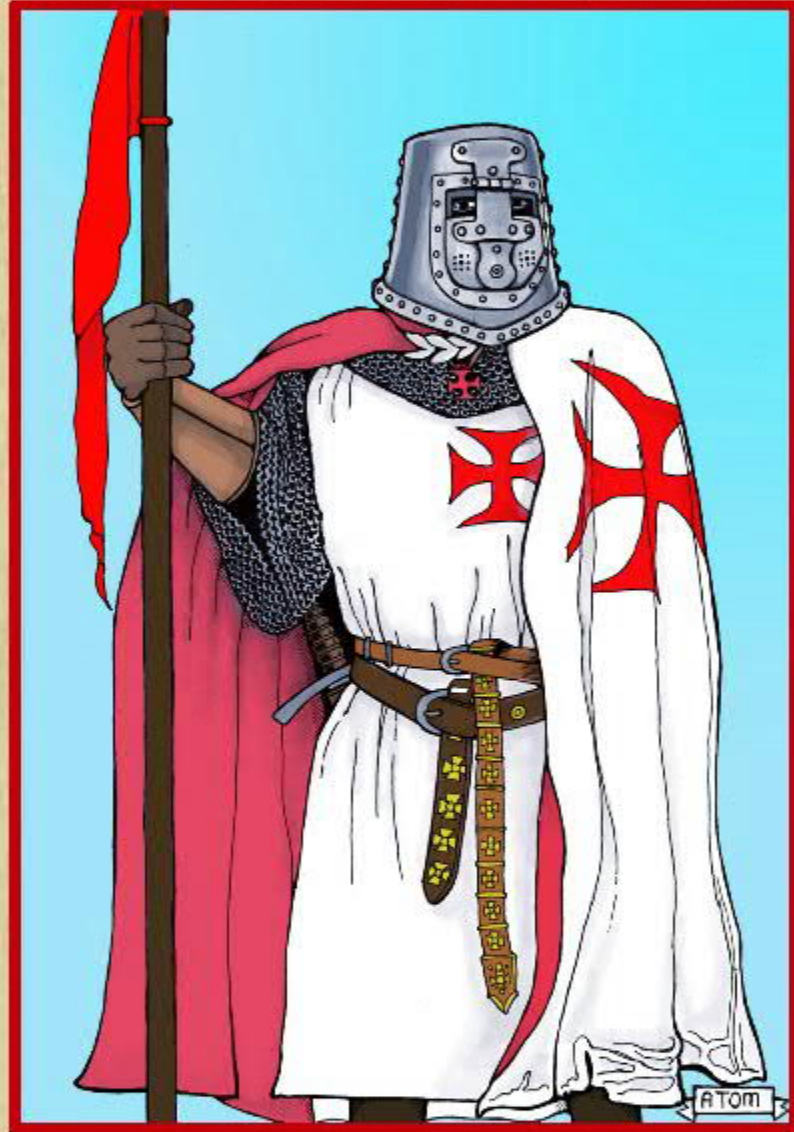


DELVING DEEPER

FOR USE WITH LABYRINTH LORD™



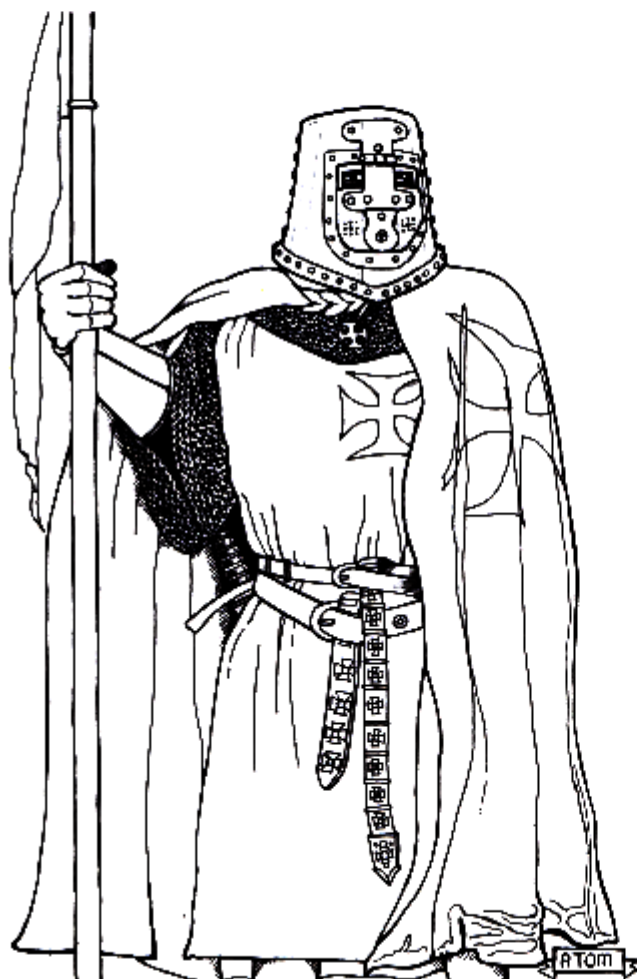
Paladin

by John Adams with Art by Andy "Atom" Taylor



Brave Halfling
Publishing

DELVING DEEPER



Paladin

by
John Adams
with Art by
Andy "Atom" Taylor

Thanks for downloading this pdf! Brave Halfling Publishing wants to provide great resources for your role playing games. Thanks also goes to Piper for his suggestions about the *Holy Sword*, Moritz Mehlem, who proof-read the text and to Daniel Proctor for all the help and support he gave while this product was being developed. And, of course, I cannot go one line further without giving special thanks my fantastic, Old-School artist, Andy "Atom" Taylor. He really does bring the words to life. I hope you find this pdf useful in your own Labyrinth Lord and Basic Edition games!

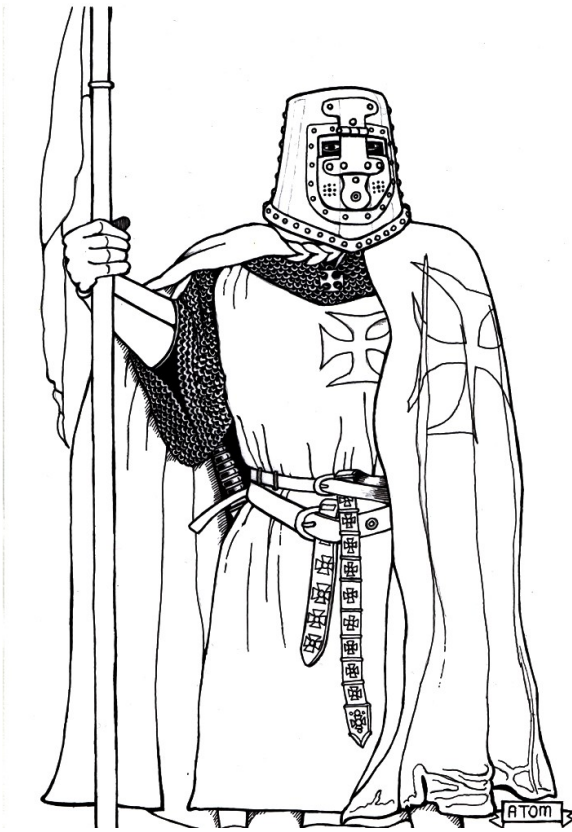
John Adams

(Coleston the Cavalier)



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Paladin

Requirements:	STR 12, WIS 12, & CHA 12
Prime Requisite:	CHA and STR
Hit Dice:	1d8
Maximum Level:	None

Paladins are a very rare type of fighter. These holy warriors dedicate all they have and all they are to living, supporting and defending all that is lawful and good. Therefore, they must always be lawful in alignment. Paladins use the Dwarf, Elf, Fighter, and Halfling Character Attack Table (LL, p. 60) and the Fighter Saving Throw table (LL, p. 55).

