiers are then applied.

Mitigating Factors

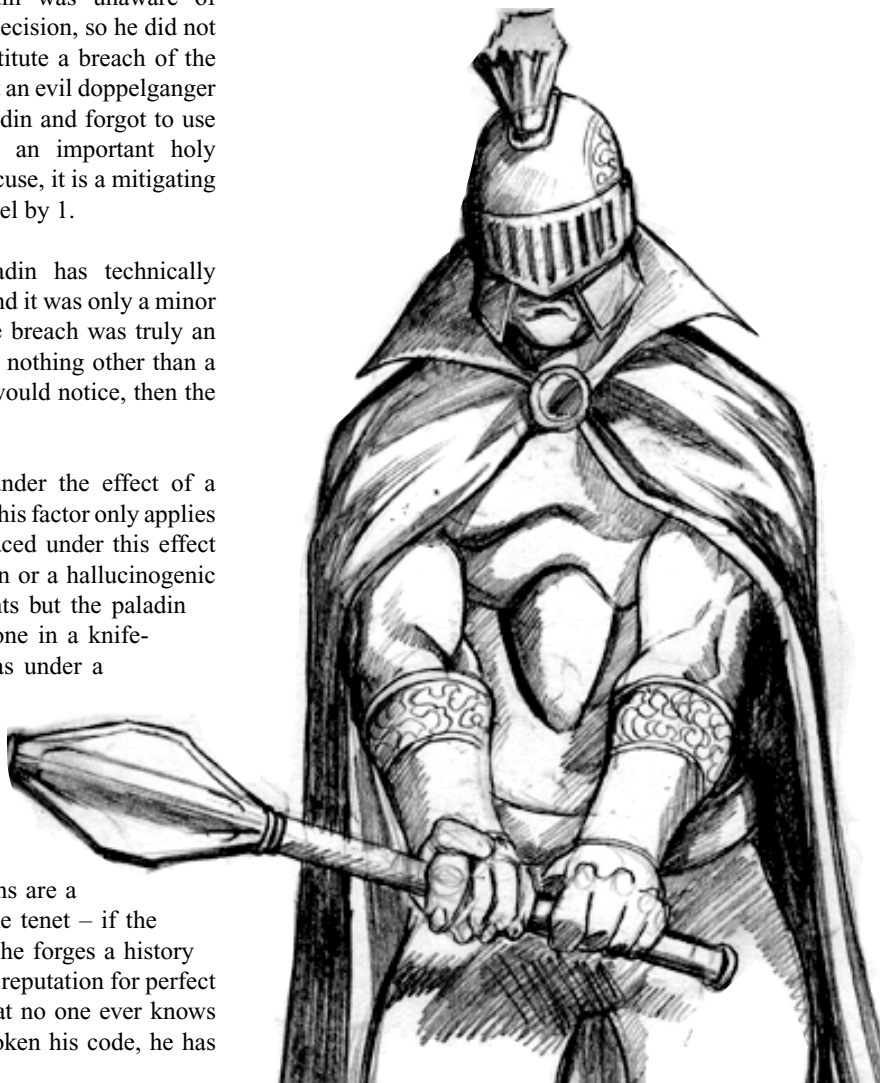
- ✦ **Conflicted Code:** The paladin avoided breaking a higher tenet by breaking a lower one. For example, a paladin's code demands that he obey the orders of his superiors (level one tenet), but does not kill innocents (level three tenet). A superior commands him to set fire to a town, which would lead to the death of innocents. The paladin refuses and breaches the level one tenet in his adherence to the level three tenet. This reduces the breach level by 1.
- ✦ **Unknowing Breach:** The paladin was unaware of certain factors when he made his decision, so he did not know that his actions would constitute a breach of the code. Perhaps he was unaware that an evil doppelganger was masquerading as another paladin and forgot to use *detect evil* before handing over an important holy artefact. While ignorance is no excuse, it is a mitigating factor. This reduces the breach level by 1.
- ✦ **Minor Breach:** While the paladin has technically broken his code, no ill came of it and it was only a minor contravention of his tenets. If the breach was truly an inconsequential one, a breach that nothing other than a divinely appointed agent of Law would notice, then the breach level is reduced by 1.
- ✦ **Compulsion:** The paladin was under the effect of a mind-altering spell or substance. This factor only applies if the paladin was unwittingly placed under this effect – a *charm* spell cast on the paladin or a hallucinogenic poison slipped into his food counts but the paladin getting drunk and stabbing someone in a knife-fight does not. If the paladin was under a compulsion, the breach level is reduced by 1.

Exacerbating Factors

- ✦ **Dire Breach:** The paladin's actions are a complete and utter violation of the tenet – if the code demands that he not lie and he forges a history book and then uses his honourable reputation for perfect honesty to endorse it to ensure that no one ever knows the truth, then he has not only broken his code, he has

trampled on it. A dire breach increases the breach level by 2.

- ✦ **Wilful Breach:** If the paladin *knows* that he is about to violate his code, is warned about the consequences of his actions, but continues anyway, this constitutes a wilful breach. If the warning came from a lay friend of the paladin or a stranger, the breach level is increased by 1. If the warning came from a fellow paladin, a cleric or a moral guide, then the breach level is increased by 2. If the warning came from an angel or other celestial being specifically sent to warn the paladin about his actions, the breach level is increased by 3.
- ✦ **Multiple Breaches:** A single action has breached several of the tenets of the paladin's code. Add the level of each tenet to the breach level (so breaching two level three tenets at once is a level seven breach).
- ✦ **Repeated Breach:** The paladin has breached this tenet before – a paladin is expected to learn from his mistakes; and not sin in the same way again. This increases the breach level by 1.



Once the breach level has been calculated, the effects are applied to the paladin. At each breach level, the penalties applied to the paladin and suggestions for what he must do to atone are listed.

Breach Level 0: No Breach

While the paladin may have technically violated his code in the strictest sense, there is no true sin or harm in this case.

Penalties: None.

Cures: None required.

Breach Level 1: Venial Breach

A venial breach is a breach that deserves punishment but is eminently forgivable and does not separate the paladin from the divine. A venial breach does not greatly affect the paladin's supernatural abilities.

Penalties: Guilt-wracked dreams and -2 sacred penalty to Charisma when dealing with celestials or -1 caster level when casting paladin spells.

Cures: Prayer; 100 gp donation to the church or charity; minor acts of contrition.

Breach Level 2: Minor Breach

A minor breach is a significant breach, one that has notable consequences for the paladin. Those trained in observing such things will notice a minor stain on the paladin's *aura of good*.

Penalties: Loss of *divine grace* or *aura of courage* or -1 caster level when casting paladin spells.

Cures: Prayer and penance; 500 gp donation to the church or charity; acts of contrition such as a quest in the service of the god without hope of reward. The paladin must also increase one of his tenets by +1.

Breach Level 3: Dangerous Breach

A dangerous breach puts the paladin at risk of severing his link to the divine; it is a warning that the paladin has jeopardised his holy standing. At this level, the paladin requires *atonement* or a similar significant act of contrition to make up for his failing.

Penalties: Loss of *divine grace*, *divine health* and *aura of courage*; loss of special mount; loss of all paladin spellcasting.

Cures: *Atonement*; quest lasting for two weeks per level of the paladin in the service of the paladin's god or ethos; 1,000

gp donation to the church or charity. The paladin must also increase two of his tenets by 1.

Breach Level 4: Major Breach

If a paladin has committed a major breach of his code, he has failed, pure and simple. He has exiled himself from the light of heaven and abjured his status as a paladin. He therefore loses all his paladin abilities save one of his choice – he must use this one remaining ability to rebuild his relationship with the divine and hence restore his abilities.

Penalties: The loss of all paladin abilities save one of the character's choice – the list of abilities is defined as: *aura of good*, *aura of courage*, *divine health*, *divine grace*, *lay on hands*, *special mount*, *smite evil*, *remove disease* and *spellcasting*.

Cures: *Atonement*; quest lasting one month per level of the paladin in the service of the paladin's god or ethos. The paladin must also increase three of his tenets by 1.

Breach Level 5: Utter Breach

An utter breach completely severs the paladin's connection to heaven. The character instantly loses all his paladin abilities and his status as a knight of the church. At this level, the paladin teeters on the edge of corruption – an evil outsider such as an imp will be dispatched to visit him and offer him the chance to become a blackguard.

Penalties: Loss of all paladin abilities.

Cures: *Atonement* cast by a cleric of higher level than the paladin, major quest in the service of the paladin's god or ethos, 1,000 gp/paladin level donation to the church. The paladin must also increase four of his tenets by 1.

Breach Level 6: Mortal Breach

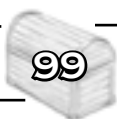
At the level of a mortal breach, the paladin has not only ruined his standing as a paladin, he has also imperilled his immortal soul. If the character fails to atone within a year and a day, his alignment will move towards evil unless he takes steps to prevent this. He will also be visited three times by evil outsiders, tempting him with levels of blackguard.

Penalties: Loss of all paladin abilities, eternal damnation.

Cures: *Atonement* cast by three clerics of higher level than the paladin, major quest in the service of the paladin's god or ethos, 2,000 gp/paladin level donation to the church. The paladin must also increase five of his tenets by 1.

Breach Level 7: Unforgivable Breach

A paladin who commits an unforgivable breach has committed sins that damn him instantly and eternally. He



loses all paladin abilities and cannot regain them under any normal circumstances – only the direct intervention of a god or its avatar can offer the slightest hope of redemption for the paladin. If the character chooses, he may instantly become a blackguard and trade in paladin levels for blackguard levels even if he is below the 11th paladin level. A character who commits an unforgivable breach shall be a black mark in the annals of the paladin’s order for all time.

DESIGNING A CODE

When designing a code for a paladin or order of paladins, the starting point should be the essential reason for the code – why are those who follow this code gifted with supernatural powers of holiness? If this can be summed up in a single motto or short cant, so much the better. For example, the basic paladin’s code might be summarised as ‘*act with honour and avoid evil deeds*’. It is a surprisingly passive code – there is no requirement for the paladin to go out and do anything against evil – although this is well suited for a basic code that is trying to put as few restrictions on the nature of the paladin as possible.

More complex, specialised codes can be used, although the player and Games Master should be careful not to constrain the paladin too much. It is easy, for example, to design a holy knight dedicated to defending the king, protecting the honour of the king, bringing justice in the king’s name and who fights in the king’s wars. However, such a specialised character really has no reason to do anything that is not directly related to the king. Give the character some leeway for independent action and adventuring. Think of the standard adventure plots (dungeon crawl, murder mystery, epic quest, characters in charge of some fortress or business, survival in the wilderness and so on) and ensure that the code will allow the character to participate fully in each of these.

Choosing Tenets

The next step is selecting which tenets will apply to the paladin. As mentioned above, the number of tenets should be 15 for a moderate code and 20 for a strict code. Try to avoid tenets which radically contradict themselves; the ideals of the code will never perfectly apply to situations in the real world but the code should not force the paladin to breach it on a daily basis.

List the tenets on the Paladin’s Code sheet (see page 127). Once both player and Games Master are satisfied with the code design, a copy of this sheet should be kept by both and consulted when the character is in danger of breaching his code.

Sample Codes

The four organisations whose codes are listed below are described in Special Techniques (page 104). The first code, though, is the basic paladin’s code from *Core Rulebook I*.

