



# LEGENDARY PALADINS

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

ULTIMATE PLUG-INS



# LEGENDARY PALADINS





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We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## ABOUT LEGENDARY GAMES

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## WELCOME TO LEGENDARY CLASSES

THIS PRODUCT IS A PART OF OUR LINE OF PLAYER-FOCUSED CLASS SUPPLEMENTS for Paizo's *Pathfinder Roleplaying Game*. When you see the word *Legendary* in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.



## WHAT YOU WILL FIND INSIDE LEGENDARY PALADINS

*Legendary Paladins* is the first volume in our new series of class-focused player supplements, shining a light on the holiest heroes of them all. Paladins are eternally devoted to the ideals of goodness and righteousness. They are ardent crusaders against the forces of darkness, taking the offensive to push back the lawless and treacherous boundaries that would encroach upon society, but they are equally comfortable standing as stoic sentinels, holding back the onslaught of evil. *Legendary Paladins* provides you with a host of new options to make your paladins come to life, from new applications of existing abilities like oaths, vows, and smiting scourges, to whole new specializations with 10 new archetypes. It also includes over 20 new paladin spells and over a dozen new magic items specially designed for paladins, including 7 new companion holy weapons in the tradition of the most classic paladin item of them all, the *holy avenger*! Finally, *Legendary Paladins* includes a new paladinly prestige class, the Paraclete, perfect for enhancing your paladin's protective prowess and giving other classes a path to approach paladinhood!

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson







# LEGENDARY PALADINS

Paladins are often stereotyped as naive or gullible, or as heartless and inflexible, but a true paladin leavens judgment with mercy. Their adherence to principles and doctrine inform their actions, but they are no automatons, unable to adapt to changing situations or unwilling to use cleverness and insight to find the path to true justice and glorious victory. Some paladins are touched by the angels, others trained in the temples of the faith martial and orders militant, while many are just simple folk with an absolute dedication to stand in the breach and make the world a better place for all. Whatever their origin, paladins are ideal adventurers, ready to face the dangers that others cannot, willing to sacrifice so that others need not, to hold back the shroud of night until their watch is done. Paladins know that the strong can stand for themselves, but true strength lies in standing for others, and a paladin is the truest and most loyal ally any adventuring party could have. The rules that follow expand the options available to paladins, including spells, archetypes, class features, and paladin-focused magic items, as well as options for non-paladins to approach the paladin's path, such as the spell saint magus archetype and the paraclete prestige class.

## PALADIN CLASS FEATURES

What makes a paladin a paladin are her devotion to the ideals of law and goodness, whether just as an unstinting habit of mind or as part of a formal vow or oath. In addition to their devotion to the cause, their class abilities are iconic in defining them. Smiting evil, laying merciful hands on the wounded, calling a divine spirit to bond with their weapon or to serve as a mount, and receiving an anointing of courage, grace, and courage that allows them to stand undaunted in the breach against all the terrors that evil can hurl their way. This section of *Legendary Paladins* introduces some new ways to work with a paladin's existing class features.

### REPEL EVIL

Smite evil is a quintessential paladin ability, a source of much of their offensive firepower against the forces of darkness, but some people prefer to think of paladins in more a protective or defensive role. This is exemplified in the paraclete prestige class described in this book, but defense-minded paladins could also choose to use the following rule to exchange their ability to smite evil for the repel evil class feature described below.

**Repel Evil (Su)** Once per day, a paladin can ward herself and an ally against the attacks of an evil creature. As an immediate action, the paladin may designate one ally within 30 feet and one enemy within sight. If that enemy is not evil, the repel evil effect is wasted. If that enemy is evil, the paladin and his ally gain a deflection bonus to AC and a resistance bonus on saving throws equal to the paladin's Charisma modifier (if positive) against attacks or effects created by that enemy. The paladin and her ally also reduce hit point damage from any attack or effect created by that enemy (including spells and spell-like or supernatural abilities) by an amount equal to the paladin's level. This reduction in damage stacks with the effect of damage reduction, energy resistance, and similar effects. This effect lasts until the paladin, her ally, or the designated enemy is killed or until the paladin activates this ability again, up to a maximum of 24 hours. She may have only one repel evil effect in place at a time. The paladin gains one additional use of this ability for every 3 levels after 1st.

This class feature replaces smite evil and is equivalent to it for the purpose of feats, class abilities, magic items, spells, and other game effects that modify the smite evil class feature. At the GM's option, paladins may have the ability to use smite evil and repel evil interchangeably, though in any case a paladin can have only one ability active at a time. Activating a smite evil would end an active repel evil effect and vice versa.

## SCOURGES

Paladins are known as great defenders of the weak, dispensing justice and mercy as readily as doom to the forces of evil. However, many paladins of the church-militant spend little time practicing the arts of mercy, seeing the urgency of their appointed task being the destruction of the wicked and, to a lesser extent, the succor of their allies in the midst of deadly combat. To that end, this book introduces a new alternate class feature for paladins in the form of *scourges*. A paladin can select these scourges in place of the mercy class feature whenever she would normally gain a new mercy. Each scourge has a minimum paladin level at which it can be selected. A paladin can mix and match scourges and mercies; she is not obliged to select all mercies or all scourges.

Alternatively, a character with the Channel Smite feat may learn one scourge, as long as her level in the class granting the channel energy ability that serves as a prerequisite for Channel Smite is equal to or greater than the minimum paladin level for selecting the scourge in question. When the character gains a level at





which she could qualify for a higher-level scourge, she may choose to lose a previously known scourge and select a new scourge in its place for which she now qualifies.

**Activating a Scourge:** Scourges enhance a paladin's smite evil ability. Most scourge effects trigger automatically whenever the paladin confirms a critical hit while using smite evil. They do not require a separate activation. In addition, a paladin can trigger the effect of a scourge on any successful hit by expending one use of her lay on hands class feature as a swift action.

If a character has the Channel Smite feat, the scourge is triggered whenever she expends a use of channel energy to use Channel Smite.

**Duration of Scourges:** The effects of most scourges last until the end of the paladin's next turn. Those with a different duration are noted below. If a scourge is triggered by a weapon whose critical multiplier is greater than x2, its duration is increased by 1 round for each additional multiple above x2.

**Multiple Scourges:** If a paladin knows more than one scourge, he must select which scourge activates when she confirms a critical hit or expends a use of her lay on hands ability to trigger a scourge. If a paladin triggers a new scourge while a scourge is already in effect, the paladin may select the same scourge again, extending the duration by an additional round (or multiple rounds, as above, when wielding a weapon with a critical multiplier greater than x2), or may select a different scourge to use.

**Saving Throws:** Whenever a saving throw is required against the effect of a scourge, the save DC is equal to 10 + 1/2 the paladin's level + her Charisma modifier.

**Special:** At the GM's discretion, these scourges can be taken by an antipaladin in place of their normal cruelties, and enhanced effects that would be triggered by expending uses of lay on hands can be instead triggered by expending uses of touch of corruption.

At 3rd level, a paladin can select the following scourges:

**Martyr's Scourge:** Any damage the target deals to your allies is treated as though you had cast *shield other* on each of those allies (though your allies do not gain a bonus on their AC or saving throws against the target's attacks). This effect lasts for a number of rounds equal to your Charisma modifier.

**Piercing Scourge:** The target takes a -2 penalty to its AC until the end of your turn. If you confirm more than one critical hit against the target, this penalty stacks. In addition, whenever your attack against the target of your smite reduces that creature to 0 hit points or below, if another creature you know to be evil is adjacent to the target of your smite and threatened by you, you can make an additional attack against that creature as if you had the **Cleaving Finish**<sup>UC</sup> feat.

**Radiant Scourge:** Your weapon glows like a torch and the target is outlined in holy light, as if you had struck it with a *limning*<sup>UE</sup> weapon. The target is also dazzled for a number of rounds equal to your Charisma modifier. A successful Will save reduces the duration to 1 round if your target has the evil subtype or negates the effect if the target is evilly aligned but does not have the evil subtype.







**Righteous Scourge:** You may select one ally adjacent to you. All attacks made by that ally are treated as good for the purpose of overcoming damage reduction. You may instead choose an ally within 30 feet of you, allowing the next attack that ally makes within the scourge's duration to be treated as good for the purpose of overcoming damage reduction.

At 6th level, a paladin can select the following scourges:

**Fearsome Scourge:** The target becomes shaken for a number of rounds equal to your Charisma modifier (Will partial). A successful Will save reduces the duration to 1 round if your target has the evil subtype or negates the effect if the target is evilly aligned but does not have the evil subtype.

**Impassable Scourge:** The target's base land speed is reduced to 5 feet for a number of rounds equal to your Charisma modifier (Fortitude negates). The duration on a failed save is reduced by 1 round for every size category larger than you that the target is (minimum 1 round).

**Shielding Scourge:** You may select one ally adjacent to you to gain a sacred bonus to AC equal to your Charisma modifier. You may instead choose an ally within 30 feet of you, but the sacred bonus is halved (minimum +1).

At 9th level, a paladin can select the following scourges:

**Cleansing Scourge:** All allies adjacent to you can attempt a new saving throw to end any one effect that was created by the target; the effect must have allowed a saving throw originally and cannot be an instantaneous or permanent effect. If this save succeeds, the effect is ended, even if it would normally result in a partial effect on a successful save.

**Fortifying Scourge:** You may select one ally adjacent to you to gain a sacred bonus on saving throws equal to your Charisma modifier. You may instead choose an ally within 30 feet of you, but the sacred bonus is halved (minimum +1).

**Resounding Scourge:** The target and all evil creatures adjacent to it take a number of points of sonic damage equal to 1d6 plus your Charisma modifier and are knocked prone. Creatures that succeed on a Fortitude save (DC 10 + 1/2 your paladin level + your Charisma modifier) take half damage and are not knocked prone..

At 12th level, a paladin can select the following scourges:

**Blinding Scourge:** The target is blinded (Will partial), and is dazzled even on a successful save.

**Enfeebling Scourge:** The target is exhausted (Fortitude partial), and is fatigued for 1 round even on a successful save.

**Healing Scourge:** You may expend one use of lay on hands as a free action to heal an adjacent ally, or you may expend two uses of lay on hands to heal one ally within 30 feet.

At 15th level, a paladin can select the following scourges:

**Binding Scourge:** The target is entangled in bonds of holy power and cannot move (Will partial), and even on a successful save the target's speed is reduced by half for 1 round.

**Stunning Scourge:** The target is stunned (Will negates).

**Terrifying Scourge:** The target is frightened (Will partial), and is shaken for 1 round even on a successful save. Creatures with the evil subtype are panicked rather than frightened on a failed save. You must already have the fearsome scourge in order to select this scourge.

## Vows

The idea of taking holy vows and oaths is an iconic trope for paladins, and *Pathfinder Roleplaying Game Ultimate Magic* introduced the **oathbound paladin**<sup>UM</sup> archetype and an array of oaths that allow a paladin to exchange its normal class features for alternate versions that fit the themes of those oaths, as well as additional spells added to their class spell list that were also consonant with their oaths. Another rule concept introduced in the same book, however, is the idea of the **monk vows**<sup>UM</sup>. While designed as a method for monks to enhance their ki pool, they can also serve equally well as a smaller-scale way to model paladins dedicating themselves to a specific promise but without causing a major change in their class abilities. This opens up a much greater variety of paladin archetypes to being able to swear their devotion or allegiance to a principle, as it does not require them to swap out specific class features that might already be swapped out by another archetype.





**Benefits of Taking Vows:** The monk vows described in *Pathfinder Roleplaying Game Ultimate Magic* require a specific code of conduct and grant in return additional points for the monk's ki pool. Paladins, of course, lack a ki pool of their own; however, the number of uses per day that they gain of their lay on hands class feature follows the same formula as the number of ki points a monk gains per day. Thus, we could substitute daily uses of lay on hands for ki points for paladins following vows. For example, a paladin taking a vow of celibacy would gain one additional use of his lay on hands ability for every 5 paladin levels she possesses (minimum 1). However, each use of lay on hands already scales in effect with the paladin's level in a way that a monk's uses of ki points do not. There are a few more powerful uses of ki points that become available at higher levels, but those typically come with an increased ki point cost.

Given the above, each vow taken by a paladin, regardless of the vow (other than vow of poverty), grants a paladin one additional use of lay on hands for every 10 paladin levels (rounding up). Taking a vow of poverty grants a paladin one additional use of lay on hands for every 4 paladin levels (rounding up). A paladin's vow of poverty is modified as described below. Some paladins take less-stringent vows related to material possessions.

**Vow of Austerity:** A creature taking this vow eschews overreliance on masterwork or magic items, and are limited to keeping no more than one suit of armor, one shield, one magic weapon per 5 paladin levels (rounding up; a ranged weapon may include up to 20 pieces of ammunition for this purpose), and up to one other item per 5 paladin levels (rounding up). Magic items used by others do not violate this vow, even if they benefit the creature. They may not knowingly carry magical items for others, but placing an item on their person without their knowledge or consent does not violate their vow. They gain no benefit from such items and must discard them at their earliest opportunity once they become aware of them.

