



The Paladin Major

Paladin School

(*Player's Handbook* (2014))

"In brightest day, in blackest night, no evil shall esc... hmm? Oh, it's my paladin's oath. What do you mean I can't use it? Copy-what? I don't understand..."

--Sir Hal, senior Human Paladin

Clerics bless, Paladins *are* blessed. Warriors dedicated to the greater good (or greater evil, if that's where you're going with this. Or possibly the greater neutrality), Paladins serve the gods as vessels of righteousness, righters of wrongs, and wearers of plate armor. The Strongheart School of Paladinhood is Sigil Prep's quality program for study in this prestigious career. You'll learn to fight, to heal, to quest, and to feel like a morally superior person to all your friends. Sign your oath—and if you're evil, break it—and you are on your way to a fine career as the sword arm of Bahamut. Or the Silver Flame. Or maybe Heimdall. Or Asmodeus, if you're nasty.

By their second semester, all Paladin students must have signed an affidavit of Oath-Taking in the sacred oath of their choice, signed by a member of faculty, a licensed clergyman of your chosen faith, and a witness to both signings. Alternately, a signature by your god covers all that.

FRESHMAN YEAR

In addition to intensive weapons and armor training and a few academic electives, Freshman paladin students are required to take the following:

Divine Sense (PAL 101)- because we can't teach common sense.

Healing by Touch (PAL 130)

Your choice of Defense (PAL 141), **Dueling** (PAL 143), **Great Weapon Fighting** (PAL 145), or **Protection** (PAL 150)

Paladin Spellcasting Lab I (PAL 151)

Divine Smiting (PAL 163)

Immunity to Disease through Extreme Faith (PAL 201)

SOPHOMORE YEAR

Sophomore Paladin students are required to take the following:

Extra Attacking (PAL 320)

Paladin Spellcasting Lab II-III (PAL 351, PAL 551)

Aura of Protection (PAL 330)

Aura of Courage (PAL 340)

JUNIOR YEAR

Junior year Paladins will need the following courses:

Improved Divine Smiting (PAL 615)
Cleansing through Touch (PAL 706)
Paladin Spellcasting Lab IV (PAL 751)

SENIOR YEAR

Senior Paladin Students are required to take the following:

Paladin Spellcasting Lab V (PAL 951)
Advanced Aura of Protection (PAL 930)
Advanced Aura of Courage (PAL 940)

When all requirements are completed, you earn the Bachelor of Divinity- Combat Edition degree.

Alhandra Heathersen

(Human Paladin, grad student)

Alhandra is going for her PhD in Paladin, and is one of the most respected and well-known teaching assistants in the Paladin department. Respected for one reason –her devotion to Heironeous and her commitment to helping other Paladin students learn and excel—and *well-known* for another. She’s quite, shall we say, carefree, when she’s had a few ales, and this carefree-ness has led to a few bikini posters, Paladins Gone Wild videos, and wet t-shirt contest trophies more than a bastion of Lawful Good generally acquires. She always regrets these benders, but seems to forget about them the next time a party rolls around

She’s been on more atonement quests than any other Honor Role student in the program’s history. She’s also the only paladin Maddie Weber can stand. There’s a story behind that, but we’ll let Kerwyn tell it to you.

(Alhandra is based on a portrait character from Player’s Handbook (2000; 2003); property of WotC)

Paladin Career Paths

Whatever it may be, all Paladins take an Oath which forms the basis of their faith for their Paladinic career. It also determines which classes you're going to need to take to earn your degree, so we've collected them here in course catalog form.

All Paladin career paths add additional units of Paladin Spell Lab I-V, so keep that in mind.

Oath of Conquest

(*Unearthed Arcana: Paladin* (online download, 2016), *Unearthed Arcana: Revised Class Options* (online download, 2017))

See them driven before you, hear the lamentations of their women, all that jazz. It's not enough to defeat; you have to crush. You're a bad mamma-jamma and ain't nobody can tell you different. Doesn't sound that paladiny, but then again, we aren't paladins of Hextor.

This program requires the following courses:

Divinity Channeling Practicum- Conquering Presence (OOC 230)

Divinity Channeling Practicum- Guided Strike (OOC 235)

Aura of Conquest (OOC 416)

Scornful Rebuking (OOC 803)

Becoming an Invincible Conqueror (OOC 909)- Invincibility not guaranteed

An earlier version of this program required this following:

Developing and Maintaining an Implacable Spirit (OOC 807)

Oath of Devotion

(*Player's Handbook* (2014))

Perhaps the most basic paladin oath, this program teaches you holy purity, by promising not to lie, to be ever courageous, and being an all-around swell fella. Your standards for yourself are high, so you're going to wonder why everyone thinks you're full of yourself. Don't worry about it; they just don't understand how selfless and modest you are.

