

# Justicar of Muir

## A Prestige Class from *The Tomb of Abysthor*

A Justicar of Muir is the living embodiment of the first and most important of the triune virtues of Muir—Truth. As an embodiment of truth, and in keeping with the strictness of Muir, a Justicar of Muir must follow an extremely strict moral code beyond that required of a common paladin. The benefit of this purity and stricture is awe-inspiring—eventually allowing the Justicar of Muir to become an Avatar of Muir herself.

For more information on Muir, see *Gods and Demons of the Necromancer Games World*, available as a free download from the **Necromancer Games** website ([www.necromancergames.com](http://www.necromancergames.com)).

### Class Requirements

Justicars are the elite paladins in the worship of Muir. While there may be many paladins of Muir, there can never be more than 13 Justicars of Muir alive at any one time. The leader of the Justicars of Muir is known as the Grandmaster. The grandmaster must be a Justicar of at least 8th level.

Because the worship of Muir has waned substantially, it would be appropriate if there were no current Justicars in your game world and no priests of the necessary level to ordain a Justicar—thus requiring the PCs to find Flail's spirit or free Abysthor to locate a priest capable of ordaining a Justicar.

**Alignment:** Lawful Good

**Class:** A Justicar must have at least 3 paladin levels and may not be an ex-paladin. In addition, the PC must have taken their last level



A Justicar using her *Avatar* power

as a paladin prior to becoming a Justicar. Thus, a person who takes 3 levels of paladin and then 7 levels of cleric cannot be a Justicar, though a person who has taken 7 levels of cleric and then 3 levels of paladin could be a Justicar.

**Diety:** Muir

**Skills:** Knowledge (religion) 10 ranks, Sense Motive 5 ranks, Diplomacy 5 ranks.

**Base Attack Bonus:** +8

**Quest:** A Justicar-to-be must complete an arduous *quest* of some significance to Muir to demonstrate his worth to Muir before he may be ordained (see below).

**Ordination:** This is the most difficult of the requirements to become a Justicar. A Justicar of Muir must be ordained by a person with the power to ordain Justicars. This power is only held by clerics of Muir of 13th level or higher and clerics of Thy of 16th level or higher. Once the Justicar-to-be proves himself worthy by a *quest* (see



above), the ordaining priest must cast *bless*, *chant* (see the Magic Appendix), *zone of truth*, *prayer*, *discern lies*, *mark of justice*, *righteous might* and *holy word* upon the Justicar-to-be. This ordination ritual also requires the presence of a holy relic of Muir, such as the *stone of Tircople*. Ordination should be a difficult and arduous process. A PC should not be allowed to become a Justicar of Muir simply because he meets the other above requirements.

## Class Limitations

Justicars must follow a strict and rather unforgiving moral code. Failure to follow these rules may result in the PC becoming an ex-Justicar.

**Alignment:** A Justicar must be Lawful Good. In addition to the strictures placed on a paladin, a Justicar must live by the following additional limitations:

**Reject Cohorts and Henchmen:** A Justicar may never gain followers, cohorts, henchmen or hirelings. If, at the time of becoming a Justicar, that character has followers, cohorts, henchmen or hirelings, he must renounce them and free them of their bonds of fealty or obligation. In addition, a Justicar may not hire men-at-arms. A Justicar may retain his special mount, if gained while a paladin. Once slain, however, a Justicar may not call a new mount. The only exception to this limitation is that a Justicar may retain his falcon familiar (see below) as long as he remains a Justicar. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (accidentally obtaining a cohort because the cohort was enchanted to follow you, for example) requires *atonement* and the Justicar must seek to break the enchantment and rid himself of the cohort as quickly as possible. A simple offer by a prospective follower or

