

# 17

# Paladin Spells

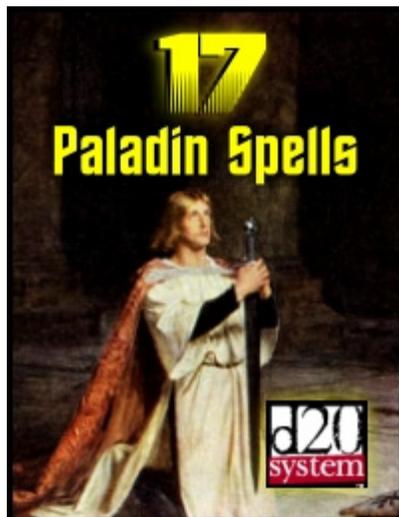
**Tony DiGerolamo**  
**The Le Games**



## 17 Paladin Spells

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Welcome to the 17 Paladin Spells, the third book in the new **17** series from The Le Games.

This book has **18** Magic Spells, dedicated to the almighty Paladin (yea, we said **18**. In **bold** text too!).

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*Unorthodox Modern Lifeguards*, *Starship Evolution*, and *Vikings d20* (this is a huge book)!

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## The Tome of the Crusader

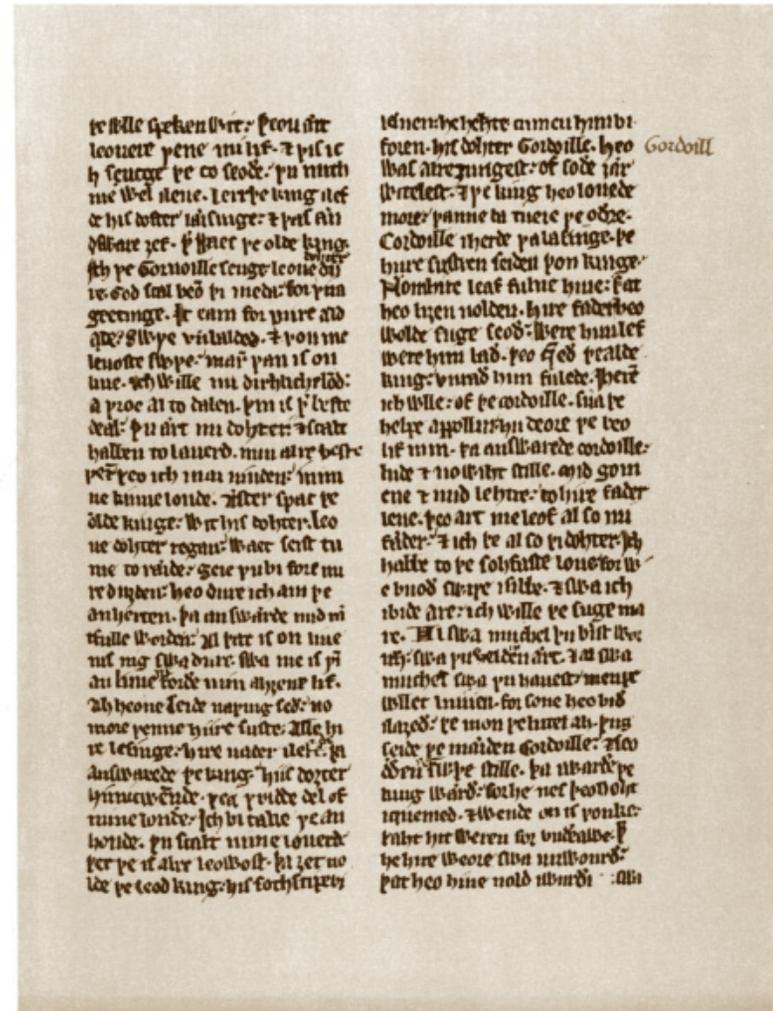
The Tome of the Crusader is leather, bound over wooden covers and filled with bright white parchment. The book is enchanted to appear worthless to anyone of evil alignment; even when placed in their hands, the book's true form will never be revealed to them. It is rumored that several copies of this grand tome exist, some with all 17 spells and some with less. Although clerics of good alignment will recognize the book and the spells for what they are, only Paladins can actually benefit from the tome's teachings. Paladins that are normally unable to cast spells can cast one 1st level spell per day from the tome.

