

Paladin

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

By Matthew Skail



Cover Art by Miguel Santos

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Paladin

Prime Requisite: STR and CHA

Requirements: None

Hit Dice: 1d6

Maximum Level: 14

Paladins are holy warriors tasked by the gods to fight in the name of the faith. Serving either Law or Chaos, 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 faithful cannot.

As holy warriors, 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, flail, lance, mace, morning star, pole arm, spear, sword, two-handed 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 paladins must be Lawful or Chaotic in alignment. A 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.

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 (Sentinel), the paladin can turn or control undead as a cleric of five levels lower.

Beginning at seventh level (Justicar), 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 (Paladin) 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 (Paladin Lord) 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), he may begin to research spells, scribe scrolls, and brew potions.

Paladin Proficiency List: Alertness, Blind Fighting, Combat Reflexes, Combat Trickery

(force back, incapacitate, overrun, sunder), Command, Diplomacy, Divine Blessing, Dungeon Bashing, Endurance, 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, Weapon Focus

Paladin Level Progression						Cleric Progression				
Experience	Title	L evel	Hit Dice	Melee Damage Bonus	Special	1	2	3	4	5
0	Bulwark	1	1d6	+1						
2050	Warder	2	2d6	+1	Detect Chaos or Law					
4100	Defender	3	3d6	+2						
8200	Protector	4	4d6	+2	Aura of Sanctity					
16400	Guardian	5	5d6	+2	Holy Fervor					
32800	Sentinel	6	6d6	+3	Turn Undead					
65000	Justiciar	7	7d6	+3	Cast Spells	1				
130000	Paladin	8	8d6	+3	Sanctified Body	2				
250000	Paladin Lord	9	9d6	+4	Lay on Hands, Stronghold	2	1			
370000	Paladin Lord, 10thlevel	10	9d6+2*	+4	Magic Research (minor)	2	2			
490000	Paladin Lord, 11thlevel	11	9d6+4*	+4		2	2	1	1	
610000	Paladin Lord, 12thlevel	12	9d6+6*	+5		2	2	2	1	1
730000	Paladin Lord, 13thlevel	13	9d6+8*	+5		3	3	2	2	1
850000	Lord Protector	14	9d6+10*	+5		3	3	3	2	2
*Hit point modifiers from constitution are ignored										

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 Spiritual 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

Paladin Attack and Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	7+	6+	8+	8+	9+	2+
14	6+	5+	7+	7+	8+	1+

Labyrinth Lord Conversion

In many ways, this class variant was my attempt at modelling the original spell casting paladin in ACKS, which Labyrinth Lord already has (in the ***Advanced Edition Companion***). However, if you wish to use this version, it is fairly easy to implement.

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, flail, lance, mace, morning star, pole arm, spear, sword, two-handed sword, and war hammer.

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

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

Paladins attack as Fighters and save as fighters but gain a +2 to all their saves.

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

At level 4 (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 paladin can turn or control undead as a cleric of five levels lower.

Beginning at seventh level (Justicar), 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.

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850000	Lord Protector	14	9d6+10*		4	4	3	2	1	
970000	Lord Protector	15	9d6+12*		5	4	3	3	2	
1090000	Lord Protector	16	9d6+14*		5	4	4	3	2	1
1210000	Lord Protector	17	9d6+16*		5	5	4	3	3	2
1330000	Lord Protector	18	9d6+18*		6	5	4	4	3	2
1450000	Lord Protector	19	9d6+20*		6	5	5	4	3	3
1570000	Lord Protector	20	9d6+22*		7	6	5	4	4	3

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