A paladin may serve one particular god, a pantheon of gods, or just the ideals of law and good. Many are part of a religious order of paladins that live and train in an almost monastic community. Other paladins are much more loosely affiliated, mentoring potential recruits individually and only gathering together when occasion calls for it. However, paladins of any faith, deity or pantheon recognize each other as brothers and sisters who share a common calling and will often support and work together. They usually follow the direction of higher level paladins and clerics of good gods - even a god or gods other than their own.

Order or Mentor (Random Determination, if desired)

01-70 The paladin has lived and trained as part of an order of paladins.

71-00 The paladin has lived and trained with a mentor.

Paladins may never have more weapons or armor than they can personally use in combat at one time. They must also give at least 10% of all they earn to their religion. In addition, after taking care of all their living and working expenses, paladins must give away 90% of their remaining wealth to their religion or another worthy charity. Note that none of these tithes or offerings can be given to another player's character in the adventuring party.

Paladins begin play with at least one primary weapon, a set of armor including a shield (if they use one), possibly a horse, etc., as gifts from the members of their order or from their mentor and the local faithful. However, they begin play with only 1d8x10 gp.

Detect Evil 60' A paladin can, at will, *Detect Evil* just like the cleric spell of the same name (LL, p. 22). However, they must spend an entire round concentrating on it and performing no other actions in order for this ability to be effective.

