

d&d paladin handbook

d&d paladin handbook serves as an essential guide for players and dungeon masters alike who wish to master the paladin class in Dungeons & Dragons. This comprehensive resource covers all vital aspects of the paladin, from character creation and abilities to combat tactics and role-playing tips. Paladins are renowned for their blend of martial prowess and divine magic, making them formidable frontline defenders and healers. Understanding their unique features, such as lay on hands, divine smite, and auras, is crucial for maximizing their potential. This article delves into the core mechanics, subclass options, and strategic considerations that define the paladin experience. Whether you are new to the game or a seasoned player, this d&d paladin handbook provides valuable insights to enhance your gameplay and storytelling. The following sections outline the fundamental components necessary for effectively playing a paladin in any campaign.

- Paladin Class Overview
- Character Creation and Ability Scores
- Paladin Abilities and Features
- Divine Smite and Spellcasting
- Paladin Subclasses (Sacred Oaths)
- Combat Strategies and Role-Playing Tips

Paladin Class Overview

The paladin class in Dungeons & Dragons is a hybrid of a warrior and a holy spellcaster, combining martial strength with divine power. Paladins are often depicted as champions of justice, righteousness, and order, sworn to uphold their sacred oaths. Their role in a party typically involves frontline combat, healing, and support, making them versatile members of any adventuring group. The class is well-suited for players who enjoy a mix of offense, defense, and utility, along with a strong thematic element rooted in faith and honor. Understanding the paladin's core identity lays the groundwork for building a character that is both mechanically effective and narratively compelling.

Role in the Party

Paladins primarily serve as durable frontline combatants who can absorb

damage and protect allies while dealing significant melee damage. Their ability to heal and remove harmful conditions adds valuable support capabilities. Additionally, paladins often act as moral compasses or leaders within the group, using their sacred oaths to guide decisions and inspire teammates. Their mix of offense, defense, and utility makes them indispensable in various campaign scenarios.

Core Class Features

Key features of the paladin class include Divine Smite, Lay on Hands, Aura of Protection, and spellcasting. These abilities synergize to create a character capable of dealing radiant damage, healing wounds, and boosting saving throws. The paladin's armor proficiencies and weapon skills emphasize their role as heavily armored combatants able to withstand significant punishment while remaining effective in battle.

Character Creation and Ability Scores

Creating a paladin character requires thoughtful selection of race, ability scores, and background to maximize the class's strengths. The d&d paladin handbook emphasizes optimizing physical and mental attributes to enhance combat effectiveness and spellcasting capabilities. Understanding how to allocate ability scores and choose complementary traits is essential for building a powerful paladin.

Race Selection

Choosing the right race can significantly impact a paladin's performance. Races that provide bonuses to Strength, Charisma, or Constitution are particularly beneficial. Examples include:

- **Half-Elf:** Offers a Charisma boost and additional skill proficiencies.
- **Dragonborn:** Provides Strength and Charisma bonuses plus a breath weapon.
- **Human (Variant):** Allows for a feat at first level, enhancing early customization.
- **Dwarf:** Grants Constitution bonuses and durability benefits.

Ability Score Prioritization

Paladins rely heavily on Strength for melee attacks and damage, while Charisma enhances spellcasting and class features like Divine Smite and Aura

of Protection. Constitution contributes to hit points and survivability. A typical priority order is:

1. Strength
2. Charisma
3. Constitution
4. Dexterity
5. Wisdom
6. Intelligence

Background and Skills

Backgrounds that complement the paladin's role and narrative theme can enrich gameplay. Common choices include Acolyte, Soldier, and Noble, each providing relevant skill proficiencies and roleplaying hooks. Paladins typically select skills that enhance battlefield awareness, persuasion, and survival, such as Athletics, Insight, and Religion.

Paladin Abilities and Features

The d&d paladin handbook details the class's hallmark abilities, which evolve as the character gains levels. These features distinguish the paladin from other classes, providing both combat advantages and utility options that reflect their divine mission.