Organisation	Generic Paladins			
Motto	None.			
Tenet	0	1	2	3
<i>Honour and Justice</i>				
Personal Reputation	X			
Lies and Truth			X	
Law and Justice		X		
Torture and Mistreatment			X	
Oaths			X	
<i>The Field of Battle</i>				
Murder and Combat		X		
Treachery and Tactics			X	
Duels and Challenges	X			
Valour and Foolhardiness	X			
Prisoners		X		
Dealing with Evil			X	
<i>Noblesse Oblige</i>				
Aid and Succour		X		
Charity and Healing	X			
Protection and Defence		X		
<i>Religion and the Church</i>				
Religious Observation	X			
Religious Tithes	X			
Duty to the Church	X			
Sexual Purity	X			
<i>Chivalry and Feudalism</i>				
Duty to the King	X			
Feudal Dues	X			
<i>Associates and Companions</i>				
Companions			X	
Fellowship	X			



Organisation Keepers of the Tear
Motto *We shall watch over ye who weep.*

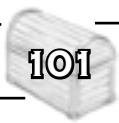
Tenet	0	1	2	3
<i>Honour and Justice</i>				
Personal Reputation		X		
Lies and Truth			X	
Law and Justice		X		
Torture and Mistreatment		X		
Oaths			X	
<i>The Field of Battle</i>				
Murder and Combat		X		
Treachery and Tactics		X		
Duels and Challenges		X		
Valour and Foolhardiness			X	
Prisoners	X			
Dealing with Evil		X		
<i>Noblesse Oblige</i>				
Aid and Succour			X	
Charity and Healing			X	
Protection and Defence			X	
<i>Religion and the Church</i>				
Religious Observation		X		
Religious Tithes	X			
Duty to the Church		X		
Sexual Purity		X		
<i>Chivalry and Feudalism</i>				
Duty to the King	X			
Feudal Dues	X			
<i>Associates and Companions</i>				
Companions		X		
Fellowship		X		



Organisation The Huntsmen
Motto *We shall watch for the servant of evil, smell it out, hunt it down and bring back its head for the king's table.*

Tenet	0	1	2	3
<i>Honour and Justice</i>				
Personal Reputation			X	
Lies and Truth		X		
Law and Justice			X	
Torture and Mistreatment		X		
Oaths		X		
<i>The Field of Battle</i>				
Murder and Combat		X		
Treachery and Tactics	X			
Duels and Challenges		X		
Valour and Foolhardiness			X	
Prisoners	X			
Dealing with Evil		X		
<i>Noblesse Oblige</i>				
Aid and Succour	X			
Charity and Healing	X			
Protection and Defence			X	
<i>Religion and the Church</i>				
Religious Observation		X		
Religious Tithes	X			
Duty to the Church	X			
Sexual Purity	X			
<i>Chivalry and Feudalism</i>				
Duty to the King				X
Feudal Dues				X
<i>Associates and Companions</i>				
Companions		X		
Fellowship		X		





Organisation Knights of the Grey Tower
Motto *Death to Death*

Tenet	0	1	2	3
<i>Honour and Justice</i>				
Personal Reputation		X		
Lies and Truth			X	
Law and Justice		X		
Torture and Mistreatment		X		
Oaths				X
<i>The Field of Battle</i>				
Murder and Combat				X (militant)
Treachery and Tactics		X		
Duels and Challenges	X			
Valour and Foolhardiness				X
Prisoners	X			
Dealing with Evil				X
<i>Noblesse Oblige</i>				
Aid and Succour		X		
Charity and Healing	X			
Protection and Defence			X	
<i>Religion and the Church</i>				
Religious Observation			X	
Religious Tithes	X			
Duty to the Church		X		
Sexual Purity	X			
<i>Chivalry and Feudalism</i>				
Duty to the King	X			
Feudal Dues	X			
<i>Associates and Companions</i>				
Companions			X	
Fellowship		X		



Organisation Sons of Orcazy
Motto *In Orcazy's Name!*

Tenet	0	1	2	3
<i>Honour and Justice</i>				
Personal Reputation			X	
Lies and Truth			X	
Law and Justice	X			
Torture and Mistreatment			X	
Oaths			X	
<i>The Field of Battle</i>				
Murder and Combat		X		
Treachery and Tactics		X		
Duels and Challenges				X
Valour and Foolhardiness			X	
Prisoners		X		
Dealing with Evil		X		
<i>Noblesse Oblige</i>				
Aid and Succour		X		
Charity and Healing		X		
Protection and Defence		X		
<i>Religion and the Church</i>				
Religious Observation	X			
Religious Tithes	X			
Duty to the Church	X			
Sexual Purity	X			
<i>Chivalry and Feudalism</i>				
Duty to the King			X	
Feudal Dues		X		
<i>Associates and Companions</i>				
Companions		X		
Fellowship		X		



SPECIAL TECHNIQUES

PALADIN ORDERS

The tradition of noble, chivalrous or religious orders is an ancient one. Paladins are drawn to such orders, inspired by legends of those who have gone before and striven to provide training and guidance to those who will come after. The Knights of the Round Table, the Knights Templar, the knights of Charlemagne's court, the Fianna – brotherhoods of epic heroes, united by the desire to do good.

These orders, and the paladins who comprise them, can be roughly divided into four types:

- + **Religious Orders:** which serve a particular church or god.
- + **Knightly Orders:** made up of knights from a particular land, region or court, who are all in the service of a single lord.

+ **Dedicated Orders:** a group that works towards a particular goal.

+ **Brotherhoods:** united solely by their desire to organise and rally the forces of good.

An order can range in size from a handful of knights numbering no more than a half-dozen, to a vast army of holy warriors.

Joining an Order

Each order has a set of requirements for membership, although these are not simply the mechanical requirements used by prestige classes. A character might have to swear oaths, undergo tests or otherwise prove himself to the established members of the order. Membership of a knightly order should be a reward for a successful adventure instead

'Do you know why I fell, Sir Knight? Why I am... what was the catechism: "marked with the seals of shame, vengeance and anathema"?'

'The knowledge is irrelevant. I can sense your taint, Abaddon.'

'I followed the code blindly. I lived and breathed the code. Its words were engraved onto my heart, onto my soul. My every act was in perfect accordance with the teachings of angels, with every example and great deed of the heroes of legend. I moved in a living saga; I was the perfect knight.'

'Impossible.'

'To live by the code alone is to be a blind man. Such a man may do quite well on familiar ground, where he knows how many steps are between the door and the wall, between the jug of water and the poisoned chalice. But put the blind man in a strange land and he is lost.' Abaddon blinked, his eyes suddenly watering. 'They knew the code too – the enemies of my family. I followed the code letter for letter, like a puppet dancing to their commands. They laid traps for me, forced me into untenable positions.'

He looked at Aelfric with a sudden expression of anguish.

'I did everything right, just like you're doing, and it all lead to sorrow. It broke me – they broke me and I listened to the voices in the night. That is the road that led me to this place. I never broke the code until I had nothing left except the code!'

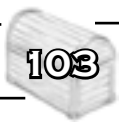
'What do you want, fallen one?' asked Aelfric. 'Absolution?'

'Yes,' said Abaddon.

Outside, in the courtyard, the necromancers hissed all at once. The ogres looked up in confusion, feeling as though a cloud had passed over the clear sky. One cleric fell back, her eyes burning with green flame as her dark commune carried the mounting anger of the lords of hell. A fiendish crow took to the sky in sudden panic.

'I cannot forgive one such as you, Sir Abaddon. If that is why you let me live, it shall avail you not.'

'No,' said the blackguard in a sudden rush of revelation, 'I let you live so you could fulfil an oath.'



of a simple level advancement. Any character can join an order, although paladins are by far the most common applicants.

- ✦ **Religious Order:** The character must undergo a ritual of purification, spending a vigil night in prayer, fasting and meditation. He must be anointed by a cleric of whichever religion or deity the order serves. The character must dedicate his sword to the cause of the god.
- ✦ **Knightly Order:** The character must be knighted by the king or most senior member of the order. While this is normally done in a ceremony as a reward for some service the character has performed, it can also be done on the battlefield.
- ✦ **Dedicated Order:** A dedicated order is much less formal with its membership requirements – the character need simply swear his allegiance to the goals of the group.
- ✦ **Brotherhoods:** Membership of a brotherhood is by invitation only; while a character can announce his intention to join any of the other types of order, a brotherhood is usually much more secretive.

When a character swears allegiance to an order, he must increase five of his tenets by 1. The usual tenets increased in this fashion include tithes, religious observations, duties to the land and so on. If the optional rules for the paladin's code are not being used, then just add the text of the increased tenets to the basic code.

Rising in Rank

A character's rank within an order is not directly related to his level – a 12th level paladin who joins an order might be outranked by a 2nd level paladin. It is one's deeds and actions that count the most, not past achievements. Rank within an order is measured in glory. The higher a character's glory, then the more influence and renown he has amongst his peers.

Glory Levels

Glory	Rank	Title
0–100	1	Initiate
101–200	2	Novice
201–300	3	Knight
301–400	4	Lord Knight
401–500	5	Master
501+	6	Grand Master

Glory is acquired as follows:

- ✦ While past glories are fleeting and largely irrelevant, respect won outside the order does count for something.

On joining an order, a character gains a one-time glory bonus equal to ten times his level.

- ✦ A character may apply himself to the goals of the order in order to win the respect and obedience of his peers. This is best modelled using a Career Path (see page 4). Each time the character rises in level while following a suitable career path, he gains 10 glory.
- ✦ A character who defeats a powerful foe or accomplishes a great deed wins glory equal to the Encounter Level of the foes. The Encounter Level must be equal to or higher than the paladin's level.
- ✦ Glory can also be gained by doing great deeds in the service of the order – the bonus for completing a major quest varies from 20 to 100, depending on the magnitude of the deed.
- ✦ Finally, glory should be awarded for public deeds and victories, such as jousts, tourneys or religious celebrations, depending on the nature of the order.

Unlike experience points, glory can be lost easily. If the paladin fails in a quest, he loses an equal amount of glory equal to the potential reward for the quest. Furthermore, if a paladin breaks his code, he loses glory as follows:

Glory Loss for Shame

Breach Level	Glory Loss
1	25% of total
2	50% of total
3	75% of total
4	Total
5	Total; exile from order
6	Total; exile from order
7	Total; exile from order

Benefits of an Order

The basic benefits of membership are that the paladin can draw on the resources of the order – his fellow knights will come to his aid, should he call. The number of times that a character can request aid varies depending on his rank within the order:

Rank	Aid
1	1/year
2	2/year
3	3/year
4	4/year
5	5/year
6	Constantly



Aid can take any of the following forms:

- ✦ **Troops:** The character requests that members of the order take up arms and send him allies. The character gains the benefit of the Leadership feat. He may even ask for troops if he already has the Leadership feat – the soldiers gained using this ability are in addition to any who already serve the character. Any cohorts sent will be paladins. More senior members of the organisation may also aid the character but their aid will have to be individually won. These troops will serve for a period of one month.
- ✦ **Rescue:** A character in peril may be rescued by another member of the order, should this other member hear of the character's difficulties. The rescuer will attempt to free the character from captivity, heal him if injured and so on.
- ✦ **Support:** A single senior member of the organisation may be called upon to aid the character in some task. This aid will usually not extend to combat but the senior member might lend political support, aid in item creation, lend a magical device and so on.
- ✦ **Influence:** By invoking the good name of the order, the character gains a circumstance bonus equal to twice his rank to all Diplomacy checks when dealing with other groups who respect the knights. This bonus lasts for the length of one major negotiation or debate.
- ✦ **Hospitality:** A character can request shelter and protection in the castle of a fellow member of the order. While hospitality might be offered as a matter of course, an invocation of aid can be used to demand shelter in difficult situations (such as when a character arrives at the castle with a horde of orcs on his heels).

Prestige Classes

A character who takes levels in a prestige class connected to an order will also gain glory at a rate of ten per level, just like a character following a particular career path. Prestige classes are an excellent way to give a distinct identity to a group.

