

# Arcanis

THE WORLD OF  
SHATTERED EMPIRES™

## Holy Champions I: The Philosophic Warrior



Just after the infinite planes were created and Illiir sat in the heavens, bathing the entirety of all in His brilliant radiance, Althares began His quest to learn all that could be learned throughout the multiverse. He wrote all that was discovered in the Book of Knowledge and stored its many volumes in the Celestial Library of Lazur. Unfortunately, this library and all the volumes of the Book of Knowledge were the first casualty of the God's War. Some religious scholars claim that within the library, nestled in some hidden recess, was the information needed to defeat the Other and unravel its apocalyptic plans. Scattered across Arcanis and throughout the many layers of existence, the sum of all knowledge was lost. Even the location of the Lost Library of Lazur has vanished, along with any bits and pieces still ensconced in its many-chambered halls.

After the defeat of the Other and its minions, Althares tasked His chosen champions to quest and learn all there was to learn, to seek out all there was to know. With each piece of information rediscovered, the Book of Knowledge is slowly being rewritten. When it is completed, all the secrets of the multiverse will be laid open and the Paradise of the Gods and the realm of Man will once again become one.

**Adventures:** The members of the Order of the Philosophic Warrior adventure throughout all of Arcanis in hopes of fulfilling their sacred quest as commanded by Althares. Members can be found in the most ancient of crypts or catacombs, diving below the deepest oceans, exploring lost cities, or locked in intense debate with the most learned minds – all in the hopes of gleaning some new bit of information or uncovering some lost bit of lore.

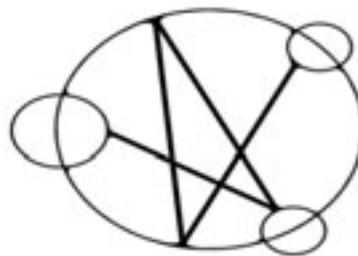
**Characteristics:** Members of this Order are among the most educated, cultured, and poised individuals living in the Known Lands of Arcanis. Whether debating obscure philosophic minutiae or religious dogma, reciting passages from the works of Yoval, Rynovic, or the Elorii playwright Adendros, composing original poetry, or playing musical instruments like a virtuoso, the Philosophic Warrior is a master of any skill or intellectual discipline.

Althares gifts His champions with a sharp wit, perfect health, and a courageous heart. In addition to this, Philosophic Warriors enjoy the benefits of understanding any strange or alien language, and have the ability to exploit any weakness or flaw any enemy they face may have. Using this expertise, opponents living or unliving, mundane or magical, fall easily to the Philosophic Warrior's mighty blade.

**Background:** The Order enjoys the sponsorship and funding by the Temple of the Sagacious Disciple in the Republic of Altheria. The most noble of families from Altheria as well as the other empires and nations of the Known Lands of Arcanis petition the Order to consider their children worthy aspirants to the august fellowship of Philosophic Warriors. Children older than the age of four are not eligible, and so it is the parents and the family (rather than the supplicant) who must prove their faith and devotion to Althares. Families are expected to pay a substantial tithe to the Temple and the Order; enough to cover the living expenses of the child for the next fourteen years, as well as a hefty sum for tuition. Due to this, most members of the Order come from very wealthy backgrounds and carry leagues-long pedigrees.

Once a child is accepted into the Order, the ensuing years are spent kneeling on hard wooden floors, memorizing lectures – as writing materials are forbidden in many classes. Students are taught that the mind must be its own book. The curriculum is exacting and grueling, covering a variety of wide-ranging topics, from cultures and fighting styles to metallurgy and sorcery. Eventually, the day comes when the final test must be met. The initiate enters a crystalline chamber and is told to open his or her mind to Althares. The Order claims that for a split second, Althares dumps the sum total of His knowledge into the mind of the aspirant, invariably inducing a deep coma. Some never recover from this ordeal; their minds are too weak to hold the divine wisdom. Even those that recover do not retain the lore, but its dim echo serves to spur them to reclaim all that they once knew in that brief instant.