Lay on Hands

This iconic healing ability allows paladins to restore hit points to themselves or allies by expending points from a pool that replenishes on a long rest. The healing pool size increases with level, making Lay on Hands a reliable source of emergency healing during adventuring.

Divine Smite

Divine Smite enables paladins to expend spell slots to deal extra radiant damage on melee weapon attacks. This ability scales with the level of the spell slot used, allowing significant burst damage, especially against undead and fiends. Divine Smite is a critical component of the paladin's offensive capabilities.

Aura of Protection

Starting at level 6, paladins project an aura that grants bonuses to saving throws for themselves and nearby allies. The bonus equals the paladin's Charisma modifier, enhancing the party's resilience against harmful effects. This aura exemplifies the paladin's role as a protective leader on the battlefield.

Other Class Features

Additional features include Divine Health, which provides immunity to disease, and access to a limited but potent spell list focused on healing, buffs, and smiting evil. Paladins also gain proficiency with heavy armor and shields, increasing their defense capabilities significantly.

Divine Smite and Spellcasting

Spellcasting is a vital aspect of the paladin's toolkit, augmenting their combat and support roles. Unlike full casters, paladins have a limited but impactful selection of spells, largely centered on enhancing their martial abilities and protecting allies. Understanding how to balance spell usage with melee combat is essential for optimizing performance.

Spell Slots and Preparation

Paladins prepare a number of spells equal to their Charisma modifier plus half their paladin level. This flexibility allows them to tailor their spell list to the campaign or party needs. Paladins regain all expended spell slots after a long rest, emphasizing resource management over extended adventuring days.

Key Spells

- **Bless:** Increases attack rolls and saving throws for allies.
- **Cure Wounds:** Provides reliable healing.
- **Shield of Faith:** Grants a bonus to AC.
- **Find Steed:** Summons a loyal mount for increased mobility and combat support.
- **Holy Weapon:** Enhances a weapon with radiant damage and light.

Combining Spellcasting with Melee

Paladins often open combat with spells that buff themselves or allies, then engage in melee using Divine Smite to maximize damage. Effective use of spells like Shield of Faith or Bless can tip the scales in difficult encounters, while healing spells maintain party survivability.

Paladin Subclasses (Sacred Oaths)

At 3rd level, paladins choose a Sacred Oath that defines their subclass and further shapes their abilities, role, and narrative identity. Each oath provides unique features, spells, and role-playing opportunities, allowing players to customize their character's divine path.

Oath of Devotion

The Oath of Devotion embodies purity, justice, and honor. Paladins following this oath gain access to spells like Protection from Evil and Good and Sacred Weapon, which enhances weapon attacks. Their features emphasize protecting the innocent and combating evil with unwavering resolve.

Oath of the Ancients

This oath focuses on preserving the light and beauty of the natural world. Paladins with this oath gain spells that enhance defense and healing, such as Misty Step and Moonbeam, and features that grant resistance to spell damage. Their role often includes safeguarding nature and promoting hope.

Oath of Vengeance

The Oath of Vengeance is dedicated to punishing wrongdoers and delivering swift justice. This subclass grants access to spells like Hunter's Mark and Hold Person and features designed for mobility and offense, such as Relentless Avenger. These paladins often pursue enemies relentlessly to exact retribution.

Other Subclasses

Additional Sacred Oaths introduced in various sourcebooks provide further customization options, including the Oath of Conquest, Oath of Redemption, and Oath of Glory. Each subclass brings distinct mechanics and thematic elements suited to different playstyles and campaign settings.

Combat Strategies and Role-Playing Tips

The d&d paladin handbook also emphasizes effective combat tactics and role-playing guidance to fully realize the class's potential. Paladins excel when their abilities are synergized with party dynamics and narrative context.