**Vow of Charity:** A creature taking a vow of charity must tithe at least 10% of all income, giving it away to fund charitable causes, and may not amass great monetary wealth. Excess funds beyond what is necessary to maintain herself and any cohorts or followers in modest style must be given away to NPCs in need, including civil and religious organizations that serve them. A character with this vow must spend at least one-half of her time performing charitable labor in service of those in need, including using Craft

and Profession skills in the service of others. At the GM's option, adventuring activity that is in service of a specific group of the poor and needy may satisfy this obligation, though general adventuring for fame and glory would not, even if it incidentally thwarts the designs of evil and results in a benefit to the needy.

**Vow of Poverty (Modified):** This vow works a bit differently for a paladin than a monk, since monks are well set up to function with virtually no equipment in a way that paladins are not. A paladin taking vow of poverty may own up to 10 possessions, which must include a holy symbol, a set of clothes, a pair of sandals or shoes, a bowl, a sack, a blanket. The other five items may include a suit of armor, shield, one or more weapons (a ranged weapon may include a container of ammunition (up to 20 shots)), and any one item of value, often an heirloom or other item of personal significance. Aside from this single item, he may not keep masterwork or magical items.

## PRESTIGE CLASS: PARACLETE



### INTRODUCTION

A paraclete is the living embodiment of good, one utterly devoted to weal and the succor of those in need. They may have been born with eyes always turned toward heaven, but they have also embodied that ideal in thought, word, and deed throughout their adventuring career. They are quick to swear oaths and vows, especially on a grand quest for good or to strike out against the forces of darkness. They are zealous in their pursuit of the good of all, and fiercely protective of any that walk by their side. Paracletes are pious and devout, though often ecumenical in their adoration for all things good. Some cleave tightly to a single faith while others offer up paeans of praise to any and all willing to stand for the just and the right, and who bring solace to the lonely, comfort to sorrowful, and healing to the wounded. Paracletes despise duplicity and double-dealing, though they will use cunning when necessary to hoodwink the forces of evil. To a paraclete, the methods of achieving the greater good are important, but most are not entirely dogmatic when it comes to keeping the enemy off balance and ensuring the triumph of glorious goodness. Paracletes are typically drawn from combat-focused classes like fighters, rangers, and fallen paladins, though some bards, clerics, and inquisitors adopt this joyous path as well.





## PRESTIGE CLASS - HIT DIE: D10

## PALADIN SPELLS PER DAY

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	1ST	2ND	3RD	4TH
1st	+1	+1	+0	+0	Aura of good, <i>detect evil</i> , smite evil 1/day	0	—	—	—
2nd	+2	+1	+1	+1	In Harm's Way, protector	1	—	—	—
3rd	+3	+2	+1	+1	Martyr's retribution, saving grace +1	1	0	—	—
4th	+4	+2	+1	+1	Aura of courage, smite evil 2/day	1	1	—	—
5th	+5	+3	+2	+2	Sacred patron	1	1	0	—
6th	+6	+3	+2	+2	Martyr's strikeback, saving grace +2	1	1	1	—
7th	+7	+4	+2	+2	Aura of resolve, smite evil 3/day	2	1	1	0
8th	+8	+4	+3	+3	Circle of holiness	2	1	1	1
9th	+9	+5	+3	+3	Resist evil, saving grace +3	2	2	1	1
10th	+10	+5	+3	+3	Guarded with my life, Smite evil 4/day	2	2	2	1

**Skills (2 + Int bonus per level):** Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

### REQUIREMENTS

To qualify to become a paraclete, a character must fulfill all the following criteria.

**Base Attack Bonus:** +6

**Feats:** Bodyguard, Combat Reflexes, Iron Will

**Skills:** Diplomacy 5 ranks, Knowledge (planes) 2 ranks, Sense Motive 5 ranks

**Languages:** Celestial

**Alignment:** Any good

**Special:** An aspiring paraclete must have made peaceful contact with a good-aligned outsider, whether called, summoned, or present under its own power and must take vows of charity and austerity (see paladin vows).

### CLASS FEATURES

The following are class features of the paraclete prestige class.

**Weapon and Armor Proficiency:** Paracletes are proficient with all simple and martial weapons and with all types of armor and shields (except tower shields).

**Special:** A paraclete is considered a paladin for the purpose of magic items that function differently in the hands of a paladin, such as a *holy avenger*.

**Spells:** A paraclete gains the ability to cast a small number of divine spells each day, which are drawn from the paladin spell list. Like a paladin, a paraclete uses her Charisma score to determine what level of spells she can cast, the save DC of spells she can cast, and bonus spells per day of each level.

Unlike a paladin, however, a paraclete does not train in the deeper mysteries of goodly faiths. They are instead bound by empyreal oaths to heavenly powers, which grant them a limited number of spells which they can cast spontaneously without preparing them ahead of time, assuming the paraclete has not yet used up her allotment of spells per day for the spell's level.

A paraclete's selection of spells is extremely limited. A paraclete begins knowing only two 1st-level spells of her choice. At each new paraclete level, she gains one or more new spells as indicated on the Paladin Spells Known table. Unlike spells per day, the number of spells a paraclete knows is not affected by her Charisma score.

Upon reaching 4th level, and every 3 levels thereafter, a paraclete can choose to learn a new spell in place of one she already knows. In effect, the paraclete "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level spell the paraclete can cast. A paraclete must swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.





### PALADIN SPELLS KNOWN

LEVEL	1ST	2ND	3RD	4TH
1st	2	—	—	—
2nd	3	—	—	—
3rd	4	2	—	—
4th	4	3	—	—
5th	4	3	2	—
6th	5	4	3	2
7th	5	4	3	3
8th	5	4	4	3
9th	5	5	4	4
10th	6	5	5	4

**Aura of Good (Ex):** The power of a paraclete's aura of good (see the *detect evil* spell) is equal to his character level. An antipaladin who uses smite good against a paraclete deals 2 points of damage per antipaladin level on her first successful attack.

**Detect Evil (Sp):** This functions as the paladin class feature.

**Smite Evil (Su):** This functions as the paladin class feature.

**Protector (Ex):** At 2nd level, a paraclete adds one-half her class level on to the number of attacks of opportunity she can make each round; however, these attacks of opportunity can only be used in conjunction with her Bodyguard feat to improve the AC of her allies, or with her martyr's retribution class feature. When using Bodyguard, a paraclete can improve the AC of any ally within her reach; she does not need to threaten the creature attacking that ally. If the attacker has the evil subtype, a paraclete also adds one-half her class level to the AC bonus she grants to an ally when using her Bodyguard feat.

**In Harm's Way (Ex):** At 2nd level, a paraclete gains In Harm's Way<sup>APG</sup> as a bonus feat.

**Martyr's Retribution (Ex):** When a paraclete uses In Harm's Way to intercept an attack made by a creature she threatens, after resolving that attack she can make an attack of opportunity against that attacker.

**Saving Grace (Ex):** At 3rd level, a paraclete gains a +1 sacred bonus on all saving throws, and once per day when an effect or attack by an evil creature would result in you gaining a harmful condition or affliction (such as paralyzed, stunned, etc.), as an immediate action you can delay the onset of that condition until the end of your next turn, as if you had the Heroic Defiance<sup>APG</sup> feat.

Every 3 levels after 3rd, your sacred bonus on saving throws increases by 1 and you gain one additional daily use of this ability.

**Aura of Courage (Su):** This functions as the paladin class feature.

**Sacred Patron (Su):** At 5th level, a paraclete gains a blessing from the holy entities that grant her powers. She may choose to gain imbue a celestial spirit into her weapon or to gain a special mount, as a paladin's divine bond, treating her paladin level as her paraclete level + 3.

Alternatively, she may choose to gain a celestial familiar that not only serves as a companion but also whispers new magical secrets in the paraclete's ear. This familiar is similar to a witch's familiar, treating her witch level as her paraclete level + 3, but the familiar also gains the celestial simple template. This celestial familiar does not store the paraclete's spells; however, as long as her familiar is within 30 feet a paraclete adds the patron spells from her familiar to her list of spells known. Patron spells can be cast as if the paraclete had the Eschew Materials feat, but she must have spell slots available of the appropriate







level in order to cast a patron spell (using the spell's level on the witch spell list in cases where the spell appears at different levels on different class lists). Her patron spells are considered divine spells. A paraclete selecting a familiar can choose from the following **witch patrons**: boundaries, devotion, endurance, healing, light, peace, strength, vengeance, wisdom.

**Martyr's Strikeback (Ex):** At 6th level, a paraclete can use her martyr's retribution class feature to make an attack of opportunity against any creature that attacks her in melee when she uses In Harm's Way to intercept an attack, even if she does not threaten the target. This functions like the **Strike Back** feat but does not require the paraclete to ready an attack.

**Aura of Resolve (Su):** This functions as the paladin class feature.

**Circle of Holiness (Sp):** At 8th level, a paraclete is surrounded by a continuous 10-foot-radius emanation equivalent to the *sacred space*<sup>ARG</sup> spell (caster level equals her paraclete level), though it moves with the paraclete. If this effect is dispelled, the paraclete can resume it on her next turn as a standard action.

**Resist Evil (Su):** At 9th level, a paraclete gains spell resistance of 5 + her character level against effects with the evil descriptor and against spells and spell-like abilities used by creatures with the evil subtype. In addition, she can expend one use of her smite evil ability to duplicate *dispel evil* or *greater dispel magic* (caster level equals her character level), although these abjurations function only against spells and spell-like abilities with the evil descriptor or created by creatures with the evil subtype (or to dismiss or banish creatures with the evil subtype, in the case of *dispel evil*). These abjurations can function only against creatures or effects within 30 feet of the paraclete.

**Guarded with My Life (Ex):** At 10th level, a paraclete gains an additional number of immediate actions per round equal to her Charisma modifier, though these additional immediate actions can be used only to use her In Harm's Way feat. As long as she remains alive, a paraclete can use In Harm's Way even if stunned, dazed, fascinated, unconscious, or otherwise normally unable to take actions. A paraclete can also use In Harm's Way to intercept a targeted effect that does not require an attack roll, such as *charm person* or *magic missile*. The paraclete must decide to intercept the effect before her ally attempts a saving throw or applies spell resistance or any other defensive ability. The paraclete uses her own saving throws and defenses against the effect being used.

A paraclete cannot intercept area effects if both she and her ally are within the area; however, if an adjacent ally is within the area of effect and the paraclete is not, she can use this ability to take the effect upon herself as if she were in the area while the ally is unaffected by the effect as if she were not. This does not result in actual movement by the paraclete or her ally.

**Paracletes and Paladins:** A paladin who becomes a paraclete may choose to advance his spellcasting levels separately in the two classes, as a spontaneous caster as a paraclete and as a prepared caster as a paladin, with two separate casting progressions (even though both classes access the paladin spell list). Alternatively, a paladin/paraclete may choose to ignore the normal paraclete spellcasting progression and instead treat his paraclete levels as paladin levels for the purpose of spellcasting. If the paladin/paraclete chooses a celestial familiar as his sacred patron, he adds patron spells to his list of spells known and can prepare those spells as long as his familiar is within 30 feet when he prepares spells.

Paladin and paraclete levels also stack for the purpose of the damage bonus gained when using smite evil and for determining the strength of a paladin/paraclete's divine bond or sacred patron.

**The Paraclete's Code:** Paracletes follow a code very similar to that of a paladin, though they are not obliged to follow a lawful good alignment. Those failing to live up to the ideals and vows of the paraclete are unable to gain further levels in this class, and at the GM's option may forfeit class abilities from this prestige class until they make proper *atonement*.







## PALADIN ARCHETYPES

Some see holy crusaders as armor-clad knights astride strapping steeds, riding forth to combat evil in all its forms. In truth, as much variety exists among paladins as there is in any class. These eight archetypes represent small sects of paladins with unusual abilities that represent their specific focus, or in several instances other character classes that approach the ideals and tropes of paladinhood from a different avenue in terms of game mechanics.

### ANGEL OF WRATH (BLOODRAGER<sup>ACG</sup> ARCHETYPE)

An angel of wrath is a child of celestial forebears, whose bloodlines have remained pure and whose rage at the incursions and irruptions of evil burns like a white-hot flame. Angels of wrath tap into arcane secrets they believe are revealed through empyreal harmonies, rhythms, and flows, allowing them to blend the mystic arts with their training as knights martial.

**Bloodline:** An angel of wrath must select the celestial bloodline.

**Code:** An angel of wrath must follow a paladin's code, as described in the *Pathfinder Roleplaying Game Core Rulebook*. She is not required to follow a lawful good alignment, but her commitment to the cause of good is no less absolute than a paladin's.

**Sense Evil (Sp):** An angel of wrath can *detect evil* as a paladin of her level. In addition, when using her bloodrage an angel of wrath can sense the presence of creatures with a strong or stronger evil aura (as described in the *detect evil* spell) as if she had the scent special quality. This ability replaces fast movement.

**Heavenly Grace (Ex):** At 2nd level, an angel of wrath gains a bonus on saving throws equal to his Charisma modifier. This saving throw bonus applies only against spells and effects with the evil descriptor or used by creatures with the evil subtype.

At 14th level, she applies her Charisma modifier as a bonus on all saving throws. This ability replaces uncanny dodge and indomitable will.

**Spells:** An angel of wrath may select spells from the paladin spell list as bloodrager spells. He treats these spells as arcane spells, though for spells that normally require a divine focus such as a holy symbol he must use such an item as a focus component.