**Races:** Val and humans make up the majority of the members of this Order, with the val<sup>Ab</sup>ebi being the most predominant Val family due to their affinity with the Lord of Knowledge. Dark-kin, gnomes, half-orcs, and half-hobgoblins are able to join the holy order, but are so rare as to be almost unheard of. Due to their very deeply-held and often-conflicting religious beliefs, Elorii, dwarves, and ss'ressen are not eligible for this class.





## Requirements

**Alignment:** Any Lawful.  
**Special:** Must worship Althares.  
**Hit Die:** d8.

### Class Skills

Skill points at each level: 6 + Int modifier.  
 The Philosophic Warrior's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Examine Martial Technique (Wis), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

### Class Features

#### Weapon and Armor Proficiency:

Philosophic Warriors are proficient with all simple and martial weapons, with all types of armor, and with shields, including tower shields.

**Aura of Faith (Ex):** The power of a Philosophic Warrior's divine aura is equal to his Philosophic Warrior class level plus any other class levels that provide a divine aura (such as cleric).

**Comprehend Languages (Su):** A Philosophic Warrior has the supernatural ability to understand strange languages. He may create the effects of a *comprehend languages* spell at will.

**Wisdom of Althares (Su):** A Philosophic Warrior gains a bonus equal to his Wisdom modifier (if positive) on all saving throws.

**Know Thy Enemy (Ex):** As a standard action, a Philosophic Warrior may study an opponent (or multiple opponents if they are all of the same type) and attempt an appropriate Knowledge check (DC 10 + the CR of the creature being studied). If successful, the Philosophic Warrior gains a +2 bonus on Bluff, Sense Motive, and Spot checks, as well as a +2 bonus on attack and damage rolls, against opponents of this type. These bonuses last for the remainder of the encounter; if the Philosophic Warrior later encounters similar creatures (or even specific individuals that he has previously examined), he must study them all over again to receive the bonuses.

**Channeling (Su):** Beginning at 4<sup>th</sup> level, a Philosophic Warrior can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Philosophic Warrior may *channel* a number of times per day equal to 3 plus his Charisma modifier.

**Scribe Scroll (Ex):** At 4<sup>th</sup> level, a Philosophic Warrior gains the Scribe Scroll feat.

**Spells (Sp):** Beginning at 4<sup>th</sup> level, the Philosophic Warrior gains the ability to cast a small number of divine spells, which are drawn from the Holy Champion and Philosophic Warrior spell lists. A Philosophic Warrior must choose and prepare his spells in advance. To prepare or cast a spell, a Philosophic Warrior must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Philosophic Warrior's spell is 10 + the spell level + the Philosophic Warrior's Wisdom modifier. Like other spellcasters, a Philosophic Warrior can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table HC-01: The Philosophic Warrior**. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the Philosophic Warrior gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The Philosophic Warrior does not have access to any domain spells or granted powers, as a cleric does. A Philosophic Warrior prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A Philosophic Warrior may prepare and cast any spell on his spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3<sup>rd</sup> level, a Philosophic Warrior has no caster level. At 4<sup>th</sup> level and higher, his caster level is one-half his Philosophic Warrior level.

**Defender of Altheria (Ex):** While on Altherian soil, the Philosophic Warrior gains the benefits of the Diehard feat.

**Exploit Flaw (Ex):** As a standard action, a Philosophic Warrior may make an appropriate Craft skill check (DC 15, DC 20 for Masterwork, and DC 25 for Greater Masterwork) to determine any inherent weakness in an item of that type. If successful, he gains a +2 bonus to hit and damage the object. This ability may also be used upon constructs and animated objects instead of *Know Thy Enemy* (see above), but the two abilities do not stack with one another.

