

# PALADINS OF GREYHAWK

By Gary Holian

Illustrations by Eric Vedder of Udon



Way back in *DRAGON* #306, *LIVING GREYHAWK* Gazetteer co-author Gary Holian gave us a look at paladin faiths of Mayaheine, Murlynd, Pelor, Rao, and St. Cuthbert. This follow-up article offers further detail on some of the most common paladin types in the Flanaess, including new information of holy warriors of Hextor and Heironeous, who define the "classic" paladin and anti-paladin traditions in the Flanaess.

Each entry below details historical and philosophical information to help you create and play a character dedicated to one of Oerth's great religious warrior orders. Each paladin faith includes a special feat unique to holy warriors of that order, allowing you to customize your paladin when playing in the RPGA's official *LIVING GREYHAWK* campaign or when playing *Greyhawk* campaigns of your own design. If you plan to use one of these feats at a sanctioned *LIVING GREYHAWK* event, be sure to bring along this article to show to your Dungeon Master.

## A Word on Format

Each entry begins with the name of a god followed by suggested titles for holy warriors of that god in parentheses below. An italic statement below that suggested titles briefly outlines the philosophy of paladins dedicated to that deity, followed by a list of the paladins' most frequent allies and enemies. Generally, lawful good paladins can be assumed to get along with others of their alignment, so those listed as allies represent significant bonds of friendship and assistance between faiths, knightly orders, and individuals. Likewise, listed enemies include noteworthy hatreds common to all holy warriors of a given faith.

## Al'Akbar

(Exalted One)

*By the Light of the Cup and Talisman all Truth is Revealed*

**Allies:** Gods of the Paynims

**Enemies:** Elementalists

The exotic golden-skinned paladins of Al'Akbar are rare in the Flanaess, but far more common in their native homelands in the Baklunish northwest. These holy warriors trace their lineage directly to the days following the Invoked Devastation, when a being bathed in sunlight, known to the Paynims as Al'Asran, granted the legendary *cup* and *talisman* to the prophet Al'Akbar so that he might lead his people from suffering and return them to the ways of the gods. Paladins of Al'Akbar follow this charge to this day, demonstrating through their actions that guardianship and faithfulness to the old traditions are the true path to revelation. They are the golden wardens of the people, protecting the righteous from the depredations of the vile and the corrupt who live beyond the light of the heavens.

The exalted ones of Al'Akbar wear deep, billowing tunics that cover them from head to toe, obscuring their armor. These swirling wraps are made to conceal their heads and faces, leaving only their eyes uncovered, though they typically show their faces indoors. Paladins of Al'Akbar prefer light colors for their tunics, such as whites, sandy whites, and tans, though touches of gold and purple on trim are not uncommon. Paladins of the True Faith (a more fundamentalist sect) wear only white, sans any accent or decoration. Males favor tightly wound turbans to helms; females tend to prefer simple white gold circlets. They wear piecemeal armor, often consisting of a golden breastplate and braces on the arms and legs, along with some strategically placed bits of chain. They favor scimitars or falchions, including a heavy variety equivalent to a greatsword. The symbol of Al'Akbar, the *Cup* and *Talisman*, is incorporated modestly by all his paladins, usually etched on their breastplates, emblazoned on a small shield, or worn on a pendant. Some of his paladins even have them tattooed on their foreheads.

Paladins of Al'Akbar share as a common goal the defense of the Baklunish people and culture. In rare cases, exalted ones express their cultural devotion as bigotry or prejudice against all things foreign or "Flannish," but for the most part these holy warriors fight alongside any servants of the light against the minions of darkness.

Despite their appearance, exalted ones are fairly standard paladins, sharing all the abilities and prohibitions of their east-



ern brethren (although their summoned mounts might be more exotic). Many of Al'akbar's holy warriors make their home in the Caliphate of Ekbir, but they can be found throughout the Baklunish states, including the lands of the Chakyik. Some of the most fundamentalist Exalted Ones (adherents of the "True Faith") base themselves in Ket, but a strong missionary streak takes them far from their homeland. Neither sect is very welcome in Ull, where a sadistic form of elementalism is still practiced by strange and wicked cults. These paladins can be found in the Flanaess, though they are exceedingly rare. Despite their differences, every paladin of Al'akbar views as his most holy purpose seeking out and discovering the legendary *Cup and Talisman of Al'akbar* in the hopes that its restoration to Ekbir will return the prophet to Oerth and initiate a new golden age for the Baklunish people. These relics have long been thought lost in Eastern Oerik, somewhere among the lands of the non-believers.

