

The Paladin (DRAFT)

Paladins are mystical warriors who have special powers in addition to being formidable fighters. The principle attributes of the class are *strength* and *wisdom*, and characters must have a minimum score of 13 in each ability and also constitution and charisma of 9 or higher to become a paladin. If a paladin has both *strength* and *wisdom* in excess of 15, he or she gains the benefit of adding 10% to the experience points awarded by the Dungeon Master.

This class of character bears a certain resemblance to religious orders of knighthood in medieval times. The paladin has an eight-sided die (d8) per level to determine how many *hit points* (q.v.) he or she has. The paladin is dedicated to a deity, or deities, and at the same time a skilled combatant at arms. Paladins may wear any armor and use any weapon.

The paladin can be of any *alignment* (q.v.) save (true) neutral (see *Druid* hereafter) alignment, depending upon that of the deity the paladin serves. All paladins have certain holy symbols which aid them and give power to their spells. The paladin's spells are bestowed upon them by their deity for correct and diligent prayers and deeds. If a paladin changes alignment, they absolutely lose all of the special powers which are given to them.

Paladins have nearly as good a prospect of success in melee combat as fighters (the best in such situations). They move upwards in combat ability in steps consisting of three ability levels. Similarly they make *saving throws* (q.v.) against magical and poison attacks in like steps.

The benefits of a paladin are:

1. Make all saving throws against poison and disease at +2 on the dice.
2. The ability to "lay on hands," either on others, or on his or her own person, to cure wounds; this heals 1 hit point of damage per level of experience the paladin has attained, but laying on hands can be performed but once per day.
3. The ability to turn away (or actually command into service) the *undead* and less powerful *demons* and *devils*. The undead are: ghosts, ghosts, ghouls, liches, mummies, shadows, skeletons, spectres, wights, wraiths, vampires, and zombies. These creatures, as well as demons and devils, are detailed in **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL**. The matrix showing what effect clerics of various levels have upon such creatures is for use by the Dungeon Master only. As a rule of thumb, a cleric is effective against any undead monster whose hit dice are not greater than those of the cleric. Only high level clerics have any hope of driving away or influencing demons or devils.

Furthermore:

4. At 3rd level the paladin gains the ability to cast mystical spells. A study of the spells usable by paladins (see **CHARACTER SPELLS**) will convey the main purpose of the paladin's mystic power. That is, they serve to fortify, protect, and revitalize. The paladin also has a limited number of attack spells, some of which are simply the reverse form of curative incantations. Note that all spells must be spoken or read aloud.
5. At 5th level — or at any time thereafter — the paladin may call for his warhorse; this creature is an intelligent heavy warhorse, with 5+5 hit dice (5d8 plus 5 hit points), AC 5, and the speed of a medium warhorse (18"); it will magically appear, but only one such animal is available every ten years, so that if the first is lost the paladin must wait until the end of the period for another.
6. If a paladin has a "Holy Sword" (a special Magic Sword which your referee is aware of and will explain to you if the need arises), he or she projects a circle of power 1" in diameter when the Holy Sword is unsheathed and held; and this power dispels magic (see **CHARACTER SPELLS, dispel magic**) at the level of magic use equal to the experience level of the paladin.
7. Upon reaching 9th level (Paladin), the paladin has the option of constructing a religious stronghold. This fortified place must contain a large temple, cathedral, or church of not less than 2,500 square feet on the ground floor. It can be a castle, a monastery, an abbey or the like. It must be dedicated to the paladin's deity (or deities). The cost of construction will be only one-half the usual for such a place because of religious help. If the paladin then clears the surrounding territory and humans dwell in this area, there will be a monthly revenue of 9 silver pieces per inhabitant from trade, taxation, and tithes.

The following strictures apply to paladins:

1. They will never retain wealth, keeping only sufficient treasures to support themselves in a modest manner, pay henchmen, men-at-arms, and servitors, and to construct or maintain a small castle. (Your DM will give details of this as necessary.) Excess is given away, as is the tithe (see 3. below).

2. They may never retain more than ten magic items; these may never exceed:

armor, 1 (suit)
shield, 1
weapons*, 4
any other magic items, 4

* these include daggers, swords, etc.; and such items as magic bows and magic arrows are considered as but 1 weapon.

3. An immediate tithe (10%) of all income — be it treasure, wages, or whatever — must be given to whatever charitable religious institution (not a player character) of alignment matching that of the paladin.
4. If a paladin ever knowingly performs an act which is contrary to the paladin's alignment (law vs. chaos, good vs. evil), they must seek a high-level (7th or above) paladin confess their deviation, and do penance as prescribed. If a paladin ever knowingly and willingly performs an act opposed to both axes of his or her alignment (lawful good vs. chaotic evil), he or she immediately loses the status of paladinhood immediately and irrevocably. All benefits are then lost and he or she becomes a fighter with 8 hit dice.
5. Paladins will have henchmen of their own alignment and none other; they can join a company of adventurers which contains opposed alignment (good vs. evil, law vs. chaos) only on a single expedition basis, and only if some end which will further the cause of the paladin's alignment is purposed. They will never associate with those whose alignment is opposed on both axis (lawful good vs. chaotic evil, for instance).
6. If possible, paladins will take service or form an alliance with characters whose alignment matches that of the paladin, whether players or not, who are of noble status.

PALADINS TABLE I.

Experience Points	Experience Level	8-sided Dice for Accumulated Hit Points	Level Title
0 – 2,750	1	1	Gallant
2,751 – 5,500	2	2	Keeper
5,501 – 12,000	3	3	Protector
12,001 – 24,000	4	4	Defender
24,001 – 45,000	5	5	Warder
45,000 – 95,000	6	6	Guardian
95,001 – 175,000	7	7	Chevalier
175,001 – 350,000	8	8	Justiciar
350,001 – 700,000	9	9	Paladin
700,001 – 1,050,000	10	9+2	Paladin (10th)
1,050,001 – 1,400,000	11	9+4	Paladin (11th)

350,000 experience points per level for each additional level above the 11th.

Paladins gain 2 h.p. per level after the 9th.

SPELLS USABLE BY CLASS AND LEVEL — PALADINS

Paladin Level	Spell Level					
	1	2	3	4	5	6
3	1	—	—	—	—	—
4	2	—	—	—	—	—
5	2	1	—	—	—	—
6	3	2	—	—	—	—
7	3	3	1	—	—	—
8	3	3	2	—	—	—
9	3	3	2	1	—	—
10	3	3	3	2	—	—
11	4	4	3	2	1	—
12	4	4	3	3	2	—
13	5	4	4	3	2	1*
14	6	5	5	3	2	2
15	6	6	6	4	2	2
16	6	6	6	5	3	2
17	7	7	7	5	4	2

* Usable only by paladins of 17 or greater wisdom

Paladins do not gain bonus spells for high wisdom.

NOTE: This form of the paladin is intended to replace standard forms of both the cleric and the paladin in the original game. This paladin is not a sub-class of the fighter, but is its own main class. The druid is to be considered a sub-class of this paladin. In general, most rules not addressed in this document that normally apply to clerics apply to this paladin.