Frontline Combat Tactics

Paladins should leverage their heavy armor and healing abilities to maintain a strong frontline presence. Key strategies include:

- Using Divine Smite to deal high burst damage against powerful foes.
- Activating auras to bolster party defenses and saving throws.
- Positioning to protect vulnerable allies from attacks.
- Employing spells to control the battlefield and enhance survivability.

Healing and Support Role

While primarily combatants, paladins also serve as secondary healers. Timely use of Lay on Hands and healing spells can turn the tide of battle. Paladins should monitor party health closely and prioritize aid to critical allies without neglecting offensive contributions.

Role-Playing the Paladin

Paladins are defined by their sacred oaths and moral codes, which influence their decisions and interactions. Role-playing a paladin involves embodying ideals such as justice, honor, or redemption, depending on the chosen oath. This provides rich narrative opportunities and can drive character development and party dynamics throughout the campaign.

Frequently Asked Questions

What is the primary role of a Paladin in D&D?

The primary role of a Paladin in Dungeons & Dragons is to serve as a holy warrior who combines martial prowess with divine magic to protect the innocent, smite evil, and uphold their sacred oaths.

How do Paladin Oaths influence gameplay in D&D?

Paladin Oaths define a Paladin's moral and ethical framework, granting unique abilities, spells, and roleplaying guidelines that influence their behavior, combat style, and interaction with the game world.

Which ability scores are most important for a Paladin?

Strength and Charisma are the most important ability scores for a Paladin, as Strength boosts melee attack and damage, while Charisma enhances spellcasting and various class features like Divine Smite and aura effects.

Can a Paladin multiclass with other classes effectively?

Yes, Paladins can multiclass effectively, especially with classes like Warlock, Sorcerer, or Fighter, to complement their abilities, gain additional spellcasting, or improve combat versatility, but they must meet the prerequisite Charisma and Strength or Dexterity requirements.

What are some essential tips for creating a Paladin character using the D&D Paladin Handbook?

Essential tips include choosing an Oath that aligns with your character's personality and campaign, focusing on key ability scores (Strength and Charisma), selecting spells and feats that enhance your role as a frontline protector and healer, and understanding how to balance martial combat with divine magic for maximum effectiveness.

Additional Resources

1. *The Paladin's Oath: A Comprehensive Guide to Sacred Vows*

This book dives deep into the various sacred oaths that paladins can swear, detailing the lore, powers, and responsibilities that come with each. It offers guidance on how to roleplay these oaths authentically, along with unique abilities and spells tied to different divine patrons. Perfect for players wanting to add depth and conviction to their paladin characters.

2. *Divine Smite and Sacred Combat: Mastering Paladin Battle Tactics*

Focused on the martial prowess of paladins, this handbook explores combat strategies, optimal use of divine smite, and synergy with party members. It includes tips on equipment, positioning, and how to maximize damage output while fulfilling the paladin's role as a frontline defender. Essential for players who want to excel in battle.

3. *Channeling the Light: Paladin Spells and Divine Magic Explained*

This guide breaks down the spellcasting capabilities of paladins, explaining how to choose spells for different situations and how to combine them with melee attacks. It covers lesser-known spells, situational uses, and ways to flavor your divine magic to fit your character's backstory. A valuable resource for spellcasting paladins at any level.

4. Sacred Armor and Holy Relics: Equipment for the Devout Paladin

Explore the best armor, weapons, and magical items suited for paladins in this detailed compendium. The book also provides crafting tips and ideas for unique holy relics that can enhance a paladin's connection to their deity. Ideal for players and DMs who want to enrich their game with flavorful gear.

5. The Paladin's Code: Ethics, Morality, and Roleplaying Tips

This book examines the moral frameworks and ethical dilemmas faced by paladins, offering advice on how to portray a character bound by honor and righteousness. It includes scenarios for roleplaying complex decisions and balancing personal beliefs with party dynamics. A must-read for those who want to deepen their character's narrative.

6. Divine Allies: Building Relationships Between Paladins and Clerics

Focusing on teamwork, this handbook highlights how paladins and clerics can complement each other both in and out of combat. It offers strategies for cooperative spellcasting, healing, and thematic storylines involving shared divine missions. Great for groups looking to strengthen their party's holy synergy.

