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ABANDONED ARTS[©] PRESENTS:

CLASS ACTS: PALADINS

FOUR NEW PALADIN OATHS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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OATHBOUND PALADINS

As described in the Pathfinder[®] Roleplaying Game: Ultimate Magic [™] sourcebook, an oathbound paladin is devoted to one or more causes, swearing oaths which grant access to new spells and add to or alter typical paladin abilities, but also impose additional edicts and codes of conduct. An oathbound paladin can take multiple oaths as long as none of those oaths alter or replace the same paladin class features. If a paladin violates the code of his or her oath, he or she loses the class abilities associated with that oath until he or she atones. A paladin that violates his or her paladin's code also loses his or her oath abilities.

Alternate class features, codes of conduct, and compatible deities are listed for each of the new oaths described below, as are oath spells. A paladin's oath adds one spell to the paladin spell list at each spell level that he or she can cast, including spell levels for which he or she would only gain one or more spells per day if his or her Charisma were high enough to grant bonus spells at that level. Oathbound paladins taking more than one oath may prepare any one of their oath spells in that spell slot, similar to the way a cleric chooses one of his or her domain spells to prepare in a domain spell slot.

OATH OF BATTLE

Your oath is simple and your calling is clear: wherever evil threatens goodly folk, you will be there to root it out and cut it down.

Deities: Abadar, Iomedae, Torag

Code of Conduct: Fight evil where it dwells or lairs; never back down from a conflict with real evil. Do not suffer the irredeemable to live; smite down the profane with both haste and humanity.

Oath Spells: 1st-*true strike*, 2nd-*bull's strength*, 3rd-*magic vestment*, 4th-*greater heroism*

Battle-Born (Ex): The paladin gains a single combat feat for which he qualifies as a bonus feat. At 4th, 10th, and 13th levels, the paladin gains one combat feat each for which he qualifies as a bonus feat. At 4th level and at 13th level, the paladin may choose to learn a new bonus feat in place of a bonus combat feat he has already learned. In effect, the paladin loses the bonus combat feat in exchange for the new one. The replaced feat cannot be listed as a prerequisite for another feat, prestige class, or ability that the paladin possesses.

This ability replaces smite evil.

Bond of Battle (Ex): At 4th level, the paladin gains Weapon Focus with the favored weapon of his deity if he chooses a bonded weapon as his divine bond, or gains the Mounted Combat feat while mounted on his bonded mount if he chooses the mount as his divine bond. This ability alters divine bond

This ability alters divine bond.

Aura of Protection (Su): At 8th level, any creature attempting to use the aid another action to grant a bonus to an ally's next attack roll against the paladin or any ally within 10 ft. takes a penalty on its aid another attack roll equal to the paladin's Charisma modifier.

This ability replaces aura of resolve.

Deific Avatar (Sp): At 20th level, the paladin may activate or dismiss a *transformation* spell-like ability as a standard action, usable at will. The caster level for this spell-like ability is 20th, and only a spellcaster with a caster level of 20 or higher may attempt to dispel it.

This ability replaces holy champion.

OATH OF LAW

To you, the law is no mere means by which a cause is championed or upheld; it is that which separates the civilized world from savagery.

Deities: Abadar, Asmodeus, Iomedae

Code of Conduct: Enforce and uphold both the letter and the spirit of the law when and where it does not directly and immediately conflict with the cause of good. Make no exceptions or exemptions for any man or woman; the integrity of the law is paramount.

Oath Spells: 1st–command, 2nd–arrow of law², 3rd–dimensional anchor, 4th–order's wrath

Detect Chaos (Su): This ability works like the standard paladin's *detect evil* special ability, except that the paladin detects chaotically-aligned creatures and objects rather than evil-aligned ones.

This ability replaces detect evil.

Lawbinder (Su): At 3rd level, the paladin gains a +2 sacred bonus on any Knowledge (history), Knowledge (local), or Profession skill check made regarding civic or local laws.

At 9th level, the paladin gains the ability to bind a divine spell to a creature, which comes into effect if that creature breaks its word to him. A creature must voluntarily give its word to the paladin in order for you to activate this ability. The paladin can lawbind any 1st-level divine spell as a free action as a part of that spell's casting. The spell must be one that targets the creature, and it does not take effect normally. Instead, the bound spell is brought into effect if or when the creature breaks any promise or vow freely given to the paladin prior to the activation of this ability. This spell-binding effect remains potent for a number of days equal to the paladin's class level once activated. After this time has passed, the creature is free to break its promises without magical consequence.

At 12th level, the paladin may cast up to 2nd-level divine spells in this way, at 15th level, the paladin may cast up to 3rd-level divine spells in this way, and at 18th level, the paladin may cast up to 4thlevel divine spells in this way.