**Divine Health (Ex):** Beginning at 8<sup>th</sup> level, a Philosophic Warrior is immune to all diseases, including magical diseases such as lycanthropy and mummy rot.

**Exploit Technique (Ex):** As a full-round action, a Philosophic Warrior may use this ability in conjunction with Know Thy Enemy (see above). If the Philosophic Warrior succeeds on his Knowledge check, he may also attempt an Examine Martial Technique check (at the same DC). If this second check succeeds, the Philosophic Warrior discovers a flaw in his opponents' fighting technique, enabling him to gain a +2 insight bonus to his AC against attacks from the type of opponent he studied. As with Know Thy Enemy, this bonus lasts for the duration of the encounter with those opponents. If the second check fails but the first check succeeded, the Philosophic Warrior still gains the benefits of the Know Thy Enemy ability.

**Special Mount (Sp):** Upon reaching 10<sup>th</sup> level, a Philosophic Warrior gains the service of a giant owl (see *Core Rulebook III*) to serve him. Once per day, as a full-round action, a Philosophic Warrior may magically call her mount from the celestial realms where it resides. The mount immediately appears adjacent to the character and remains for 2 hours per Philosophic Warrior level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the Philosophic Warrior may release a particular mount from service. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect. Should this mount die, it immediately disappears, leaving behind any equipment it was carrying. The Philosophic Warrior may not summon another mount for thirty days or until she gains a Philosophic Warrior level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the character takes a -1 penalty on all attack and weapon damage rolls. The mount may be advanced according to the rules in *Core Rulebook I* for paladin mounts. A Philosophic Warrior is considered a paladin of five levels lower for purposes of mount advancement.

**Aura of Courage (Ex):** Beginning at 12<sup>th</sup> level, a Philosophic Warrior is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions constantly if the Philosophic Warrior is conscious, but not if he is unconscious or dead.

**Insight of Althares (Ex):** Starting at 14<sup>th</sup> level, when the Philosophic Warrior uses the abilities Exploit Flaw, Exploit Technique, or Know Thy Enemy, she gains an insight bonus equal to her Wisdom modifier (if positive) on the necessary skill checks to activate each ability.

**Tools of the Trade (Ex):** By 16<sup>th</sup> level, as an experienced and battle-tested veteran, the Philosophic Warrior has learned how to maximize strengths, expose weaknesses, and exploit resources. As a result, he no longer suffers any non-proficiency penalty for using any armor, weapon, or shield. He has studied so many types of equipment and fighting styles that he can wield or wear anything competently. Furthermore, any time he successfully uses his Exploit Flaw or Exploit Technique abilities (see above), the Philosophic Warrior's bonus on attack and damage rolls increases to +4.

**Steel Mind (Ex):** Unnaturally calm and collected even under the most stressful of circumstances, at 18<sup>th</sup> level the Philosophic Warrior may take may take 10 on skill checks even if stress and distractions would normally prevent him from doing so. In addition, Philosophic Warriors are immune to charm and compulsion effects starting at 18<sup>th</sup> level.

**Master of My Craft (Ex):** The discerning eye and keen learning come together in the ultimate achievement of the Order. By *channeling* (see above), a 20<sup>th</sup>-level Philosophic Warrior may take any man-made object and fix it (if broken) or break it into its component parts (if it is currently whole). When fixing an object, the Philosophic Warrior may affect the object in a manner akin to a *make whole* or *fabricate* spell, though all of the necessary raw material from the original object must be present (this ability does not fill in the gaps). In addition, this ability does not restore magical properties of a broken object. When breaking down an object, the targeted object immediately disassembles to its component parts (such as a suit of full plate falling apart into breastplate, vambraces, etc.). The object is not reduced to actual raw materials (it falls apart as opposed to turning into a puddle of slag). If the object is magical, this ability acts as the spell *mage's disjunction* in addition to physically rendering the object useless. Targeting a worn or held object with this ability provokes attacks of opportunity and requires a successful melee touch attack if the character holding or wearing the targeted object attempts to resist being touched. However, once touched, the target object does not receive a saving throw against the physical disassembly (though it does receive its normal save against the *mage's disjunction* effect if it is magical).