## Azor'alq

(Son or Daughter of Light)

*Eternal Vigilance until the Sleeper Awakens*

**Allies:** Good dragons, followers of Kelanen

**Enemies:** Evil Outsiders

Even rarer than the paladins of Al'akbar are holy warriors dedicated to Azor'alq, the great hero of ancient Baklunish legends and namesake of the mysterious pinnacles that haunt the Dramidj Ocean. While sharing many similarities to the archetypal paladins of Heironeous, these holy warriors follow a distinctly different path whose tradition dates back to the First Dynasty of the Baklunish Empire. They are solitary figures, each invested in their own personal heroic journeys. During these life-quests, laws and customs are not stressed, but the perpetual struggle for individual enlightenment and their relentless devotion to the protection of the good are paramount. Like their master, paladins of Azor'alq are dedicated to the cause of purity and light, expressing their fidelity to Azor'alq's example with courage and strength. They are strong foes of the creatures of darkness, most particularly fiends, undead, and evil genies.

Paladins of Azor'alq are extraordinary individuals, and their dress reflects this distinction. These golden-skinned warriors are almost exclusively of Baklunish descent. They outfit themselves similarly to paladins of Al'akbar, but favor much darker colors, such as deep reds, purples, and blacks. They prefer more open, less archaic styles for their flowing cloaks. They favor scimitars, but like paladins of Al'akbar, they do not wear helms. While not covetous individuals, they yearn for powerful magic and wield the best blades they can find, though they keep only one at any given time (*holy avengers* are particularly prized). The Sons and daughters of light typically wear silver or black suits of light chainmail beneath their cloaks (eschewing heavier armor), and display the symbol of the great Banisher of



### Invoke the Cup and Talisman

You can quickly create various types healing potions.

**Patron:** Al'akbar

**Prerequisites:** Brew Potion, turn undead

**Benefit:** By dipping your holy symbol into a replica of the *Cup of Al'akbar* that contains a dose of holy water, you can create a *potion of cure moderate wounds, lesser restoration, delay poison, or remove disease*. This is a full-round action that provokes an attack of opportunity. You must expend one of your daily uses of turn undead to create this potion. The potion lasts for 1 hour before reverting to holy water. The caster level of the potion is equal to your paladin level.

You can use this feat twice per day.

**Special:** You may take this feat more than once. Each time you select this feat, you gain the ability to use the feat an additional two times per day.





Darkness (an armed man standing atop a stone summit) upon the crest of their turbans (or, in the case of females, upon a pendant worn round the neck). When traveling in lands outside their usual custom, they generally wear local garb to avoid attention. They have no natural fear or prejudices of foreigners and defend the weak and fight the villainous wherever they find them.

The goal of every paladin of Azor'alq is to be numbered among the Thousand Immortals, the greatest of the paladins of Azor'alq over the centuries who have joined the hero god in his legendary sanctum. According to myths, this place rests somewhere within the pinnacles named for him in the fog-shrouded Dramidj Ocean. There, these paladins sleep in magical stasis, guarding the path to the heavens until the time when they will awaken and aid the mortal world at its hour of greatest need.

When they gain sufficient experience (18th level), paladins of Azor'alq journey to the Pinnacles of Azor'alq. If they are truly worthy, a pathway opens and they join the Thousand Immortals in their eternal slumber. Most are deemed not yet ready, and while they must depart the legendary pinnacles, they often do so having forged strong alliances with the great dragons who dwell among the peaks. Some paladins even receive the friendship of a young dragon, who serves the paladin as a special mount in times of great need.

According to legend, Azor'alq's wondrous blade *Faruk*, fashioned for him as a gift from the ancient elves of Argoria, was lost somewhere in the Flanaess. It had as a special purpose the destruction of demons, and would be greatly valued by the order if recovered. Perhaps the most famous paladin of Azor'alq in the Flanaess is Tharik Gul, who set as a personal goal the recovery of the lost blade. He arrived in time for the Greyhawk Wars and was drawn into conflict with forces of Iuz while traveling amongst the Wolf Nomads. He swore to bring low the Dark Lord of Dorakaa and is thought to have begun the construction of a secret hold somewhere in the north, from where he trains eastern apprentices in the ways of the Banisher of Darkness.