SAMPLE ORDERS

These sample orders can be used as organisations for a paladin character to join, or as models for new orders in a campaign.

Keepers of the Tear

The Keepers of the Tear are a religious order of knights who protect pilgrims as they travel. The routes of pilgrimage run through regions haunted by manticores, dragons and the undead, not to mention bandits and adherents of other religions, so a military escort is almost a necessity for a pilgrim hoping to reach his destination. Rich nobles can

afford to hire mercenaries but the common folk must rely on the Keepers of the Tear for aid.

The Keepers have dozens of small waystations and castles along the routes of the pilgrimages, as well as a considerable fleet of warships. They use signalling mirrors, fires and direct-line communication magic to relay messages between their towers and ships swiftly and cheaply, allowing the Keepers to co-ordinate their efforts. They are often the first to bring news of danger or disaster back to civilised lands.

Joining: Only paladins may join the Keepers of the Tear. To prove himself, a knight must join a pilgrimage at its start and travel with it all the way to the end, defending and aiding it under the supervision of senior Knights of the Tear. Such a pilgrimage can last from a few weeks to a full year or more, depending on the length of the journey and weather conditions. Once the character reaches the destination, he spends a day or more in vigil and prayer before setting out for home. As he travels, the towers signal to each other, announcing the coming of a new Knight of the Tear. At each waystation he visits on his journey home, he is given a new token of his membership – a spur, a piece of armour, a holy symbol and so on – so that by the time he reaches the last castle on the border of the civilised lands, he has assembled his full knightly regalia.

When the character joins the order, he should increase the tenets of Noblesse Oblige and Religion and the Church.

Rising in rank: Characters following the defender of the faith career path or the steel martyr prestige class gain bonus glory as they advance. A character also gains 1d4 glory per pilgrim who successfully reaches their destination under the character's protection. A character who reaches the rank of Lord Knight is given command of one of the order's castles.

Benefits: Members of the Keepers of the Tear are offered shelter in the towers of the order, as well as access to the order's communications network. The Keepers also offer a surprisingly effective banking network – a character can deposit money at one tower in exchange for a magically-certified letter of credit (sealed using a variant of *mark of justice*). This letter of credit can be redeemed at any of the Keeper's towers, which are scattered throughout the known lands. There is normally a 5% fee for the usage of this service but Keeper members and their allies can use it for free.

The Huntsmen

Once, long ago, a king suspected that certain members of his court were plotting against him. He still had a few loyal knights but the conspirators had spies and agents everywhere. There was no chamber in the palace, no alleyway or safehouse in the entire city that was free of prying eyes and ears. To evade the spies, the king conceived a cunning plan. He invited those knights he could trust on a hunt. To shake off any infiltrators or pursuers, the king

led the company on a wild hunt through the deepest forests. They rode hard for seven hours, into the darkest places of the woods where no human voice had been heard in centuries. There, amid the ancient trees, the king warned his loyal knights of the conspiracy, they wrought a counter-plan and the conspiracy was foiled.

The Huntsmen have survived from that day to this as a secret order of knights and agents who defend the throne against threats that cannot be fought by force of arms alone. They foil assassins, traitors, magical subversion, doppelgangers and so on. With each monarch, the Master of the Hunt decides whether or not to inform the king of the existence of the Hunt.

Joining: Membership of the Huntsmen is through invitation only, although invitations have become almost hereditary in some cases, with a son or daughter serving once a parent retires. To become a member of the Huntsmen, the paladin must be completely loyal to the crown, utterly incorruptible and morally upright but also intelligent and cunning enough to deal with espionage and the shadow world of the court.

Only a paladin may become a true Huntsman, but there are also the Hounds – non-paladins who work with the order under the supervision of a Huntsman. Only a paladin can be trusted with all the secrets of the order but they need the magic, stealth or strength of the Hounds to defend the throne.

When a character joins the Huntsmen, he should increase the Chivalry and Feudalism and Law and Justice tenets of his code.

Rising in rank: Characters following the inquisitor or landed knight career paths, or the king's justice prestige class gain bonus glory as they advance. A character also gains glory equal to the Hound's level whenever he recruits a new Hound – a character whose skills are genuinely useful in the defence of the crown. Obviously, characters also gain glory when they foil threats to the throne.

Benefits: There are no public benefits to membership of the Huntsmen, as they are a secret order. Still, the organisation is comprised of some of the most influential and respected nobles in the land and they are more than willing to aid fellow members.

Knights of the Grey Tower

The solemn Knights of the Grey Tower are hunters of the dead. The Grey Tower was once the abode of a cabal of necromancers, who built the tower out of animated bones and slithering folds of zombie flesh. The tower is a multidimensional nexus – it exists simultaneously in the Material World and the Negative Energy Plane. It cannot be destroyed using any magic known to the paladins. The undead are drawn to the tower, seeking to feed from the vile arcane exhalations of the tower's machinery. The Knights

therefore dwell in the tower, fighting the undead who regularly besiege it from outside as well as the entities from the Negative Plane who materialise within.

It is a dour and hazardous vigil for the Knights but should they fail, the dead will rise.

Joining: The Knights accept only paladins – only those protected with *divine grace* have the strength of body and mind to resist energy draining. However, clerics (and rarely, those of other classes) are permitted to aid the knights in their war against the dead. The chief concern of the knights is that a prospective member be a danger to them – any living creature brought into the Grey Tower is a potential wraith or ghost who will murder the knights as they sleep.

A character who joins the Knights of the Grey Tower should increase his Associates and Companions and The Field of Battle tenets.

Rising in rank: Characters following the holy warrior career path or the hand of god prestige class gain bonus glory as they advance. Characters also gain double the normal glory for slaying undead creatures.

Benefits: The Knights of the Grey Tower have access to one of the greatest storehouses of necromantic lore and magic in the world – anyone seeking knowledge on how to defeat a particular magical evil would do well by consulting the knights. However, the folk of the Grey Tower are loath to share their knowledge with outsiders, for fear that it might be used for evil ends.

The Sons of Orcazy

Orcazy was a noble, wandering paladin, who travelled across the lands performing good deeds. His fame spread far and wide, and he became a hero of the common folk. He slew the dragon of the Lily Vale, he held the Pass of Norfold, he brought back the Horn of Plenty from the dungeon under the mountain and he married the faery-queen Amila. It came to pass that Orcazy died in a manner not befitting a hero – he was murdered by his son, who was insane.

Those who had been inspired by the examples and great deeds of Orcazy refused to let this last shame ruin a lifetime of glorious deeds. A band of six paladins took Orcazy's name and crest as their own, and called themselves the Sons of Orcazy. Today, they and their followers ride across the land just as Orcazy did, adding to his legend and doing deeds in his name.

Joining: The requirements for becoming a Son of Orcazy are simple – one must be a paladin, and one must take Orcazy's name. A character can become a Son of Orcazy and not travel with the other sons but part of the oath of membership is that the Sons will hunt down and destroy any who dishonour their shared name.



Rising in rank: Characters following the knight-errant career path or angelic knight prestige class gain bonus glory as they advance. Glorious deeds are the other main route for advancement within the order.

Benefits: Orcazy left behind five relics – a +5 *saddle of masterful riding*, a +1 *sword*, a +2 *lance*, +4 *full plate* and the Faerie Keep. There are only five members of the Sons at a time, and each one may claim one of these relics. The rank five son gets the keep, the rank four the armour and so on.

LEADERSHIP

The paladin is one of the classes best suited to make use of the Leadership feat. His natural charisma and inspiring aura draws followers and squires to him – it is the paladin's fate to be a rallying point in the war against evil. While Leadership normally gives a single cohort and a handful of followers, other variants are possible. Only one variant may be used by a paladin. As an optional rule, the Games Master may allow a character to take the Leadership feat multiple times, one feat per variant.

Multiple Cohorts

Instead of having a single skilled cohort and a larger number of lesser followers, the character has several moderately skilled cohorts. Each of these cohorts might be a specialist in one particular area – an urban paladin might be accompanied by a manservant and a spy, while a dragon slayer might be followed by a bard singing of his accomplishments and a dwarven thief skilled at disarming traps.

As with normal cohorts, the level of each cohort must be two or more levels less than that of the paladin. The total levels of the cohorts must equal the amount listed in the Multiple Cohorts table. Up until a leadership total of ten or less, use

Multiple Cohorts

Leadership	Cohort Level Total
10	8
11	9
12	10
13	12
14	13
15	14
16	16
17	18
18	20
19	22
20	24
21	26
22	28
23	30
24	32
25+	34

the cohort level listed in *Core Rulebook I*. A paladin using this Leadership variant has no followers.

Should a cohort be killed, a replacement can be recruited as normal. The character can have any number of cohorts.

Inspiring Leader

Instead of having a set band of followers accompanying the character, the character can use Leadership to recruit temporary followers from the local populace. These followers will normally be commoners, experts or warriors, depending on what classes are present.

To recruit followers, the paladin must make an inspiring speech to the population (or perform a similar act to rally the populace). The population must be Helpful or at least Friendly towards the paladin. He then makes a Diplomacy check instead of calculating his Leadership score as normal. This Diplomacy check is modified as follows:

Inspiring Leader Modifiers

Situation	Modifier
Paladin needs the followers for combat	-10
Paladin needs the followers for dangerous situations	-5
Paladin needs the followers for good works	+0
Paladin will pay the followers 5 sp per day	+2
Paladin will pay the followers 1 gp per day	+4
The task is one that will benefit the followers	+4
The task is one blessed by the followers' religion	+2
Task will take more than a day	-2
Task will take more than a week	-4
Task will take more than a month	-8

For example, the paladin discovers that an ancient relic of importance to the faith is located in a dungeon – however, the dungeon has collapsed and the entrance is choked with rubble. The paladin goes to the nearest town and exhorts the townsfolk to aid him. He makes a Diplomacy check and gets a result of 18. He gains a +2 bonus because the task is one that is blessed by the townsfolk's religion but also suffers a -4 penalty because the task will take more than a week. The final result is a 16. Comparing this value to the Leadership table in *Core Rulebook I* reveals that the character recruits twenty-five 1st level characters, two 2nd level characters and one 3rd level character.

While a character using this variant does not have any constant followers, he does have a constant cohort.

Contacts

A character using the Contacts variant of the feat still has a cohort but instead of followers has a large number of useful contacts. The player does not need to decide on the location

and nature of each contact in advance – instead, he may make a Contact check when he needs a contact. The DC for this check begins at 5 and is modified as follows:

Desired Property	DC Increase
NPC Class	+0
PC Class	+4
Level 1	+0
Level 2	+3
Level 3	+6
Special quality or station (city guard, member of thieves' guild and so on)	+2 to +10
Character is especially distant from home	+3

To make a Contact check, the character rolls 1d20 and adds his remaining number of contacts. If the check is successful, he has a contact nearby. Whether or not the check succeeds, the character's remaining number of contacts is reduced by 1. The contact is assumed to have maximum ranks in one skill.

For example, a paladin discovers a manuscript in an unknown tongue, and needs an Expert with Decipher Script to translate it for him. The DC for this check is 5 (base) +0 (NPC class) +3 (2nd level character) =8.

To calculate how many potential contacts the character has, calculate his Leadership score as normal and compare it to the following table. Contacts do not use the modifiers to Leadership that other followers do.

Contacts

Leadership	Contacts
10	5
11	6
12	7
13	8
14	9
15	10
16	12
17	14
18	16
19	18
20	20
21	23
22	26
23	30
24	35
25+	40

Loyal Hirelings

Finally, a character can choose to have his Leadership apply to those he has hired. Instead of the character obtaining more followers who obey him for free, he can inspire almost unbreakable loyalty in those who serve him out of duty or who are employed by him. This variant is an excellent choice for a character who rules a stronghold or organisation.