7. Legends of the Knights: Iconic Paladins in D&D Lore

A rich collection of stories and backgrounds about famous paladins from Dungeons & Dragons mythology and campaigns. This book provides inspiration for creating legendary characters and understanding the archetype's role in the game world. Perfect for players and DMs seeking narrative depth.

8. Paladin Archetypes: Exploring Oaths Beyond the Basics

This guide introduces alternative and homebrew paladin oaths, expanding character options beyond the traditional sacred vows. It includes new abilities, roleplaying hooks, and balance considerations for integrating these archetypes into your campaign. Ideal for players looking to customize their paladin experience.

9. Holy Crusades: Campaigns and Adventures Centered on Paladins

Designed for Dungeon Masters, this book provides adventure hooks, quests, and full campaign ideas focused on paladin characters and their divine missions. It includes villains, allies, and moral challenges tailored to highlight the paladin's role as a champion of justice. A valuable resource for creating immersive paladin-centric stories.

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Heather Fry, Steve Ketteridge, Stephanie Marshall, 2003 While white racism has global dimensions, it has an unshakeable lease on life in South African political organizations and its educational system. Donnarae MacCann and Yulisa Maddy here provide a thorough and provocative analysis of South African children's literature during the key decade around Nelson Mandela's release from prison. Their research demonstrates that the literature of this period was derived from the same milieu -- intellectual, educational, religious, political, and economic -- that brought white supremacy to South Africa during colonial times. This volume is a signal contribution to the study of children's literature and its relation to racism and social conditions.

d d paladin handbook: *The Paladin's Handbook* , 2017

d d paladin handbook: Higher Education: Handbook of Theory and Research J.C. Smart, 2006-03-30 Published annually since 1985, the Handbook series provides an authoritative compendium of thorough and integrative literature reviews on a diverse array of topics of interest to the higher education scholarly and policy communities.

d d paladin handbook: *Introduction to Dungeons & Dragons: Honor Among Thieves* Gilad James, PhD,

d d paladin handbook: *Handbook of Venoms and Toxins of Reptiles* Stephen P. Mackessy, 2021-05-24 A decade after publication of the first edition, Handbook of Venoms and Toxins of Reptiles responds to extensive changes in the field of toxinology to endure as the most comprehensive review of reptile venoms on the market. The six sections of this new edition, which has nearly doubled in size, complement the original handbook by presenting current information from many of the leading researchers and physicians in toxinology, with topics ranging from functional morphology, evolution and ecology to crystallography, -omics technologies, drug discovery and more. With the recent recognition by the World Health Organization of snakebite as a neglected tropical disease, the section on snakebite has been expanded and includes several chapters dealing with the problem broadly and with new technologies and the promises these new approaches may hold to counter the deleterious effects of envenomation. This greatly expanded handbook offers a unique resource for biologists, biochemists, toxicologists, physicians, clinicians, and epidemiologists, as well as informed laypersons interested in the biology of venomous reptiles, the biochemistry and molecular biology of venoms, and the effects and treatment of human envenomation.

d d paladin handbook: *The Handbook of Adult and Continuing Education* Tonette S.

Rocco, M Cecil Smith, Robert C. Mizzi, Lisa R. Merriweather, Joshua D. Hawley, 2023-07-03 Co-published with Colleges and universities are increasingly becoming significant sites for adult education scholarship—in large part due to demographic shifts. With fewer U.S. high school graduates on the horizon, higher education institutions will need to attract “non-traditional” (i.e., older) adult learners to remain viable, both financially and politically. There is a need to develop a better corpus of scholarship on topics as diverse as, what learning theories are useful for understanding adult learning? How are higher education institutions changing in response to the surge of adult students? What academic programs are providing better learning and employment outcomes for adults in college? Adult education scholars can offer much to the policy debates taking place in higher education. A main premise of this handbook is that adult and continuing education should not simply respond to rapidly changing social, economic, technological, and political environments across the globe, but should lead the way in preparing adults to become informed, globally-connected, critical citizens who are knowledgeable, skilled, and open and adaptive to