## Heironeous

(Chevalier, Justiciar)

*Justice Stands on Pillars of Courage and Might*

**Allies:** Followers of Murlynd, followers of Stern Alia, followers of Rao

**Enemies:** Followers of Hextor, followers of Iuz

### Sacred Steed

Your special mount is more powerful than normal.

**Patron:** Azor'alq

**Prerequisites:** Mounted Combat, special mount

**Benefit:** You gain a +1 bonus to your effective paladin level when determining what sort of additional abilities your special mount has. In addition, you may call your mount one additional time each day.

Heironeans count more paladins among their faithful than any other religion in the Flanaess. The Invincible One's paladins are lawful and good in the truest meaning of the words, balancing their desire for order with a sense of justice and common weal. Paladins of Heironeous have an unswerving sense of both personal and societal honor, and always try to act in accordance with these precepts. Their unparalleled sense of loyalty is matched by



bravery and daring that equals their desire to put an end to evil and villainy wherever they find it.

Heironeans always try to outfit themselves with the best armor and weaponry available, recognizing that these are their best and most effective tools in accomplishing their goals. Many wear ornate armor etched or filigreed with fanciful designs. Heironeans place strong value on heraldic identification, and paladins of the Invincible One endeavor to create a unique identifying device featuring their deeds, national origins, and knightly associations in addition to the ever-prominent silver bolt of their god. They favor deep blues and purple when unarmored. Most possess superlative riding skills. All are renowned masters of arms, equal in skill to most warriors of the Flanaess, preferring longswords and battle-axes to all other weapons.

Heironeans almost always seek to integrate themselves within society as knights, soldiers, or political and military leaders. They usually endeavor to respect the chain of command, so long as these directives are not unlawful or do not violate their other tenets. Heironeans tend to build strongholds, raise up armies, and maintain strong ties to the hierarchy of local temples of the faith. Paladins of Heironeous trace their lineage back to the legendary Arnd of Tdon, who established the first paladins of the Invincible One among the Oeridian tribes ages ago, before the Great Migrations. Some consider their order of holy warriors the first true paladins. These early Oeridian paladins shrank in number as the Great Kingdom grew more and more decadent, and only a handful of warriors descended from their teachings and organizations remain today. Many Heironeans were expatriated by the independence of the Marklands kingdoms in the 3rd and 4th common centuries. Coincidentally, their numbers are strongest in the kingdoms of Furyondy, Nyronnd, and the surrounding states.

While not necessarily the most puissant of their number, the King of Furyondy, Belvor IV, is by far the most august of the paladins of Heironeous currently extant in the Flanaess, and he is accorded great deference within the order. The Knights of the Holy Shielding, who helped found the Shield Lands and protect the remains of that kingdom to this day, comprised the largest single order of Heironean paladins. The Greyhawk Wars brought marauding armies of bandits and followers of Iuz, which dispersed many Shield Lands paladins across the Flanaess. Ironically, the Heironeans' greatest failure was a boon to neighboring war-torn lands, to whom the arrival of an errant Knight of Holy Shielding was cause for much celebration. These days, many such knights have returned to the Shield Lands with hopes of rescuing their homeland from the clutches of the Old One. The Knights of the Hart also boast scores of Heironean paladins, and martial servants of the Invincible One are common in almost all other lesser orders of knighthood. It is impossible to overestimate how highly paladins of Heironeous are regarded in general, for they are the prototype for holy warriors everywhere.



### Indomitable Loyalty

Your loyalty to your deity and your fellow paladins is powerful enough to lash out against those who would use magic to control you.

**Patron:** Heironeous

**Prerequisites:** Improved Turning, Iron Will, turn undead

**Benefit:** If you resist the effects of a spell or spell-like ability of the school of enchantment with a successful saving throw, the creature that attempted to cast the spell on you suffers 1d4+1 points of Wisdom damage as golden fire burns from their eyes, ears, and mouth. Each time this feat is triggered, it uses one of your turn undead attempts for the day. If you don't have any turn undead attempts remaining then this feat cannot be triggered.





