

PALADIN PACK

The Paladin does not get a backpack. This holy warrior's armor usually does not allow himself to be encumbered with something as trivial as a backpack. The paladin only takes what he needs on his quest and onto the battlefield. Starting equipment includes some items that have a labor charge included, as they require a skilled tradesman to be used, and smaller equipment that can hang from a belt.

Item	Cost	Weight
Armor Spikes (2)	40 gp	5 lb.
Holy Symbol	See Chart	1 lb.
Holy Water, Flask	25 gp	1 lb.
Journeybread	10 gp	0.5 lb.
Oil, Flask	1 sp	1 lb.
Prayer Book	-	0.5 lb.
Shield Boss, Breakaway	30 gp	2 lb.
Vial, Empty (2)	2 gp	0.25 lb
Waterskin	2 sp	5 lb. (full)

Armor Spikes Attached to the paladin's armor, these 2 inch long spikes must be affixed by an armorer or blacksmith. The cost of the spikes is 20 gp and the cost of the installation is 20 gp. Armor spikes deal piercing damage on a successful grapple check. The spikes are considered an improvised weapon and do 1d4 damage total. If the paladin is not proficient with the armor they are wearing, they take a -4 penalty on grapple checks. If the armor becomes magical, then the spikes are considered magical weapons.

Holy Symbol A holy symbol is a representation of a god or pantheon. The paladin is given to their symbol by a cleric of his/her god. The paladin uses their holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield. Players (or the DM) can choose from the following options as their holy symbol.

Item	Cost	Weight
Small handheld item	1 gp	1 lb.
Necklace (with symbol attached)	5 gp	2 lb.
Trinket Box (symbol inside)	5 gp	2 lb.
Symbol affixed to shield/armor	10 gp	2 lb.
Symbol engraved in shield/armor	25gp	-

Holy Water, Flask A flask, usually made from glass, that contains water blessed by a cleric or fellow paladin. As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage.

Journeybread A specially designed biscuit that fills the stomach and provides all necessary nutrients with only a few small bites, so you can carry food for a long journey without weighing yourself down. The paladin pack includes 2 pieces of journeybread.

Oil, Flask A clay container that can hold up to 1 pint of oil. The paladin can splash the oil in this flask onto a creature within 5 feet of the paladin or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. The paladin can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

Prayer Book A small book containing the daily prayers of the owner's god. Used for nightly prayer and when besieging one's god for intervention.

Shield Boss, Breakaway A specialized metal stud at the center of the reinforcing boss that is affixed to the center of a shield. This special attachment must be affixed by an armorer. The cost of the item is 15 gp and installation is 15 gp. The breakaway shield boss has a compartment large enough to insert a single splash weapon, usually a glass vial. As an action, the paladin may attempt to bash a target within 5 ft of it with the shield. The shield is considered an improvised weapon. On a successful hit, the vial will shatter, splashing the target with the liquid that was inside. The target will take 1/2 the normal damage from the liquid (ie. Holy Water splashed on an undead creature with do 1d6 damage). A new vial must be inserted into the breakaway boss for it to be used again.

Vial, Empty A small container usually made from glass. A vial can hold 4 ounces of liquid.

Waterskin A container that is made from the bladder of a cow or goat, it can hold up to 4 pints of liquid.