change and uncertainty. The Handbook of Adult and Continuing Education provides rich information on the contemporary issues and trends that are of concern to adult and continuing education, of the programs and resources available to adult learners, and of opportunities to challenge and critique the structures embedded in the field that perpetuate inequity and social injustice. Adult education is a discipline that foresees a better tomorrow, and The Handbook is designed to engage and inspire readers to assist the field to seek new paths in uncertain and complex times, ask questions, and to help the field flourish. The Handbook is divided into five sections. The first, Foundations situates the field by describing the developments, core debates, perspectives, and key principles that form the basis of the field. The second, Understanding Adult Learning, includes chapters on adult learning, adult development, motivation, access, participation, and support of adult learners, and mentoring. Teaching Practices and Administrative Leadership, the third section, offers chapters on organization and administration, program planning, assessment and evaluation, teaching perspectives, andragogy and pedagogy, public pedagogy, and digital technologies for teaching and learning. The fourth section is Formal and Informal Learning Contexts. Chapters cover adult basic, GED, and literacy education, English-as-a-Second Language Programs, family literacy, prison education, workforce development, military education, international development education, health professions education, continuing professional education, higher education, human resource development and workplace learning, union and labor education, religious and spiritual education, cultural institutions, environmental education, social and political movements, and peace and conflict education. The concluding Contemporary Issues section discusses decolonizing adult and continuing education, adult education and welfare, teaching social activism, lesbian, gay, bisexual, trans, queer and straight allies, gender and its multiple forms, disability, older adults and intergenerational identities, race and ethnicity, working class, whiteness and privilege, and migrants and migrant education. The editors culminate with consideration of next steps for adult and continuing education and priorities for the future.

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d d paladin handbook: The Routledge Handbook of Self-Determination and Secession Ryan D. Griffiths, Aleksandar Pavković, Peter Radan, 2023-02-28 The Routledge Handbook of Self-Determination and Secession explores the various debates surrounding the issues of self-determination and secession, and the legal, political, and normative implications they give rise to. Offering a broad survey of the state of the sub-discipline today, the chapters are divided into seven key parts: an Introduction, Self-Determination, Explaining and Justifying Secession, Secession Strategies, Counter-Secession Strategies, International Law and Secession, and Constitutional Law and Secession. The authors, from a range of disciplinary backgrounds, explore all the recent approaches to secession and self-determination based on strategic interaction of major actors in a secession process. This handbook will be of great interest to students and researchers from a variety of disciplines including politics and international relations, security studies, and law.

d d paladin handbook: *Crime Scene Photography* Edward M. Robinson, 2016-06-12 Crime Scene Photography, Third Edition, covers the general principles and concepts of photography, while also delving into the more practical elements and advanced concepts of forensic photography. Robinson assists the reader in understanding and applying essential concepts in order to create images that are able to withstand challenges in court. This text is a required reading by both the International Association for Identification's Crime Scene Certification Board and the Forensic Photography Certification Board. Includes an instructor website with lecture slides, practical exercises, a test bank, and image collection and many videos which can be used. - Extensively illustrated with over 1000 full color photographs, with many images entirely new for the third edition - Over 100 practical exercises help the reader grasp the practical applications - Variations of correct and incorrect approaches, to be used alongside practical exercises, available online in the Instructor's Manual - The chapter on Special Photographic Situations includes new sections on autopsy photography, images from drones, recommendations to photographically document bloodstain patterns and firearms trajectories