## Hextor

(Fist of Discord)

*Honor and Victory Through Strength of Arms*

**Allies:** Followers of Stern Alia

**Enemies:** Followers of Heironeous, good-aligned clerics

Hextor has long invested rare holy warriors in his service with powers above that of common men, transforming them into warriors widely reviled by other paladins, known variously as anti-paladins or blackguards. Hextor has an enduring and hotly contested rivalry with his half-brother, Heironeous, and this competition is carried on by their servants. Hextor's dark warriors honor a somewhat distorted (though deeply held) code of honor that parallels that of the paladins of Heironeous. This code holds that gallantry and courtly manners are shams and must be proven so; personal honor, strength, and above all victory are of the greatest value. Hextorians devote themselves totally to their cause—the defeat of all that is good and just—believing these ideas to be self-deceptions that breed weakness and decadence. Laws must be devised to ensure that only those who are best fit to rule should do so and that determination involves weeding out the weak from the strong. Force of arms is the only true solution to any conflict and must often be applied immediately and ruthlessly.

Those who do not submit to this order must be defeated.

Anti-paladins of Hextor are meticulous about their personal appearance in one very important respect:

they do not underestimate the power and effectiveness of intimidation. They

wear the best armor they can afford (often lacquered black and

spiked or outfitted with razor-sharp ridges), wield the most powerful and destructive weapons, and favor black, blood red, or rust-colored clothing in order to best menace the weak or easily dissuaded. They incorporate Hextor's standard (six

red arrows splayed outward) with their own unique devices. Hextorians have no illusions about what it

takes to destroy true enemies, so they train vigorously in the arts of war and personal combat. They have over-developed physiques and favor partially covered helms that hide their eyes. They use heavy weapons, often two-handed swords or heavy polearms such as halberds (but never axes).

The darkest and most secretive society of Hextorian blackguards is an order of knights called the Lords of Sorrow, which traces its history back to the period before the Oeridian people migrated into the Flanaess. Fists of discord are most numerous in the lands of the old Great Kingdom, but they occasionally serve elsewhere in the service of a warlord or ambitious prince. Many train in the imposing fighting schools of North Kingdom, where Prince Grenell is a great patron of the order and titular head of the church now that Medegia is no more. The accomplishments and esteem of these blackguards have varied throughout time, having gone through many eras of great service and incalculable infamy that spread beyond the bounds of the Great Kingdom. The cult has fostered many matchless knights, near-

### Hextor's Rage

Your next six attacks are particularly powerful and devastating.

**Patron:** Hextor

**Prerequisites:** Combat Expertise, Extra Smiting, Power Attack, smite ability

**Benefit:** Spend one of your smite attacks to infuse the next six melee attacks you make with profane power. For these next six melee attacks, you gain a +6 profane bonus to melee weapon damage rolls. You must make these six attacks within the next two rounds, or you become fatigued. If you make the six attacks within two rounds, you avoid this side effect.



peerless champions with have names not easily forgotten, such as the great Aerd general Lord Horgan of Delaric, who first conquered the Bandit Kingdoms.

Open conflict follows nearly ever meeting between fists of disord and paladins of Heironeous, but only according to the dictates of honor and the rules of rightful combat, for the enemy must not only be defeated, but must acknowledge the superiority of his opponent.

## Pholtus

[Templar, Inquisitor]

*Our Swords, Their Lives, for the One True Way*

Allies: None.

Enemies: Fiends, followers of St. Cuthbert, undead.

Unswerving and righteous guardians of the law and the One True Way, Pholtan paladins (sometimes called “templars”) set their duty on a pedestal from which it never falters. As paladins, templars must be lawful, but they consider morality subordinate to the undying light of the True Way. Their strict doctrine dictates that chaos, darkness, and evil (in that order) must be routed out and destroyed. The One True Way warns that mercy can be weakness, and that doubt is the first nail in the coffin of failure.