The higher the character's Leadership score, the greater the bonus to his follower's loyalty, as shown on the Loyal Hirelings table.

Loyal Hirelings

Leadership	Loyalty Bonus	Morale Bonus
10	+1	+0
11	+1	+0
12	+2	+0
13	+2	+1
14	+2	+1
15	+3	+1
16	+3	+1
17	+3	+2
18	+4	+2
19	+4	+2
20	+4	+2
21	+5	+3
22	+5	+3
23	+5	+3
24	+6	+3
25+	+6	+4

Loyalty Bonus: The servants get this bonus to their Will saves when trying to resist torture, compulsion and so on that might cause them to betray the character.

Morale Bonus: The servants are inspired in their day-to-day activities by the character's presence. They may add the value listed as a morale bonus when they take 10 or take 20 on skill checks.

SQUIRES

A squire is a special cohort, a knight-in-training that accompanies the character. Most paladins go through such a period of instruction for a few years. The squire's place is to aid and support his master, tending to his mount and weapons and so on. In return, the master protects and instructs the squire.

Mechanically, a squire is a special class that can be taken by a paladin's cohort. It is not intended as a player character class.

Alignment: Lawful Good only.



Squires and Paladins

If a character trains as a squire before becoming a paladin, then how does a player character start out as a 1st level paladin at the beginning of the campaign? The simple answer is that it is assumed that the character never advanced beyond 1st level as a squire before becoming a paladin. This works at the start of a campaign but when the development and apprenticeship of a squire is important, then a somewhat wider range of development is needed.

Hit Dice: d10.

Class Skills

The squire's class skills are Craft (Wis), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility & royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex) and Sense Motive (Wis).

Skill Points at 1st level: (2 + Int modifier) x4.

Skill Points at each additional level: 2+Int modifier.

Class Features

All of the following are class features of the squire:

Promotion (Su): At any time after reaching 1st level, the squire can be promoted into a full-fledged paladin by undergoing a ceremony overseen by a more senior paladin or cleric. Any squire levels are exchanged for paladin levels on a one-for-one basis – a 5th level squire becomes a 5th level paladin. All squire abilities are lost unless otherwise noted.

Aid Master (Ex): The squire is especially adept at helping his master. When the squire performs an aid another action with his master, the bonus is increased to +3.

Share Saving Throws (Ex): When the squire is within 30 feet of his master, he may use his master's saving throws instead of his own.

Sense Injury (Su): The squire has a slight psychic link with his master. If the paladin is ever dying, petrified, poisoned, blinded, driven insane or otherwise injured in such a fashion that his life is in peril, the squire will know. This link extends across planes. The squire gains a +2 insight bonus to Heal, Search or Survival checks related to locating his master.

Improved Aid Master (Ex): The squire may now make aid another actions as move actions, allowing him to aid his master and attack in the same round as long as he does not move.

Sense Master (Su): The squire can now communicate empathically with his master. This link is capable of only communicating the most basic information but can be used to warn of danger, direct the squire in battle and so on.

Perfect Squire: The squire is now the perfect servant, able to anticipate his master's needs and desires well in advance. Because of his preparation, his bonus from aid another actions increases to +4 and he may take 20 on skill checks made in the service of his master in the time it would normally require to take 10 (as long as the situation is not stressful or dangerous – the squire could take 20 on Handle Animal when grooming his master's horse and still have the job done in a normal length of time, but would not be able to take 20 on a Handle Animal check when trying to calm a wild dog in the middle of combat).

BLACKGUARDS AND ANTIPALADINS

The most common form of fallen paladin is the blackguard, who has bargained with evil for dark powers. The forces of evil are especially willing to welcome fallen paladins into their ranks, as the divine spark in the heart of a paladin can be inverted into a bitter ashen font of darkness. Imps, succubi and erinyes are the prime choices of evil. Sometimes, a chance encounter between a summoned servitor and a failing paladin leads to the creation of a new blackguard but more often the forces of evil must take direct action by sending a demon to tempt the paladin.

Such servitors are augmented by the dark lord, given extra abilities and powers to make them even more capable of luring paladins from the path of righteousness and rebirthing them to the shadow. These augmentations take the form of the Dark Emissary template.

The Squire

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+0	Promotion
2 nd	+1	+3	+0	+0	
3 rd	+2	+3	+1	+1	Aid master
4 th	+3	+4	+1	+1	Share saving throws
5 th	+3	+4	+1	+1	Sense injury
6 th	+4	+5	+2	+2	
7 th	+5	+5	+2	+2	Improved aid master
8 th	+6	+6	+2	+2	Sense master
9 th	+6	+6	+3	+3	
10 th	+7	+7	+3	+3	Perfect squire



Dark Emissary

These demons are given a temporary cloak of magical authority for the duration of their mission; should the demon fail to corrupt the paladin, their punishment is exceedingly harsh – the investment required to transform a creature into a Dark Emissary is not inconsiderable and they are sent only when the dark lords sense that the target paladin is soon to undergo a crisis of faith or moment of terrible vulnerability.

CREATING A DARK EMISSARY

‘Dark Emissary’ is an acquired template that can be added to any humanoid, monstrous humanoid or Small or Medium evil outsider (referred to hereafter as the base creature).

A dark emissary uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature gains the Evil descriptor.

Special Attacks: A dark emissary retains all the special attacks of the base creature and gains those described below.

Smite Good (Su): The dark emissary may smite good once per day, just like a blackguard.

Special Qualities: A dark emissary retains all the special qualities of the base creature and gains those described below.

Plane shift (Su): The dark emissary may plane shift once per day, but only to the same plane as the target paladin.

Non-detection (Sp): The emissary is constantly under the protection of a *non-detection* spell. This *non-detection* cannot be dispelled. Any attempts to detect the emissary through spells or to discern its alignment must make a caster level check against DC 15 + the emissary’s Hit Dice.

Disguise self (Sp): The emissary may cast *disguise self* at will.

Commune Block (Sp): By ancient contract, the emissary’s presence will not be revealed by *commune* spells. Any questions about the emissary go unanswered.

Spell-like abilities: The emissary may use each of the following spells *once* during its mission: *commune*, *crushing despair*, *detect thoughts*, *discern location*, *false vision*, *limited wish* and *teleport*. All spells are cast as if by a sorcerer of level equal to the caster and the save DCs are Charisma based.

Abilities: Increase from the base creature as follows: Wis +2, Cha +4.

Skills: Dark emissaries have a +5 racial bonus on Bluff, Diplomacy and Sense Motive checks.

Environment: Special.

Organisation: Solitary.

Challenge Rating: Same as the base creature +1.

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: As base creature.

Level Adjustment: Same as the base creature +2.

Succubus Dark Emissary

Medium Outsider (Chaotic, Extraplanar, Evil)

Hit Dice: 6d8+6 (33 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft. (6 squares), fly 50 ft. (average)

Armour Class: 20 (+1 Dex, +9 natural), touch 11, flat-footed 19

Base Attack/Grapple: +6/+7

Attack: Claw +7 melee (1d6+1)

Full Attack: 2 claws +7 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Energy drain, spell-like abilities, *summon demon*, smite evil

Special Qualities: Damage reduction 10/cold iron or good, darkvision 60 ft, immunity to electricity and poison, resistance to acid 10, cold 10 and fire 10, spell resistance 18, telepathy 100 ft, tongues, non-detection, commune block

Saves: Fort +6, Ref +6, Will +8

Abilities: Str 13, Dex 13, Con 13, Int 16, Wis 16, Cha 30

Skills: Bluff +26, Concentration +10, Diplomacy +19, Disguise +19* (+21 acting), Escape Artist +10, Hide +10, Intimidate +21, Knowledge (any one) +12, Listen +20, Move Silently +10, Search +12, Sense Motive +8, Spot +20, Survival +3 (+5 following tracks), Use Rope +1 (+3 with bindings)

Feats: Dodge, Mobility, Persuasive

Environment: A chaotic evil-aligned plane

Organisation: Solitary

Challenge Rating: 8

Treasure: Double Standard

Alignment: Always chaotic evil

Level Adjustment: +8



This succubus might be sent to bring down a particularly troublesome paladin, one who has inflicted great damage on the machinations of the dark lords or who promises to become a significant force for good in the coming struggle.

Energy Drain (Su): A succubus can drain energy from a mortal by luring him into some act of passion or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a Will save (DC 23) to negate the effect of the *suggestion*. The DC is 23 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Smite Evil (Su): Once per day, the succubus may smite good as part of a normal melee attack. She gains a +10 bonus to the attack and deals an extra 6 points of damage on a successful hit.

Spell-Like Abilities: At will – *charm monster* (DC 24), *detect good*, *detect thoughts* (DC 22), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 23), *greater teleport* (self plus 50 pounds of objects only); 1/day – *plane shift*; 1/mission – *commune*, *crushing despair* (DC 24), *discern location*, *false vision*, *limited wish*. Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a succubus can attempt to summon one vroock with a 30% chance of success. This ability is the equivalent of a 3rd level spell.

Tongues (Su): A succubus has a permanent *tongues* ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Non-detection (Su): The emissary is constantly under the protection of a *non-detection* spell. This *non-detection* cannot be dispelled. Any attempts to detect the emissary through spells or to discern its alignment must make a caster level check (DC 21).

Commune Block (Su): By ancient contract, the emissary's presence will not be revealed by *commune* spells. Any questions about the emissary go unanswered.

Skills: Succubi have a +8 racial bonus on Listen and Spot checks and a +5 racial bonus on Bluff, Sense Motive and Diplomacy checks.

*While using her *polymorph* or *disguise self* abilities, a succubus gains a +10 circumstance bonus on Disguise checks.

Antipaladins

While a blackguard trades his virtue to the dark lords in exchange for power, the antipaladin does not need to bargain with any hellspawn to walk into the shadows. The antipaladin is a former paladin who has consciously and willingly broken his code, becoming a champion of Lawful Evil in the same way a paladin is a champion of goodness and righteousness. Antipaladins are even more dangerous foes than blackguards to the paladin – they have all of the paladin's discipline and fervour but they are driven by hate and a desire to do ill, not good.

Antipaladins make excellent spies and generals for the armies of evil. Most are dedicated to the destruction of the paladin order that made them in the first place.

Hit Die: d10.

Requirements

To qualify to become an antipaladin, a character must fulfil all the following criteria:

Alignment: Lawful Evil.

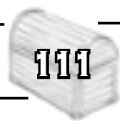
Skills: Knowledge (religion) 9 ranks.

Special: The character must be a paladin.

Special: The character must wilfully and deliberately break the tenets of his paladin code. If the optional rules for the paladin's code are being used, then the character must break tenets totalling 15 levels. If these rules are not being used, then the character must break his code in a terrible and unforgivable manner.

Special: If the character has a special mount or other celestial companion, he must murder it.





The Antipaladin

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	1 st	2 nd	3 rd	4 th
1	+1	+2	+0	+0	Aura of good, <i>detect good</i> , smite good 1/day	0	—	—	—
2	+2	+3	+0	+0	Unholy grace, lay on hands	1	—	—	—
3	+3	+3	+1	+1	Aura of doubt, unholy health	1	0	—	—
4	+4	+4	+1	+1	Command undead	1	1	—	—
5	+5	+4	+1	+1	Smite good 2/day, special mount	1	1	0	—
6	+6	+5	+2	+2	False healing 1/week	1	1	1	—
7	+7	+5	+2	+2		2	1	1	0
8	+8	+6	+2	+2		2	1	1	1
9	+9	+6	+3	+3	False healing 2/week	2	2	1	1
10	+10	+7	+3	+3	Smite good 3/day	2	2	2	1

Class Skills

The antipaladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex) and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: The antipaladin gains no additional weapon or armour proficiencies.