d d paladin handbook: *Dungeons & Dragons For Dummies* Bill Slavicsek, Richard Baker, 2005-04-08 Caught in traffic. Trapped in a cubicle. Stuck in a rut. Tangled up in red tape. In the real world, sometimes you feel powerless—but not in Dungeons & Dragons (D & D). In this fantasy-adventure, you have all kinds of special powers. You can slay the evil dragon, overcome the orc or the ogre, haunt the werewolf, and triumph over sinister trolls. You venture into strange realms, encounter strange creatures, and use magical powers. Your character grows and develops with every adventure. With this guide, you can learn the ins and outs of D & D and start playing right away. Dungeons & Dragons For Dummies gives beginners the basics of the complex game and helps experienced players fine-tune their roleplaying. It guides you through: Creating your character (a powerful fighter, a sneaky rogue, a crafty sorcerer, or a charismatic cleric), and character advancement The races: humans, dwarves, elves, and halflings The types of character actions: attack rolls, skill check, and ability checks The 6 abilities: strength, dexterity, constitution, intelligence, wisdom, charisma Feat requirements and types Playing the game, including moving in combat, attacking with a weapon (melee attacks or ranged attacks), and damage and dying Picking skills, armor, weapons, and gear Choosing spells if your character is a sorcerer or domains for a cleric Building encounter or combat strategies and using advanced tactics Maximizing your character's power with the acquisition of the right magic items: armor, weapons, potion, scroll, ring, wand, staff, rod, plus wondrous items D & D game etiquette Becoming a Dungeon Master There's even a sample play session that walks you through typical play, gets you comfortable using the battle grid and character markers, lets you test player characters against each other and against monsters, and shows you how to add story elements to create an adventure. Produced in partnership with Wizards of the Coast, written by D & D game designers, and complete with a battle grid, a sample dungeon map, and a glossary, this guide arms you with the knowledge to create and equip a character and empowers you to enter the captivating, fascinating world of D & D.

d d paladin handbook: *Discovering the Book of Changes - a Journey* Graham Taylor, University Lecturer in Mathematical Biology Graham Taylor, 2012-09 Here is a fresh, fascinating look at the Book of Changes, tracing the mythical and legendary rulers, along with the Taoist and Confucian origins within it, and considering the role of each in the making of the Book of Changes. Essentially, it is offered to the reader as a detailed reappraisal of the wisdom contained within the ancient text. Whether you are old or new to the Book of Changes you will gain much from the practical advice contained in this in-depth, well-researched work. You will discover the Book of Changes is a mirror into yourself and as such, you will learn, through your own inner mirror, to 'know thyself'. Through such a process, you will also learn to enhance your psyche, intuition and instincts, all neglected since the rise of modernity. You will discover, for the first time, the 'true' meaning of colour within the Book of Changes, according to the ancient Taoist, and its practical use in daily life. In addition, you will find out about the workings of an ancient magic charm, in trigram form, also for the first time, which opens up possibilities that a magical formula lies within the Book of Changes. It is a

work you will want to reread.

d d paladin handbook: Roll to Hit Harry Slater, 2025-08-30 "It might be unauthorized, but this book sure is comprehensive. This isn't just a book about a game. The author focuses on the people who created it and expanded it over the decades as well as the people whose contributions have been hidden in the shadows. A richly detailed, exciting, and frequently surprising history." -Booklist
Roll to Hit: An Unofficial History of Dungeons and Dragons is a deep dive into the story behind the world's most popular tabletop roleplaying game. From its humble beginnings in a basement in a house in a small town in Wisconsin, through the Satanic Panic and the boom and bust of the 90s, all the way to a modern resurgence that has seen the game become a true pop-culture phenomenon, the book tells the tale of the people who have shaped D&D through every step of its development. But more than that, it's a story of leaps of imagination, of shocking circumstances and tragedies, of conflicts and comings-together both on the table and off. From HG Wells playing with toy soldiers to multi-million dollar movie deals, from early war simulations to crazy homebrew campaigns, the book explores the history of D&D and asks why, even after all this time, its name remains a shorthand for the tabletop roleplaying experience. As Dungeons & Dragons reaches its fiftieth birthday, and with the game as popular as it's ever been, regular players, old school gamers and newcomers are going to find something here to excite and entice. After all, without them, without the players, there'd be no Dungeons & Dragons at all.