Table HC-01: Holy Champion of Althares: The Philosophic Warrior Advancement Table

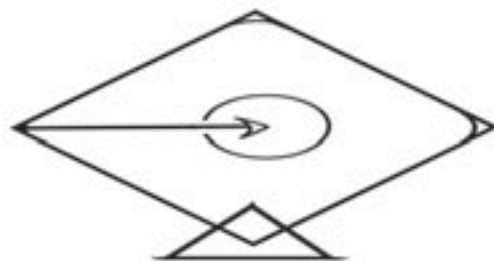
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1 <sup>st</sup>	+1	+2	+0	+2	Aura of Faith	-	-	-	-
2 <sup>nd</sup>	+2	+3	+0	+3	Wisdom of Althares, Comprehend Languages	-	-	-	-
3 <sup>rd</sup>	+3	+3	+1	+3	Know Thy Enemy	-	-	-	-
4 <sup>th</sup>	+4	+4	+1	+4	Channeling, Scribe Scroll	0	-	-	-
5 <sup>th</sup>	+5	+4	+1	+4		0	-	-	-
6 <sup>th</sup>	+6/+1	+5	+2	+5	Defender of Altheria, Exploit Flaw	1	-	-	-
7 <sup>th</sup>	+7/+2	+5	+2	+5		1	-	-	-
8 <sup>th</sup>	+8/+3	+6	+2	+6	Divine Health	1	0	-	-
9 <sup>th</sup>	+9/+4	+6	+3	+6		1	0	-	-
10 <sup>th</sup>	+10/+5	+7	+3	+7	Exploit Technique, Special Mount	1	1	-	-
11 <sup>th</sup>	+11/+6/+1	+7	+3	+7		1	1	0	-
12 <sup>th</sup>	+12/+7/+2	+8	+4	+8	Aura of Courage	1	1	1	-
13 <sup>th</sup>	+13/+8/+3	+8	+4	+8		1	1	1	-
14 <sup>th</sup>	+14/+9/+4	+9	+4	+9	Insight of Althares	2	1	1	0
15 <sup>th</sup>	+15/+10/+5	+9	+5	+9		2	1	1	1
16 <sup>th</sup>	+16/+11/+6/+1	+10	+5	+10	Tools of the Trade	2	2	1	1
17 <sup>th</sup>	+17/+12/+7/+2	+10	+5	+10		2	2	2	1
18 <sup>th</sup>	+18/+13/+8/+3	+11	+6	+11	Steel Mind	3	2	2	1
19 <sup>th</sup>	+19/+14/+9/+4	+11	+6	+11		3	3	3	2
20 <sup>th</sup>	+20/+15/+10/+5	+12	+6	+12	Master of Thy Craft	3	3	3	3

## Glossary

**Althares:** The God of Knowledge. Althares is the said to be the most enlightened and intellectual of all the gods of the Pantheon. Patron of Sages, Wisemen, and those who seek lost secrets and knowledge, Althares favors those using their minds rather than just their brawn. This is not to say that warriors do not pray to Him for wisdom or guidance. Generals and other tacticians regularly sacrifice to Him for wisdom and clarity of mind before launching critical military campaigns or battles.

**Altheria:** Altheria is an enlightened republic inhabited by the chosen people of the God of Knowledge. Generally speaking, Altherians are intelligent, thoughtful, and artistic. They are collectors of information, master craftsmen, inventors, and scholars. They are quick to investigate and exploit any new technology and the first to offer words of wisdom to ears they deem worthy

However, these words of wisdom are occasionally misunderstood or unwelcome, and the Altherians are met with suspicion or resentment despite their best intentions. Altherians are an extroverted people and they will trek to any destination to seek obscure knowledge or information. Trade is the lifeblood of Altheria and most foreigners are welcome within its borders as long as they respect Altherian laws and religious practices.