## Justicars in the Necromancer Games World

The Necromancer Games world, in which the various modules are set, depicts a time when newer gods have replaced the older gods, such as Thyr and Muir. Their powers are on the decline. There are currently no Justicars of Muir in the world, nor were there any when Canaara came to visit the priests of Thyr and Muir and captured the famed *Holy Sword of Karith* (see the module *Demons and Devils* for more details). The heyday of the Justicars was the time of the rule of the Second and Third High Lords, who ruled from the holy city of Tircople before its downfall. The ordination of a Justicar of Muir should be an event for the world to notice—symbolizing the resurrection of the power of the older gods and a warning sign to all creatures of evil. Most current religions believe Justicars are but exaggerated myths. Using a similar theme of decline and redemption in your campaign would serve to highlight even further the PCs quest to become a Justicar. Certainly, recovering the *Sword of Karith* (see the module *Demons and Devils* for more details) or freeing Abysthor from his imprisonment would justify ordination as a Justicar.

cohort to follow you, if rejected, does not constitute disobedience. This requirement does not prevent a Justicar from traveling with companions.

**Reject Property:** A Justicar may not own real property—land, buildings or other holdings, nor may he circumvent this by having agents or friends hold such property in their name. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (inheriting land, for example) requires *atonement*. A gift of land, if rejected, does not con-



stitute disobedience.

**Reject Wealth:** A Justicar may not possess more material wealth than is required to feed, clothe and house his person in a modest fashion (usually no more than 100 gp). Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (being given land as a gift, for example) requires *atonement*. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (inheriting wealth, for example) requires *atonement*. A gift of money or wealth, if rejected, does not constitute disobedience.

**Reject Material Property and Magic:** A Justicar may not carry more than his arms and armor, a pack with simple equipment, equipment for his mount, simple religious items and simple clothes. He may not possess ornamental items. He may not possess magic items other than arms and armor. This is to be strictly construed. *Boots of speed*, for example, are not armor. He may not wear magical rings (even *rings of protection*) or use other similar magical items even if they confer protection. He may, however, carry and use *potions* or *scrolls* created by priests of Thyr or Muir. Aside from arms and armor, all a Justicar need possess is faith in Muir. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience requires *atonement*. Having a barred item hidden on you by an enemy, if unwanted, does not constitute disobedience if the Justicar immediately rejects the item once discovered.

**Reject Disguise:** As an embodiment of Truth, a Justicar may not thwart truth, regardless how noble the goal. Though he may tolerate it in others, a Justicar will not willingly disguise himself, accept magic intended to conceal or disguise his person or qualities, nor may he use protective magic based on disguise or hidden appearance. He will counsel against his companions using such tactics,

though he will not split with persons who are otherwise Good-aligned as a result of their use of such tactics. The Justicar simply will not take part in them. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (having a disguise spell cast upon you by a friend against your will) requires *atonement*. Having a disguise or concealment spell cast upon you by an enemy, if unwanted, does not constitute disobedience if the Justicar immediately seeks to undo the disguise.

**Reject Falsehood:** A Justicar may not lie, regardless of how noble the goal. Lying means active deception. Standing silent or failing to answer a question is not lying. However, if a Justicar fails to answer a question because of an intent to deceive, he must do *atonement*. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (being *commanded* or otherwise forced to lie against your will, for example) requires *atonement*. Because a Justicar embodies Truth, the DM is encouraged to demand the strictest compliance to this principle.

**Ex-Justicars:** If a Justicar violates any of the strictures above, he becomes an ex-Justicar. He loses his Justicar levels (they are converted to Fighter levels, though without gaining any of the feats for such levels) and the accompanying special abilities. He can never regain these lost levels, nor can he ever again become a Justicar. Muir is a strict and demanding goddess.

**Torment:** The above rules allow evil NPCs (or characters) to torment Justicars—attempting to give them wealth, magically disguising them against their will, etc. An evil creature can never cause a Justicar to become an ex-Justicar by such torment unless the Justicar willingly joins or fails to reject the evil character. At worst, such actions may require the Justicar to do *atonement*. Note that in the case of such torment, a Justicar is free to attempt to slay the tormenting evil





NPC prior to attempting to undo the source of the torment (breaking the spell on a charmed cohort, dismissing the obscuring mist spell placed on him, giving away treasure, etc). The only exception is lying. If a Justicar willfully lies, even to an evil opponent, he becomes and ex-Justicar.

