# Dwarven Paladin

A new variant class for ***Adventurer Conqueror King*** and ***Labyrinth Lord***

**By Matthew Skail**

Cover Art by Adam Skipper

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**Dwarven Paladin**

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|---|---|
| Prime Requisite: | STR and WIS |
| Requirements: | CON 9 |
| Hit Dice: | 1d6 |
| Maximum Level: | 12 |

Dwarven Paladins are holy warriors tasked by the gods to fight in the name of the faith. Serving the gods of Law, these chosen few lead the armies of the faithful against enemies both mundane and profane. They are children of war and belief, clinging tightly to the precepts of their Church, ever willing to go where the other faithful cannot. They serve alongside the Craftpriests, guiding the Vaultguards in holy chants as they march to war against the numerous dangers beneath the mountains.

Some dwarven paladins fall to the foes they fight. Their faith shrivels and their focus falters and they listen to the whispers of their enemy. These dwarves change allegiance and serve Chaos, turning on their family, society, and gods. Few dwarves are more feared and hated than these black paladins.

As holy warriors, dwarven paladins are highly trained combatants. At first level, Paladins hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every three levels of experience. Paladins increase their base damage roll from melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level.

They may wear any armor, and may fight with a broad array of weapons, including the battle axe, crossbow, flail, hand axe, mace, morning star, spear, short sword, sword, and war hammer. All Paladins may fight wielding a weapon and shield, wielding a weapon two-handed, or wielding a weapon in each hand, as desired. They may use any magic item usable by fighters.

All dwarven paladins must be Lawful or Chaotic in alignment. A dwarven paladin who changes to Neutral loses his class powers.

If he later reverts to Lawful or Chaotic alignment and atones for any misdeeds (possibly through a quest or atonement spell) he can regain his lost powers.

As Dwarven Paladins are raised in their faith almost from birth, they begin with the Theology proficiency. As their dedication to the arts of their kind, they gain a +1 to any proficiency they take, representing their dedication to perfection.

Dwarven Paladins save as Dwarven Vaultguards of equal level.

At level 2 (Warder) a paladin can **detect evil** or **detect good** (as the spell) up to 60' away simply by concentrating. Each use takes a turn. (For purposes of the paladin's aura and detection abilities, "evil" creatures include all undead, all summoned creatures, and any Chaotic or Lawful creatures intending harm the paladin. Sinkholes of evil (or good) and magic items

In exchange for their devotion to their faith, at level 4 (Protector) paladins receive many powers to aid them in their crusades against their enemies. Foremost among these is their **aura of protection**, which gives them a +1 bonus to AC and a +1 bonus on saving throws against attacks made or effects created by evil creatures. The paladin's aura of protection appears as a golden halo or red nimbus when viewed with **detect good (or evil)**, **detect magic**, or **true seeing**.

Beginning at sixth level (Dwarven Sentinel), the dwarven paladin can turn or control undead as a cleric of five levels lower.

Beginning at seventh level (Dwarven Justicar), dwarven paladins gain the ability to cast divine

spells from the paladin list. They learn and cast spells as a divine caster five levels lower.

At level 8 (Dwarven Paladin) dwarven paladins gain **sanctified bodies** that are completely immune to the ravages of disease, including magical diseases. This enables them to go on long crusades without succumbing to the diseases that kill many soldiers, as well as to face dread foes such as mummies or werewolves without fear of corruption.

At level 9 (Dwarven Paladin Lord) dwarven paladins gain the ability to **lay on hands**. This allows them to, once a day, touch a target and heal 2 hit points times the level of the paladin.

When a paladin reaches 10th level (Paladin Lord 10th level), they may begin to research spells, scribe scrolls, and brew potions.

Dwarves gain a +1 bonus to surprise rolls when underground due to **sensitivity to the rock and stone** around them. Because of their experience underground, dwarves may **detect traps**, false walls, hidden construction, or sloped passages with a proficiency throw of 14+ on 1d20. Dwarves must be actively searching for these abilities to function.

In addition to these abilities, dwarves are particularly **hardy people**. The target values for all their saving throws versus Blast/Breath are reduced by 3, while the target values for all their other saving throws are reduced by 4. These adjustments are already factored into the saving throws on the Dwarven Paladin Attack and Saving Throws table below. Dwarf characters will speak the Common and Dwarvish tongue and, because of their frequent interaction underground with these monsters, dwarves can also speak Goblin, Gnome, and Kobold.