**Angelic Wrath (Su):** At 5th level, an angel of wrath gains the ability to smite evil as a paladin 4 levels lower. Unlike a paladin, she does not gain a limited number

of uses of smite evil per day. Instead, activating her angelic wrath is a free action, and each round she uses this ability expends 2 rounds of her bloodrage. She may activate this ability and her bloodrage simultaneously, expending 3 uses of bloodrage per round she maintains both effects. Once she begins a angelic wrath, she cannot willingly end the effect until her bloodrage ends, though the angelic wrath ends immediately if the foe is killed. An angel of wrath cannot use her angelic wrath if she is fatigued or otherwise prevented from using her bloodrage. This ability replaces improved uncanny dodge.

**Wrathful Aura (Su):** At 7th level, when an angel of wrath is using her bloodrage or her angelic wrath, she is surrounded by a supernatural aura that duplicates the paladin class features of the same name.

LEVEL	TYPE OF AURA
7th	aura of courage
10th	aura of resolve
13th	aura of faith
16th	aura of righteousness

This ability replaces damage reduction, including increased damage reduction normally gained at 10th, 13th, and 16th level.

**Fearsome Fury (Su):** At 11th level, when an angel of wrath enters a bloodrage she gains the frightful presence special quality, affecting all enemies within a 30-foot radius, causing them to become shaken for 1d4+1 rounds. A successful Will save (DC 10 + 1/2 her bloodrager level + her Charisma modifier) negates this effect. Creatures with the evil subtype whose Hit Dice are equal to or less than one-half the angel of wrath's class level are frightened rather than shaken on a failed save, and are shaken for 1 round even on a successful save.

An evil outsider targeted by the character's angelic wrath can be affected by her fearsome fury even if normally immune to fear. This ability replaces greater bloodrage.

**Effortless Wrath (Su):** At 19th level, using her angelic wrath expends only 1 round of bloodrage per round rather than 2. This ability replaces the damage reduction increase normally gained at 19th level.

**Holy Champion (Su):** At 20th level, an angel of wrath gains the holy champion ability, as the paladin class feature. This ability replaces mighty bloodrage.





### AURORAN (PALADIN ARCHETYPE)

Though often found in colder climes, an auroran is guided not by snow and ice but by the colored lights that dance among the poles. Termed aurora or the northern (or southern) lights, this phenomenon is thought by aurorans to be a sign from their deity. They search for patterns and commands within the flickering lights and travel for miles following the shifting lights, eliminating evil and doing good works along their way.

**Signs in the Sky (Sp):** The auroran trains to read signs from his deity in the night sky and soon learns to divine portents in everyday life. Once per day the auroran can cast *augury* as a spell-like ability with a caster level equal to his auroran level. At 7th level, the auroran can also cast *divination* once per day as a spell-like ability with a caster level equal to his auroran level.

If the auroran can see an aurora during the casting of this spell, his chance of receiving an accurate answer increases by 10%.

This ability replaces *detect evil*.

**Auroral Vestment (Su):** At 2nd level the auroran gains the ability to conjure a sheath of shifting radiance around herself. This radiance grants the auroran spell resistance equal to 5 + her class level. The auroran can summon his auroral vestment as a swift action and dismiss it at will. The auroral vestment can be used for 1 hour per auroran level. This duration need not be continuous but must be spent in 1-hour increments. This ability replaces divine grace.

**Radiant Form (Su):** At 17th level, an auroran gains the ability to transform into a figure of flickering colored light. The auroran's shape and original features are distinguishable within the shimmering lights, but only faintly.

While in radiant form, the auroran gains the incorporeal subtype. He ignores damage from nonmagical sources and has a 50% chance of ignoring magical damage. In addition, each ally within 10 feet of him gains a +4 morale bonus on saving throws versus compulsion [pattern] effects.

The auroran can assume radiant form for 1 minute per auroran level per day. Activating radiant form is a swift action, and the effect can be dismissed at will. The radiant form's duration does not need to be consecutive; it can instead be spent in 1-minute increments. Radiant form can be used in conjunction with auroral vestment. When the auroran reaches level 20 and gains the holy champion ability, she gains DR 5/evil instead of 10/evil. This ability replaces aura of righteousness

**Spells:** The auroran gains spells as a regular paladin, but has access to additional spells on his spell list. The auroran must still prepare these spells in advance normally

The additional auroran spells gained are:

**1st-Level Auroran Spells**—*color spray*, *dancing lights*, *light*

**2nd-Level Auroran Spells**—*hypnotic pattern*

**3rd-Level Auroran Spells**—*searing light*

**4th-Level Auroran Spells**—*rainbow pattern*, *wandering star motes*<sup>APG</sup>







### CELESTIAL CENTURION (PALADIN ARCHETYPE)

Paladins are shining exemplars of heroism, possessed of a radiant devotion that compels trust and allegiance from others. Their force of personality is as much a weapon as their strong sword-arm or their devout prayers in dealing out both weal and woe. Some paladins forge their personal charisma in the fires of military leadership, becoming battlemasters par excellence who lead the vanguard of crusading armies, using keen minds and strength of will to drive their soldiers on to victory.

**Mantle of Leadership (Ex):** A celestial centurion's extreme devotion allows him to create a 30-foot-radius emanation as a swift action once per day, plus one additional daily use for every 3 levels beyond 1st. This mantle lasts for a number of rounds equal to 3 + the paladin's Charisma modifier. She can switch the mantle's effect at any point during its duration as a swift action; this expends one additional round of the mantle's duration. The mantle affects all allies within 30 feet who can hear and understand the paladin. This is a language-dependent effect.

A mantle grants a sacred bonus equal to one-half the paladin's level (minimum +1), up to a maximum equal to his Charisma modifier. The celestial centurion may choose to grant the mantle's benefit only to himself; if he does so, the bonus is equal to his paladin level. The mantle of leadership grants its bonus to whichever of the following the paladin chooses:

- Armor Class against attacks of opportunity
- attack rolls made to confirm critical hits
- caster level checks
- damage rolls when charging
- damage rolls against flanked opponents
- saving throws against fear or effects with the evil descriptor

If the paladin possesses a teamwork feat, he can instead grant the effects of that teamwork feat to his allies in lieu of one of the above effects.

At 4th level, a celestial centurion can expend two daily uses of this ability to activate a single mantle that affects allies within a 60-foot radius, or to activate two separate mantles that operate simultaneously in a 30-foot radius. In addition to the above mantles, the celestial centurion may instead choose to activate one of the following, though the sacred bonus provided by these mantles is equal to one-fourth the paladin's level, and good-aligned allies do not gain an additional bonus to this check.

- ability checks and skill checks for any one ability score
- Armor Class
- attack rolls
- combat maneuver checks
- damage reduction (gaining DR/evil equal to the bonus normally provided)
- damage rolls
- increased speed (5 feet times the bonus normally provided)
- saving throws

This ability replaces smite evil.

**Inspiring Word (Su):** At 2nd level, a celestial centurion can expend one use of his lay on hands ability as a swift action to grant an ally within 30 feet an additional move action (which may be taken immediately or on the ally's next turn), or as an immediate action when an ally within 30 feet must attempt a saving throw, granting that ally a morale bonus on that saving throw equal to the paladin's Charisma modifier. This ability replaces divine grace.

**Rally the Troops (Su):** At 4th level, a celestial centurion can expend two uses of his lay on hands ability as a standard action to grant all allies within 30 feet a new saving throw to end an effect causing them to become fascinated, fatigued, shaken, staggered, or subject to a harmful emotion effect. If the effect was created by a creature with the evil subtype, those allies gain a sacred bonus on their saving throw equal to the paladin's Charisma modifier.

This does not affect effects that do not allow a saving throw or instantaneous or permanent effects. This ability replaces channel positive energy.

**Shared Bond (Su):** At 5th level, a celestial centurion can use his divine bond ability to imbue a celestial spirit into the weapons of multiple creatures. This functions as normal for the divine bond ability, with a total duration of 1 minute per paladin level; this duration can be split among several weapons, allocating the duration in 1-minute increments. When splitting the celestial spirit's power in this way, the total enhancement bonus (and/or special properties) that can be imbued in the target weapons is reduced by 1 for each weapon after the first (minimum +1). If any of the imbued weapons are destroyed, the centurion loses this ability for 1 day for each weapon that is destroyed, taking a -1 penalty on attack and damage rolls during this time; he loses the ability for 30 days only if all imbued weapons are destroyed. Gaining a level restores the ability as normal. This ability alters divine bond.





**Banner (Su):** At 6th level, a celestial centurion gains the banner ability as the cavalier class feature. The bonuses granted by his banner increase by 1 every 6 levels beyond 6th. When the celestial centurion uses his mantle of leadership, he can imbue that mantle into his banner, causing its effect (as well as the banner's normal bonus) to emanate from the banner rather than the paladin. If the celestial centurion plants the banner in the ground, it stands firmly in place; removing it requires a successful combat maneuver check as if against the paladin's CMD. The effect of the mantle cannot be changed unless the paladin is touching it. This ability replaces the mercies normally gained at 6th, 12th, and 18th level.

**Inspiring Command (Su):** At 8th level, a celestial centurion can expend two uses of his lay on hands ability as a standard action to grant all allies within 30 feet (not including himself) an additional move action, which can be taken immediately or on each ally's next turn. This ability replaces aura of resolve.

**Celestial Soldiers (Su):** At 11th level, a celestial centurion can expend one daily use of his divine bond to imbue heavenly power in one or more allies whose Hit Dice are at least 2 less than his own, granting them the celestial simple template, as described in the *Pathfinder Roleplaying Game Bestiary*. This ability replaces aura of justice.

**Angelic Armageddon (Su/Sp):** At 20th level, a celestial centurion gains DR 10/evil, and whenever she uses lay on hands to heal a creature she heals the maximum possible amount. In addition, when activating her mantle of leadership, she can expend two uses of that ability to cast *planar ally*, three uses to cast *greater planar ally*, or four uses to cast *gate* (caster level equals paladin level), using these abilities to call to him one or more good outsiders to serve him. This ability replaces holy champion.

#### COTTAGER (PALADIN ARCHETYPE)

The concerns of the common folk are as important to holy warriors as the concerns of monarchs. Some knights find they have a gift for reassuring and helping ordinary folk and dedicate their work to helping farmers, potters, peasants, and other citizens of small villages and farmsteads far from city walls. Often these more isolated communities lack the benefit of an organized guard. Paladins who specialize in helping small villages with their defenses are termed cottagers, but the name is a respectful one.

**Channel Sanctuary (Su):** A cottager has the ability to protect innocents with a burst of divine energy. At 4th level, he can expend two uses of his lay on hands ability to provide the benefits of *sanctuary* on a number of living creatures equal to his class level. All targets must be within 30 feet of the cottager, and unwilling creatures can resist the effect with a successful Will save. Good-aligned creatures affected by this ability also gain the benefit of *shield of faith* as long as the *sanctuary* lasts and they remain within 30 feet of the cottager. The caster level for these effects is equal to the cottager's level and the save DC is Charisma-based. This ability replaces channel positive energy.

**Cottage Stew (Su):** At 2nd level, a cottager can expend one use of her lay on hands to create a bowl of hot, nourishing stew. This requires 1 full round to create and 1 minute to consume. A creature eating the cottage stew gains healing as normal for the cottager's lay on hands ability, plus an additional 1 hit point per die of healing. In addition, the bowl of stew counts as a full, nourishing meal, and consuming it eliminates fatigue (or reduces exhaustion to fatigue). This ability modifies lay on hands.

**Reinforce Structure (Su):** At 3rd level, a cottager can expend one use of his lay on hands to reinforce a door, wall, or any other Large or larger object or structure. This ability repairs damage equal to the amount of healing it would normally provide to a living creature. If the object or structure is undamaged, this ability increases its hardness by an amount equal to one-half the cottager's level, and the DC of Disable Device or Strength checks made to breach or enter the structure. In addition, the object gains temporary hit points equal to the amount of damage that would normally be healed by his lay on hands ability. These benefits apply to that entire object or structure as a whole, not separately to each 5-foot section. Attacks against any part of the object or structure must first overcome these temporary hit points before the actual object or structure can be damaged, but once these temporary hit points are depleted any remaining damage or further attacks can damage the object or structure normally. The increased hardness lasts for 1 minute per cottager level, or 1 hour per level if the cottager expends two uses of mythic power. The temporary hit points last for the same duration or until depleted. A cottager can use this ability more than once on the same structure or object. If the cottager uses this ability more than once on the same structure, the hardness increase and temporary hit points stack. This ability replaces the mercy normally gained at 3rd level.





**Mass Lay on Hands (Su):** At 6th level, a cottager can affect multiple targets by spending two uses of lay on hands instead of one. Using this ability is a standard action that can affect a number of individuals equal to one-half the cottager's level, rounded down, and all targets must be within 30 feet of the cottager. The cottager can select himself as one of the targets but using mass lay on hands still requires a standard action. If the cottager adds a mercy to his lay on hands ability, the mercy affects all targets as well. This ability replaces the mercy normally gained at 6th level.

**Spells:** The cottager gains spells as a regular paladin, but has access to additional spells on his spell list. The cottager must still prepare these spells in advance normally.