Level Conversion: A paladin may swap his paladin levels for antipaladin levels on a one-for-one basis when he enters this class.

Antipaladin's Code: The antipaladin must design his own code, which is the inverse of the paladin's code (spending money on evil, using treacherous and despicable tactics in battle, murdering prisoners, lying and so on). This code should be just as strict as the paladin's code. The antipaladin may lose his class abilities if he breaks his code.

Aura of Good (Su): The antipaladin continues to emanate an *aura of good*. He is an evil creature, but *detect evil*, *detect good* or any other alignment-detecting abilities show him to be good. Smite evil and other abilities keyed to the evil descriptor still work.

Unholy Grace (Su): The antipaladin may add his Charisma modifier to his saving throws. Alternatively, as a free action made as part of a move action, he may drop his Unholy Grace for one round to counter the Divine Grace ability of a paladin within 300 feet. The target paladin loses his Divine Grace bonuses for one round.

Lay on Hands (Su): The antipaladin may lay on hands, just like a normal paladin.

Detect Good (Sp): The antipaladin may *detect good* at will.

Smite Good (Su): The antipaladin may smite good once per day, as per the blackguard ability.

Aura of Doubt (Su): Any good caster trying to cast a divine spell at the antipaladin must make a caster level check (DC 11 + the antipaladin's level) or the spell fails. This ability only applies to spells that target creatures or locations within 10 feet of the antipaladin.

Unholy Health (Su): If the antipaladin is slain, he rises as a vampire 1d4 rounds later.

Command Undead: The antipaladin may command undead as a cleric of three levels lower.

Special Mount: The antipaladin's special mount is identical to the paladin's special mount, except that it is a crossbreed of mundane steed and nightmare and is utterly evil.

False Healing (Su): If the antipaladin touches a target within three rounds of a *remove* or *cure* spell being applied to the target, the effects of the spell are countered. For example, a paladin uses *remove disease* to cure a sick comrade. If the antipaladin touches the comrade within three rounds, the disease returns. The antipaladin must make a touch attack to use this ability in combat.

Spells: The antipaladin casts spells like a blackguard. His bonus spells are based on Wisdom, and the spell save DC is 10 + the spell level + the antipaladin's Wisdom modifier.

Epic Antipaladin

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic antipaladin gains a bonus feat every four levels higher than 10th.

Smite Good: The epic antipaladin gains an additional use of smite good every five levels higher than 10th.



He prepares and casts spells just like a cleric. He uses the blackguard spell list.

RACIAL PALADIN VARIANTS

The vast majority of paladins are humans – with their short lives, they are drawn to the fervent aspects of the faith, burning like a brief candle with the fire of the paladin's soul. Still, the other races do produce paladins of their own.

Dwarves: The dwarven paladins tend to be defenders of the mountain halls and subterranean cathedrals, or else dedicate themselves to reclaiming lost fortresses by driving out invading humanoids or undead. Their mounts are usually ponies or small horses, although the iron steeds built by heavenly artificers are also common. Their devotion to the code is famed even among paladins – the discipline of the dwarven-folk is more enduring than anything else on earth.

Dwarven paladins may exchange the Divine Health ability for the Iron Will feat.

Elves: Elven paladins are rare – few elves have the discipline and faith needed to become a paladin. Those who are sufficiently devoted excel in the way of the paladin. They are known as *Eladi*, star-hearted. Elf-paladins tend to serve Good instead of a particular deity – they are also famed for their charismatic ways and skill with a blade. They ride shining elf-horses or unicorns.

Elven paladins may exchange their ability to Turn Undead for the ability to add their Charisma score instead of their Strength score to melee attacks.

Gnomes: Gnomish paladins are often more interested in the great deeds of elder paladins than in making their own legends – they are the historians and sages of the paladinic orders. Others are champions of nature, leading armies of beasts into battle. They ride celestial badgers by preference.

Gnomish paladins may take *Aura of Friendship* instead of *Aura of Courage* – this gives them a +4 morale bonus to Diplomacy checks but only when using Diplomacy to change a target's attitude towards Helpful.

Halflings: There is a streak of heroism and self-sacrifice in the halfling soul that is rarely awakened, but when they find their courage, the half-high folk make excellent paladins. Halfling paladins are normally defenders of their clan, but others are surprisingly fervent

banes of the undead, of demons or of evil and injustice in general. Their mounts are riding dogs.

Halfling paladins may exchange their turn undead ability for the ability to count a Medium or larger creature as being Evil for the purpose of smite evil. They may use this ability once per day.

Half-orcs: Half-orc paladins are surprisingly common – with nowhere to go, many orc-blooded end up in monasteries or cloistered orders, where a creature's soul is more important than his heritage. They are unlikely to become heroic romantic heroes (although those who wear masks and cultivate an aura of mystery have won renown and the devotion of many), but they are strong weapons in the battle against evil. Warsprites are common mounts for half-orc paladins.

Half-orc paladins may take divine strength instead of divine grace, adding their Charisma bonus to all melee attacks and damage rolls.



Survival Tactics

The paladin is the perfect hero, the shining knight who brings hope to the world. His supernatural abilities are granted to him by a deity or higher power but unlike a cleric or druid, the paladin cannot allow himself to be defined by these abilities. What the paladin player must bring to the table is an attitude, a firm belief that no matter what, he will bring about the triumph of good.

There can be no other choice, no compromise, no defeat. This is the paladin's burden but it is also his greatest strength.

BASIC CHOICES

Ability Scores

To cut a long discussion short, paladins really need to be good at everything. Firstly, they need a high Strength because they are front-line fighters and a good Strength bonus allows them to do lots of damage with a greatsword or other big weapon. A high Dexterity is always useful, especially for a character who spends much of his time on horseback. He needs a high Constitution, again because he is on the front line of combat and so needs lots of hit points.

The paladin must be intelligent to get bonus skill points which he sorely needs if he is going to take advantage of his station. He *must* have a high Wisdom, as his spells rely on this ability score. Finally, and most importantly, the paladin absolutely has to have a high Charisma, as many of his skills and abilities (especially divine grace) rely on Charisma.

'What oath?' asked Sir Aelfric.

'Why, to kill me of course.'

'Not here, not on holy ground.'

'Certainly. And not yet.'

Abaddon turned his back on the paladin and strode towards the door of the chapel.

'Where are you going?' called Aelfric.

Sir Abaddon the Fallen raised his sword in a salute. 'There is an army out there ten thousand strong, of zombies, ogres, magi, bound demons, war-golems and worse things. I should know – I built it. And now I'm going to kill them all.'

'I don't understand,' said Aelfric desperately.

'Good,' replied the penitent.

So, assuming the Games Master is not being absurdly generous and letting all the characters have straight 18s, where to put the paladin's good ability scores? Constitution is the first one that can be sacrificed – the loss of hit points hurts but the paladin still has his d10 Hit Dice and innate healing abilities. Intelligence and Dexterity are the next to go – as long as the paladin is not hurting his skills by having an Intelligence or Dexterity penalty, he can cope with not having bonuses here either.

The last three ability scores need to be high enough to qualify for bonuses. Strength needs to be high if the paladin is going to be doing a lot of fighting, as it adds to both attacks and damage. Charisma is just too useful for the paladin – skimping on divine grace is counterproductive. So, Wisdom is the loser here – as long as the paladin picks up the occasional Wisdom-boosting item or increases his Wisdom every few levels, he can cast his handful of spells without penalty.

So, the starting array for a paladin might look something like:

Strength: 14

Dexterity: 10

Constitution: 10

Intelligence: 10

Wisdom: 13

Charisma: 15

He increases his Charisma at 4th level, his Wisdom at 8th level and future ability score increases depend on what ability-boosting items the character obtains during his career.

Skills

With a paltry two skill points per level, the paladin must be very careful where he allocates his skill points. Luckily, many of his skills are either very specialised or can be replicated using the paladin's abilities, so he does not need to put ranks into them.

If the paladin is going down the route of mounted combat, then Handle Animal and Ride need to have the lion's share of the character's skill points. Ride needs to be as high as possible but only a few ranks in Handle Animal are needed – once the paladin gets his Special Mount, he does not need to handle it (the mount has an Intelligence of at least six, meaning it can make its own tactical decisions).

Of the paladin's other skills, few are immediately useful. The paladin will rarely cast spells in the midst of battle, so he can do without Concentration. Craft and Profession are rarely used when adventuring. The paladin's two Knowledge skills are irritating in that nine times out of ten, the Games Master will never ever call for a Knowledge



(nobility & royalty) check, but when he does, it will be absolutely vital). Therefore, it is a good idea to drop one skill point into each of these, so the character counts as being trained and can take 10/20 on these skills. Really, though, Knowledge checks should be left in the care of bards and wizards (having a bard/herald as a cohort is a good idea for a paladin hoping to make his way in high society).

Heal is useful at low levels only – lay on hands, remove disease and the paladin's other healing spells negate the need for it, although again spending one skill point to become trained can pay off.

Diplomacy and Sense Motive are the other two very useful skills for the paladin. The former is especially important for paladins who will try to resolve encounters peacefully instead of through smiting, but Sense Motive is handy for all characters.

Feats

Again, with no bonus feats, the paladin will have to make very careful choices when it comes to selecting his feats. The first choice that needs to be made is whether or not the character will indulge in mounted combat or not. The mounted combat feat tree is rather deep, meaning that the paladin will have to invest a lot of feats in it, but it is quite powerful. If the paladin is not going to specialise in mounted combat, then he can basically mimic the fighter's feat progression at a slower pace.

Another option for the paladin is to become a diplomat and negotiator, putting his high Charisma and excellent reputation (not to mention *detect evil*) to work.

Equipment & Magic Items

The paladin needs a good solid magic weapon and a suit of armour. While the fighter has the feats to exploit the properties of the other armour types, the paladin is almost always best served by taking the heaviest armour he can afford. He should also carry a lance for that nice double-damage-when-charging ability. His primary weapon is normally a sword of some sort, either a longsword coupled with a shield or a greatsword.

The other key magical items for a paladin are ability score-boosting items like *cloaks of charisma* and *periparts of wisdom*. The paladin really needs high ability scores, so

anything that increases his abilities is useful. As a party of adventurers advances, the paladin can occasionally pick up the cast-off items of other party members – if the fighter finds *gauntlets of ogre power* +6, his old *gauntlets* +2 will still give the paladin a useful boost.

Beyond that, the paladin is fairly free in terms of what magic items he should acquire. He can use wands of *cure light wounds* and divine scrolls, so it is a good idea to equip the character with the party's backup healing magic. The paladin's mount can benefit from talismans of *natural armour* or *magic fang*, and is the obvious first choice for any magic horseshoes or barding.

THE ADVENTURING PALADIN

Evil lurks everywhere, from the darkest depths of the dungeon to the bright halls of the nobility. It wears different forms, different masks, but the stench of corruption is always the same. The paladin must be prepared to do battle in many arenas to complete his holy mission.

Wilderness

Paladins are not especially adept at wilderness adventuring. It does have fewer moral quandaries to deal with but it is also relatively empty of evil to destroy. The paladin's normal approach to the wilderness is just to ride through it as fast as possible on the way to his next quest.

While the paladin lacks the skills and abilities to conquer the wilderness, at least he is fairly safe there. Between his divine health and healing ability, the paladin does not need to worry about dying of disease or injury while wandering in the wilderness. He can even *create water* (but not food). He has no special ability to avoid getting lost, though, so any wilderness travel should be done in the company of a ranger or druid.