When a dwarven paladin reaches 9th level (Dwarven Paladin Lord), his grim faith and implacable nature can attract dwarves from far and wide. To do so, he must construct his own underground **vault**. Dwarves usually live in clans, so dwarves of the character's clan will be the first to live under his roof, but dwarves from other clans will also come and live nearby to be ruled by the character. A total of 3d6x10 1st level NPCs of the same race will move in to help maintain and defend the vault at no cost to the character. A dwarven ruler is expected to employ only soldiers of dwarven descent, but may hire members of other races for other tasks. A fury's vault follows all the rules for dwarven vaults detailed in the **Dwarven Vaults** section of Chapter 7 of *ACKS.*

**Dwarven Paladin Proficiency List:** Alertness, Blind Fighting, Combat Reflexes, Combat Trickery (force back, incapacitate, overrun, sunder), Command, Diplomacy, Divine Blessing, Dungeon Bashing, Endurance, Engineering, Fighting Style, Goblin-Slaying, Healing, Knowledge (history), Illusion Resistance, Laying on Hands, Leadership, Manual of Arms, Military Strategy, Martial Training, Mystic Aura, Profession (judge), Riding, Running, Theology, Vermin-Slaying, Weapon Focus

**Dwarven Paladin Level Progression**

| Experience | Title | Level | Hit Dice | Melee Damage Bonus | Special | Spell Progression 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|---|---|---|---|---|
| 0 | Dwarven Bulwark | 1 | 1d6 | +1 | Theology | | | | | |
| 2450 | Dwarven Warder | 2 | 2d6 | +1 | Detect Chaos or Law | | | | | |
| 4900 | Dwarven Defender | 3 | 3d6 | +2 | | | | | | |
| 9800 | Dwarven Protector | 4 | 4d6 | +2 | Aura of Sanctity | | | | | |
| 19600 | Dwarven Guardian | 5 | 5d6 | +2 | Holy Fervor | | | | | |
| 39200 | Dwarven Sentinel | 6 | 6d6 | +3 | Turn Undead | | | | | |
| 80000 | Dwarven Justiciar | 7 | 7d6 | +3 | Cast Spells | 1 | | | | |
| 160000 | Dwarven Paladin | 8 | 8d6 | +3 | Sanctified Body | 2 | | | | |
| 290000 | Dwarven Paladin Lord | 9 | 9d6 | +4 | Lay on Hands, Stronghold | 2 | 1 | | | |
| 420000 | Dwarven Paladin Lord, 10thlevel | 10 | 9d6+3 * | +4 | Magic Research (minor) | 2 | 2 | | | |
| 550000 | Dwarven Paladin Lord, 11thlevel | 11 | 9d6+6 * | +4 | | 2 | 2 | 1 | 1 | |
| 680000 | Lord of the Faith | 12 | 9d6+9 * | +5 | | 2 | 2 | 2 | 1 | 1 |

*Hit point modifiers from constitution are ignored

**Dwarven Paladin Attack and Saving Throws**

| Level | Petrification & Paralysis | Poison & Death | Blast & Breath | Staffs & Wands | Spells | Attack Throw |
|---|---|---|---|---|---|---|
| 1 | 11+ | 10+ | 13+ | 12+ | 13+ | 10+ |
| 2-3 | 10+ | 9+ | 12+ | 11+ | 12+ | 9+ |
| 4 | 9+ | 8+ | 11+ | 10+ | 11+ | 8+ |
| 5-6 | 8+ | 7+ | 10+ | 9+ | 10+ | 7+ |
| 7 | 7+ | 6+ | 9+ | 8+ | 9+ | 6+ |
| 8-9 | 6+ | 5+ | 8+ | 7+ | 8+ | 5+ |
| 10 | 5+ | 4+ | 7+ | 6+ | 7+ | 4+ |
| 11-12 | 4+ | 3+ | 6+ | 5+ | 6+ | 3+ |

**Dwarven Paladin Spells**

**First Level Divine Spells**

1 Command Word
2 Cure Light Wounds*
3 Detect Evil*
4 Protection from Evil*
5 Sanctuary

**Second Level Divine Spells**

1 Bless*
2 Hold Person
3 Resist Fire
4 Shimmer
5 Spirtual Weapon

**Third Level Divine Spells**

1 Continual Light*
2 Cure Blindness*
3 Cure Disease*
4 Remove Curse*
5 Striking

**Fourth Level Divine Spells**

1 Cure Serious Wounds*
2 Death Ward
3 Dispel Magic
4 Smite Undead
5 Vigor

**Fifth Level Divine Spells**

1 Command Person
2 Commune
3 Dispel Evil*
4 Strength of Mind
5 Sword of Fire

**Labyrinth Lord Conversion**

This version as a variant of the Dwarf class is easy to implement in Labyrinth Lord, though it violates one of the sacred cows by allowing another race to be a paladin.