Those who worship other gods tend to view Pholtan paladins as ostentatious, even haughty individuals. Templars dress impeccably, favoring lighter, ornate armor and carefully crafted, highly-polished weapons. They carry Pholtus’ standard, the Silvery Sun, with great pride (or arrogance, according to their many critics). Most wear white and pale yellow tunics made of the finest linen or silks, embroidered with silvery borders of suns and moons or short lengths of religious script. Common texts include proverbs drawn directly from the holy texts of Pholtus thought to prevent physical and spiritual harm. Most wield swords or spears, and few follow prohibitions against using ranged weapons.

For a god defined as “inflexible” by his clergy, Pholtus certainly tolerates a great diversity amongst his flock. Some paladins of Pholtus resemble Heironeans, while others adhere to a less ardent philosophy similar to that espoused by holy warriors of Pelor (these are seen as nearly heretical in the Theocracy of the Pale, the chief dominion of Pholtus worship in the Flanaess). The Knights Templar of the Theocracy of the Pale enjoy the greatest infamy of Pholtus’ paladins. The Templars possess unparalleled zeal, mixing nationalistic fervor with their conviction of the perfection of the One True Way. Unfortunately for the Flanaess, most Pholtan paladins follow the Templars’ steadfast example.

Pholtans acknowledge no lasting allies among other faiths, but harbor many enemies. An especially strong rivalry with the faith of St. Cuthbert has festered for centuries, as both religions appeal to the same sorts of faithful.

Pholtus’ most powerful paladins focus not on ecclesiastical struggles between nonevil religions but on eradicating extraplanar threats such as demons, devils, and their ilk. As a rule, such holy warriors do not fear planar travel and are unperturbed by sorcery and magical artifice alike.



### Blinding Wrath

You can blind evil outsiders and undead with divine energy.

**Patron:** Pholtus

**Prerequisites:** Improved Turning, turn undead

**Benefit:** By expending a turn undead attempt, you can channel your divine energy into a burst of golden light. Make a turning check when you use this power to determine how many Hit Dice of evil outsiders and undead you affect. All affected creatures must make a successful Fortitude save (DC 10 + half your paladin level + your Charisma modifier) or be blinded for 1 minute. Evil outsiders and undead that make this saving throw are instead dazzled for 1 minute.



The most revered Pholtan paladins belong to a multi-national knightly organization called the Lords of the Gloaming. The order once included such noteworthy historical figures as St. Ceril the Relentless and the peerless Lord Carradine, and their modern-day counterparts are no less worthy of awe. The Lords claim to stand guard at the threshold between darkness and light, seeking out and destroying *gates* and portals that link Oerth to the Lower Planes. Many fiends, diabolists, and demonologists would pay dearly to know the location of their secret hold, Matinsmore, a mountaintop stronghold thought to be located somewhere in the peaks of the Rakers or Griff Mountains.

## Trithereon

(Avengers)

*Thus Always to Enslavers and Tyrants*

**Allies:** None

**Enemies:** Slavers, followers of Hextor, followers of Pholtus, followers of St. Cuthbert

While not true paladins, holy liberators (see *Sword & Fist*), dedicated to Trithereon are sworn to a single proposition: the complete and uncompromised freedom of the individual from any kind oppression. While not large in numbers, the holy warriors of Trithereon are passionate, righteous, and unforgiving foes. They tend to be chaotic as well as good, respecting little hierarchy and eschewing most traditional authority save when it can further their sworn goals and those of the people they seek to protect. These goals usually involve the freedom of some person or persons from physical or spiritual bondage. They also include the paying of revenge on those who would oppress and imprison.

Trithereonites consider laws of dubious value and frequently a source of persecution, as is honor, blind piety, and negotiation with oppressors. Avengers of Trithereon (as the holy liberators are known) are quick to take up the sword and quick to apply it once summoned into action. Evil, particularly where it is organized to oppress, has no place in this world.

Avengers of Trithereon value their individuality—no two look and act alike. Many favor chainmail shirts, leather armor, capes, jerkins, and pantaloons, but all tend to dress in whatever outfit allows them the best chance to succeed at their mission. Many use disguises. Avengers favor light, easy-to-carry weapons such as short swords and daggers. Various sects employ totemic devices such as stylized hounds, falcons, or lizards on their clothes and armor. One constant is the Rune of Pursuit, a charm (often made of gold) usually worn around the neck on a chain four to six inches in diameter. Many avengers imbue these symbols with magical power, but even nonmagical Runes of Pursuit evoke fear and loathing in many an oppressor.