## Philosophic Warrior Spell List

### 1<sup>st</sup> Level – Philosophic Warrior

**Bless:** Allies gain +1 on attack rolls and +1 on saves against fear.

**Bless Water**<sup>M</sup>: Makes holy water.

**Bless Weapon:** Weapon strikes true against evil foes.

**Comprehend Languages:** You understand all spoken and written languages.

**Create Water:** Creates 2 gallons/level of pure water.

**Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).

**Detect Magic:** Detects spells and magic items within 60 ft.

**Detect Poison:** Detects poison in one creature or small object.

† **Discern Value**<sup>F</sup>: Discern the gold piece value of one or more items.

**Divine Favor:** You gain +1 per three levels on attack and damage rolls.

**Endure Elements:** Exist comfortably in hot or cold environments.

† **Hardness:** Makes armor and weapons tougher to sunder and provides an enhancement bonus to armor for a short time.

**Identify**<sup>M</sup>: Determines properties of magic item.

**Magic Weapon:** Weapon gains +1 bonus.

**Purify Food and Drink:** Purifies 1 cubic ft./level of food or water.

**Read Magic:** Read scrolls and spellbooks.

**Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject, plus one per four levels.

**Resistance:** Subject gains +1 on saving throws.

**Restoration, Lesser:** Dispels magical ability penalty or repairs 1d4 ability damage.

**Shield of Faith:** Aura grants +2 or higher deflection bonus.

**True Strike:** +20 on your next attack roll.

**Virtue:** Subject gains 1 temporary hp.

### 2<sup>nd</sup> Level – Philosophic Warrior

**Augury**<sup>M F</sup>: Learns whether an action will be good or bad.

**Bear's Endurance:** Subject gains +4 to Con for 1 min/level.

**Bull's Strength:** Subject gains +4 to Str for 1 min/level.

**Delay Poison:** Stops poison from harming subject for 1 hour/level.

**Defect Thoughts:** Allows "listening" to surface thoughts.

**Eagle's Splendor:** Subject gains +4 to Cha for 1 min/level.

**Owl's Wisdom:** Subject gains +4 to Wis for 1 min/level.

**Remove Paralysis:** Frees one or more creatures from paralysis or *slow* effect.

**Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.

**Shield Other**<sup>F</sup>: You take half of subject's

damage.

† **Summon Tome:** Call forth a phantom tome from the Great Library of Altheria for a short time.

### 3<sup>rd</sup> Level – Philosophic Warrior

**Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min/level.

**Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).

**Daylight:** 60-ft. radius of bright light.

**Discern Lies:** Reveals deliberate falsehoods.

**Dispel Magic:** Cancels spells and magical effects.

**Heal Mount:** As *heal* on warhorse or other special mount.

**Magic Vestment:** Armor or shield gains +1 enhancement per four levels.

**Magic Weapon, Greater:** +1 bonus/four levels (max +5).

**Prayer:** Allies gain a +1 bonus on most rolls, enemies -1 penalty.

**Remove Blindness/Deafness:** Cures normal or magical conditions.

**Remove Curse:** Frees object or person from curse.

**Tongues:** Speak any language.

### 4<sup>th</sup> Level – Philosophic Warrior

**Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.

**Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).

**Death Ward:** Grants immunity to death spells and negative energy effects.

**Detect Scrying:** Alerts you of magical eavesdropping.

**Freedom of Movement:** Subject moves normally despite impediments.

**Holy Sword:** Weapon becomes +5, deals +2d6 damage against evil.

**Legend Lore**<sup>M F</sup>: Lets you learn tales about a person, place, or thing.

**Mark of Justice:** Designates action that will trigger *curse* on subject.

**Neutralize Poison:** Immunizes subject against poison, detoxifies venom in or on subject.

**Restoration**<sup>M</sup>: Restores level and ability score drains.

† **Sword of Faith:** Enchant a weapon to become the bane of your foes for a short time.