This program adds the following course requirements:

Divinity Channeling Practicum - Sacred Weapon (OOD 210)

Divinity Channeling Practicum - Turn the Unholy (OOD 211)

Aura of Devotion (OOD 413)

Purity of Spirit (OOD 803)

Advanced Aura of Devotion (OOD 913)

Understanding and Application of Holy Nimbus (OOD 924)

Oath of Redemption

(*Unearthed Arcana: a Trio of Subclasses* (online download, 2017))

Honestly, I don't think it's enough to make an oath that you're redeemed. "By damn, I'm redeemed," you say, but I say, "you didn't do jack to redeem yourself. Vowing isn't fixing. Dumbass."

When you take this course, add the following to your major requirements:

Armor of Peace (OOR 202)

Warrior of Reconciliation (OOR 205)- "I will make it all up to you! Through warfare!"

Divinity Channeling Practicum- Emissary of Peace (OOR 209)

Divinity Channeling Practicum- Rebuke the Violent (OOR 213)

Aura of the Guardian (OOR 404)

Conjuring a Protective Spirit (OOR 801)

Becoming an Emissary of Redemption (OOR 911)

Oath of the Ancients

(*Player's Handbook* (2014))

But can you be a paladin of nature, you ask? Sure you can! Obad-Hai needs pallys, too. Campground etiquette is to leave it better than you found it. Well, it sure is better without that roving hobgoblin war band stomping about.

Add the following courses to your academic requirements:

Divinity Channeling Practicum - Nature's Wrath (OOA 210)

Divinity Channeling Practicum - Turn the Faithless (OOA 225)

Aura of Warding (OOA 414)

Undying Sentinel (OOA 830)- Listen, just because somebody kills you doesn't mean you have to die.

Advanced Aura of Warding (OOA 914)

Becoming an Elder Champion (OOA 980)

Oath of the Crown

(*Sword Coast Adventurer's Guide* (2015))

To enter this program, you must swear fealty to a sovereign nation. Or to civilization as a concept, because we're the kinder, gentler Sigil Prep who doesn't steal your paladinship just because you accidentally forgot to pay for some trading cards at the corner convenience store. So, yeah. Be a noble knight in the service of a king, or just a guy in service of the idea of groups of people living in a stable community. You get the same benefits either way.

One thing you can't slack off on, though, is adding these courses to your major requirements:

Divinity Channeling Practicum- Champion Challenge (OTC 220)

Divinity Channeling Practicum- Turn the Tide (OTC 235)- This is about the tides of battle, not the literal tides. Check back later, we may add an Oath of Sea Change

Forming and Ratifying a Divine Allegiance (OTC 420)

Unyielding Spirit (OTC 833)

Becoming an Exalted Champion (OTC 990)

Oath of Treachery

(Unearthed Arcana: Paladin (online download, 2016))

The more we tell you, the more you'll have to betray us with. So, tough luck getting this degree, jackasses!

I suppose we'll list the required courses for you, though. *grumble*

Divinity Channeling Practicum- Conjure Duplicate (OTR 201)

Divinity Channeling Practicum- Poison Strike (OTR 203)

Aura of Treachery (OTR 440)

Blackguard's Escape (OTR 801)

Becoming an Icon of Deceit (OTR 907)

Oath of Vengeance

(Player's Handbook (2014))

Did a dark overlord kill your parents (or beloved parental figures), leaving you with nothing but your faith and your sword? Well, we can teach you the path to revenge. Officially, we're supposed to tell you that true justice doesn't come from anger, but this ain't Jedi school, and that dark overlord ain't your dad. Unless he is, but the odds are pretty... well, in the adventuring world, it's about 50/50.

The following courses will be required for this path:

Divinity Channeling Practicum - Abjure Enemy (OOV 130)

Divinity Channeling Practicum - Vow in Enmity (OOV 132)

Relentless Avenging (OOV 424)

Soul of Vengeance (OOV 802)

Becoming an Avenging Angel (OOV 991)

Oathbreaker

(Dungeon Master's Guide (2014))

It may seem like cheating. You can make any oath you want to, break it, and still get some nifty Paladin powers. Hmm, actually though... Man, if honor doesn't bother you, this is a pretty good path.