## Class Features

**Hit Dice:** d10

**Armor and Weapon Proficiencies:** A Justicar retains all weapon and armor proficiencies of his previous class(es) and gains the Exotic Weapon (Bastard Sword) proficiency if not already possessed.

**Interaction with Paladin Levels:** Taking levels as a Justicar does not count at multi-

classing if the PCs prior levels include paladin levels or levels as a cleric of Muir. Note that taking a level as a Justicar does not cause the PC to lose his paladin levels as detailed in the *PHB*. In addition, a Justicar may take Paladin levels after taking a level as a Justicar without penalty—freely switching back and forth if so desired.

**Resist Illusions:** A Justicar gains a +4 divine bonus on all saves against illusion magic. In addition, Justicars are allowed a save to disbelieve illusions without having to interact with the illusion, even if that is normally required to disbelieve the illusion. Thus, a Justicar would get a save to disbelieve an *illusory wall* without interacting with it.

**Zone of Truth:** Once per day for every three Justicar levels, a Justicar can cast the spell *zone of truth* as a spell-like ability. The ability functions as if cast by a caster of a level equal to the Justicar's total level. For exam-

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Level	Attack Fort		Ref	Will	Special	Spells
	Bonus	Save	Save	Save		
1	+1	+1	+0	+2	Resist Illusions, Zone of Truth, Enemy of Evil	+1 level
2	+2	+2	+0	+3	Discern Lies	+2 levels
3	+3	+2	+1	+3	Shield of Truth	+3 levels
4	+4	+3	+1	+4	Mark of Justice	+4 levels
5	+5	+3	+1	+4	Immunity to Illusions	+5 levels
6	+6	+4	+2	+5	Sword of Courage	+6 levels
7	+7	+4	+2	+5	True Seeing	+7 levels
8	+8	+5	+2	+6	Armor of Honor	+8 levels
9	+9	+5	+3	+6	Holy Word	+9 levels
10	+10	+6	+3	+7	Avatar, Demon-bane	+10 levels

**Note:** “+x level” means that the Justicar gains additional spells as if he or she had gone up “x” levels in his or her previous spell casting class. Normally, these levels are Paladin levels.



ple, a Justicar who is a 9th level Paladin and a 2nd level Justicar casts this spell at 11th level.

**Enemy of Evil:** A Justicar gains +2 divine bonus to hit and +2 divine bonus on damage against Evil-aligned Undead and Outsiders.

**Falcon Familiar:** A Justicar gains a celestial falcon—the holy animal of Muir—as a friend and companion. The two have a telepathic link of up to 30 ft. When the falcon is within 30 ft. of the Justicar, he gains a +1 divine bonus to Wisdom. If slain, the Justicar may call a new falcon in a year and a day.

**Celestial Falcon:** CR 1; SZ S Animal; HD 1d8+1; hp 5; Init +3, Spd 10 ft., fly 80 ft. (average); AC 14; Atk +3 melee (1d3 [x2], claws) or -2 melee (1d4, bite); SA smite evil; SQ darkvision (60 ft.), resistances (acid, cold and electricity 5), damage reduction (5/+1), spell resistance (5); AL LG; SV Fort +3, Ref +4, Will +2, Str 10, Dex 16, Con 12, Int 5, Wis 14, Cha 10.

*Skills:* Listen: +6, Spot +6. Falcons receive a +8 to Spot checks during daylight, +12 when during daylight and in flight.  
*Feats:* Flyby Attack, Weapon Finesse (claws).

**Discern Lies:** At 2nd level, a Justicar can cast the spell *discern lies* as a supernatural ability once per day for every 3 Justicar levels. The ability functions as if cast by a caster of a level equal to the Justicar's total level.