It is possible to find only a page or two, which has been torn out from the book. A Paladin may place this torn page within the book and pray for 1 hour, which causes the page to mend itself into the book.

A spell page that is not a part of the book is of no use to the Paladin.

- **GM's option:** Any Paladin that studies the tome and spends a week in meditation and prayer immediately gains 10,000 experience points. The Paladin can only gain the experience from a tome of this type once. If the character ever ceases to be a Paladin, he loses these 10,000 experience points immediately.
- **GM's option:** If the Paladin is high enough level to cast spells, he can cast an additional spell of

each level per day as long as he spends at least ten minutes studying the tome.



## 1st Level Spells

### **Hide the Innocent**

Illusion (Glamer)

**Level:** Paladin 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 10 feet every 2 levels)

**Target:** 10 + Paladin's level (int)\*

**Duration:** 5 rounds + 2 rounds per level after 1st

**Saving Throw:** Will

**Spell Resistance:** No

\*This spell can affect an unlimited amount of creatures as long as their intelligence does not exceed this score. The spell can target a portion of a crowd of creatures.

When successfully cast, this spell draws the attention away from innocent targets to that of the Paladin. The Paladin must engage at least one of the targets in combat for one action. However, he needn't cause damage or be very effective. (Even throwing a pebble and shouting would be enough.) Targets that fail their saving throw will pursue the Paladin for the duration of the spell intent on harming him. (Although the target may engage in non-lethal combat if the target so desires.) While under the affect of this spell the target or targets will not see those that the Paladin wishes to hide with the spell. The distraction is so complete that the target will have to spend 1d4 rounds getting its

bearings if it intends to pursue the "innocents". The Paladin cannot cast this spell on an evilly-aligned target. If the Paladin is unaware that the target is evil, the spell will automatically fail. This spell will function on an unlimited amount of non-intelligent creatures, including undead ones, as long as they are in the caster's radius.

### **Righteous Strike**

Evocation

**Level:** Paladin 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

This is spell allows the Paladin to channel his holy power into a weapon. For the duration of this spell, the weapon will be able to strike evil creatures and do normal damage, even if the target creature can only be hit by magic, holy, silver or iron weapons. The spell also grants the Paladin a +1 bonus attack rolls and damage rolls with the weapon. Additionally, for undead creatures such as skeletons, the weapon damage is not halved, even for bladed weapons. The spell does not function against evil clerics that are higher level than the Paladin and this spell only works for weapons wielded by the Paladin. If the spell is still active and the Paladin is forced to switch weapons or pick up a

new one, the spell will continue to work for the new weapon for the remainder of the duration of the spell. The affect of the spell is not cumulative with magic weapons. However, if a +1 (or greater) weapon is enchanted, it will be able to strike and deal damage to creatures that can normally only be hit by +2, +3, +4 and +5 weapons for the duration of the spell.

### Blessed Favor

Evocation

**Level:** Paladin 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** instantaneous

**Saving Throw:** None

**Spell Resistance:** No

By saying a brief prayer to his god, the Paladin asks for his deity's blessing in making a skill check. The check cannot be made for personal gain on the part of the Paladin, but for some other appropriate third-party or his church. In dire life-or-death circumstances, the Paladin may use the spell for himself. The Paladin must invoke the prayer as he is performing the skill. Additionally, the Paladin must have at least a slim chance of success. If all these conditions are met the Paladin casts the spell and he automatically succeeds in the skill check as if he rolled a "20". The affect is instantaneous and only takes as long as the Paladin needs to make the

skill check. The Paladin may never cast this spell more than once per day. Additionally, after casting this spell the Paladin must pray for an additional one-hour some time in the future and, if it is appropriate, make an extra sacrifice to his god.

- **GM's option:** Rather than granting an automatic "20", simply give the caster a +10 to the skill check.



### Shared Sacrifice

Transmutation

**Level:** Paladin 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Injured good or neutral creature

**Duration:** instantaneous

**Saving Throw:** Will Negates

**Spell Resistance:** Yes

This spell will only function against living good or neutral creatures. If the Paladin touches the target and speaks the appropriate prayer, he takes on part of the injured creature's wounds. He may take up to half of the lost hit points onto himself to heal the creature by the same amount. He cannot take an amount of damage that would reduce him to less than 1 hit point.

