

# Paladin

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

By Matthew Skail



Cover Art by Miguel Santos

Autarch, Adventurer Conqueror King, Adventurer Conqueror King System, and ACKS are trademarks of Autarch LLC.

## 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 10<sup>th</sup> 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

Experience	Title	Level	Hit Dice	Melee Damage Bonus	Special	Cleric Progression				
						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, 10th level	10	9d6+2*	+4	Magic Research (minor)	2	2			
490000	Paladin Lord, 11th level	11	9d6+4*	+4		2	2	1	1	
610000	Paladin Lord, 12th level	12	9d6+6*	+5		2	2	2	1	1
730000	Paladin Lord, 13th level	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

<b>Paladin Spells</b>		2	Cure Blindness*
<b>First Level Divine Spells</b>		3	Cure Disease*
		4	Remove Curse*
		5	Striking
1	Command Word		
2	Cure Light Wounds*		
3	Detect Evil*		
4	Protection from Evil*		
5	Sanctuary		
<b>Second Level Divine Spells</b>		<b>Fourth Level Divine Spells</b>	
1	Bless*	1	Cure Serious Wounds*
2	Hold Person	2	Death Ward
3	Resist Fire	3	Dispel Magic
4	Shimmer	4	Smite Undead
5	Spiritual Weapon	5	Vigor
<b>Third Level Divine Spells</b>		<b>Fifth Level Divine Spells</b>	
1	Continual Light*	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.

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.

### Paladin Level Progression

### Spell Progression

Experience	Title	Level	Hit Dice	Special	1	2	3	4	5	6
0	Bulwark	1	1d6							
2050	Warder	2	2d6	Detect Chaos or Law						
4100	Defender	3	3d6							
8200	Protector	4	4d6	Aura of Sanctity						
16400	Guardian	5	5d6	Holy Fervor						
32800	Sentinel	6	6d6	Turn Undead	1					
65000	Justiciar	7	7d6	Cast Spells	2					
130000	Paladin	8	8d6	Sanctified Body	2	1				
250000	Paladin Lord	9	9d6	Lay on Hands, Stronghold	3	2				
370000	Paladin Lord, 10 <sup>th</sup> level	10	9d6+2*		3	2	1			
490000	Paladin Lord, 11 <sup>th</sup> level	11	9d6+4*		3	3	2			
610000	Paladin Lord, 12 <sup>th</sup> level	12	9d6+6*		4	3	2	1		
730000	Paladin Lord, 13 <sup>th</sup> level	13	9d6+8*		4	3	3	2		
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

\*Hit point modifiers from constitution are ignored

## **DESIGNATION OF OPEN GAME CONTENT**

All text and tables, with the exception of material specifically excluded in the declaration of product identity, are open game content.

## **OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and

routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: this License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must aix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License

itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have suicent rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. the use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. he owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: his License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan! Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte

Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Adventurer Conqueror King Copyright 2011, Autarch; Authors Alexander Macris, Tavis Allison, Greg Tito, and Ryan Browning.

Player's Companion Copyright 2012, Autarch LLC; Author Alexander Macris.

Labyrinth Lord™ Copyright 2007-2009, Daniel Proctor; Author Daniel Proctor.

Labyrinth Lord™ Advanced Edition Companion Copyright 2010, Daniel Proctor; Author Daniel Proctor.

#### END OF LICENSE

## **ADVENTURER CONQUEROR KING PRODUCT IDENTITY LICENSE Version 1.0**

Subject to the terms of the Open Game License, above, you may create derivative works based upon the *Adventurer Conqueror King System* (this document). However, the Open Game License protects the Product Identity (explained and detailed above) such that you must have permission from the copyright holder before you may use any of the listed Product Identity.

You may use certain items of the listed Product Identity under the following conditions:

1. You must comply fully with the Open Game License, version 1.0a, as described above; and
2. The work may not be obscene in nature; in general, any work containing subject matter that would qualify for an NC-17 movie rating in the United States, or an R rating due to explicit sexual content, is considered obscene for purposes of this license.

If you comply with the above conditions, you may do either or both of the following:

1. Include the text “Designed for use with the *Adventurer Conqueror King System*”
2. Use the “ACKS Compatible” logo, provided on the *Adventurer Conqueror King System* website: <http://www.adventurerconquerorking.com/logo.html> The logo may be resized as needed, but must not be distorted and may not be altered other than to resize it.
3. Use the product identity elements “Autarch”, “Adventurer Conqueror King”, “Adventurer Conqueror King System”, and “ACKS” for the purposes of identifying the source of open content which is re-used from this document and discussing the relationship of the derivative work to this original, subject to the following terms:
  - a. Any work making use of these elements must designate these elements as product identity in accordance with section 1(e) of the Open Game License version 1.0a;
  - b. Any work making use of these elements must bear a notice declaring the fact that Autarch, Adventurer Conqueror King, *Adventurer Conqueror King System*, and ACKS are trademarks of Autarch. If you wish to use other Product Identity from this work, you must request and receive explicit permission from the copyright holder.

In any of the above cases where the Adventurer Conqueror King Product Identity is used in your work, you must also include the Adventurer Conqueror King website address “autarch.co” in that work. You may place the website address adjacent to the logo and/or name, or you may include it on your title page, or place it in some other location where any reasonably observant person would expect to find it.

## **END OF LICENSE**