

Blackmoor Paladins

In Blackmoor, Paladins are unique in that unlike other planes of existence, most gods have holy warriors dedicated to their cause. Blackmoor paladins do not follow the rules of alignment as presented in the *PHB*, but instead can be have a different worldly view, more in line to their worshiped deity. The five paladins are variants from the standard paladin found in the *PHB*.

Paladins of Law are paladins with a Lawful Good alignment and are aligned to gods seeking to seek to maintain order, uphold justice, and keep the law. Paladins of Good are paladins with a Chaotic Good alignment and are aligned to gods interested in freedom. Paladins of Balance are palads with a neutral alignment and aligned to gods interested in maintaining the balance between both good and evil and law and chaos. Paladins of the Evil are paladins with a Lawful Evil alignment and aligned to gods dedicated to dominating those weaker or without power. Finally Paladins of Chaos are paladins with a chaotic evil alignment and aligned to gods whose only interest is in destruction and death.

Paladins of Law, Good, Balance, Evil and Chaos are associated to only singular divine powers. Those worshiping one of these powers, can elect to dedicate their lives to their chosen power as a divine warrior. Consult the following table to see which Blackmoor Deity has which paladins sworn to them.

These Blackmoor Paladins are variants and are not meant to be unique classes in and of themselves, but rather alignment-based variations of the paladin. They have the same Hit Die, skill points per level, weapon and armor proficiencies, and spells per day as the standard paladin. Their class skill lists are nearly identical, with exceptions noted below. Their spellcasting functions identically to that of the standard paladin (though their spell lists are somewhat different). When a class feature has the same name as a paladin class feature, it functions the same as the one described for the standard paladin.

Paladins of Law are identical to the paladin found in the *PHB*. Player's wishing to play a Paladin of Law use that as their bases. For those wishing to play one of the other four paladin types, the details follow below.

Table 1: Blackmoor Deities and their Paladins

Paladin of Law	Paladin of Good	Paladin of Balance	Paladin of Evil	Paladin of Chaos
Charis	Aeros	Elgath	Calelrin	Gorrim
Dhumnon	Baldin	Hak	Chamber	Thanatos
Khoronus	Death	Hemgrid	Hella	Tyrhm
Mieroc	Faunus	Hersh	Zugzul	Volketh
Odir	Fronaus	Hydros		
Raelralataen	Hadeen	Kadis		
Terra	Henrin	Ordana (Cumasti)		
	Insellageth	Tsartha		
	Kela			
	Koorzun			
	Mwajin			
	Pacuun			
	Pathmeer			
	Phellia			
	Ordana (Westeryn)			
	Sacwhyne			
	Shau			
	Sollus			
	Sylvian			
	Tilla			

Table 2: Paladin of Good, Balance, Evil and Chaos Abilities

Level	Good	Balance	Evil	Chaos
1st	Aura of good, detect evil, smite evil 1/day	Aura of balance, detect law and chaos, smite law and chaos 1/day	Aura of evil, detect good, smite good 1/day	Aura of evil, detect good, smite good 1/day
2nd	Divine grace, lay on hands	Smite good and evil 1/day, Divine grace	Divine grace, deadly touch	Divine grace, deadly touch
3rd	Aura of resolve, divine health	Aura of calm, divine health	Aura of despair, divine health	Debilitating aura, divine health
4th	Turn undead	Turn undead	Rebuke undead	Rebuke undead
5th	Smite evil 2/day, special mount	Smite law or chaos 2/day, special mount	Smite good 2/day, special mount	Smite good 2/day, special mount
6th	Remove disease 1/week	Smite good and evil 2/day	Cause disease 1/week	Cause disease 1/week
7th	—	Restore balance 1/week	—	—
8th	—	—	—	—
9th	Remove disease 2/week	—	Cause disease 2/week	Cause disease 2/week
10th	Smite evil 3/day	Smite law and chaos 3/day	Smite good 3/day	Smite good 3/day
11th	—	Smite good and evil 3/day	—	—
12th	Remove disease 3/week	—	Cause disease 3/week	Cause disease 3/week
13th	—	Restore balance 2/week	—	—
14th	—	—	—	—
15th	Remove disease 4/week, smite evil 4/day	Smite law and chaos 4/day	Cause disease 4/week, smite good 4/day	Cause disease 4/week, smite good 4/day
16th	—	Smite good and evil 4/day	—	—
17th	—	—	—	—
18th	Remove disease 5/week	—	Cause disease 5/week	Cause disease 5/week
19th	—	Restore balance 3/day	—	—
20th	Smite evil 5/day	Smite law and chaos 5/day	Smite good 5/day	Smite good 5/day

Paladin of Good Class Features

The Paladin of Good has all the standard paladin class features, except as noted below.

Alignment

Chaotic Good

Class Skills

Replace Diplomacy with Bluff on the class skill list.

Aura of Resolve (Su)

Beginning at 3rd level, a Paladin of Good is immune to compulsion effects. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against compulsion effects. This ability otherwise functions identically to the paladin's aura of courage class feature.