The additional cottager spells gained are:

**1st-Level Cottager Spells**—*alarm, hold portal*

**2nd-Level Cottager Spells**—*knock, make whole*

**3rd-Level Cottager Spells**—*tiny hut*

**4th-Level Cottager Spells**—*secure shelter*

#### DRAGON KNIGHT (PALADIN ARCHETYPE)

A dragon knight is a paladin sworn to the service of goodly dragonkind, and in particular to an ancient clan of bronze, gold, or silver dragons. In exchange for protecting the weak from the ravages of their chromatic kin, these oathsworn soldiers master the secrets of fighting draconic foes and earn the loyalty of a draconic ally of their own.

**Dragonfriend (Ex):** A dragon knight gains Draconic as a bonus language, and adds Knowledge (arcana) to her list of class skills. She also adds add a bonus equal to one-half her paladin level on Knowledge (arcana) checks made to identify dragons and their abilities and on Diplomacy, Intimidate, Ride, and Sense Motive checks made with dragons.

**Smite Evil (Su):** When used against evil creatures that are not dragons all numeric bonuses granted by her smite evil are halved and she does not automatically bypass damage reduction. A dragon knight gains additional uses of smite evil only every 6 levels after 1st. This ability alters smite evil.

**Lay on Hands (Su):** A dragon knight's lay on hands ability functions at its full value only when used to heal dragons or to damage undead creatures that were dragons (or dragon-like creatures, at the GM's discretion) in life. It heals or deals only one-half the normal amount of hit points for all other creatures, including the paladin (unless the paladin is a dragon). This ability alters lay on hands.

**Energy Resistance (Ex):** At 3rd level, a dragon knight gains energy resistance 5 against electricity (bronze), cold (silver), or fire (gold). This energy resistance increases by 5 every 3 levels thereafter. This ability replaces divine health and the mercies usually gained by a paladin.

**Dragon Breath (Su):** At 4th level, a dragon knight gains the ability to expend one use of her lay on hands ability to unleash a 15-foot cone-shaped burst or 30-foot line of electricity (bronze), cold (silver), or fire (gold), dealing 1d6 points of damage per 2 paladin levels he possesses. A successful Reflex save (DC 10 + 1/2 the dragon knight's paladin level + her Charisma modifier). She may increase the size of her breath to a 30-foot cone or 60-foot line by expending two uses of her lay on hands ability. This ability replaces channel energy.

**Spells:** A dragon knight adds the following spells to her class list: add the following spells to their spell list: 1st—*feather fall, magic fang, resist energy*; 2nd—*hunter's lore, locate weakness, scale spikes*; 3rd—*communal resist energy, draconic reservoir, fly, greater magic fang, greater scale spikes, strong jaw*; 4th—*dragon's breath, form of the dragon I, freedom of movement*.

**Dragon Bond (Sp):** At 5th level, a dragon knight gains the service of a hatchling bronze, gold, or silver dragon to serve her in her crusade against evil. This dragon functions as a druid's animal companion, using the paladin's level as her effective druid level. She can call this dragon to her side as a full-round action once per day, plus one additional time per day for every 4 levels after 5th. At 11th level and above, this







mount gains the celestial simple template, and at 15th level it gains spell resistance equal to the dragon knight's level +11. This ability alters and otherwise functions as divine bond, though a dragon knight may not use divine bond to infuse a celestial spirit into a weapon.

**Aura of Shielding (Su):** At 8th level, a paladin and each ally within 10 feet of her gains a +4 bonus on Reflex saves against the breath weapons of dragons. This ability functions only while the paladin is conscious, not if she is unconscious or dead. This ability replaces aura of resolve.

**Dragon Steed (Sp):** At 9th level, a dragon knight can expend two uses of her dragon bond to call her dragon in the form of a Large dragon suitable for riding. It uses the Dragon Steed base statistics below, but otherwise functions as the dragon bond ability described above. This ability replaces divine bond and the smite evil uses normally gained at 4th, 10th, and 16th levels.

**Dragon Lancer (Ex):** At 14th level, a mounted dragon knight doubles the threat range of any weapons wielded during a charge. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the dragon knight can make a free bull rush combat maneuver (which does not provoke attacks of opportunity) against the target of his charge if the charge attack hits. This ability replaces aura of faith.

**Holy Champion (Su):** At 20th level, a dragon knight's smite evil attacks do not affect evil outsiders as *banishment*. However, any weapon she wields is treated as if it had the *negating*<sup>UE</sup> and *nullifying*<sup>UE</sup> properties against a dragon she has targeted with smite evil. The paladin also gains immunity to cold, electricity, or fire (the same type of energy as her normal energy resistance), and the paladin also gains immunity to that dragon's breath weapon. If the dragon knight has used her dragon bond or summoned her dragon steed and that creature is adjacent to the dragon knight, it shares that immunity. This ability alters holy champion.

### DRAGON COMPANION

**Starting Statistics:** **Size:** Small; **Speed** 20 ft., fly 60 ft. (average, good for silver), swim 30 ft. (bronze or gold only); **AC** +3 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 14; **Special Attacks** breath weapon (15-foot cone or 30-foot line, 2d6 cold (silver), electricity (bronze), or fire (gold) damage every 1d4 rounds); **Special Qualities** darkvision 60 ft., water breathing (bronze or gold only).

### DRAGON STEED

**Starting Statistics:** **Size:** Large; **Speed** 40 ft., fly 120 ft. (poor, average for silver), swim 60 ft. (bronze or gold only); **AC** +6 natural armor; **Attack** bite (2d6), 2 claws (1d8); **Ability Scores** Str 19, Dex 12, Con 17, Int 14, Wis 15, Cha 14; **Special Attacks** breath weapon (30-foot cone or 60-foot line, 6d6 cold (silver), electricity (bronze), or fire (gold) damage every 1d4 rounds); **Special Qualities** darkvision 60 ft.

### HEAVENLY HUNTER (PALADIN ARCHETYPE)

Demons, devils, and other evil outsiders embody pure evil. Some paladins train relentlessly to hunt down such creatures and destroy them. To confront a devil or demon requires total confidence and specialized skills, and heavenly hunters rely on their training to keep them alive in deadly encounters.

**Track Teleporter (Su):** A heavenly hunter gains Spellcraft and Survival as class skills, gaining a sacred bonus equal to one-half his class level when using Survival to track evil outsiders. If the heavenly hunter successfully tracks a creature using Survival and tracks the creature to the point where it has used a teleportation effect, the heavenly hunter can attempt a Spellcraft check (DC 11 + the caster level of the ability used to teleport the creature). The DC increases by 1 for every day that passes after the creature teleports away. On a successful check, the heavenly hunter learns to which plane of existence her quarry has teleported. If the creature teleported to another location on the same plane, the heavenly hunter can expend two uses of his lay on hands ability as a full-round action to find that creature as if he had cast *locate creature* (caster level equals paladin level). This ability replaces channel positive energy.

**Heavenly Bond (Sp):** Upon reaching 5th level, a heavenly hunter automatically receives the ability to enhance her weapon as a standard action by calling upon the aid of a celestial spirit (the heavenly hunter cannot select a bonded mount instead). This ability functions exactly as the regular divine bond special ability, but the paladin can select additional weapon properties to add to their blade: *bane (evil outsider)*, cold iron, or silver. Adding these properties consumes an amount of bonus equal to a +1 enhancement. In addition, the *holy* property can be added to the heavenly hunter's blade for the cost of a +1 enhancement, instead of the normal +2. This ability modifies divine bond.





**Repel Teleporter (Su):** At 8th level, the heavenly hunter can ready an action to counter a teleportation effect that allows a creature to enter or exit an area within 30 feet of her. She must successfully identify the effect with Spellcraft and then may expend one use of smite evil to make a caster level check (DC 11 + caster level of the teleportation effect to be countered). On a success, the teleporting creature is returned to its point of origin. On a failure, the teleportation effect occurs normally and the heavenly hunter's smite evil use is wasted. If the teleportation effect enters or exits a square the heavenly hunter threatens, she can use this ability as an immediate action. This ability replaces aura of resolve.

**Aura of Blessed Strike (Su):** At 11th level, a heavenly hunter can expend one use of her smite evil ability to all allies within 10 feet, using her bonuses. Allies must use this smite evil ability on an evil outsider by the start of the paladin's next turn and the bonuses last for 1 minute. The granted smite evil ability does not affect any creature other than evil outsiders. Using this ability is a free action. Evil creatures gain no benefit from this ability. This ability replaces aura of justice.

#### HOLY QUESTIONER (PALADIN ARCHETYPE)

Faith drives many paladins, and a holy questioner is a devoted believer in her chosen religion. She uses her powers to track down heretics and enemies of her deity and bring them to justice. Holy questioners have a reputation for being rigid and inflexible in their pursuit of justice, a reputation that is often well-earned.

**Judgment (Su):** Once per day, the holy questioner can pronounce judgment upon her foes as a swift action. This functions as the inquisitor's judgment ability, and the holy questioner can select from the following judgments: destruction, justice, purity, resiliency, and smiting. At 4th level and every three levels thereafter, the holy questioner can use this ability one additional time per day. This ability replaces smite evil.

**Channel Faithful Energy (Su):** When a holy questioner reaches 4th level, she gains the supernatural ability to channel energy like a cleric. Using this ability consumes two uses of her lay on hands ability. The energy channeled by the holy questioner deals damage to enemies of her faith. The definition of these enemies includes:

- clerics of an evil deity
- a summoned servant of an evil deity (such as a bound demon)
- the avatar of an evil deity
- an individual who has killed or undertaken other grossly evil acts in the name of an evil deity

- an individual who has killed or undertaken other grossly evil acts of a nature particularly abhorrent to the tenets of the holy questioner's faith
- any other individual or creature the GM determines an enemy of the holy questioner's faith

The energy channeled by the holy questioner heals living creatures who worship the holy questioner's deity. Such individuals do not have to be clerics, but must attend services, tithe regularly, or perform other actions to indicate their devotion to the holy questioner's deity.

This ability replaces the channel positive energy.

**Aura of Confidence (Su):** The holy questioner's greatest strength is her utter confidence. At 14th level, she can expend a use of her smite evil ability to gain an aura of confidence for 1 minute. While the aura of confidence is active, the holy questioner can reroll any melee attack she makes that misses its target. She must take the results of the second roll. This ability replaces aura of faith.

**Spells:** The holy questioner gains spells as a regular paladin, but has access to additional spells on her spell list. The holy questioner must still prepare these spells in advance normally.

The additional holy questioner spells gained are:

**1st-Level Holy Questioner Spells**—*command, tireless pursuit, wrath*

**2nd-Level Holy Questioner Spells**—*augury, castigate, confess, weapon of awe*

**3rd-Level Holy Questioner Spells**—*hunter's eye, retribution, righteous vigor, seek thoughts*

**4th-Level Holy Questioner Spells**—*denounce, detect scrying, forced repentance, rebuke, shared wrath, tireless pursuers*

#### SPELL SAINT (MAGUS ARCHETYPE)

Some individuals are gifted with the ability to wield both spell and weapon. Sometimes this power comes innately, while other times it's a result of intense training. Regardless of the source of their power, a small portion of these people also feel called to serve a deity by hunting down evil with their unique abilities. Such individuals often take on the mantle of "spell saint."

**Oath:** To become a spell saint, the character must be lawful good and must swear an oath of loyalty to his deity. This functions in the same manner as the paladin's code of conduct feature and has identical restrictions. The spell saint must maintain his lawful good alignment, respect legitimate authority, refrain from committing evil acts, and avoid working with evil





characters except under extraordinary circumstances.

A spell saint who ceases to be lawful good, who willfully commits an evil act, or who violates the code of conduct loses access to his bonus spell saint spells, to his lay on hands ability, and to his mercies. He regains these abilities only if he atones for his violation (see the *atonement* spell description in the *Pathfinder Roleplaying Game Core Rulebook*).

**Spells:** A magus normally casts arcane spells drawn from the magus spell list. A spell saint adds a number of additional spells to his spell list which, though normally divine, he can prepare and cast as arcane spells.

A spell saint does not automatically learn the spells added to his spell list. He must learn the spells and copy them into his spellbook as he would any other spell. When a spell saint gains a level, he may add two new spell saint spells of any spell level or levels that he can cast (based on his new spell saint level) for his spellbook. This includes the new spell saint spells added to his spell list. At any time the spell saint may add spells found in other spellbooks or a scroll to his own (see Chapter 9 of the *Pathfinder Roleplaying Game Core Rulebook*).

The additional spell saint spells gained are:

**1st-Level Spell Saint Spells**—*bless weapon, cure light wounds, divine favor*

**2nd-Level Spell Saint Spells**—*aid, align weapon, consecrate, cure moderate wounds, grace*

**3rd-Level Spell Saint Spells**—*cure serious wounds, prayer, searing light*

**4th-Level Spell Saint Spells**—*cure critical wounds, divine power, holy smite, order's wrath*

**5th-Level Spell Saint Spells**—*dispel chaos, dispel evil, holy sword, mass cure light wounds, righteous might*

**6th-Level Spell Saint Spells**—*heal, mass cure moderate wounds*

**Magus Arcana:** The spell saint gains access to two new magus arcana as part of his commitment to his deity.

**Lay on Hands (Su):** Starting at 3rd level, the spell saint can expend 1 point from his arcane pool in order to lay on hands. He can heal wounds (his own or those of another) by touch. With one use of this ability, the spell saint can heal 1d6 hit points of damage for every two spell saint levels he possesses. Using this ability is a standard action, unless the spell saint targets himself, in which case it is a swift action. Despite the name of the ability, a spell saint only needs one free hand to use this ability.