Dungeoneering

The dungeon is one place where the paladin excels. He is one of the tougher classes and has no bad saves as long as he has a good Charisma score. This means that the paladin can be the spearhead of the party, the first into battle and the primary target for the enemy's spells. Of course, the rogue should scout ahead first if possible but when time is

Level	Mounted Knight	Dungeoneer	Diplomat
1 st	Mounted Combat	Weapon Focus	Negotiator
3 rd	Ride-by Attack	Power Attack	Skill focus (diplomacy)
6 th	Spirited Charge	Mounted Combat	Mounted Combat
9 th	Leadership	Leadership	Leadership
12 th	Power Attack	Cleave	Alertness
15 th	Cleave	Improved Critical	Iron Will
18 th	Improved Critical	Great Cleave	Investigator

short and enemies are plentiful, it is the paladin's time to shine. Aura of courage aids the rest of the party, while lay on hands and remove disease can provide backup healing for the cleric.

Dungeons tend to be full of evil creatures, so scan with *detect evil* on a regular basis. Remember that it can penetrate doors and thin walls, so the paladin may be able to detect enemies before they see him. If time is available, alternate movement with scanning for evil – *detect evil*, move thirty feet forward, *detect* again, while the rest of the party uses their own searching and detection abilities.

Urban

The paladin does relatively well in urban surroundings. While his heavy armour does limit his manoeuvrability and prevents him from running along rooftops or navigating sewers with grace and speed, he does have his reputation as a paladin to trade on. The paladin is the hero of the people, and the city is full of people. Use Sense Motive and *detect evil* to find the good people of the city, then use Diplomacy to convince them to ally with you.

Travels & Quests

Epic quests are the paladin's stock in trade. The key to successfully completing a quest is to simultaneously accept the symbolic nature of the quest while keeping yourself grounded in the real world. Some hazards encountered on the journey will be masks for supernatural threats or tests of the paladin's morality; others will simply be the normal dangers encountered on the road. The paladin is certain of having his moral fortitude tested on a quest – as long as he keeps his code in his heart and remembers never to lose hope.

Investigation

Paladins make surprisingly good investigators and inquisitors. Obviously, *detect evil* comes to the fore here, as does the paladin's reputation. While *detect evil* is not an instant crime-solving spell, it does aid considerably, as any evil creatures near the paladin must have access to *nondetection* or *undetectable alignment* if they are to avoid immediate suspicion. Searching for signs of counterdivination magic can be an important part of the paladin's investigation.

When investigating a crime or attack, the paladin should always be the one who considers the plight of the victims. Do not let fervour to destroy evil blind the paladin to what he is fighting for.

Politics & Diplomacy

As many paladins are either born into the nobility or rise to high office, they have something of an advantage in this arena. Of all the classes, the paladin is the one with the greatest connection to the feudal system, and that connection

goes both ways. While a paladin owes service and fealty to a lord in such a system, the lord has a similar duty to reward the paladin's service. The character can garner political advantage by volunteering for quests and dangerous tasks.

War & Conquest

Paladins are natural leaders, even more so than fighters. They have a high Charisma, lots of spells like *bless* that aid their troops and the excellent aura of courage ability. The place for the paladin on the battlefield is astride his horse, leading the charge against an evil foe. When commanding troops, the paladin must remember that each individual soldier is likely to be much less capable than the paladin, so he should challenge large monsters and enemy leaders and let his troops deal with the enemy foot soldiers. When individual foes are far beyond the ability of any one soldier (humans fighting giants, for example), then the paladin should order his troops to use missile or even siege weapons while he blocks the enemy from reaching the vulnerable foot troops.

Planar Adventuring

The paladin has one potential advantage on the planes – friends in high places. The character is as close to the celestial mindset and ethos as it is possible for a mortal to be, so making contacts and alliances with the celestial realms is a solid tactic for the paladin abroad in the planes. While the paladin cannot just ride into heaven and demand that a chorus of Solars attend him, he can probably obtain shelter and support from his fellow appointed servants of good.

COMBAT

The paladin's combat tactics are rather limited. If it is evil, smite it. If it is not evil, then just hit it. Still, there is a surprising amount of complexity in this method.

Charges

The charge, with or without a lance, should be the paladin's first move in combat. Lacking the higher hit points of a barbarian, he needs to finish a fight as quickly as possible. Remember to count the +2 bonus from charging, making tougher monsters more vulnerable to the attack. The paladin should have a high armour class thanks to his heavy armour, so the Armour Class reduction due to charging is not too big a danger.

The target of a charge is obviously an important consideration. If possible, pick a target on the edge of the combat, so that other foes cannot get full attacks on you in the round after you charge. Avoid charging into the middle of a horde of monsters – suicidal charges into the jaws of death is the definition of 'lawful stupid paladin' behaviour. Yes, evil must be destroyed – but in a sensible and achievable fashion.



The mounted charge is one of the most devastating attacks available to a low-level paladin. The character can use a shield and a lance while mounted, so the character has a nice high Armour Class even during a charge. Being mounted gives the character a +1 height bonus against most foes, which stacks with the +2 charge bonus. Lances deal double damage when charging, so that initial charge can inflict severe devastation on an enemy. As the rider does not use his move action to move during the charge, he can replace the lance with another weapon (such as a sword) in the same round that he charges.

Full Attack

When making a full attack, look for where the character can step to before or afterwards. Moving away from creatures that have multiple attacks is a good strategy, as their full attacks are very damaging. The character should also look for opportunities to flank or avoid being flanked by enemies. If the character has the Cleave feat, step up to where he can kill weak creatures with his bonus attacks.

Smite

Use *detect evil* to confirm that a monster is evil before smiting it – a paladin has relatively few smite attempts and they should not be wasted. The large bonus to attacks makes smite an excellent approach when fighting a monster that is very difficult to hit. Therefore, hold off on smiting until it is needed – it should be used only against the more powerful enemies who pose a real threat to the paladin. At lower levels, smite does little extra damage but gives a big attack bonus, so it should only be used with the most damaging weapons. Once the paladin gains a few levels, then the damage bonus from his levels becomes significant, so he can afford to smite with a dagger or other small weapon.

While smite can only be used with a normal melee attack, it can still be augmented with *true strike*, *bless weapon* and so on.

Mounted Combat

Fighting from horseback is a trademark of the paladin. The basic rules are fairly simple as the horse and rider both move on the rider's initiative and the paladin can guide the mount with his knees with a simple Ride check (DC 5), so essentially the character moves as normal, but with a greater speed and fighting space. He also gets a +1 bonus to attacks against smaller creatures. All this comes at a price – the

paladin is sitting on half a ton of horseflesh that can be brought down fairly easily.

The Mounted Combat feat lets you replace your mount's Armour Class with the result of a Ride check. It is always worth trying this, as the feat is only activated if your Ride result is higher than the original Armour Class. Depending on the paladin's Ride ranks and Dexterity modifier, it can be worth investing in a magical item that increases his Ride skill – such a device would be cheaper than magical barding or *amulets of natural armour*.

Mounted Combat does not let the rider substitute his own saving throws for those of his mount, so a simple *hold animal* or *fear* spell can remove a normal horse and its rider from the fight. Fortunately, paladins can share their saving throws with their mount but as the mount does not have divine grace or ability score-boosting items, the mount's saving throws will likely be lower than those of the paladin even after sharing. Be prepared to dismiss your mount back to the outer planes should it be rendered useless by a spell.



As an aside, remember to share any spells through the link to further boost the mount's saving throws.

Of the various mounted combat feats, Mounted Archery is the least useful for most paladins. Unless your character specialises in ranged attacks and expects to be fighting a running battle (rather unusual in most games), the feat can be safely ignored. Ride-by Attack and Spirited Charge are both excellent feats. Ride-by Attack is more limited than the Dodge/Mobility/Spring Attack chain, as the rider *must* charge to use Ride-by Attack, meaning that he cannot move in, attack, then circle round to a more advantageous position – he must keep going in a straight line. Spirited Charge doubles (or triples) the damage from charging.

Ideally, the paladin whips out his lance, charges in, hits the opponent for triple damage, then moves out of the opponent's charge range. Next round, he spins about and does it again. Of course, few mounts have the natural speed to move that far – but that is why *haste* and *longstrider* spells exist.

Spells in Combat

Few of the paladin's spells are immediately useful in combat. One potentially useful tactic, though, is to have a wizard or other spellcaster mounted behind the paladin on the same horse. While this does put the spellcaster in the middle of combat (opening them up to attacks of opportunity) and does restrict the paladin's range of movement slightly (–1 to all attacks), it does let the caster move with the paladin. As long as the other spellcaster is not too heavily armoured, the paladin's mighty steed should be able to bear both characters.

Drawing Fire

Every unsuccessful spell or attack made by the enemy is a reduction in their ability to damage the party. As the paladin has a good Armour Class, good saving throws, immunity to some attacks and innate healing abilities, he is likely to survive whatever is thrown at him – certainly, it is better for a paladin to be the target of a *flesh to stone* spell than it is for a wizard. The trick is getting the enemy spellcasters to throw their spells at the paladin instead of the more vulnerable members of the party.

The easiest way to draw fire is to be the only target – if the majority of the party are hiding or cloaked in *invisibility*, then the paladin can charge heroically forward, getting blasted while the others attack from concealment. Even humble spells like *light* can be useful, to make the paladin a shining beacon or lure.

The other option is to threaten the enemy spellcasters. In most combats, there is a skirmishing line of fighters and warriors between the enemy and the spellcasters. Smash through this line using Mounted Overrun and attack the spellcasters directly.

ROLEPLAYING

The paladin is one of the most difficult characters to roleplay well. It is very easy to slip into the stereotypical paladin, a rather po-faced champion of good who is either a killing machine obsessed with purity, or a perfect knight, a veritable plastic boy scout. Either version of the stereotype is dull and one-dimensional. The ideals of the paladin are something that should be layered onto a character, they should not be his only defining characteristic. An important question to answer, for example, is 'why did the character choose to become a paladin?' Was he called to the role? Did he train for this from an early age, or did he suddenly find greatness thrust upon him? Is his faith a thing born of study and devotion or is it an instinctive love for all things? Is the character a leader on the side of good or is he defined by his opposition of evil?

While there is no need to come up with a detailed backstory complete with hobbies and childhood pets for the paladin, do try to give the character some context outside of the paladin's code. Take, for example, a paladin who is utterly devoted to the church. He sleeps in a monk's cell, rises with the dawn to work and pray, practices assiduously with his sword for six hours each day, and only leaves the confines of the monastery when his skills are needed in the war against evil. What drove this knight to the monastery? A lost love, familial duty, an apocalyptic dream of a fate that only he could avert, a passionate faith or some other reason? It is the clash between the paladin's code and the character's personal desires and needs that provide the dilemmas which make the paladin interesting to roleplay.

Roleplaying Virtues

One of the traditional problems is playing a character who is smarter than the player – how can the wizard's player portray a character who is a superhuman genius even before the wizard puts on his *headband of intellect +6*? The paladin is a different but related problem – how do you play a character who is *better* than you are? The paladin is supposed to be a moral exemplar, aspiring to be as close to perfect as it is possible to be. Few people in real life can make such a claim.

Fortunately, it is somewhat easier to be self-sacrificing and heroic in a roleplaying game than it is in real life. If the paladin does make the ultimate sacrifice, the player can roll up another character the next session. Heroic death is a good ending for a character. In a weird way, this mirrors the paladin's own faith – he believes or at least puts his hope in good, just as the player knows that the end of a character need not be the end of the game. Immerse yourself in the character as much as possible, but remember that all is transitory and the character must be ready to pass on should the need arise.

Bravery: Bravery is not stupidity. A 5th level character who charges a Great Wyrms dragon is not being brave, he is being pointlessly suicidal. The character's sacrifice must count for



something – if the character's charge distracts the dragon from eating a maiden, then the act was a brave one.