**Shield of Truth:** Beginning at 3rd level, a Justicar can invoke Muir's shield of truth once per day as a supernatural ability. Invoking this ability either enhances the Justicar's current shield or temporarily creates a supernatural shield for the Justicar to use. The shield has the following abilities: the shield gains a +2 divine truth bonus (if the shield is created, this is the only armor benefit it provides) and becomes a *shield of blinding* (see the *DMG*, page 181), though the blinding effect only affects evil creatures. In addition,

the shield radiates the effects of a *prayer* spell for its duration. This ability lasts for 30 minutes. Shield of Truth cannot be used in combination with either Sword of Courage or Armor of Honor until the Justicar gains the Avatar ability.

**Mark of Justice:** Beginning at 4th level, the Justicar gains the ability to pass holy judgment on others and place a *mark of justice* on persons so judged as a supernatural ability. The ability functions as if cast by a caster of a level equal to the Justicar's total level. A Justicar can use this ability once per week. The ability functions as if cast by a caster of a level equal to the Justicar's total level.

**Immunity to Illusions:** Beginning at 5th level, a Justicar is immune to all illusions. A Justicar notes the presence of illusions, but disbelieves them instantly and automatically.

**Sword of Courage:** Beginning at 6th level, a Justicar can invoke Muir's sword of courage once per day as a supernatural ability. Invoking this ability either enhances the Justicar's current sword or temporarily creates a supernatural magical bastard sword for the Justicar to use. The sword gains a +2 divine courage bonus to hit and +2 divine courage damage. The sword also becomes a *holy* weapon (see the *DMG* page 186-187) for its duration. In addition, the sword radiates *remove fear* for its duration. This ability lasts for 30 minutes. Sword of Courage cannot be used in combination with either Shield of Truth or Armor of Honor until the Justicar gains the Avatar ability.

**Scourge of Evil:** At 6th level a Justicar gains an additional +1 divine bonus to hit, +1 divine bonus to damage and double critical threat range against all Evil-aligned creatures (of all types). This ability stacks with the Enemy of Evil ability.

**True Seeing:** Beginning at 7th level, a Justicar gains the supernatural ability of *true seeing*, which he can use once per day. The ability functions as if cast by a caster of a level



equal to the Justicar's total level.

**Armor of Honor:** Beginning at 8th level, a Justicar can invoke Muir's armor of honor once per day as a supernatural ability. Invoking this ability either enhances the Justicar's current armor or temporarily creates a supernatural suit of magical chainmail armor around the Justicar. The armor gains a +2 divine honor bonus to AC. The armor also has the qualities of *fortification*, *invulnerability* and *spell resistance* 15 (see the *DMG* page 181-182) for its duration. This ability lasts for 30 minutes. Armor of Honor cannot be used in combination with either Shield of Truth or Sword of Courage until the Justicar gains the Avatar ability.

**Holy Word:** Beginning at 9th level, a Justicar gains the supernatural ability to speak a *holy word*, which he can utter once per day. The ability functions as if cast by a caster of a level equal to the Justicar's total level.

**Avatar:** At 10th level, a Justicar can use Shield of Truth, Sword of Courage and Armor of Honor at the same time, up to once per week. When all three powers are invoked at the same time it seems as if a spectral figure of Muir herself overlaps the body of the Justicar and mimics his every movement. In combat against evil creatures the figure of Muir becomes even more apparent. In addition to allowing all three powers to operate in unison, when a Justicar becomes an Avatar of Muir he is treated as if he had consumed a *potion of heroism* for the duration of the ability. This ability lasts only so long as all three abilities (Shield of Truth, Sword of Courage and Armor of Honor) are in effect at the same time.

**Demon-bane:** At 10th level a Justicar becomes a evil-killing machine. His critical threat range is doubled against Evil Outsiders and Undead. Note, this ability stacks with the Scourge of Evil ability as well as the Improved Critical feat.

## Class Skills

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A Justicar's class skills are as per a Paladin with the addition of the skills Sense Motive and Animal Empathy as class skills. Bluff, Disguise, Forgery, Hide, Intimidate, Move Silently and Pick Pocket become prohibited skills. A Justicar gains skill points equal to 2 + Intelligence modifier each level.

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