Alternatively, a spell saint can use this healing power to deal damage to undead creatures, dealing

1d6 points of damage for every two levels the spell saint possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

The spell saint can use lay on hands as his off-hand attack when using his spell combat ability.

**Mercy (Su):** At 5th level and every three levels thereafter, a spell saint can select one mercy. Each mercy adds an effect to the spell saint's lay on hands ability. This functions as the paladin ability of the same name. At 5th level the spell saint can select from the 3rd-level paladin mercies.

At 8th level the spell saint can select from the 6th-level paladin mercies.

At 11th level the spell saint can select from the 9th-level paladin mercies, obeying the prerequisites of these mercies.

At 14th level the spell saint can select from the 12th-level paladin mercies.







### VERDANT KNIGHT (PALADIN ARCHETYPE)

Evil lurks in humid jungles as often as it rises up in more temperate climes. Verdant knights have learned how to operate in the hot, crowded terrain of a jungle in order to pursue their noble goals. A knightly order based in a jungle faces unique terrain challenges and the threat of local wildlife as well as the sinister forces that work against them. A verdant knight knows how to meet and overcome these challenges.

**Detoxify (Su):** A verdant knight learns early on how to neutralize the venom of the many poisonous creatures living in a jungle. At 3rd level, the verdant knight can select from the following mercies.

- *Fatigued:* The target is no longer fatigued.
- *Shaken:* The target is no longer shaken.
- *Sickened:* The target is no longer sickened.
- *Poisoned:* The target is no longer poisoned. Selecting this mercy requires two uses of the verdant knight's lay on hands ability.

The verdant knight does not gain access to any mercies at 6th level. The dazed, diseased, and staggered mercies can instead be selected at 9th level along with the regular 9th-level mercies. This ability modifies mercy

**Favored Terrain (Ex):** At 6th level, a verdant knight gains favored terrain (jungle) as the ranger ability. When in jungles, the verdant knight gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks. A verdant knight traveling through jungle terrain normally leaves no trail and cannot be tracked (though she may leave a trail if she so chooses).

At 11th level and every five levels thereafter, the verdant knight's skill bonus and initiative bonus increases by +2.

This ability replaces divine health.

**Jungle Mount (Sp):** Upon reaching 5th level, a verdant knight forms a divine bond with her god just as a regular paladin would. If the verdant knight chooses to obtain the services of a mount, she may select one of three special mounts tailored to serve in jungle climes.

A Medium verdant knight may choose between a styracosaurus, lion, or water buffalo (use bison statistics). The mount functions as a druid's animal companion, using the verdant knight's level as her effective druid level. Bonded jungle mounts have an intelligence of at least 6. The jungle mount otherwise functions exactly as a standard paladin's divine mount (including becoming a celestial mount at 11th level).

A Small verdant knight may choose between a sun bear (use the statistics of a black bear), a leopard, or a deinonychus.

This ability replaces divine bond.

**Blessed Breeze (Su):** At 11th level, the verdant knight gains fire resistance 20. In addition, she is constantly under the effects of *endure elements* as if cast by an 11th-level cleric. This *endure elements* effect protects only against harm from being in hot environments. This ability replaces aura of justice.

### WINTER KNIGHT (PALADIN ARCHETYPE)

In frigid regions, paladins must adapt to local conditions. Riding horseback in heavy metal armor doesn't suit an area buried yards-deep in snow. The evil that lurks amid the icy drifts is different than that in temperate climes as well. Most of the threats the winter knight faces are vulnerable to fire attacks, a weakness that the winter knight ruthlessly exploits.

**Blazing Strike (Su):** Once per day, a paladin can transform her weapon strike into one of searing heat. As a swift action, the paladin chooses one target within sight to receive her blazing strike. The paladin adds her Charisma bonus (if any) to her attack roll and deals an extra point of fire damage per paladin level to against the target of her blazing strike. If the target of blazing strike is a creature with fire vulnerability, the bonus fire damage increases to 2 points of damage per level the paladin possesses. Regardless of the target, blazing strike attacks automatically bypass any fire resistance or fire immunity the creature might possess.

In addition, while blazing strike is in effect, the paladin gains cold resistance equal to her paladin level against attacks, effects, or spells directed at her by the target of her blazing strike.

The blazing strike effect remains until the target of the blazing strike is dead or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may use her blazing strike one additional time per day, to a maximum of seven times per day at 19th level.

When the winter knight reaches level 20 and gains the holy champion ability and successfully strikes a creature with fire vulnerability with her blazing strike, she can immediately cast *wall of fire* as a spell-like ability with a caster level equal to her winter knight level. This replaces smite evil.

**Favored Terrain (Ex):** At 3rd level, a winter knight gains favored terrain (cold) as the ranger ability. In areas of ice, glaciers, snow, and tundra, the winter knight gains a +2 bonus on initiative checks and Knowledge





(geography), Perception, Stealth, and Survival skill checks. A winter knight traveling through cold terrain normally leaves no trail and cannot be tracked (though she may leave a trail if she so chooses).

At 8th level and every five levels thereafter, the winter knight's skill bonus and initiative bonus increases by +2.

This ability replaces divine health.

**Chill Mount (Sp):** Upon reaching 5th level, a winter knight forms a divine bond with her god just as a regular paladin would. If the paladin chooses to obtain the services of a mount, she may select one of three special mounts tailored to serve in cold climes.

A Medium winter knight may choose between a great white riding bear (use the statistics of a polar bear), a winter wolf, or a giant caribou (use the statistics of a megaloceros). The mount functions as a druid's animal companion, using the winter knight's level as her effective druid level. Bonded chill mounts have an intelligence of at least 6. The chill mount otherwise functions exactly as a standard paladin's divine mount (including becoming a celestial mount at 11th level).

A Small winter knight may choose between a white riding bear (use the statistics of a black bear), a white worg, or a wolverine.

This ability replaces divine bond.

**Inner Warmth (Su):** At 11th level, the winter knight gains cold resistance 20. In addition, she is constantly under the effects of *endure elements* as if cast by an 11th-level cleric. This *endure elements* effect protects only against harm from being in cold environments. This ability replaces aura of justice.

## PALADIN SPELLS

The spellcasting ability of a paladin is an oftentimes overlooked part of their arsenal of power for the forces of good. Being a spellcasting paladin can be a tricky endeavor, in that it sometimes requires sacrificing a round of diving into melee in order to cast a helpful spell, so some paladins choose to view their spells as a reserve of restorative power or a place to invest in longer-term spells that can be cast ahead of time. The following spells focus on broadening a paladin's communion with the higher forces of good that grant her powers, as well as offering alternative uses for existing class features and the attitude of sacrifice and purity that is a paladin's meat and drink.

### 1st-level Paladin Spells

*ironforge*  
*silversteel*  
*ray of hope*  
*redemptive remorse*  
*sacrificial strike*  
*tireless vigil*

### 2nd-level Paladin Spells

*clarity of mind*  
*dismiss bond*  
*intercessory martyr*  
*merciful mandate*

### 3rd-level Paladin Spells

*angelic aspect*  
*cooperative companion*  
*sacred link*  
*sin sight*

### 4th-level Paladin Spells

*angelic steed*  
*lucent leaching*  
*mass martyrdom*  
*ravaging remorse*  
*shining mist*  
*sinful suspicion*  
*solar shroud*







### ANGELIC ASPECT

**School** transmutation [good]; **Level** paladin 3

**Casting Time** 1 standard action

**Components** V, S, DF/F (feather from a good-aligned outsider)

**Range** touch

**Target** one willing creature

**Duration** 1 minute/level (D)

**Saving Throw** Fortitude negates (harmless);

**Spell Resistance** yes (harmless)

You transformed the touched creature into the semblance of a winged angelic being. The target's skin, eyes, hair, and feathers take on a gleaming, metallic appearance, and it gains a +2 enhancement bonus to Charisma and a +1 sacred bonus to AC and on saving throws against attacks or effects used by evil creatures. The target's wings grant it a fly speed of 30 feet (average maneuverability). While using *angelic aspect*, the target's head is surrounded by a glowing halo like equivalent to a *light* spell. This halo results in a -20 penalty on Stealth checks and clearly reveals the creature's position even if it is invisible.

### ANGELIC STEED

**School** transmutation; **Level** paladin 4

**Casting Time** 1 standard action

**Components** V, S, DF/F (feather from a good-aligned outsider)

**Range** touch

**Target** one willing creature (see text)

**Duration** 10 minutes/level (D)

**Saving Throw** none (harmless); **Spell Resistance** no

You grant the gift of flight to a creature on which you or a good-aligned ally is mounted. The target gains a fly speed of 60 feet (40 feet if encumbered or carrying a

medium or heavy load) with average maneuverability. In addition, you can expend one or more uses of your lay on hands ability as a swift action when casting this spell to enhance the target mount. Expending one use of lay on hands allows you to increase its carrying capacity as *ant haul*, grant temporary hit points as *false life*, or increase its maneuverability to good. If you expend two uses of lay on hands or one use of smite evil, you can grant the target the celestial simple template or you can grant it two wing buffet attacks as secondary natural weapons. These enhanced effects remain in place for the full duration of the *angelic steed* spell.

If the *angelic steed* is dismounted, the spell's remaining duration elapses at a rate of 10 minutes each round.

### CLARITY OF MIND

**School** abjuration; **Level** cleric 2, inquisitor 2, paladin 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** one creature

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You purge unwanted mental influence from the target, granting it a new saving throw against any one mind-affecting effect that is affecting it. If the target previously failed its save, a new save negates the effect (or results in a partial effect, if that is the normal result of a successful save). If the target already successfully saved against an effect that has a partial effect on a successful save, *clarity of mind* removes that partial effect on a successful save. *Clarity of mind* has no effect on instantaneous, permanent, or mythic effects.

### COOPERATIVE COMPANION

**School** abjuration; **Level** paladin 3

**Casting Time** 1 swift action

**Components** V, S, DF

**Range** touch

**Target** one creature

**Duration** see text

**Saving Throw** none; **Spell Resistance** no

When you call your bonded creature with your divine class feature, you can cast this spell and select any one teamwork feat for which you qualify. While your bonded creature is present, you and it can share that teamwork feat for a number of rounds equal to your caster level. These rounds need not be continuous. Activating and deactivating the teamwork feat is a free action. Any unused rounds of use of that teamwork feat are lost when your mount is dismissed.





In addition to the above, you can use your lay on hands ability on your bonded creature as a swift action, and you can use the aid another action once per round as a free action to aid your bonded creature.

#### DISMISS BOND

**School** abjuration; **Level** paladin 2

**Casting Time** 1 immediate action

**Components** V, S, DF

**Range** touch

**Target** one creature or object

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

When the object or creature you have instilled with your divine bond class feature is harmed by an attack or effect, you can dismiss your divine bond before the effect is resolved. You can cast this spell after the attack roll, caster level check, or saving throw for the attack or effect is made, but must cast it before damage is rolled. If you dismiss a divine bond creature, it returns to its home plane but may be called again as normal. If you dismiss a divine bond affecting an object, the divine bond is ended but the item itself remains and can be damaged as normal.

#### INTERCESSORY MARTYR

**School** necromancy; **Level** paladin 2

**Casting Time** 1 immediate action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one willing creature

**Duration** instantaneous (see text)

**Saving Throw** none; **Spell Resistance** no

When an ally within range would take hit point damage, you can cast this spell in order to provide your ally with temporary hit points equal to 2d8 plus twice your caster level. These temporary hit points last for 1 round/level or until discharged, and any damage taken by the target is deducted from these temporary hit points first. Immediately after casting the spell, you take lethal damage equal to one-half the number of temporary hit points you granted to your ally.

#### IRONFORGE

**School** transmutation; **Level** bloodrager 1, magus 1, paladin 1, ranger 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** one weapon or 50 projectiles, all of which must be together at the time of casting

**Duration** 1 minute/level

**Saving Throw** Fortitude negates (harmless, object);

**Spell Resistance** yes (harmless, object)

You transform the touched weapon or projectiles so that it is treated as a cold iron weapon for the purpose of overcoming damage reduction. The weapon is not actually transformed into cold iron, and it retains any special qualities or properties that it already possesses because of its material, masterwork, or magical properties. This spell cannot affect an item worn or wielded by another creature unless that creature is willing.

#### LUCENT LEACHING

**School** transmutation [good]; **Level** cleric 6, paladin 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** one creature

**Duration** concentration

**Saving Throw** Fortitude partial (see text);

**Spell Resistance** yes

You unleash the spark of purity within yourself and attempt to infuse it into a creature with the evil subtype, subverting the essence of its evil that exudes from its pores and encases it in a tomb of its own wickedness. If you succeed on a melee touch attack, the target is paralyzed (Fortitude negates) for as long as you maintain concentration. In addition, each round that you maintain concentration on the spell the target takes 1d6 points of Constitution drain (Fortitude negates). A successful save ends paralysis and precludes further Constitution drain; however, the exuded evil purged from the target clings to it like glowing tar, causing the target to become entangled for a number of rounds equal to the number of rounds of Constitution drain it took, to a minimum of 1 round even if it took no Constitution drain. While this luminous exudate clings to the target, it takes a -20 penalty on Stealth checks and its location is clearly revealed even if it is invisible.