While it is rather unpoetic to reduce bravery to numbers, challenge ratings can be a guide to the player. Anything that has a CR that is five or more points higher than your character level is probably not there to be fought directly (unless the Games Master is trying to kill you; see below for more discussion of the Games Master vs. the paladin). Anything with a CR roughly equal to the party level is a fair fight. Between those two, there is a grey zone where victory is far from certain, or even far from likely. A string of good dice rolls, coupled with flawless tactics from the players might pull off a win – if they are brave enough to try.

Bravery – in a roleplaying game, anyway – is muttering 'damn the odds' and trusting that the Games Master will not wipe out the whole party offhandedly.

Humility: This virtue fits very well with some conceptions of the character – a religious paladin, for example, should be humble and self-effacing, as his power is a gift from the gods. He is essentially a tool of the divine, a divine weapon to be wielded by the will of god. An aristocratic paladin, on the other hand, might appear much more arrogant and proud, secure in his high station above the common folk. Both, however, are subservient to a higher authority – the gods in one case, and the king in the other. Even a wandering paladin without ties to church or state is a servant to his code.

The paladin's humility comes from being an agent of a greater power. In terms of roleplaying, remember that the character's deeds are done not for himself but for whatever cause he serves. Glory is won for the paladin's patron, not the character himself.

Charity: The steep gold curve of roleplaying games makes charity rather odd – a character who struggled to scrape together enough gold to buy a sword at level one has enough cash to outfit an army a few levels later. Charity is more than throwing a few coins to the peasants as the character rides by – it is making real changes in the campaign world. Do not be content just to complete whatever adventures the Games Master throws at the character – use the character's resources and powers to help the people and cure the ills of the world. A character who founds a new order of paladins accomplishes far more in the long run than any dragon slayer.

Mercy & Forgiveness: One aspect of mercy is simple tolerance – nothing is more annoying than the paladin who does not play well with others. While the *character* should not turn a blind eye to crimes and misdemeanours committed by the other player characters, the player usually should. For example, do not arrest the party thief for petty theft or report the wizard for dabbling in the diabolic arts unless you, the Games Master or the other players have a solid idea on how to keep the characters working together. A little friction and moralising in-game is fun and the paladin lecturing the party

thief on morals is a well-established tradition, but do not let it interfere with the fun of the other players.

Mercy and forgiveness towards non-player characters and creatures is a little more clear-cut. The paladin is a holy warrior and often the two sides of his code clash on this topic. Faith in goodness demands that the character believe in the capacity of others to reform and redeem themselves; his military training and lawful discipline states that the character should deal with enemies harshly and finally – a dead enemy is one that cannot threaten anyone again (without necromancy). The character should be willing to offer mercy to foes but forgiveness must be won. Vigilance is the paladin's watchword.

The Games Master and the Paladin

When it comes to the paladin, Games Masters tend to fall into three types:

1. Games Masters without strong feelings on paladins
2. Games Masters who hate paladins
3. Games Masters who love paladins

Most Games Masters fall into the first category and do not place any special emphasis on the paladin's status in the game. The character will face moral challenges and dilemmas, but so will the other characters. The code will be a restriction on the paladin's behaviour but will not be overly restrictive or damaging.

The second category is rare, but encountered often enough to make it worth mentioning. This sort of Games Master finds the moral purity of paladins to be unrealistic or silly and so regularly makes a point of showing that the paladin's code is utterly unworkable in the 'real' world. The paladin can expect to be regularly forced into untenable positions by his beliefs, to have his faith battered and shaken or even proved utterly false. The best approach for the poor beleaguered player in this case is to keep going as best he can – the attempt to retain moral purity is the true quest of the paladin, as perfection is unattainable in such a world.

The third category is the really dangerous one. Any Games Master who likes epic tragedies and heroism will recognise the paladin as the most obviously heroic of the classes – while all the other classes are essentially amoral, the paladin is consciously and deliberately designed to be a 'good guy'. This Games Master puts the paladin front and centre and deliberately constructs adventures that will test the paladin's morals. It is in this third style of campaign that the paladin must really learn to be a hero, as failure will invariably spin the campaign off down a much darker and more dangerous road.

Designing and Surviving Moral Challenges

Every paladin should face a moral challenge of some sort during his career, such as during a quest or at the height of a campaign arc. Such challenges should primarily be determined by roleplaying, although the occasional Wisdom check or Will save would not go amiss. One option is to require that the character win at least two out of three Will saves in a series and the Games Master gives bonuses to the Will save based on the player's roleplaying and attitude (from +1 to +5). Any tenets of the character's code also come into play here, giving a bonus (or penalty) to the Will save equal to twice the level of the appropriate tenet. The DC for the Will save varies depending on the strength of the temptation.

Temptation comes in three forms. The first, and easiest for the paladin to overcome is temptation by desire. The tempter plays on some lust or thirst of the paladin's, offering him wealth or sex or some other vice. This sort of temptation can only be a threat if the player lets it be – unless the paladin has

been established as having a weakness for whatever vice is being offered, it can probably be assumed that the character will overcome the temptation. The Will save DC for such temptation will probably be no more than DC 15 at most and then only in rare situations.

The second form of temptation stems from the desire to do good. In this temptation, both the choices placed before the character are good on some level. The character might be tempted with the gift of demonic powers so he can battle a fiend (a rival of the demon offering the powers). The choice is between violating the paladin's code (do not associate with evil) and doing good (slaying fiends). There is no easy 'right' answer here, as it is a conflict between the lawful and good aspects of the paladin.

When using this second form of temptation, the Games Master should ensure that neither choice is obviously right. The example above would only work if the fiend had to be slain immediately and there was no other obvious method with which to do it. Make the temptation seem like a virtue – have the 'wrong' choice tied to one of the traditional virtues, such as bravery or faith. The DC for such checks should be fairly high, with the player's roleplaying being the major deciding factor.

The third form of temptation is to put the paladin in a position of self-sacrifice – he can give up something of himself in order to do good or save a friend. Sacrificing the character's *life* is much too easy, as no true hero would hesitate to make such a sacrifice. It is much more effective to put the character's future, morality or allies on the line – for example, the paladin must choose between a lifetime of serving evil or having devastation rained down on his homeland.

For the player, the question of morality should never be an easy one. The paladin's code, his faith, even direct communion with a deity cannot resolve the basic question of right and wrong. There is no ultimate arbiter of morality save the character's own conscience. In some cases, the character may be forced to break his code and lose his paladinhood (which is, when it comes down to it, a gift from an entity that may not be truly morally superior) in order to do what he considers good.

Being a paladin is all about hard choices.



From the writings of Sir Aelfric, Hero of Seven Fields, Saviour of Salisford and Knight Errant –

The Fallen rode out under the noontday sun and charged into the maw of his own army. I could sense them quail before him. Brutish ogres furrowed their brows in confusion at the sight of their own master turning on them, even as he cut them down. The rotting hordes of undead were like chaff before the hurricane; their foulness was unable to stand against the Fallen's own dark soul. The necromancers turned their spells on him, but their magics – infinitely potent against one who's soul is pure and good – found no purchase in the Fallen's shadowed spirit. One by one, the blade called Malice slashed black robes and foul flesh.

Abaddon's dragon standard stood on a mound of ash before the castle gates. A single blow from Malice brought the banner tumbling down. Seeing the sudden and utter annihilation of their elite units and the loss of their banner shattered the morale of the rag-tag army of goblins and hateful men that had followed Abaddon out of Mournful Vale.

I stood on the battlements and I watched seven thousand flee from one man.

The army included far worse things than goblins, though, but Abaddon had recruited them all, and he knew their every weakness. The war-golems stood in a mute line, waiting for the command to strike – but Abaddon had slain all their commanders nearby. The demons raged within their binding plates, impotently flailing against the runic barriers. The wraiths and spectres whispered words of hate, but the bright sun kept them trapped in shadowed cracks and under rocks.

I watched as Eyebiter circled back down, cawing in fury at the treachery of its master. The bird's black shadow passed over Abaddon three times – then a much greater shadow fell upon the Fallen. One of the fiendish dragons that had sacked Uthrel was come, bearing the vengeance of the lords of hell.

The duel of Abaddon and the dragon was a long one. Never have I seen a sword wielded so skilfully, nor has mortal flesh endured such terrible wounds. In the end, though, it was not dragonsfire nor claw that defeated Sir Abaddon. His nightmare Mantid bucked and threw the armoured knight to the ground. Before he could spring to his feet, the dragon's claw came down upon him like a spear. Eyebiter landed upon Abaddon's helm and muttered 'I warned you, but did you listen?'

For the third and final time, I charged into the battle. I took the dragon by surprise, leapt upon its back and drove my blade under its spine-plate, into the thick knot of veins and muscles between the wings. It screamed and I sensed its fiendish spirit leave the wreck of its body. Eyebiter snatched one of Abaddon's eyes and flapped off in terror. We were left alone on the battlefield.

'You fought bravely, Fallen,' I said.

'You did not warn the dragon of your approach. There may be hope for you yet, Aelfric.' His voice was agonised and sepulchral; his life was draining out of him from a hundred wounds.

'You have won the honour of the last rites. I swear I shall perform them, in the hope that your soul might one day be cleansed of taint.'

'That was not why I spared you. You must destroy me.'

I watched him struggle to his feet. His blood soaked into the ash. 'We are... symbols, you and I. All paladins are; archetypes and champions. Banners... for others to flock too.' He gestured vaguely at the scattered army behind him. 'I fell – and gathered them in the pit. It was not my will that held them, though. It was... a black dream.'

His one eye stared at me unwaveringly. 'There are more necromancers. Abaddon Undead could reunite this army and raise the Free Cities. I must be destroyed. The dream must die here.'

Abaddon the Fallen was purged with one swing of my sword arm...

It is a strange thing that the code might lead an honourable man into the depths of evil or that a man might win redemption by destroying his own legend. Such things are not spoken of in the heroic sagas and the lays of the bards.

It is said that ignorance is the beginning of wisdom.

DESIGNER'S NOTES

Firstly, I want to thank Alejandro Melchor for his *Quintessential Paladin*, which provided a rock-solid foundation for the design of this book (not to mention the *Quintessential Fighter II* that forms the template for this series).

Secondly, I want to curse the name of Alejandro Melchor for *Quintessential Paladin*, as it was so comprehensive that finding new ideas to put into this book was very tricky.

The paladin is a rather narrow concept anyway. My solution was to go back to the sources, to ransack Mallory and especially Poul Anderson's *Three Hearts and Three Lions* for ideas (the latter book was the inspiration for the paladin class in the first place, and should be read by any aspiring player). Rather than try to push the paladin off in strange directions, I tried to reinforce the basic conception of the class as the perfect knight.

The one section I always wanted to write was the breakdown of the paladin's code. You can't throw a virtual stone on an internet message board without hitting some beleaguered player or Games Master discussing the finer points of what 'associating with evil' or 'respect legitimate authority' actually means. For something that comes up so often in play, the paladin's code of conduct needs more detail than a paragraph tucked in to the bottom of the class description. While the material in this book cannot be the definitive word on the subject (it would be sheer hubris to claim otherwise), it does give Games Masters and players a little more common ground for discussion.

It also makes the class a little more flexible.