### Martyr's Shield

Abjuration

**Level:** Paladin 1

**Components:** V, S, M

**Casting Time:** 2 standard actions

**Range:** Touch

**Target:** Good or neutral creature

**Duration:** one strike per level (maximum of two rounds per Paladin level)

**Saving Throw:** None

**Spell Resistance:** No

The material component of this spell is a vial of holy water which must be splashed on both the Paladin at the beginning of the spell and the recipient at the end of the spell. The recipient must also be wearing a copy of a holy symbol from the Paladin's religion. The symbol can be drawn on by the Paladin if need be. If the recipient of the spell is injured while the spell is in affect the hit points are subtracted from the Paladin instead. The Paladin can absorb up to one strike per level of experience. A "strike" needn't cause lethal damage, but must cause at least one point of non-lethal damage. The damage absorbed only applies to physical damage: crushing, puncturing and slashing. The Paladin cannot absorb damage caused by disease, poison, level draining or magic. The only exception to this rule is magic that causes physical damage through physical objects (for instance, hurling objects for damage with Telekinesis or the explosion caused by a Fireball). The Paladin can be blinded if the target is physically blinded, but he cannot be blinded by magic in this way. If the recipient wipes off the Paladin's holy symbol or loses contact with it, the spell is immediately broken. Damage that is normally ignored by the Paladin through magic items does not protect the recipient unless he is wearing the same magic items. However, if the recipient is immune to certain physical attacks, the same immunity is granted to the Paladin regarding the damage aimed at the recipient. (For instance, if the recipient is protected by a Protection from Arrows spell, the Paladin would not take damage if the recipient is hit by an arrow. However, the

Paladin would still take damage from an arrow that struck him directly unless he is protected in some way as well.)

### 2nd Level Spells

#### **Rapid Rescue**

Transmutation

**Level:** Paladin 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal or Touch

**Target:** You

**Duration:** 3 rounds per level

**Saving Throw:** None

**Spell Resistance:** No

This spell can only be used to save a good or neutrally aligned creature (this may include the Paladin herself). During the duration of the spell the Paladin's movement is tripled. He may also cast the spell on a willing steed – it doubles the movement of a standard animal, but triples the movement of a Paladin's regular steed and quadruples the movement of a Paladin's Warhorse. Additionally, the Paladin or steed move as if completely unencumbered and the burst of speed does not tire the Paladin or the steed. If the Paladin or steed gets one round worth of movement on a flat surface they can traverse across water without penalty. If the Paladin or warhorse gets two rounds of movement on a flat surface they can also traverse vertical surfaces. However, the Paladin or steed

cannot stop on these surfaces or they will suffer the normal affects. On standard surfaces, the Paladin and steed can stop and start as much as they want until the spell is over.

#### **Endless Endurance**

Transmutation

**Level:** Paladin 2

**Components:** DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** one creature

**Duration:** 1/hour per level

**Saving Throw:** None

**Spell Resistance:** No

This spell can only be used to save a good or neutrally aligned creature (this may include the Paladin). During the duration of the spell the recipient will automatically make Fortitude checks and any checks involving Strength or Constitution or skills based on these traits. The recipient cannot be knocked unconscious except through magical means. Even then, spells 2nd level and lower that would knock out, slow, or weaken the recipient have no affect as long as this spell is working. The recipient gains +4 to saves on spells that would knock out, slow, or weaken him if there is a saving throw. If there is no saving throw, the recipient gets one (DC 20). While the spell is working, the recipient does not require to sleep, eat or rest. Even if he was on the verge of exhaustion and collapse when the spell was cast, he will become energized

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and well-rested for the duration of the spell. When the spell is over, he immediately reverts to his former state of readiness before the spell began and must make a Fortitude check (DC 15). If he succeeds the check, he is winded, but fine. If he fails the check, he suffers from exhaustion and must rest for an hour to regain his former strength. Animals and elderly recipients of this spell may



inadvertently push themselves too far. It is often a good idea for the Paladin to slowly bring the animal down during the last few rounds of the spell. Elderly recipients that overestimate their abilities may, at the DM's discretion, have to make a second Fortitude check or suffer a massive coronary. Elderly Paladins are immune to this.

### Create Holy Water

Conjuration (Creation)

**Level:** Paladin 2

**Components:** V, S, M, DF

**Casting Time:** 1 standard action

**Range:** Close (25 ft. +5 ft. per 2 levels)

**Target:** Two gallons per level

**Duration:** Instantaneous

**Saving Throw:** Special

**Spell Resistance:** No

This spell generates pristine *Holy Water*. This holy water can be created in a small area or in an area three times as large - oftentimes creating a downpour.