Spellcasting

Remove the following spells from the paladin's spell list: death ward, discern lies, dispel chaos, magic circle against chaos, protection from chaos.

Add the following spells to the paladin's spell list: 1st—protection from law; 3rd—magic circle against law, remove curse; 4th—dispel law, freedom of movement.

Code of Conduct

Paladins of Good besides worshipping a divine power their code requires that they respect individual liberty, help those in need (provided they do not use the help for lawful or evil ends), and punish those who threaten or curtail personal liberty.

Associates

While they may adventure with characters of any good or neutral alignment, a Paladin of Good will never knowingly associate with evil characters (except on some sort of undercover mission), nor will they continue an association with someone who consistently offends their moral code. A Paladin of Good may accept only henchmen, followers, or cohorts who are good aligned.

Paladin of Balance Class Features

The Paladin of Balance has all the standard paladin class features, except as noted below.

Alignment

Paladins of Balance are unique among paladins in that their alignment is always Neutral. Maintaining a balance in life is the most important things to these paladins and neutrality is always maintained. With out neutrality there is no balance.

Class Skills

Replace Heal with Spot on the class skill list.

Aura of Balance (Su)

The power of a Paladin of Balance aura of balance is equal to their Paladin of Balance level, just as with the aura of a cleric of a neutral deity.

Detect Law and Chaos (Sp)

At will, a paladin can use detect law and detect chaos, as the spell.

Smite Law and Chaos (Su)

Once per day, a Paladin of Balance may attempt to smite law or chaos with one normal melee attack. They must choose between law or chaos at the time the attack is made. They add their Charisma bonus (if any) to their attack roll and deal 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not of the selected alignment, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the paladin may smite law and chaos one additional time per day, to a maximum of five times per day at 20th level.

Divine Grace (Su)

At 2nd level, a paladin gains a bonus equal to their Charisma bonus (if any) on all saving throws.

Smite Good and Evil (Su)

Once per day, a Paladin of Balance may attempt to smite good or evil with one normal melee attack. They must choose between good or evil at the time the attack is made. They add their Charisma bonus

(if any) to their attack roll and deal 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not of the selected alignment, the smite has no effect, but the ability is still used up for that day.

At 6th level, and at every five levels thereafter, the paladin may smite law and chaos one additional time per day, to a maximum of four times per day at 16th level.

Aura of Calm (Su)

Beginning at 3rd level, a Paladin of Balance is immune to fear effects. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability otherwise functions identically to the paladin's aura of courage class feature.

Turn Undead (Su)

When a Paladin of Balance reaches 4th level, they gain the supernatural ability to turn undead. They may use this ability a number of times per day equal to 3 + their Charisma modifier. They turn undead as a cleric of three levels lower would.

Restore Balance (Sp)

A Paladin of Balance can restore order with a touch of their hand (as the remove curse spell) a number of times per week.

Spellcasting

Remove the following spells from the paladin's spell list: create water, delay poison, mark of justice, and neutralize poison.

Add the following spells to the paladin's spell list: 1st—protection from law/good/evil/chaos; 3rd—magic circle against law/good/evil/chaos, remove curse; 4th—dispel chaos, dispel evil, dispel good, dispel law.

Code of Conduct

Paladins of Balance follow a strict code that requires them to put the needs of their god before all else. Second to that comes the needs of ones self. A Paladin of Balance cares not about the lawful or good, chaos or evil, just the needs of god and self. If

there is no need of the god or self then the Paladin of Balance will remain neutral, helping to maintain the balance.

Associates

While they may adventure with characters of any alignment, a Paladin of Balance will never knowingly associate with fanatically lawful or chaotic characters (except on some sort of undercover mission), nor will they continue an association with someone who consistently offends their moral code. A Paladin of Balance may accept only henchmen, followers, or cohorts who are neutral aligned.

Paladin of Evil Class Features

The Paladin of Evil has all the standard paladin class features, except as noted below.

Alignment

Lawful Evil

Class Skills

Replace Diplomacy with Intimidate on the class skill list.

Aura of Evil (Ex)

The power of a Paladin of Evil aura of evil (see the detect evil spell) is equal to their Paladin of Evil level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp)

At will, a Paladin of Evil can use detect good, as the spell.

Smite Good (Su)

Once per day, a Paladin of Evil may attempt to smite good with one normal melee attack. This ability is otherwise identical to the standard paladin's ability to smite evil; including increased daily uses as the paladin of slaughter gains class levels.

Deadly Touch (Su)

Beginning at 2nd level, a Paladin of Evil can cause wounds with a successful touch attack. Each day she can deal a total number of hit points of damage equal to her paladin level x their Charisma bonus. An opponent subjected to this attack can make a

Will save (DC 10 + 1/2 paladin level + paladin's Cha modifier) to halve the damage dealt.