When you enter this program, you add the following requirements to your courseload:

Divinity Channeling Practicum- Control Undead (OBR 206)

Divinity Channeling Practicum- Dreadful Aspect (OBR 212)

Aura of Hate (OBR 806)- Hey, if you want people to hate you, you don't need an aura. You're already a paladin.

Supernatural Resistance (OBR 830)

Becoming a Dread Lord (OBR 990)

Oath of the Feta Knight

A long time ago, in an obscure Inner Plane far, far away, a conclave of powerful men and women rose to power. They were the Lords of the Swiss, and they had mastered the Power of Cheese. They soon conquered the Elemental Plane of Cheese, from the toasted desert of Teleggio to the curd-riddled swamps of Danablu.

But they had mastered the Sharp Side of the Cheese, and one brave Curd Gnome from Danablu came to discover that the Mild Side could be equally as powerful. With Master Yogurt's guidance, the order of Feta Knights was born. They serve the greater good of Dairy, and fight the Swiss wherever they can. But never in anger, for anger leads to spoilage, and spoilage leads to mold. And in mold, there can only be the Sharp Side.

TENETS OF THE FETA KNIGHT

The Oath of the Feta Knight is noble and selfless, except where it's self-serving. As nearly all Feta Knights are from the Elemental Plane of Dairy, it's also somewhat location specific.

Restrain your negative emotions. Anger leads to... we just said this in the previous section. Nonetheless, they aren't keen on doing things while you're mad.

Defy the Swiss. Meaning Lords of the Swiss, the evil counterpart to the Feta Knights. Not the natives of Switzerland. We have nothing against them.

Uphold the Good. For there must be balance to the Cheese, and apparently that means "no bad guys."

What the hells is this 'American cheese' crap? Seriously, don't put that on my burger. If you can't fork out for some cheddar, I'll have my burger plain, thank you very much.

OATH SPELLS

You gain Oath spells at the Paladin levels listed.

3 rd	<i>Feather Fall, Jump</i>
5 th	<i>Enhance Ability, Suggestion</i>
9 th	<i>Clairvoyance, Haste</i>
13 th	<i>Freedom of Movement, Locate Creature</i>
17 th	<i>Telekinesis, Wall of Force</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Call weapon: As an action, you can use your Channel Divinity to call any unattended weapon within 10 feet to your hand. It flies across the room and into your grasp. As part of the same action, you can use it to attack, with Advantage to your attack roll and double damage.

Limburger Aura: You can use your Channel Divinity to produce an aura of unpleasant aroma for one minute. Any creature with a sense of smell who is within five feet of you must make a CON save; if they fail, they must retreat outside that radius. Creatures trying to enter the five foot radius must make a CON save or be unable to do so.

CALCIUM FORTIFICATION

At 7th level, you can channel your innate dairy talents to strengthen your or an ally's bones. You can cast *Stoneskin*. Once you have used this ability, you must complete a short or long rest before you can do it again.

IMPROBABLE MOVEMENT

Starting at 15th level, you can run and leap with incredible agility. Your DEX increases by +2 (maximum 20), you gain proficiency with Athletics and Acrobatics (if you don't already have it), you can run on vertical surfaces and across liquids (as a Monk), and your movement increases by +20. Movement by you does not provoke opportunity attacks.

ONE WITH THE CHEESE

At 20th level, you gain an understanding of the Power of Cheese deeper than anyone before you (but let's face it, how many people understand it at all?) You can become an avatar of dairy. Using an action, you transform into a Whole Milk form, your skin becoming milky white with milk splashing off your form with every movement.

During this transformation, you may fire two Milk Blasts each round, one from each hand. You fire a stream of milk with powerful concussive force, doing 3d8 dairy damage to your opponent if it hits. The opponent must make a DEX save or be knocked prone.