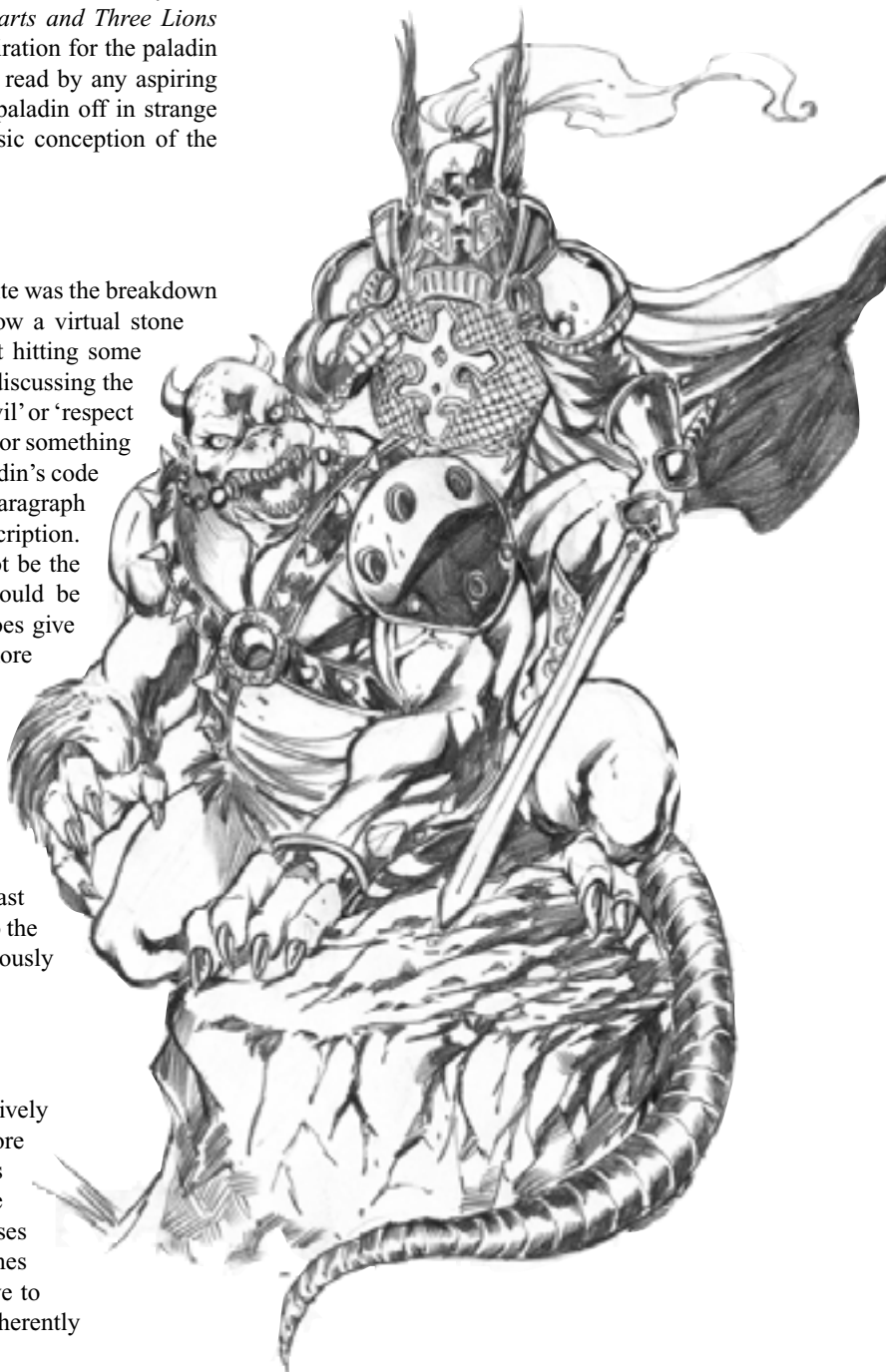
I apologise for the intrusion of at least two dodgy TV shows from the 80s into the magic item list. At least I didn't consciously hide song lyrics in this book.

The rest of the book is relatively conventional – reinforcement and more options instead of new abilities was the goal. I'd have loved to ramble on more about designing moral crises and dilemmas but this isn't a Games Master's-only book, so the gloves have to stay on. Ah well. As I've said more coherently

elsewhere, the paladin is one of the few classes with built-in roleplaying challenges (bizarrely, the paladin is much more 'religious' than the basic cleric) which makes it a wonderful 'complexity multiplier' for the story-oriented Games Master. Add a paladin's restrictions to a relatively simple story and the campaign can suddenly become much deeper and more layered.

And shiny holy warriors of righteous doom are cool, too.

Gar



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The Advanced Quintessential Paladin



CHARACTER _____
 CLASS _____
 CHARACTER CONCEPT _____
 RACE _____
 PATRON DEITY / RELIGION _____

PLAYER _____
 LEVEL _____
 CAREER PATH _____
 ALIGNMENT _____
 FIGHTING STYLE _____

ABILITY SCORES

HIT POINTS

ARMOUR

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

[]	
SUB DMG	[]
HIT DIE	[]
DAMAGE REDUCTION	[]

ARMOUR



= 10 +

CLASS

ARMOUR WORN

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
[]	[]	[]	[]	[]	[]	[]

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)	[]	[]	[]	[]	[]	[]	[]
REFLEX (DEX)	[]	[]	[]	[]	[]	[]	[]
WILL (WIS)	[]	[]	[]	[]	[]	[]	[]

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)	[]	[]	[]	[]	[]	[]	[]
MELEE (STR)	[]	[]	[]	[]	[]	[]	[]
RANGED (DEX)	[]	[]	[]	[]	[]	[]	[]

AC WHEN FLAT FOOTED
 AC VERSUS TOUCH ATTACKS
 MISS CHANCE
 MAX DEX BONUS
 ARMOUR CHECK PENALTY
 ARCANE SPELL FAILURE
 SPELL RESISTANCE

WEAPON AND ARMOUR PROFICIENCIES

[]	[]	[]	[]	[]	[]	[]	[]
-----	-----	-----	-----	-----	-----	-----	-----

[]	[]	[]	[]	[]	[]	[]	[]
-----	-----	-----	-----	-----	-----	-----	-----

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
[]	[]	[]	[]	[]	[]	[]	[]	[]
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
[]	[]	[]	[]	[]	[]	[]	[]	[]
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
[]	[]	[]	[]	[]	[]	[]	[]	[]
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
[]	[]	[]	[]	[]	[]	[]	[]	[]
NOTES								

MAX RANKS = LVL +3 (2) CROSS CLASS ABILITY KEY MODIFIERS TOTAL ABILITY RANKS MISC

APPRAISE ✓	Y / N	INT	[]	[]	[]	[]
BALANCE ✓★	Y / N	DEX	[]	[]	[]	[]
BLUFF ✓	Y / N	CHA	[]	[]	[]	[]
CLIMB ✓★	Y / N	STR	[]	[]	[]	[]
CONCENTRATION ✓	Y / N	CON	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
DECIPHER SCRIPT	Y / N	INT	[]	[]	[]	[]
DIPLOMACY ✓	Y / N	CHA	[]	[]	[]	[]
DISABLE DEVICE	Y / N	INT	[]	[]	[]	[]
DISGUISE ✓ Y / N	CHA	[]	[]	[]	[]	[]
ESCAPE ARTIST ✓★	Y / N	DEX	[]	[]	[]	[]
FORGERY ✓ Y / N	INT	[]	[]	[]	[]	[]
GATHER INFORMATION ✓	Y / N	CHA	[]	[]	[]	[]
HANDLE ANIMAL	Y / N	CHA	[]	[]	[]	[]
HEAL ✓	Y / N	WIS	[]	[]	[]	[]
HIDE ✓★	Y / N	DEX	[]	[]	[]	[]
INTIMIDATE ✓	Y / N	CHA	[]	[]	[]	[]
JUMP ✓★	Y / N	STR	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
LISTEN ✓	Y / N	WIS	[]	[]	[]	[]
MOVE SILENTLY ✓★	Y / N	DEX	[]	[]	[]	[]
OPEN LOCK Y / N	DEX	[]	[]	[]	[]	[]
PERFORM ✓ ()	Y / N	CHA	[]	[]	[]	[]
PERFORM ✓ ()	Y / N	CHA	[]	[]	[]	[]
PROFESSION ()	Y / N	WIS	[]	[]	[]	[]
PROFESSION ()	Y / N	WIS	[]	[]	[]	[]
PROFESSION ()	Y / N	WIS	[]	[]	[]	[]
RIDE ✓	Y / N	DEX	[]	[]	[]	[]
SEARCH ✓	Y / N	INT	[]	[]	[]	[]
SENSE MOTIVE ✓	Y / N	WIS	[]	[]	[]	[]
SLEIGHT OF HAND ★	Y / N	DEX	[]	[]	[]	[]
SPEAK LANGUAGE	Y / N	NONE	[]	[]	[]	[]
SPELLCRAFT	Y / N	INT	[]	[]	[]	[]
SPOT ✓	Y / N	WIS	[]	[]	[]	[]
SURVIVAL ✓ Y / N	WIS	[]	[]	[]	[]	[]
SWIM ✓★	Y / N	STR	[]	[]	[]	[]
TUMBLE ★	Y / N	DEX	[]	[]	[]	[]
USE MAGIC DEVICE	Y / N	CHA	[]	[]	[]	[]
USE ROPE ✓ Y / N	DEX	[]	[]	[]	[]	[]

✓ CAN BE USED WITH 0 RANKS, ★ ARMOUR CHECK PENALTY APPLIES, ★★ DOUBLE NORMAL ARMOUR CHECK PENALTIES APPLY.

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD			TOTAL WEIGHT CARRIED		

FEATS

NAME	EFFECT

CLASS/RACIAL ABILITIES

ABILITY	EFFECT

MOVEMENT / LIFTING

Movement	Rate	Movement	Rate
Walk (= Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x 3)		Day Walk	
Run (x4)		Special	
<small>Load</small>	<small>Weight Carried</small>	<small>Max Dex</small>	<small>Chk Pen</small>
Light		-	-
Medium		+3	-3
Heavy		+1	-6

MONEY & GEMS

CP -	
SP -	
GP -	
PP -	
GEMS -	

<input style="width: 80%; height: 40px;" type="text"/>	<input style="width: 80%; height: 40px;" type="text"/>	<input style="width: 80%; height: 40px;" type="text"/>
LIFT OVER HEAD = MAX LOAD	LIFT OFF GROUND = 2 X MAX LOAD	PUSH OR DRAG = 5 X MAX LOAD

HEAL RATE PER DAY

EXPERIENCE

TOTAL EXPERIENCE
XPS NEEDED FOR NEXT LEVEL

LANGUAGES

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SPELLS PREPARED

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	st SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1 st	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2 nd	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3 rd	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8 th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9 th	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SAVE DC MOD

MAGIC ITEMS AND RELICS

**CHARACTER CONCEPT
BONUSES & PENALTIES**

**CAREER PATH
BONUSES & PENALTIES**

CONTACTS

QUIRKS

HENCHMEN / COHORTS / MOUNT

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														
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

PERSONALITY AND CHARACTER

ENEMIES, CONTACTS AND PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

OATHS
 PENANCES
 QUESTS

CHARACTER RANK
 LEADERSHIP SCORE

ORGANISATION	
MOTTO	

TENET	0	1	2	3
<i>Honour and Justice</i>				
Personal Reputation				
Lies and Truth				
Law and Justice				
Torture and Mistreatment				
Oaths				
<i>The Field of Battle</i>				
Murder and Combat				
Treachery and Tactics				
Duels and Challenges				
Valour and Foolhardiness				
Prisoners				
Dealing with Evil				
<i>Noblesse Oblige</i>				
Aid and Succour				
Charity and Healing				
Protection and Defence				
<i>Religion and the Church</i>				
Religious Observation				
Religious Tithes				
Duty to the Church				
Sexual Purity				
<i>Chivalry and Feudalism</i>				
Duty to the King				
Feudal Dues				
<i>Associates and Companions</i>				
Companions				
Fellowship				

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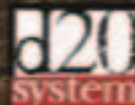
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THE QUINTESSENTIAL PALADIN II Advanced Tactics

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