

The Paladin's Stronghold

Typically a Church or Keep, the Paladin's stronghold stands as a symbol of strength and justice across the land. Maybe more than any class, the Paladin who builds a stronghold is sending a message. "Justice reigns here." Woe betide the agent of chaos or evil who steps unknowing into a Paladin's demesne.

Class Feature Improvement: Righteous Smite

While your Paladin is Refreshed, your Divine Smite burns through enemy resistance. Enemies normally resistant to either radiant damage or your weapon damage lose it. Enemies invulnerable to either type of damage are resistant to it, and enemies without resistance to either divine or weapon damage become vulnerable.

This ability affects a number of attacks equal to your stronghold level, after which you must return to your stronghold to refresh this ability.

Paladin Followers

Paladins have the longest and most varied follower list. Because the people see them as both martial leaders, dispensing justice and enforcing law, as well as spiritual leaders defending the faith, they inspire people far and wide.

Coming from the cavalier tradition, Paladins also have a long history of horsemanship, going back to the earliest editions of the game with the Paladin's Special Mount. These rules reflect that by granting the Paladin the largest chance of attracting "companies of horse," aka cavalry. They can attract archers (2% chance) but traditionally Paladins eschew ranged weapons and companies, considering it more chivalric to meet the enemy in melee.

A paladin who builds a stronghold tends to attract more practical artisan followers: blacksmiths, masons, carpenters. Of course, Paladins rely on charisma and many is the Tailor (4%) who yearns to make their regent seem more regal and boost their reputation at court with fine dress and manners.

Paladins also tend to attract ambassadors, eager to forge an alliance with the new PC regent.

Because the Paladin inspires the local people, a town quickly crops up around their stronghold regardless of what kind of followers the Paladin attracts.

PALADIN FOLLOWERS

01-04	Seasoned Light Infantry
05-07	Seasoned Medium Infantry
08-10	Veteran Light Infantry
11-13	Veteran Heavy Infantry
14-15	Regular Medium Cavalry
16-17	Seasoned Medium Cavalry
18-19	Seasoned Heavy Cavalry
20	Seasoned Elite Cavalry
21	1d6 3rd level Curates
22	1 4th level Acolyte of the Open Hand
23	1 5th level Loremaster
24-25	2d4 2nd level Wizards (an conclave)
26-28	1d4 3rd level Seer
29-30	1 4th level Troubador-Warrior
31-33	2d6 1st level Clerics
34-37	1d6 2nd level Fighters
38-41	2d4 3rd level Healers
42-44	1d4+1 4th level Champions
45-47	1 5th level Warpriest
48-50	1 6th level Battle Master
51-52	Farmers
53-55	Masons
56-58	Blacksmith
59-61	Carpenter
62-63	Miners
64-65	Scribe
66-68	Sage
69-70	Man-at-Arms
71-74	Tailor
75-76	High Elf Ambassador
77-79	Wood Elf Ambassador
80-81	Dwarf Ambassador
82-85	Dragonborn Ambassador
86-87	Forest Gnome Ambassador
88-89	Rock Gnome Ambassador
90	Aarakocra Ambassador
91-93	Special Mount (See Chart)
94-100	Special Ally (see alignment chart)

Units
 Paladins get the best cavalry, but no Archers.

Adventurers
 Clerics, Monks, Wizards
 Bards & Fighters

Artisans
 No Spies!

Ambassadors
 Paladins are the only ones who can attack aarakocra ambassadors

PALADIN SPECIAL MOUNT [1D12]

01-04	Hippogriff
05-07	Griffon
08-09	Pegasus
10-11	Unicorn
12	Alicorn

A winged Unicorn!

PALADIN SPECIAL ALLY [1D20]

01-07	Coatl
08-12	Young Bronze Dragon
13-15	Young Silver Dragon
16-17	Young Gold Dragon
18-19	Deva
20	Ki'rin

A Paladin's Mount

If you roll really well (91-93), you get a Special Paladin Mount as a follower! These mounts replace the normal horse a Paladin can attract. And, of course, if your Paladin rolls high enough to get a Special Ally, you may attract a dragon. If your dragon is *incredibly* good natured and well-disposed to you, it may let you ride it, but this is rare for dragons are proud creatures. That being said, in times of desperation, your Allies may come to your aid in combat—especially when defending your realm—and in these times legends tell of great paladins who rode their dragon allies into battle. Probably the dragon versions of these stories tell a different tale...

Stronghold Actions

On initiative count 20 (losing initiative ties), the paladin takes a stronghold action to cause one of the following effects. The paladin must be in the same hex/province as their stronghold, and can't use the same effect two rounds in a row:

- Each chaotic or evil (player's choice) creature within 120 feet must succeed on a Constitution saving throw or be bound by gold (anti-evil) or silver (anti-chaos) chains, grappling them until they make a strength or dexterity check as an action against the Paladin's spell DC.
- Flying creatures within 120 feet must succeed on a Constitution check or immediately land. They cannot take off again for the remainder of the battle. Success against the saving throw means this action cannot be used on that individual for the rest of the battle.
- The paladin chooses an ally within sight. The ally gains a bonus to their AC equal to the Paladin's Charisma bonus as their armor becomes gold for the rest of the combat. Each ally can be affected by this ability only once per day. The paladin can choose their target after rolling the die.

Regional Effects

The Paladin's Temple broadcasts the power of Good and Law across the countryside, creating one or more of the following effects at the DM's discretion. These rules assume a 24-mile hex, so all powers affect a 12-mile radius.

- Clear blue skies and warm sun dominate the year-round. Rain falls only at night, and thunderstorms avoid the area.
- Evil creatures have disadvantage on attack rolls, saving throws, and skill checks in daylight.
- The Paladin is instantly aware of the presence in his demesne of any chaotic or evil creature with more than 7 hit dice. The awareness is transmitted across a number of hexes equal to the level of the paladin's stronghold.