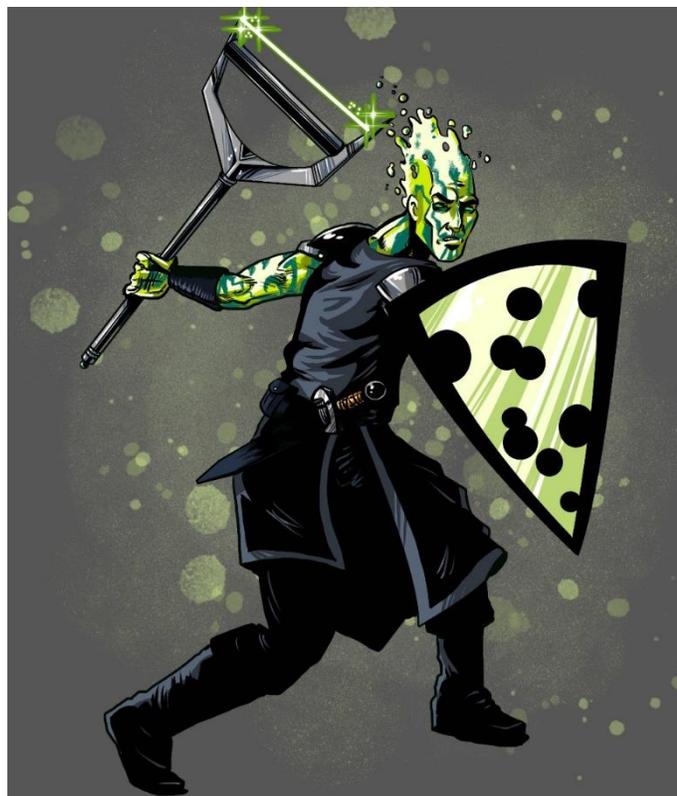
Once this transformation ends, you cannot use it again until after a long rest.

NEW MAGIC ITEM:

CHEESESABER

Weapon (longsword), uncommon (requires attunement to a Paladin)
When not in use, the Cheesesaber appears to be a sword hilt with no blade, but when an attuned paladin holding it enters combat, a blade of pure Cheese energy appears, glowing brightly. (Cheesesabers glow in a variety of colors, assuming "variety" to you means "various yellows and oranges".) You gain +1 to attack and damage when wielding this weapon, plus an additional 1d8 cheese damage. This bonus damage increases to 2d8 against creatures from the Elemental Plane of Dairy.

The Cheesesaber is the traditional weapon of the Feta Knights, and most Feta Knights will acquire one during their career.



Swiss Lord

While Feta Knights are generally Good aligned, their evil foes, the Swiss Lords, are mechanically identical except for attitude. Swiss Lords are about seizing power and embracing the Sharp Side.

However, you probably see what this is parodying, so if you want, you can replace the "Limburger Aura" Channel Divinity option with "Cheese Lightning", creating a ray of electricity that does 2d6 damage to its target.

Neutral characters may call themselves either/or. Just keep in mind that whatever side you call yourself, makes you a target for the other.

Paladin Faculty

Strongheart [department head]

(Human Paladin, Professor of Lawfulness, Bravery)

Professor Strongheart is the paladin's paladin, a man so devoted to propriety and forthrightness, that other paladins look at him and say, "Whoa, man, pull it back about 10%." He is everything a paladin is meant to be, which may or may not be a good thing, depending on your tolerance for overbearing.

(Strongheart is a character created for LJM's Advanced Dungeons & Dragons action figure line; property of WotC)

Dragonbait [tenured]

(Saurial Paladin, Professor of Nobility, Shining Armor)

Unable to speak a word of common, Professor Dragonbait is, nonetheless, one of the best professors in the Paladin department. He is often assisted by his friend and teaching assistant, Alias, who doesn't understand the language he speaks any more than you do, but is able to make pretty good guesses. Students should take extra care in reading the textbook, because even though he'll cover it all in class, you might not notice.

(Dragonbait is a figure from the Forgotten Realms novels, The Finder's Stone trilogy; property of WotC)

Alias

(Human Fighter, teaching assistant of Dragonbait)

Alias isn't properly a professor, but she is the teaching assistant of Professor Dragonbait, tasked with translating his lectures and guidance into Common. For the most part, she guesses pretty well. She's known to have several clones running around in the Realms, so if you want to do *Orphan Black* references, there's your go-to gal.

(Alias is a character from the Forgotten Realms novels, The Finder's Stone trilogy; property of WotC)

Pellinore, King [tenured]

(Human Paladin, Professor of Questing)

Professor Pellinore is a noble and well-mannered gentleman in his declining years, but extremely vital and strong. He teaches the art of the quest, the seeking of the lost and legendary, how to follow even the vaguest path and discover the impossible to find. His dedication to Dedication is total, and he is extremely well respected by his students. The most jaded will point out that this man who teaches questing has himself been searching for the legendary Questing Beast for most of his adult life. To that we say, the Questing Beast doesn't exist, and Pellinore has nonetheless almost caught the bastard several times. *That* is some quality questing.