## New Spells

### Discern Value

Divination

**Level:** Commerce 1, Clr (Althares) 2, HC (Althares) 1

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Targets:** 1 object held or 20-ft. radius area of goods to a maximum of one object or group of objects/level

**Duration:** Instantaneous

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** No

You concentrate on one object or group of objects within range and you are able to discern their current market value. This spell may produce different results every time it is cast as the market forces change by the minute. For purposes of this spell, a group of like objects (50 arrows) is considered a single object. Unattended items receive no save against this spell, but attended items receive the Will save of their owner to resist the effects.

*Focus:* A miniature masterwork merchant scale (valued at 50 gp).

### Hardness

Transmutation

**Level:** Artificer 1, Brd 1, HC (Althares) 1, Sor/Wiz 1

**Components:** S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One object

**Duration:** 1 hour/level

**Saving Throw:** Fortitude negates (harmless, object)

**Spell Resistance:** Yes

This simple protective ward bestows a +5 bonus to the target object's hardness and gives it 10 extra temporary hit points. If this spell is applied to a non-magical suit of armor or shield, the item also gains a +1 enhancement bonus for the duration of the spell. This spell also offers items immunity to most known Entropic effects.

### Summon Tome

Conjuration (Summoning)

**Level:** Brd (val'Abebi) 1, Clr (Althares) 1, HC (Althares) 2

**Components:** V, S

**Casting Time:** 1 round + 1 hour; see text

**Range:** See text

**Effect:** One summoned tome

**Duration:** 1 hour/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell summons one phantasmal version of a tome from the Great Library of Althares. The tome will cover any one Knowledge skill you wish (and which is generally available – see *Chapter 4 - Skills* for some examples). For example, you may call for a book on Knowledge (local: Savona) but you cannot call for a book covering Knowledge (arcana: Deepest Secrets of the Sorcerer King).

If you spend one hour to read the tome summoned by this spell, you can then make untrained Knowledge checks on the chosen subject for the duration of the spell. If you currently have the appropriate Knowledge skill, you gain a +5 bonus on your skill checks. After the book is read, or after the spell ends, the book disappears along with all the temporary knowledge you gained.

### Sword of Faith

Evocation [Alignment Keyed]

**Level:** Honor 9, HC (All) 4, Pal 4

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

This spell blesses any weapon with your god's power. The weapon receives a +5 enhancement bonus, and deals an additional 2d6 points of holy damage to members of your opposite primary alignment. For example, in the hands of a Lawful Good cleric, this weapon would do an additional 2d6 points of holy damage vs. Evil creatures, and in the hands of a Neutral Evil cleric, this weapon would do an additional 2d6 points of holy damage vs. those of Good alignments. Additionally, the wielder of the weapon projects a field of *crushing despair* in a 10' radius, which only affects the wielder's enemies. Paladins of Illiir may have this spell cast on their weapons by another caster. However, for all others, only the caster of the spell may wield the weapon enchanted with this spell. In the hands of anyone else, the weapon performs as a normal weapon of its type.

*Focus:* A weapon of masterwork or better quality that is to be enchanted by this spell.

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributor" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), parodies, modifications, corrections, additions, extensions, upgrades, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanics and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; costumes characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphics, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, costumes, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Liability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2005, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Player's Guide to Arcanis, Copyright 2004, Paradigm Concepts, Inc.

Paladin Philosophic Warrior of Albans

END OF LICENSE

DESIGNATION OF OPEN CONTENT:

Regardless of placement within this document any mention of Albans, or Altheria is CLOSED CONTENT.

Except as indicated above all text in the base class beginning with the words "Hit Dice" until the very last of the "Class Features" is OPEN CONTENT.