There is some antipathy between Trithereonites and the paladins of St. Cuthbert and Pholtus (particularly the latter, from whom it is strongly returned) arising from the strictures of their tenets and the relative inflexibility of their faiths. No group stokes a Trithereonite's ire like slavers, however, especially the Scarlet Brotherhood, who have since the Greyawk Wars become the greatest slavers in the Flanaess.

Most holy liberators dedicated to Trithereon align themselves with one of three associated organizations. The Friends of the Falcon, the Harrusians, avenge wrongs committed against the innocent. The Brothers of Ca'rolk pledge themselves to succor and protect the weak and undefended, and the Sons of Nemoud task themselves with winning the freedom of those who have been enslaved. ●



### Mantle of Freedom

Your faith prevents you from being easily restrained or slowed.

**Patron:** Trithereon

**Prerequisite:** Iron Will

**Benefit:** You add your Charisma bonus to all grapple checks, Escape Artist checks, and Strength checks made to break bonds. You gain a +2 sacred bonus to saving throws against paralysis, petrification, and any effect that hinders movement (such as *slow*).



# Living Greyhawk

Enlightenment can penetrate even the helm of iron—Cuthbertine proverb

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## New Edition, New You

With the new edition of DUNGEONS & DRAGONS already sitting on store shelves and in your library, it is time for the LIVING GREYHAWK campaign to update to the new edition. As of October 1st, 2003 all LIVING GREYHAWK characters will convert to the new 3.5 ruleset, and all events will be played using these sleek new rules. Conversion to the new rules has posed a unique series of problems to many existing characters. The changes in the various core class abilities, alteration of the gnome favored class, and new pricing for many magic items requires some serious modification to avoid illegal characters and skewed power levels. To that end, the Circle has taken great care in crafting conversion rules that allow you to convert to the 3.5 rules while still maintaining your character concept.

Although the complete conversion rules can be found at [www.living-greyhawk.com](http://www.living-greyhawk.com), the information below is a quick guide to those rules so you'll know what to expect.

## The Basics

The core of most characters remains the same in the new edition. Name, race, overall character level, alignment, and ability scores remain entirely unchanged. The only exception to this is gnome characters that have levels of illusionist. Players who change all their characters' illusionist levels to levels of bard are allowed to swap their Intelligence and Charisma scores.

Next, each PC is allowed to reassign their class levels, with only a few exceptions. PCs with magic item creation feats must keep the class levels, feats, and spells necessary to make every item that they have created. In addition to this, characters cannot add levels in prestige classes above those that they had prior to conversion. Remember that the character will need to be legal after conversion, so any levels in a prestige class must have their prerequisites met.

Once class levels are assigned, each

character can reassign all of their skill points and feats. New feats from the *Player's Handbook* are now legal for play in LIVING GREYHAWK, and this is your chance to give them a try. If you have access to other feats from builder books or other sources, you can keep those, too.

Arcane spellcasters can reselect all of their spells from the new spell lists. Wizards in particular will need to do this if they are staying a specialist and have to pick a second prohibited school of magic. On the up side, wizards are going to get a partial refund for those spells they scribed into their book. Those with a familiar can select a new one from the *Player's Handbook* (expect the local familiar shop to have a discount on toads in the near future). Druids and rangers can select a new-and-improved animal companion to gnaw upon their enemies.

## Magic Item Mayhem

With Small and Medium versions of all the weapons coming into play, all Small characters will have the opportunity to change their favorite death dealer into the Small equivalent or in some select cases change the type entirely. For example, a halving barbarian could change its 3.0 longsword into a 3.5 Small longsword or a 3.5 Small greatsword. See the conversion guide for more info on this process.

A good number of magic items have had their price changed, sometimes by a factor of three or more. To prevent conversion from becoming the magic item lotto, characters are going to need to pay up for these price increases. The conversion guide lists all the items that changed in price or name as to make it as simple as possible. Even better, some characters will get a refund for gear that went down in price.

For more information on this simple process, go to [www.living-greyhawk.com](http://www.living-greyhawk.com) or contact your local triad. Get the guide and get ready for LIVING GREYHAWK 3.5. ●

# Dungeon

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