This ability replaces the paladin's mercies.

OATH OF LIBERTY

Free will is the divine spark, the right of every sentient creature. Any mortal law that would suppress that spark is thus divinely unlawful.

Deities: Erastil, Sarenrae, Shelyn

Code of Conduct: Oppose cruelty, tyranny, and slavery wherever they lurk. Free will is a divine right, and slavery is never lawful, even when and where the laws of mortals would deem it so.

Oath Spells: 1st–longstrider, 2nd–protective spirit¹, 3rd–dispel magic, 4th–freedom of movement

Merciful Freedom (*Sp* or Su): At 3rd level, the paladin gains a mercy which unlocks manacles and shackles binding the target as though using a *knock* spell effect.

At 9th level, the paladin may expend one daily use of his lay on hands ability to cast *knock* as a spell-like ability targeting any door that the paladin touches. The caster level for this spell-like ability is equal to the paladin's class level.

This ability replaces the mercies gained at 3rd and 9th levels.

Blade of Liberty (Su): At 5th level, the paladin must choose a bonded weapon as his divine bond. The paladin may not use this ability to grant the *axiomatic, flaming*, or *flaming burst* special abilities to his weapon, instead adding *ghost touch* and *thundering* to the list of special abilities that he may add to his divinely-bonded weapon. Additionally, the paladin's weapon grants the paladin a sacred bonus on all attack and damage rolls made to sunder objects equal to the paladin's Charisma modifier (if any) whenever it is enhanced by the divine bond ability in any way.

This ability alters divine bond.

Aura of Mercy (Su): At 11th level, the paladin gains an ability to grant all allies within 10 ft. the power to deliver his mercies with a touch. A mercy used in this way still subtracts from the paladin's daily uses of the lay on hands ability. Using this ability is a free action. Evil creatures gain no benefit from this ability.

This ability replaces aura of mercy.

OATH OF REDEMPTION

Perhaps you have walked a wicked path yourself, or perhaps you are simply an idealist. One way or another, yours is the path of redemption.

Deities: Iomedae, Sarenrae, Shelyn

Code of Conduct: Offer the misguided, the profane, and the wicked succor and surrender. Make every effort to guide evil and lawless opponents along the path of redemption, even if such an effort must come at great cost or great risk to you. Any well-meaning fool can put a villain to the sword; your calling is higher than that.

Oath Spells: 1st–forbid action², 2nd–confess¹, 3rd–terrible remorse², 4th–atonement

Subduing Smite (Su): Weapon attacks that the paladin makes against the target of his smite evil ability deal nonlethal damage, including any damage dealt by weapon properties such as *frost* or *flaming*. This ability alters smite evil.

Invite Repentance (Ex): At 2nd level, the paladin gains a competence bonus equal to half his class level on all Diplomacy, Intimidate, and Sense Motive skill checks made to interact with an evil creature. This ability replaces divine grace.

Spell Smite (Su): At 5th level, against the target of the paladin's smite evil ability, he may add +1 to the Difficulty Class for all saving throws against his divine spells. At 10th level, this bonus increases to +2, and again to +3 at 15th level. This bonus stacks with similar bonuses, such as those granted by the Spell Focus and Greater Spell Focus feats. This ability replaces divine bond.

Path of Redemption (Ex): At 8th level, the paladin gains Leadership as a bonus feat, and may attract a cohort with an alignment that is different than his own on both the law-chaos and good/evil spectrums, as long as that cohort's alignment is not diametrically opposed to the paladin's (chaotic evil). The paladin does not take a penalty to his leadership score for recruiting such a cohort.

This ability replaces aura of resolve.

¹: This spell is described in the <u>Pathfinder[®] Roleplaying Game: Advanced Player's Guide</u>[™], sourcebook, by Paizo Publishing, LLC. ²: This spell is described in the <u>Pathfinder[®] Roleplaying Game: Ultimate Magic</u>[™], sourcebook, by Paizo Publishing, LLC.

GENERAL FEATS

Both of the feats described below are restricted by their prerequisites to oathbound members of the paladin class, and benefit members of that class exclusively.

OATHBOUND SPELL FOCUS

Your oath spells are particularly potent. PREREQUISITES: oathbound paladin

BENEFIT: Add +2 to the Difficulty Class for all saving throws against your oath spells. This bonus stacks with similar bonuses, such as those granted by the Spell Focus and Greater Spell Focus feats.

OATHBOUND SPELL SUITE

You can prepare a versatile suite of oath spells.

PREREQUISITES: Cha 17, oathbound paladin, two or more oaths **BENEFIT:** You gain twice as many oath spell slots. When you prepare your spells, you may not prepare the same oath spell more than once, unless more than one of your oaths lists that spell as an oath spell.

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