### MASS MARTYRDOM

**School** abjuration; **Level** paladin 4

**Casting Time** 1 standard action

**Components** V, S, DF (see text)

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one creature/level (D)

**Duration** 1 hour/level

**Saving Throw** Will negates (harmless);

**Spell Resistance** yes (harmless)

You can link your spirit simultaneously with multiple allies, protecting each of them as if you had cast *shield other*. If the distance between you and any target of the spell exceeds the spell's range, its effects are suppressed until you move closer together, at which point the effects resume. Any damage taken by the targets while out of range is not shared with you. If you die, your life force surges outward at the moment of your death back into the targets of the spell, healing 1d8 points of damage plus 1 point per level (maximum +20) to each target within range.

Each target of the spell must be carrying a holy symbol consecrated to your deity. If the holy symbol is lost or destroyed, the spell's effect is suppressed until they can acquire or create a new one.

### MERCIFUL MANDATE

**School** enchantment (compulsion) [mind-affecting];

**Level** bard 2, cleric 2, paladin 2

**Casting Time** 1 standard action

**Components** V

**Range** short (25 ft. + 5 ft./2 levels)

**Area** one living creature

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** no

The target must show gentleness and mercy to opponents in combat. The target is unable to attack helpless opponents or create effects that deal lethal hit point damage or inflict negative levels, ability damage, ability drain, or death effects. If the target engages in combat, it must use attacks that deal nonlethal damage, including taking a -4 penalty on attack rolls to deal nonlethal damage with a weapon that normally deals lethal damage. A paladin who has sworn a vow of peace gains a +1 bonus to the caster level and save DC when casting this spell.

### RAVAGING REMORSE

**School** illusion (phantasm) [good, mind-affecting];

**Level** cleric 5, inquisitor 4, paladin 4

**Casting Time** 1 standard action

**Components** V, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** yes

You tap into the depth of the target's evil and unleash the horrors it has visited on others in thought, word, and deed within its own vile imagination, drawing its mind into an imaginary hellscape of madness and woe. The target takes Wisdom damage and Charisma damage depending on the strength of its evil aura, as described in the *detect evil* spell:

STRENGTH OF EVIL AURA	Wis/CHA DAMAGE
None	—
Faint	1d4
Moderate	2d4
Strong	3d4
Overwhelming	4d4

A creature whose Wisdom or Charisma damage from *ravaging remorse* equals or exceeds its Wisdom or Charisma score does not become unconscious or helpless but becomes shaken or staggered (equal chance of either) until its ability damage is cured or heals naturally so that it is lower than the target's Wisdom or Charisma score. The target becomes shaken and staggered if its ability damage exceeds its ability score in both Wisdom and Charisma. An evil creature can become shaken or staggered by *ravaging remorse* even if it is normally immune to those conditions.

### RAY OF HOPE

**School** evocation [light]; **Level** cleric 1, paladin 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 level)

**Effect** ray

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

You cast a beam of golden light at the target, bathing it in warm heavenly radiance if you succeed in a ranged touch attack. Your allies are filled with hope at the possibility of overcoming the target, gaining a +2 morale bonus on attack rolls, ability checks, skill checks, and saving throws made against the target. If that target is reduced to 0 hit points, you may expend one use of your channel energy ability as an immediate action to fire a new *ray of hope* at a different target. If the *ray of hope* hits, any remaining duration is transferred to that new target.





### REDEMPTIVE REMORSE

**School** illusion (phantasm) [good, mind-affecting];

**Level** cleric 2, inquisitor 1, paladin 1

**Casting Time** 1 standard action

**Components** V, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one evil creature

**Duration** 1 round and 24 hours (see text)

**Saving Throw** Will negates; **Spell Resistance** yes

You implant in the target's mind a vision of heavenly bliss and joy that can be theirs if only they will turn away from their wicked ways and follow the path of righteousness. The target is dazed for 1 round by this reverie of regret (Will negates), and on a failed save is filled with lingering doubt about its devotion to the powers of darkness for 24 hours. During this time, Diplomacy checks made by good-aligned creatures gain a +2 circumstance bonus against the target, and the target takes a -1 penalty on saves against charm or compulsion effects used by good creatures. This spell functions only against evil creatures, and targets whose creature type is different than the caster's gain a +2 bonus on their saving throw. Creatures with the evil subtype are beyond redemption and are immune to this spell.

### SACRED LINK

**School** transmutation; **Level** paladin 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** one creature

**Duration** 1 minute/level (D)

**Saving Throw** Will negates (harmless);

**Spell Resistance** yes (harmless)

You surround the target with a cloak of silvery radiance that binds your souls in connection. You are aware of the target's distance, direction, and condition as though you had cast *status*. In addition, you grant the target a +2 sacred bonus to AC, and as a standard action you may use your lay on hands ability to heal the target at any distance as long as you are on the same plane. If you have cast more than one *sacred link*, you may split the healing provided by your lay on hands among each linked creature if you wish. As long as the *sacred link* is in place, the target may choose to glow as *light*; this glow can be activated or suppressed as a move action.

### SACRIFICIAL STRIKE

**School** necromancy; **Level** paladin 1

**Casting Time** 1 swift action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 round/level or until discharged

You draw upon the power of your own life force to devastate a target you strike with a melee or ranged weapon attack or unarmed strike. Your attack deals an additional 1d6 points of damage per level (maximum 5d6). This damage is of the same type as the weapon you used to attack, though you may choose for damage dealt by this spell to be nonlethal even if your attack deals lethal damage. You take damage equal to one-half the damage your *sacrificial strike* spell deals; this damage is always lethal damage to you.

### SHINING MIST

**School** conjuration (creation) [good, light]; **Level** cleric 4, paladin 4

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Area** one 10-ft. cube/level (S)

**Duration** 1 minute/level

**Saving Throw** Fortitude partial (see text);

**Spell Resistance** no

You create a cloud of shimmering mist suffused with the light of heaven. This functions as *solid fog*, but creatures with the evil subtype beginning their turn within the *shining mist* are automatically dazzled and must succeed in a Fortitude save or become blind. This blindness and dazzling persists as long as the creature remains within the *shining mist*. A creature that exits the mist can attempt a new Fortitude save each round as a free action at the end of its turn to eliminate the dazzled condition or reduce blinded to dazzled.





### SILVERSTEEL

**School** transmutation; **Level** bloodrager 1, magus 1, paladin 1, ranger 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** one weapon or 50 projectiles, all of which must be together at the time of casting

**Duration** 1 minute/level

**Saving Throw** Fortitude negates (harmless, object);

**Spell Resistance** yes (harmless, object)

You transform the touched weapon or projectiles so that it is treated as a silver weapon for the purpose of overcoming damage reduction. The weapon is not actually transformed into silver, and it retains any special qualities or properties that it already possesses because of its material, masterwork, or magical properties. This spell cannot affect an item worn or wielded by another creature unless that creature is willing.

### SIN SIGHT

**School** divination; **Level** inquisitor 3, paladin 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 minute/level (D)

This spell makes your eyes glow silvery-white and allows you to see evil auras within 120 feet of you. The effect is similar to that of a *detect evil* spell, but *sin sight* does not require concentration and discerns aura location and power more quickly.

You know the location and power of all evil auras within your sight.

An aura's power is determined as described for *detect evil* and generally reflects a creature's Hit Dice, type, and devotion to the powers of evil.

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

If you discern that an evil creature is capable of casting divine spells and you target that creature with a judgment or smite evil, you gain a +2 insight bonus on attack rolls and caster level checks made against that creature.

### SINFUL SUSPICION

**School** enchantment (compulsion) [mind-affecting]; **Level** inquisitor 5, paladin 4

**Casting Time** 1 standard action

**Components** V

**Range** medium (100 ft. + 10 ft./level)

**Targets** one creature/level, no two of whom can be more than 30 feet apart

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

You awaken mistrustful and paranoid thoughts and suspicions in the minds of the targets, compelling them to believe its own allies are plotting betrayal and murder against them. Affected creatures do not treat any creatures as their allies and always take attacks of opportunity against creatures they threaten that take actions that provoke them. They must attempt saving

throws against harmless or beneficial spells used on them by other creatures. Each round on its turn, if a former ally has attacked it during the spell's duration, an affected creature is compelled to attack the former ally that attacked it most recently. If no ex-ally has

attacked it, an affected creature nonetheless has a 50% chance each round of being compelled

to attack the nearest former ally, attacking evil-aligned allies in preference to nonevil allies. An affected creature can attack with

melee or ranged weapons, spells, special abilities, or any other method, but typically uses its most effective attacks and may not intentionally deal nonlethal damage or use beneficial or harmless effects that would benefit its former allies. Affected creatures

do not ignore other creatures and can include them in area effects or effects it creates that target multiple creatures, though it must include as many former allies as possible

in such effects when doing so. This spell functions only on creatures of evil alignment. A paladin who has sworn a vow of abstinence gains a +1 bonus to the caster level and save DC when casting this spell.







### SOLAR SHROUD

**School** evocation [light]; **Level** cleric 5, paladin 4

**Casting Time** 1 standard action

**Components** S

**Range** touch

**Target** one creature

**Duration** 1 round/level

**Saving Throw** none (harmless);

**Spell Resistance** yes (harmless)

You encase the target in a halo of dazzling radiance that functions as *daylight* centered on the target. In addition, you gain damage reduction 5/— against undead and creatures with the evil subtype. This damage reduction applies even against spells, spell-like abilities, and supernatural abilities that deal hit point damage, as long as they are delivered by a melee attack or melee touch attack. In addition, when struck by a melee attack by an undead creature or creature with the evil subtype, as an immediate action the target of the spell can discharge 1d4+1 rounds of the spell's remaining duration to target her attacker with a flash of holy radiance that duplicates *searing light*, though it requires a successful melee attack roll. If the result of the roll is greater than the remaining duration of the spell, the *searing light* effect deals half damage and the *solar shroud* spell ends after resolving the *searing light* and the attack that prompted it.

### TIRELESS VIGIL

**School** transmutation; **Level** paladin 1

**Casting Time** 1 round

**Components** S

**Range** touch

**Target** one willing creature

**Duration** 8 hours

**Saving Throw** none (harmless);

**Spell Resistance** yes (harmless)

You infuse the target with an unshakable sense of duty and devotion as they stand guard over a location you specify. When you cast this spell, the target is linked to a 10-foot-radius emanation centered on the spot where you cast the spell. As long as the target remains within this area, he gains immunity to fatigue and sleep and gains a +2 bonus on saving throws against mind-affecting effects, exhaustion, and any effect that would forcibly remove him from the area of his *tireless vigil*. He also gains a sacred bonus equal to your caster level (maximum +5) on Perception checks made against evil creatures. This bonus is doubled against creatures with the evil subtype. When the spell ends, the target

becomes exhausted. If the target leaves the area of the *tireless vigil*, each round that he ends his turn outside the designated area depletes one hour of the spell's remaining duration.

If you cast this spell within an area affected by *consecrate*, *hallow*, or *sacred space*<sup>ARG</sup>, the target can move as he wishes throughout the area of that spell without adversely affecting his *tireless vigil*.

## PALADIN MAGIC ITEMS



A great many magical items are dedicated to the cause of goodness and mercy, life and light, but few are as iconic in the game as the legendary *holy avenger*. Since the earliest iterations of the game, this “holy sword” has been the figurative holy grail of paladinly magical gear. Still, a *holy avenger* is such a mighty magic item, it has always begged the question of whether there should be other holy weapons that are a bit less out of reach for the typical adventurer. Pathfinder and its 3rd edition predecessors addressed this question with the introduction of the *holy* weapon enhancement, and that did fit the bill, placing holy weapons in the hands of any creature pure enough of heart to wield it. However, that still leaves a middle ground between these standard holy weapons and other possible sanctified gear specially designed for paladins and their unique abilities and devotion. To this end, we bring you over a dozen.

ITEM NAME	PRICE
<i>censer of consecration</i>	4,400 gp
<i>saddle of shared smiting</i>	10,000 gp
<i>surcoat of smiting</i>	12,000 gp
<i>manacles of silent penance</i>	18,000 gp
<i>shield of intercession</i>	18,670 gp
<i>armor of life</i>	50,650 gp
<i>holy answerer</i>	54,735 gp
<i>holy chaosbreaker</i>	118,312 gp
<i>holy defender</i>	88,510 gp
<i>holy dragonslayer</i>	72,910 gp
<i>holy liberator</i>	68,310 gp
<i>holy lifeblade</i>	101,315 gp
<i>holy purifier</i>	114,375 gp





## ARMOR AND SHIELDS

### ARMOR OF LIFE PRICE 50,650 GP

**Slot** armor; **CL** 15th; **Weight** 50 lbs.

**Aura** strong abjuration and necromancy

This pure-white +1 *deathless*<sup>UE</sup> *undead defiant*<sup>UE</sup> *ghost touch full plate* is inscribed with funerary litanies that ward away the dead. A wearer able to channel positive energy can spend a swift action to channel energy into the armor, causing it to glow as bright as a torch for 1 round per 1d6 points of positive energy delivered by her channel energy ability. As long as the *armor of life* remains aglow, undead creatures that strike the wearer with a natural weapon, touch attack (including spells delivered by touch), or unarmed strike takes 1d6 points of positive energy damage with each successful attack. Each such discharge of positive energy also reduces the remaining duration of the armor's glow by 1 round. The wearer can channel positive energy into the armor multiple times. The duration of the effect stacks, but it does not increase the damage dealt to undead that strike the wearer.