Divine Bonus Because of their unswerving devotion to good, paladins receive a +2 bonus to all their saving throws.

Protection from Evil As a divine gift, once per day paladins can radiate a *Protection from Evil* aura as per the cleric spell of the same name (LL, p. 24). At 9th level, this ability is extended to 10' around the paladin.

Divine Healing Paladins are blessed with the ability to, once per day, lay their hands upon one person (including themselves) and restore 2 points of damage per level. In the same way, they can lay their hands upon a person and *Cure Disease* just like the cleric spell of the same name (LL, p. 21). At 1st level they can *Cure Disease* once per month, twice a month at 5th level and three times a month at 10th level. Paladins are personally immune to all diseases, both ordinary and magical.

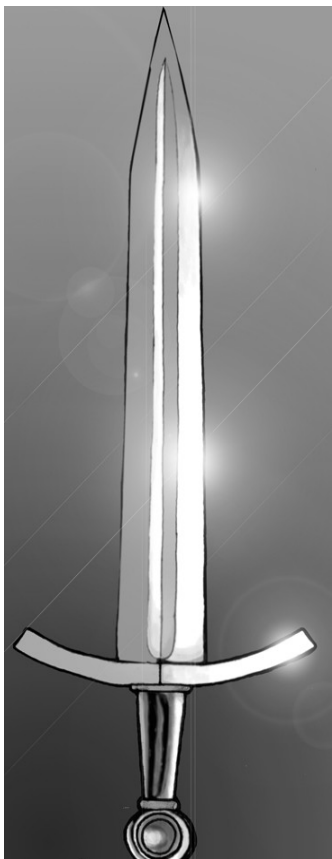
Turn Undead Beginning at 3rd level, paladins may attempt to turn undead as a cleric of 2 levels lower than their current level. For example, a 4th level paladin would turn undead as a 2nd level cleric.

Cleric Spells (OPTIONAL) If there is a desire on the part of the Labyrinth Lord to have spell-casting paladins, then they may want to adopt this optional rule: Starting at 9th level, paladins may cast clerical spells as a cleric of 8 levels lower. They reach their maximum number of spells and their maximum spell level (4th level cleric spells) when a paladin reaches 17th level. Paladins do not receive bonus spells from high Wisdom scores.

Paladin Level Progression

Experience	Level	Hit Dice (1d8)
0	1	1
2,501	2	2
5,001	3	3
10,001	4	4
20,001	5	5
40,001	6	6
80,001	7	7
160,001	8	8
310,001	9	9
460,001	10	+2 hp only *
610,001	11	+4 hp only *
760,001	12	+6 hp only *
910,001	13	+8 hp only *
1,060,001	14	+10 hp only *
1,210,001	15	+12 hp only *
1,360,001	16	+14 hp only *
1,510,001	17	+16 hp only *
1,660,001	18	+18 hp only *
1,810,001	19	+20 hp only *
1,960,001	20	+22 hp only *

- Hit point modifiers from constitution are ignored



Sword +2, Holy Sword

Intelligence:	12
Communication:	Verbal
Alignment:	Lawful
Languages:	3
Psyche:	12
Willpower:	24
Motivation:	Destroy Chaotic Beings
Spell-Like Power:	Dispel Evil 1/week

Description: This powerful, sapient blade is the bane of all chaotic beings. A *Holy Sword* grants neutral and lawful owners a +2 bonus to hit and damage against creatures of all alignments. However, in the hands of a Paladin in combat with chaotic beings, it becomes nearly as powerful as a minor artifact, bestowing a +4 bonus to hit and damage as well as the ability to *Dispel Evil* as per the cleric spell (LL. p. 22) once per month. *Holy Swords* are intelligent and extremely motivated in their quest to destroy chaotic beings and will thus attempt to overpower the will of neutral owners towards that end and help direct the actions of lawful owners, yet without requiring an action that would cause them certain death. Chaotic beings attempting to wield a *Holy Sword* immediately lose 2 levels for as long as the sword is in his or her possession. Unlike cursed items, a chaotic being can discard the *Holy Sword* at will.

Origin and Purpose: Each *Holy Sword* is a unique item with each one *having* its own personality and personal name. Some sages suggest that *Holy Swords* were originally created by a lawful Elder God in the far distant past and were awarded to his greatest mortal servants. In the ages since, *Holy Swords* have been handed down from generation to generation with most having been lost, some destroyed, and a few stolen from their rightful owners and hidden by powerful chaotic forces. To this day, when truly virtuous and potent paladins rise in the mortal realm, lawful divine forces do all they can to discover, liberate and pair these immensely powerful weapons with them.

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 Prime Requisite: CHA and STR
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 Maximum Level: None

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