Alternatively, a Paladin of Evil can use any or all of this power to cure damage to undead creatures, just as an inflict wounds spell does. This power otherwise functions identically to the paladin's lay on hands ability.

Debilitating Aura (Su)

Beginning at 3rd level, a Paladin of Evil radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armor Class. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su)

A Paladin of Evil rebukes undead rather than turning undead.

Cause Disease (Sp)

A Paladin of Evil can inflict disease with their touch (as the contagion spell) a number of times per week that a standard paladin of their level would normally be able to remove disease.

Spellcasting

Replace the standard paladin's spell list with the following spell list: 1st—bane, cause fear, corrupt weapon, create water, curse water, detect poison, detect undead, divine favor, endure elements, inflict light wounds, magic weapon, protection from good, protection from law, read magic, resistance, virtue; 2nd—bull's strength, cure light wounds, darkness, delay poison, eagle's splendor, inflict moderate wounds, owl's wisdom, resist energy, undetectable alignment; 3rd—blindness/deafness, cure moderate wounds, deeper darkness, dispel magic, greater magic weapon, heal mount, prayer, inflict serious wounds, magic circle against good/law; 4th—break enchantment, cure serious wounds, dispel good, dispel law, inflict critical wounds, poison, unholy sword.

Code of Conduct

Paladins of Evil besides worshiping a divine power are sworn to them, and lose all class abilities if she ever willingly commits a good act. Additionally, a Paladin of Evil's code requires that they disrespect all

authority figures who have not proven their physical superiority to her, refuse help to those in need, and sow destruction and death at all opportunities.

Associates

While they may adventure with characters of any evil or neutral alignment, a Paladin of Evil will never knowingly associate with good characters, nor will they continue an association with someone who consistently offends their moral code. A Paladin of Evil may accept only henchmen, followers, and cohorts who are evil.

Paladin of Chaos Class Features

The Paladin of Chaos has all the standard paladin class features, except as noted below.

Alignment

Chaotic Evil

Class Skills

Replace Diplomacy with Intimidate on the class skill list.

Aura of Evil (Ex)

The power of a Paladin of Chaos' aura of evil (see the detect evil spell) is equal to his Paladin of Chaos level, just as with the aura of a cleric of an evil deity.

Detect Good (Sp)

At will, a Paladin of Chaos can use detect law, as the spell.

Smite Law (Su)

Once per day, a paladin of chaos may attempt to smite law with one normal melee attack. This ability is otherwise identical to the standard paladin's ability to smite evil; including increased daily uses as the paladin of tyranny gains class levels.

Deadly Touch (Su)

Beginning at 2nd level, a Paladin of Chaos can cause wounds with a successful touch attack. Each day they can deal a total number of hit points of damage equal to their paladin level x their Charisma bonus. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 paladin level + paladin's Cha

modifier) to halve the damage dealt.

Alternatively, a Paladin of Chaos can use any or all of this power to cure damage to undead creatures, just as an inflict wounds spell does. This power otherwise functions identically to the paladin's lay on hands ability.

Aura of Despair (Su)

Beginning at 3rd level, a Paladin of Chaos radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws. This ability otherwise functions identically to the paladin's aura of courage class feature.

Rebuke Undead (Su)

A Paladin of Chaos rebukes undead rather than turning undead.

Cause Disease (Sp)

A Paladin of Chaos can inflict disease with his touch (as the contagion spell) a number of times per week that a standard paladin of her level would normally be able to remove disease.

Spellcasting

Replace the paladin's spell list with the following spell list: 1st—bane, corrupt weapon, create water, curse water, detect poison, detect undead, divine favor, doom, endure elements, inflict light wounds, magic weapon, protection from chaos, protection from good, read magic, resistance, virtue; 2nd—bull's strength, cure light wounds, darkness, delay poison, eagle's splendor, hold person, inflict moderate wounds, owl's wisdom, resist energy, undetectable alignment; 3rd—bestow curse, cure moderate wounds, deeper darkness, discern lies, dispel magic, greater magic weapon, heal mount, prayer, inflict serious wounds, magic circle against chaos/good; 4th—break enchantment, cure serious wounds, dispel chaos, dispel good, dominate person, inflict critical wounds, unholy sword.

Code of conduct

Paladins of Chaos besides worshiping a divine power with these paladins sworn to them, loses all class abilities if they ever willingly commits a lawful act. Additionally, a Paladin of Chaos' code requires that

they respect authority figures as long as they have the strength to rule over the weak, act with discipline (not engaging in random slaughter, keeping firm control over those beneath his station, and so forth), help only those who help him maintain or improve his status, and punish those who challenge authority (unless, of course, such challengers prove more worthy to hold that authority).

Associates

While they may adventure with characters of any evil or neutral alignment, a Paladin of Chaos will never knowingly associate with lawful characters unless it serves their needs, nor will they continue an association with someone who consistently offends his moral code. A Paladin of Chaos may accept henchmen and followers of any alignment, but may only accept cohorts who are chaotic in nature.

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