#### CONSTRUCTION REQUIREMENTS COST 26,150 GP

Craft Magic Arms & Armor, *death ward*, *etherealness*, *cure critical wounds*, *summon monster I*



### SHIELD OF INTERCESSION PRICE 18,670 GP

**Slot** shield; **CL** 5th; **Weight** 15 lbs.

**Aura** faint abjuration

This gleaming polished +2 *champion*<sup>UE</sup> *heavy steel shield* is a boon to paladins who stand in the breach to defend their allies. When the wielder uses the aid another action to improve an adjacent ally's AC, she adds the shield's enhancement bonus to the AC bonus she grants, and this bonus applies to all attacks made by the chosen opponent against her ally until the beginning of the wielder's next turn as long as that ally remains adjacent to her. If the chosen opponent is a creature against whom the wielder has activated her smite evil ability, the sacred bonus to AC from the shield's *champion* property also applies to her ally. If that ally is successfully attacked by the chosen opponent, as an immediate action the wielder of the shield can intercept a successful attack against her ally as if she possessed the *In Harm's Way*<sup>APG</sup> feat.

#### CONSTRUCTION REQUIREMENTS COST 9,420 GP

Craft Magic Arms & Armor, *aid*, *protection from evil*

## SPECIFIC WEAPONS

### HOLY ANSWERER PRICE 54,735 GP

**Slot** none; **CL** 8th; **Weight** 6 lbs.

**Aura** moderate evocation and transmutation

This +2 *bastard sword* becomes a +2 *holy countering*<sup>UE</sup> *bastard sword* in the hands of a paladin. A paladin wielding a *holy answerer* may expend one use of her lay on hands class feature as a swift action to grant her weapon the *speed* property for 1 round. The extra attack granted by this property can only be used against a creature that damaged her since the end of her previous turn. If that creature confirmed a critical hit against the wielder since the end of her previous turn, the weapon also gains the *bane* property against that specific creature for 1 round.

#### CONSTRUCTION REQUIREMENTS COST 27,535 GP

Craft Magic Arms & Armor, *cat's grace*, *holy smite*



**HOLY CHAOSBREAKER****PRICE 118,312 GP****Slot** none; **CL** 12th; **Weight** 5 lbs.**Aura** strong abjuration and evocation

This +2 *cold iron warhammer* becomes a +3 *axiomatic holy cold iron warhammer* in the hands of a paladin. A paladin wielding a *holy chaosbreaker* can use her *detect evil* and *smite evil* class features against creatures of chaotic alignment as well as creatures of evil alignment, though the effects do not stack against chaotic evil creatures. She doubles her damage bonus from smiting on her first successful attack against an outsider with the chaotic subtype. If a creature the wielder smites has DR/lawful, a *holy chaosbreaker* reduces the target's DR/lawful by 1 with each successful hit (or by 3 on a critical hit). This does not affect any other forms of hardness possessed by the target.

When wielding a *holy chaosbreaker*, a paladin can also channel positive energy in order to damage creatures with the chaotic subtype, as if she had the Alignment Channel feat. In addition, when she confirms a critical hit against a creature with the chaotic subtype she can expend one use of her lay on hands or divine bond ability in order to affect the target as if her weapon had the *nullifying*<sup>UE</sup> property, or to attempt to banish the target as if she had cast *dispel chaos* (DC 17).

When wielded by a paladin, this sacred weapon provides spell resistance of 10 + the paladin's class level to the wielder and all adjacent creatures. This spell resistance applies only against polymorph effects, effects with the chaotic descriptor, effects that cause confusion or insanity, or spell-like abilities used by a creature with the chaotic subtype.

**CONSTRUCTION REQUIREMENTS** **COST 60,312 GP**

Craft Magic Arms & Armor, *antimagic field*, *dispel chaos*, *holy smite*, *order's wrath*, creator must be lawful good.

**HOLY DEFENDER****PRICE 88,510 GP****Slot** none; **CL** 8th; **Weight** 2 lbs.**Aura** moderate abjuration, evocation, and transmutation

This +1 *defending shortsword* becomes a +2 *allying*<sup>UE</sup> *defending holy shortsword* in the hands of a paladin. When a paladin wielding a *holy defender* uses its *allying* property to allocate some or all of its enhancement bonus to an ally's weapon, that weapon also gains the *defender* property. In addition, the wielder can allocate some or all of his bonus on saving throws from his divine grace class feature and his deflection bonus to AC when using *smite evil* to that ally as well until the beginning of the wielder's next turn.

A paladin wielding a *holy defender* can substitute an aid another action to improve an ally's Armor Class in place of any of her attacks, rather than requiring a standard action. If she aids an ally's Armor Class and that ally is attacked by an evil creature, she can also expend one use of her lay on hands ability as an immediate action to add her Charisma modifier as a sacred bonus to her ally's AC against a single attack.

**CONSTRUCTION REQUIREMENTS****COST 44,410 GP**

Craft Magic Arms & Armor, *holy smite*, *magic weapon*, *shield* or *shield of faith*

**HOLY DRAGONSLAYER****PRICE 72,910 GP****Slot** none; **CL** 8th; **Weight** 8 lbs.**Aura** moderate abjuration, conjuration, and evocation

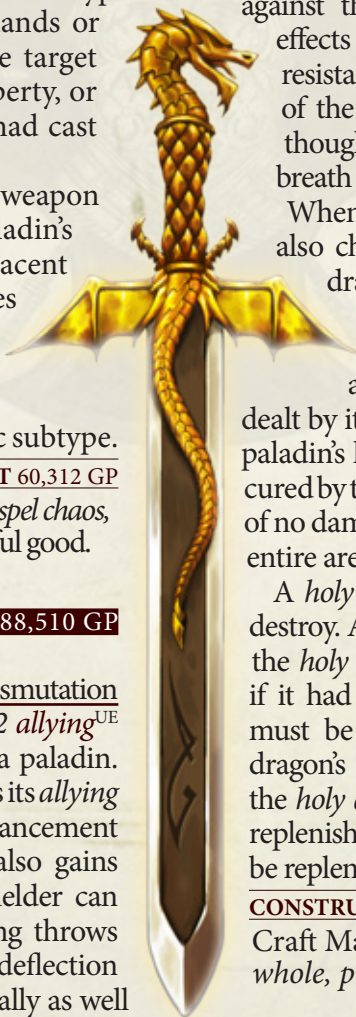
This +1 *dragon bane lance* becomes a +2 *holy dragon bane lance* in the hands of a paladin. A paladin wielding a *holy dragonslayer* can use her *detect evil* and *smite evil* class features against dragons regardless of their alignment. In addition, when she uses her *smite evil* ability against a dragon she gains a +2 sacred bonus on caster level checks against that dragon and on saving throws against effects created by that dragon. She also gains energy resistance equal to her paladin level against energy of the same type as that dragon's breath weapon, though this effect does not apply if the dragon's breath weapon does not deal hit point damage.

When wielding a *holy dragonslayer*, a paladin can also channel positive energy in order to damage dragons as if they were undead creatures. If the paladin is in the area of a dragon's breath weapon he can channel positive energy as an immediate action, reducing the damage dealt by its breath weapon by an amount equal to the paladin's level plus the damage that would have been cured by the paladin's channeled energy, to a minimum of no damage. This reduction in damage applies to the entire area of the dragon's breath weapon.

A *holy dragonslayer* is very difficult for dragons to destroy. Any attack or effect created by a dragon treats the *holy dragonslayer* as if it had hardness 25 and as if it had 100 temporary hit points; these hit points must be depleted before applying damage from a dragon's attacks or effects to the actual hit points of the *holy dragonslayer*. These temporary hit points are replenished at a rate of 5 points per hour but can also be replenished with *make whole*.

**CONSTRUCTION REQUIREMENTS****COST 36,610 GP**

Craft Magic Arms & Armor, *holy smite*, *make whole*, *protection from energy*, *summon monster I*





**HOLY LIBERATOR****PRICE 68,310 GP****Slot** none; **CL** 11th; **Weight** 12 lbs.**Aura** moderate abjuration, conjuration, divination, and evocation

This +1 *merciful ranseur* becomes a +2 *holy merciful ranseur* in the hands of a paladin. If paladin wielding a *holy liberator* has the aura of courage or aura of resolve class feature, she increases the morale bonus on saving throws she grants to her allies by 2. In addition, the wielder can detect the presence of charms and compulsions as easily as she can detect evil auras when using her *detect evil* class feature. If the wielder successfully strikes a creature affected by a charm or compulsion effect, she can expend one use of her lay on hands ability to suppress that effect for 10 minutes, as if using *suppress charms and compulsions*. If she channels positive energy, she may elect to dispel all charms and compulsions in the area (as if using *greater dispel magic* to perform an area dispel) in lieu of curing or dealing damage; she may choose to exclude harmless compulsions affecting allies from this dispelling.

When attacking a creature affected by a charm or compulsion effect, the wielder of a *holy liberator* can expend one use of her divine bond or smite evil ability to create an effect similar to *unwilling shield*<sup>APG</sup> between the affected creature and the creator of the charm or compulsion (DC 19 Will negates). If the save is failed, the charmed or compelled creature gains a +1 luck bonus on AC and saves, and one-half of any hit point damage dealt to the creature is instead taken by its controller (who takes lethal damage even if the target takes nonlethal damage).

**CONSTRUCTION REQUIREMENTS****COST 34,310 GP**

Craft Magic Arms & Armor, *cure light wounds*, *holy smite*, *suppress charms and compulsions*, *unwilling shield*<sup>APG</sup>

**HOLY LIFEBLADE****PRICE 101,315 GP****Slot** none; **CL** 8th; **Weight** 6 lbs.**Aura** moderate conjuration, evocation, necromancy, and transmutation

This +2 *mithral scimitar* becomes a +3 *holy lifesurge*<sup>UE</sup> *mithral scimitar* in the hands of a paladin. A paladin wielding a *holy lifeblade* can use her *detect evil* and smite evil class features against undead regardless of their alignment. When a paladin uses her smite evil ability against an undead creature, she can channel her lay on hands ability through her weapon as if it had the *conductive*<sup>APG</sup> property against that creature. In addition, she can channel her lay on hands ability as if using the *conductive*<sup>APG</sup> property against any opponent when she confirms a critical hit.

When wielding a *holy lifeblade*, a paladin is surrounded by a continuous *consecrate* effect that fills her space and all adjacent squares. If this effect is dispelled, she can renew it as a standard action. If she or another good-aligned spellcaster who shares her patron deity casts *consecrate*, the effect of that *consecrate* spell is enhanced within the paladin's space and all adjacent spaces as if the *holy lifeblade* were an altar or permanent shrine devoted to the paladin's deity.

A *holy lifeblade* can be used in place of a holy symbol as a spell focus for divine conjuration (healing) spells and spells that have a harmful effect that specifically applies to undead, such as *consecrate*, *disrupt undead*, *searing light*, and *sunbeam*, and the *holy lifeblade* can be used to perform any somatic components required for that spell. In addition, a paladin can expend one use of his smite evil or divine bond class feature or two uses of his lay on hands class feature to empower a paladin spell of one of the above types that she casts, as if using Empower Spell. This does not increase the level of the spell.

**CONSTRUCTION REQUIREMENTS****COST 51,665 GP**

Craft Magic Arms & Armor, Channel Smite, *consecrate*, *cure serious wounds*, *death ward*, *disrupt undead*, *holy smite*





**HOLY PURIFIER****PRICE 114,375 GP****Slot** none; **CL** 12th; **Weight** 8 lbs.**Aura** moderate abjuration and evocation

This +1 *keen falchion* becomes a +2 *keen holy dispelling burst*<sup>UE</sup> *falchion* in the hands of a paladin. A paladin wielding a *holy purifier* can use her *detect evil* class feature to *detect magic* at will, and if she expends one use of her lay on hands ability she can use *arcane sight* for a number of rounds equal to her paladin level. She can also use her smite evil class feature against any creature capable of casting arcane spells or that has been called or summoned by an arcane spell, regardless of its alignment. When she smites an arcane spellcaster or called or summoned creature, the *holy purifier* gains the *heartseeker*<sup>UE</sup> weapon property against that creature.

When activating the sword's *dispelling burst* power against the target of her smite evil, the wielder adds her Charisma modifier as a sacred bonus on her caster level check to dispel arcane spells. In addition, if she uses this power to trigger a *dispel magic* effect, she can expend two uses of her lay on hands ability or one use of her smite evil or divine bond class feature as a free action to cause that *dispel magic* to take effect as *greater dispel magic*. If the wielder confirms a critical hit against the target of her smite while the *holy purifier* is not storing a *dispel magic* spell, she may spontaneously convert any paladin spell slot of 3rd level or greater into a *dispel magic* spell and cast it through the *holy purifier*.