(King Pellinore is a figure from Arthurian legend, introduced to D&D via Deities & Demigods (1980))

Chaladar

(Human Paladin, Professor of Krynnish History, Nobility)

There has to be a bottom man on the pyramid, and Professor Chaladar is that man. He specializes in teaching the history of the War of the Lance, which he peppers with personal anecdotes, but the truth is, he fled the war for wildspace the first time he ever saw a draconian. All his stories are

fabrications. Despite this, he has little patience for liars, and for evil in general. You could call him a hypocrite, but he'd smite you for it. Professor Chaladar is absolutely the worst professor you can get stuck with in your Paladin training. Jerkass.

(Chaladar is a character from the Spelljammer box set, Legend of the Spelljammer (1991); property of WotC)

Cumference, Sir

(Human Paladin, Professor of the Art of Chivalry including Chivalric Deeds, Diction, and Specificity, Don't You Know)

Sir Cumference, a doddering old fellow with a very particular manner of speaking, is very precise and measured in the way he delivers information, in particular that he conveys ideas and generalities in the most verbose and roundabout way it is possible for him to do so. Often, because of his very roundabout manner of speaking, such that it is, he will only actually arrive at a single point during each lecture, before it is time to dismiss the class, as the time is up and he has, in his winding and particular manner, said very little with very many words.

(Sir Cumference is a character from the AD&D adventure, Castle Greyhawk (1998); property of WotC)

Felicity Grace, Sister

(Human Paladin, Professor of Atonement Quests, Paladinic Code)

Sadly, Sister Felicity, despite being a favorite of many students, is forever cursed. Students can never graduate so long as they are enrolled in one of her classes, and must transfer to another class, or be doomed to repeat a year. They may very well pass her class, but some circumstance will prevent them from passing another course they're taking at the same time, be it swordsmanship, or holy mount summoning, or trigonometry.

(Sister Felicity Grace is a character from an adventure in Dragon #32 (1979); property of WotC)

Osari Daizan

(Human Paladin, Professor of Honor, Samurai Tradition, Kara-Turan Folklore)

Professor Osari is said to be descended from the god of luck, and it shows. He is always grinning, a jovial, pleasant man who is kindly and even-tempered, even dealing well with his harshest and most chaotic evil students. One of his odder quirks is his collection of jellyfish trinkets. Besides a tank with a live jellyfish ever present on his desk, he has jellyfish commemorative plates, jellyfish cross-stitch wall hangings, ceramic jellyfish miniatures, and so forth, all decorating his office, his classroom, and presumably his home. Buy him a jellyfish t-shirt, and you've pretty much won his class.

(Osari Daizan is a character from the Forgotten Realms boxed set, Kara-Tur: the Eastern Realms (1988); property of WotC)

Rose

(Human Paladin, Professor of Lawful Good philosophies, Paladinic Code)

A kind and virtuous woman who always rewards a good deed, Professor Rose once got on the wrong side of the lich Azalin, who turned her into a dairy cow in revenge. Although the curse was lifted, she occasionally relapses, especially during hay fever season. Any student who restores her to her human form is certain to get some fresh baked muffins.

(Rose is a character from the Ravenloft adventure, From the Shadows (1992); property of WotC)

Rumuki Gohei and Rumuki Yoshitada

(Human Paladins, professors of Diplomacy, Aristocracy, Heavy-Handedness)

The professors Rumuki don't teach together, in the technical sense. You're either in Gohei's class, or Yoshitada's. But in the figurative sense, their classes are exactly alike, in subject matter, in delivery of lesson, in amount of homework, in difficulty of the final exams. The professors are both towering in stature and belly, the only physical difference being the star-shaped birthmark on Gohei's head. They are extremely kindly and sympathetic. If you lost your homework, they will offer you time to redo it. If a member of your family is ill, you will not only be given time off, the Professor will personally escort you home, with flowers and a fruit basket. But their punishment of wrongdoers is swift and merciless. Once, an entire class was expelled because two students were kissing in the back of the room. They've both been reprimanded, and were once even fired, but they recognize only each other as authorities so they just kept working.

(Rumuki Gohei and Rumuki Yoshitada are characters from the Forgotten Realms boxed set, Kara-Tur: the Eastern Realms (1988); property of WotC)

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