To cast the spell, the Paladin must be in the process of turning undead creatures. The holy water will be directed at these creatures whether or not they are successfully turned. Unless the undead creatures are intelligent or non-corporeal, they are immediately bathed in the holy water and suffer a minimum of 1d6 points of damage per round for one round per level of the Paladin. Non-corporeal undead get a Will check; if the check fails,

the creature takes the damage. If the check succeeds, the creature is unaffected, but must leave the radius of the holy water before it can attack. Intelligent undead get a Reflex check to avoid the water altogether – if they succeed, they must leave the area of the holy water to avoid it. This may drive the creature away or merely cause it to attack from the edge of the radius. The water can douse one undead creature per gallon and the Paladin may target creatures in large groups. The material component for the spell is the Paladin's holy symbol which must be prominently displayed as he is turning the undead.

Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

### Paladin Mind Trick

Enchantment (Charm) (Mind-Affecting)

**Level:** Paladin 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. +5 ft. per 2 levels)

**Target:** One person per two levels of Paladin

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Paladins don't often have use for subterfuge, but in the rare instances of necessity the Paladin's Mind Trick can be used. By looking into the eyes of the

target, speaking calmly and gently gesturing with his hand, the Paladin causes the target to see something in the immediately vicinity as something other than it is. The trick is limited to what the target must reasonably expect to see and it cannot force him to see something or do something he would not normally see or do. The trick cannot cause the target to harm himself or others – it is merely a powerful distraction. Examples include:

“You deserve a break. It's time for a drink.”

“Everything's fine, move along”

“These people are harmless and aren't worth your valuable time”

“These aren't the halflings you're looking for”

The target will not think he is listening to the Paladin. The distractions often appeal to the targets' ego. If the Paladin or his allies attack the target, the spell is immediately broken. If the Will check is failed and the spell is allowed to run its course, the recipient will not even remember encountering the Paladin when the spell was cast. He'll only remember encountering someone vague and akin to what the Paladin suggested. Paladins often use the trick to bypass guards so they might free innocents ahead of deadly combat. Paladins may not use the trick to gain an advantage in lethal combat. Evil clerics that are higher level than the Paladin are immune to the Paladin Mind Trick. It is

considered especially insulting for evil clerics to be the victim of such a trick.

### Sword Dance

Transmutation

**Level:** Paladin 2

**Components:** DF, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. +5 ft. per 2 levels)

**Target:** One weapon

**Duration:** 1 round per 2 levels

**Saving Throw:** None

**Spell Resistance:** No

The material component for this spell is the Paladin's primary weapon. Through sheer force of will, the Paladin can cause his weapon to fly back into his hand as a free action or hurl it to strike a target within the radius of the spell. The sword can continue to fight by itself as long as the Paladin remains conscious and can maintain minimum concentration. He cannot cast other spells or draw another weapon, but he can fight with his fists, shield punch, move up to five feet and perform any other free actions. He must keep his weapon in his line of sight to maintain concentration, if he does not he has one round to bring the sword back into his hand or it falls to the ground. As long as he is in the radius of the spell and the spell is still active, he can bring the sword back into his hand as a free action at any time. If a barrier comes between the Paladin and his sword he has one round to get it back in his hand. If the barrier is clear, the Paladin

can continue to make the sword dance for the duration of the spell. The Paladin may start the sword dance spell as long as he can see his weapon.

### 3rd Level Spells

#### Rally the Righteous

Transmutation

**Level:** Paladin 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. +50 ft. per 2 levels)

**Target:** All allies in range

**Duration:** 1 round per level

**Saving Throw:** None

**Spell Resistance:** Yes

Any ally of the Paladin that can see or hear him when this spell is cast will feel positive energy flow through him. For the duration of the spell, these allies gain the following:

- Allies gain a +1 bonus melee attack rolls and melee damage rolls
- Any unconscious ally gets an immediate Fortitude check to regain consciousness; allies gain a bonus to this check equal to the Paladin's Charisma bonus (if any).
- Allies are immune to fear
- Allies under the affects of fear may attempt an immediate Will check to overcome it.
- Allies gain a +2 bonus to all initiative checks.