When wielding a *holy purifier*, a paladin radiates spell resistance of 10 + her paladin level; however, this spell resistance applies only against arcane spells or the spells or spell-like abilities of creatures called or summoned by arcane spells. Divine spells and other spell-like abilities bypass this spell resistance.

**CONSTRUCTION REQUIREMENTS****COST 57,375 GP**

Craft Magic Arms & Armor, *arcane sight*, *detect magic*, *greater dispel magic*, *holy smite*

until the censer is extinguished. The area within the cloud is affected as a *consecrate* spell, and the smoke obscures the vision of creatures with the evil subtype as *obscuring mist*. Any evil creature ending its turn within the cloud becomes dazzled (DC 11 Fortitude negates) for as long as it remains within the cloud; once it exits the cloud, it can attempt a new save each round at the end of its turn to end the dazzled condition.

Once per day when the *censer of consecration* is lit as described above, a good-aligned spellcaster holding the thurible can cast one spell of 3rd level or lower as though it had been prepared with the **Consecrate Spell** feat. This does not increase the level or casting time of the spell. Using this ability causes the censer's smoke to dissipate instantly, and it can produce no further magical effects until the following day.

**CONSTRUCTION REQUIREMENTS****COST 2,200 GP**

Craft Wondrous Item, *Consecrate Spell*, *consecrate*, *obscuring mist*, creator must be good

**MANACLES OF SILENT PENANCE****PRICE 18,000 GP****Slot** none; **CL** 5th; **Weight** 2 lbs.**Aura** faint abjuration and illusion

These seemingly delicate shackles are connected with fine silvery chains whose fragile appearance belies their hardness and effectiveness. As long as the *manacles of silent penance* remain locked on a target, which requires that the target be pinned or helpless, that target's space is filled with a *silence* effect that moves with him (no save). This *silence* is ended if the *manacles of silent penance* are broken or removed. The manacles have a break DC of 30 and a Disable Device DC of 40, and if attacked they have hardness 20 and 40 hit points. If a paladin places the manacles on an evil creature, she can expend one use of her smite evil ability to reinforce the power of the

**WONDROUS ITEMS****CENSER OF CONSECRATION****PRICE 4,400 GP****Slot** none; **CL** 3rd; **Weight** 3 lbs.**Aura** faint conjuration and evocation

This silver thurible never tarnishes or shows dirt or wear, always appearing freshly polished. Once per day as a full-round action, the user can place 25 gp worth of silver dust in the *censer of consecration* along with a lit stick of incense, causing a cloud of silvery smoke to billow out in a 10-foot radius spread centered on the censer, lasting for 1 hour or







manacles, increasing their hardness, break DC, Disable Device DC, and the DC of caster level checks to dispel the manacles by an amount equal to her Charisma modifier for 24 hours and granting the manacles temporary hit points equal to twice her paladin level. Any damage dealt to the manacles is deducted first from these temporary hit points; otherwise, they last 24 hours or until expended. Caster level checks to suppress the power of the manacles.

A creature wearing *manacles of silent penance* that attempts to speak, break the manacles, or open their lock is wracked with pain, taking 2d6 points of nonlethal damage and becoming sickened for 1d6 rounds. A successful DC 14 Fortitude save halves damage and eliminates the sickened condition. A manacled creature that is already sickened and fails its save becomes nauseated and sickened for the same duration. If already nauseated, the manacled creature falls unconscious on a failed save.

**CONSTRUCTION REQUIREMENTS** **COST 9,000 GP**  
Craft Wondrous Item, *bestow curse*, *protection from evil*, *silence*

**SADDLE OF SHARED SMITING** **PRICE 10,000 GP**  
**Slot** none; **CL** 3rd; **Weight** 5 lbs.

**Aura** faint conjuration and evocation

When this saddle is placed on a creature and that creature is ridden by creature with the good subtype or an aura of good (such as a paladin or good-aligned cleric of a good-aligned deity), all of the mount's natural weapons are considered good-aligned for the purpose of overcoming damage reduction. In addition, if the rider is a paladin and uses her smite evil class feature while mounted, her mount gains the benefits of smite evil against the same target, though any numeric bonuses granted by the smite are halved. Numeric bonuses are based on the paladin's level and Charisma score, not the mount's. If the paladin dismounts or is dismounted, the benefits of smite evil persist until the end of the paladin's next turn and then end if the paladin has not remounted by that time. If the paladin remounts the creature, the smite evil benefits continue for as long as they remain in effect on the paladin.

A paladin rider may choose to expend two uses of smite evil as part of the same swift action, providing her mount with the full bonuses of her smite evil. If he does this, the mount does not lose these benefits if the paladin dismounts; the benefits persist until the target of the smite is slain or until the paladin chooses to smite a different target.

**CONSTRUCTION REQUIREMENTS** **COST 5,000 GP**  
Craft Wondrous Item, *bless weapon*, creator must be good

**SURCOAT OF SMITING** **PRICE 12,000 GP**

**Slot** body; **CL** 3rd; **Weight** 5 lbs.

**Aura** faint conjuration and evocation

This padded garment of snowy white is worn over armor, and if worn continuously for 8 hours the symbol of the wearer's deity is magically emblazoned upon the surcoat's breast. This symbol disappears if the *surcoat of smiting* is worn by a creature that does not follow that deity for at least 1 minute. A creature whose deity matches that of the symbol emblazoned on the surcoat can cast *bull's strength* upon herself once per day. If the wearer has the ability to smite evil, she can activate the surcoat's *bull's strength* power as a free action when she activates her smite evil.

While using smite evil, whenever the wearer hits the target of her smite with a melee attack while charging, she deals an additional 1d8 points of damage. If the wearer is able to make more than one attack as part of a charge, this bonus applies only to the first attack that successfully hits. In addition, once per day on any successful melee or ranged attack against a creature she is smiting the wearer can cause the *surcoat of smiting* to flare with holy power. The target takes an additional 2d6 points of damage, and if the attack is a critical hit the target also becomes shaken for a number of rounds equal to the wearer's Charisma modifier (minimum 1 round).

**CONSTRUCTION REQUIREMENTS** **COST 6,000 GP**  
Craft Wondrous Item, *bull's strength*, *weapon of awe*<sup>APG</sup>, creator must be good







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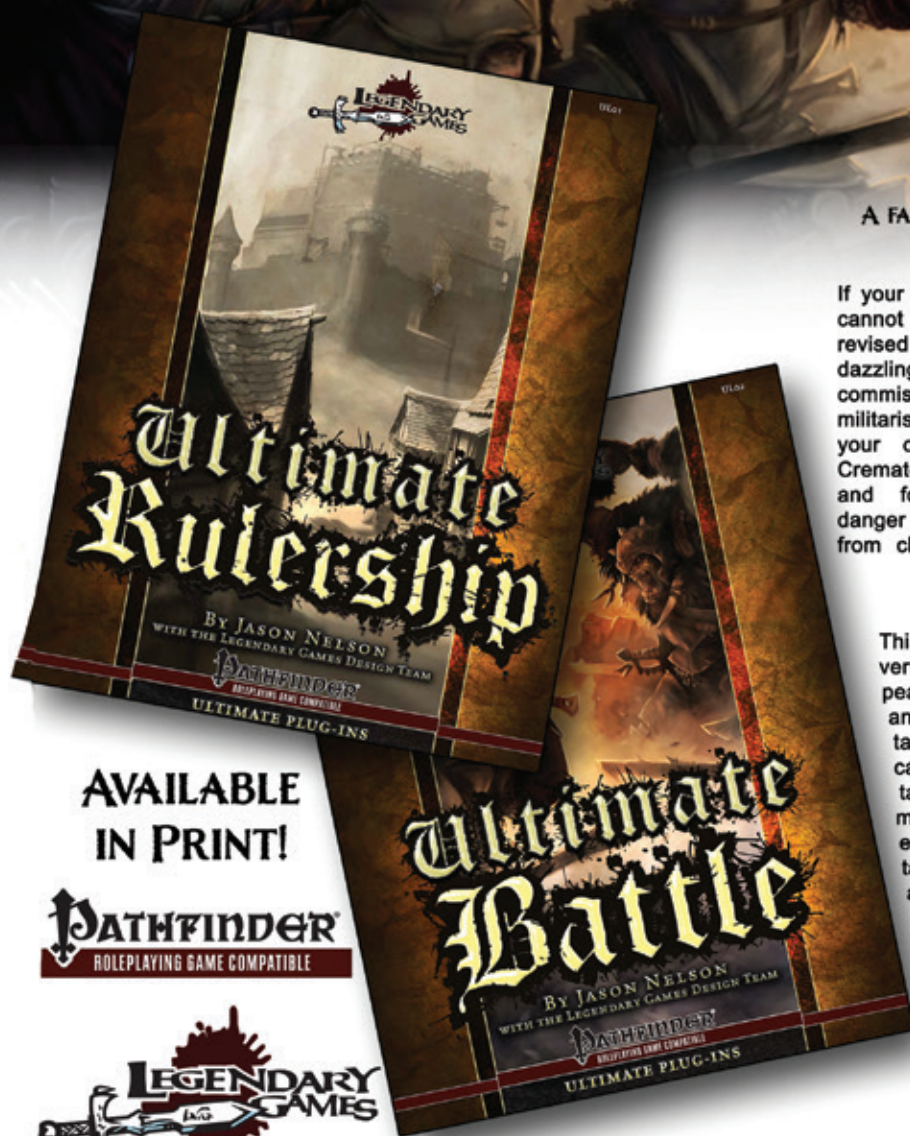
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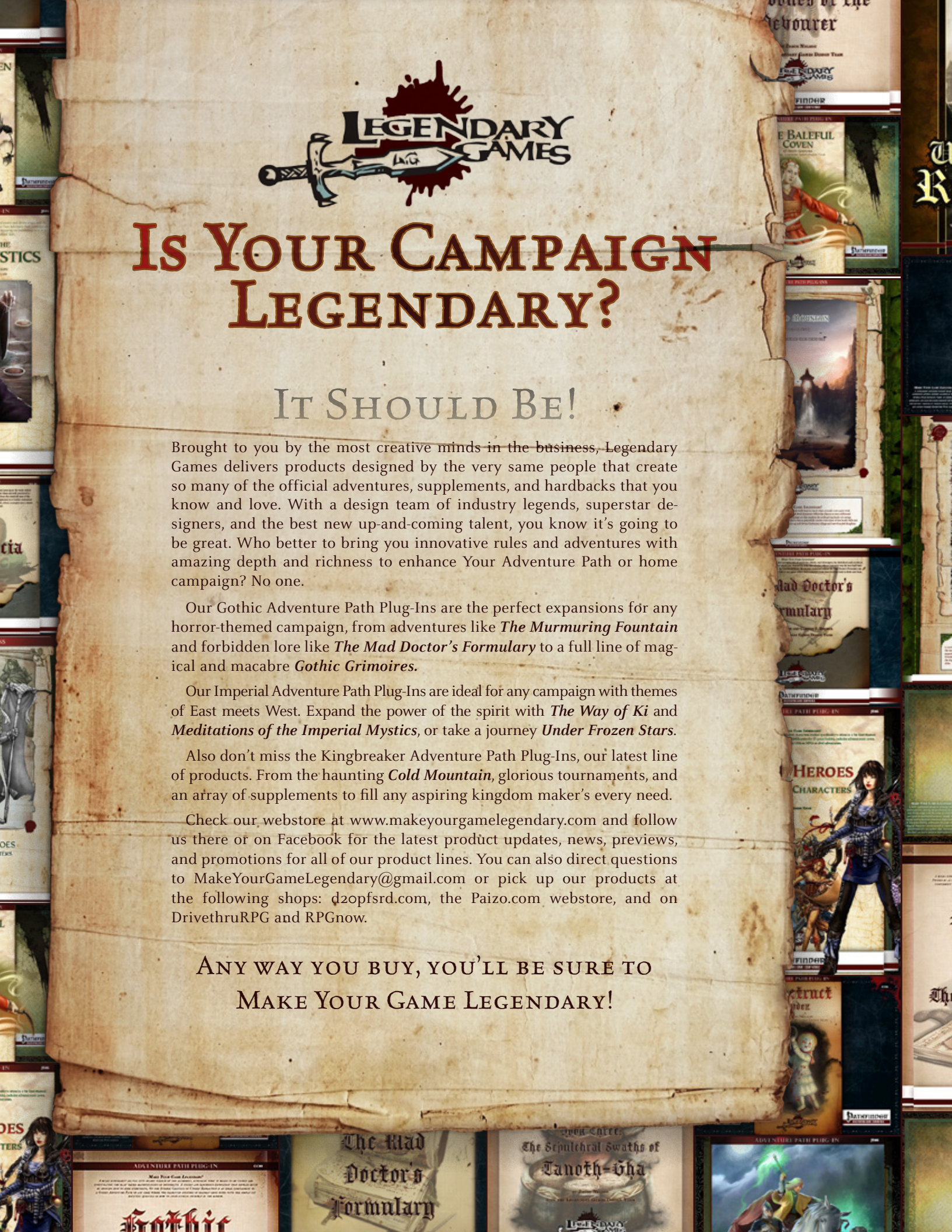
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