Unlike the standard paladin of the ***Advanced Edition Companion***, this paladin is slightly weaker (1d6 HD) and proficient in less weapons, but possesses greater magical spell ability.

They may wear any armor and use shields, and may fight with a broad array of weapons, including the battle axe, crossbow, flail, mace, morning star, pole arm, spear, sword, throwing axe, and war hammer.

Dwarven Paladins attack as Fighters and save as dwarves.

All dwarven paladins must be Lawful or Chaotic in alignment. A dwarven paladin who changes to Neutral or their opposite starting alignment, loses their class powers.

If they later revert to Lawful or Chaotic alignment and atones for any misdeeds (possibly through a quest or atonement spell) they can regain their lost powers.

At level 2 (Dwarven Warder) a dwarven paladin can **detect evil** or **detect good** (as the spell) up to 60' away simply by concentrating.

At level 4 (Dwarven Protector) they gain their **aura of protection**, which gives them a +1 bonus to AC and a +1 bonus on saving throws against attacks made or effects created by evil creatures. The paladin's aura of protection appears as a golden halo or red nimbus when viewed with **detect good (or evil)**, **detect magic**, or **true seeing**.

Beginning at sixth level (Sentinel), the dwarven paladin can turn or control undead as a cleric of five levels lower.

Beginning at seventh level (Dwarven Justicar), dwarven paladins gain the ability to cast divine spells from the paladin list. The GM may instead use the standard cleric list if they wish. They learn and cast spells as a divine caster five levels lower. They may use the spell list above or, at the GM's discretion, use the standard cleric list.

At level 8 (Dwarven Paladin) dwarven paladins gain **sanctified bodies** that are completely immune to the ravages of disease, including magical diseases. This enables them to go on long crusades without succumbing to the diseases that kill many soldiers, as well as to face dread foes such as mummies or werewolves without fear of corruption.

At level 9 (Dwarven Paladin Lord) dwarven paladins gain the ability to **lay on hands**. This allows them to, once a day, touch a target and heal 2 hit points times the level of the paladin.

When a dwarven paladin reaches 9th level (Dwarven Paladin Lord), his grim faith and implacable nature can attract dwarves from far and wide. To do so, he must construct his own underground **vault**. Dwarves usually live in clans, so dwarves of the character's clan will be the first to live under his roof, but dwarves from other clans will also come and live nearby to be ruled by the character. Otherwise this is treated as a stronghold like that of dwarves.

**Dwarven Paladin Level Progression**

| Experience | Title | Level | Hit Dice | Special | 1 | 2 | 3 | 4 |
|---|---|---|---|---|---|---|---|---|
| 0 | Dwarven Bulwark | 1 | 1d6 | | | | | |
| 2250 | Dwarven Warder | 2 | 2d6 | Detect Chaos or Law | | | | |
| 4500 | Dwarven Defender | 3 | 3d6 | | | | | |
| 9000 | Dwarven Protector | 4 | 4d6 | Aura of Sanctity | | | | |
| 18000 | Dwarven Guardian | 5 | 5d6 | Holy Fervor | | | | |
| 36000 | Dwarven Sentinel | 6 | 6d6 | Turn Undead | 1 | | | |
| 70000 | Dwarven Justiciar | 7 | 7d6 | Cast Spells | 2 | | | |
| 140000 | Dwarven Paladin | 8 | 8d6 | Sanctified Body | 2 | 1 | | |
| 270000 | Dwarven Paladin Lord | 9 | 9d6 | Lay on Hands, Stronghold | 3 | 2 | | |
| 400000 | Dwarven Paladin Lord, 10thlevel | 10 | 9d6+2* | | 3 | 2 | 1 | |
| 530000 | Dwarven Paladin Lord, 11thlevel | 11 | 9d6+4* | | 3 | 3 | 2 | |
| 660000 | Lord of the Faith | 12 | 9d6+6* | | 4 | 3 | 2 | 1 |

*Hit point modifiers from constitution are ignored

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