d d paladin handbook: Learning and Talent Development Jim Stewart, Clare Rigg, 2011-01-13 Written for the CIPD Level 7 Advanced module of the same name, Learning and Talent Development combines a clear and concise structure and writing style with an academic and critical approach to the subject. It analyses and evaluates a range of learning and talent development theories and strategies so students can learn how to take the lead and confidently initiate, develop and implement these strategies, interventions and activities in the workplace. Covering key topics such as the national and organizational context of learning and talent development, concepts related to individual and organizational learning and the functions associated with managing learning and talent development in the context of professional practice, Learning and Talent Development equips individuals to meet the expectations placed upon those performing specialist roles in developing others and is therefore also ideal for undergraduate and postgraduate students of human resource management or business students taking a module in human resource development or learning and development. Online supporting resources include web links for each chapter, lecture slides and an instructor's manual complete with lecture handouts and additional case studies per chapter.

d d paladin handbook: Monsters, Aliens, and Holes in the Ground, Deluxe Edition Stu Horvath, 2023-10-10 A richly illustrated, encyclopedic deep dive into the history of roleplaying games. When Gary Gygax and Dave Arneson released Dungeons & Dragons in 1974, they created the first roleplaying game of all time. Little did they know that their humble box set of three small digest-sized booklets would spawn an entire industry practically overnight. In *Monsters, Aliens, and Holes in the Ground*, Stu Horvath explores how the hobby of roleplaying games, commonly known as RPGs, blossomed out of an unlikely pop culture phenomenon and became a dominant gaming form by the 2010s. Going far beyond D&D, this heavily illustrated tome covers more than three hundred different RPGs that have been published in the last five decades. *Monsters, Aliens, and Holes in the Ground* features (among other things) bunnies, ghostbusters, soap operas, criminal bears, space monsters, political intrigue, vampires, romance, and, of course, some dungeons and dragons. In a decade-by-decade breakdown, Horvath chronicles how RPGs have evolved in the time between their inception and the present day, offering a deep and gratifying glimpse into a hobby that has changed the way we think about games and play. The deluxe edition will include a foil-stamped cover and slipcase with a cloth binding, a ribbon, gilded edges, and an 8.5x11-inch card stock poster of the regular edition.

d d paladin handbook: Book Chat William George Jordan, Adr Schade van Westrum, 1890

d d paladin handbook: Dungeons and Dragons and Philosophy Jon Cogburn, 2012-09-11
This volume will convince readers that the swift ascent of the tabletop role-playing game Dungeons

and Dragons to worldwide popularity in the 1970s and 1980s is “the most exciting event in popular culture since the invention of the motion picture.” *Dungeons and Dragons and Philosophy* presents twenty-one chapters by different writers, all D&D aficionados but with starkly different insights and points of view. It will be appreciated by thoughtful fans of the game, including both those in their thirties, forties, and fifties who have rediscovered the pastime they loved as teenagers and the new teenage and college-student D&D players who have grown up with gaming via computer and console games and are now turning to D&D as a richer, fuller gaming experience. The book is divided into three parts. The first, “Heroic Tier: The Ethical Dungeon-Crawler,” explores what D&D has to teach us about ethics and about how results from the philosophical study of morality can enrich and transform the game itself. Authors argue that it’s okay to play evil characters, criticize the traditional and new systems of moral alignment, and (from the perspective of those who love the game) tackle head-on the recurring worries about whether the game has problems with gender and racial stereotypes. Readers of *Dungeons and Dragons and Philosophy* will become better players, better thinkers, better dungeon-masters, and better people. Part II, “Paragon Tier: Planes of Existence,” arouses a new sense of wonder about both the real world and the collaborative world game players create. Authors look at such metaphysical questions as what separates magic from science, how we express the inexpressible through collaborative storytelling, and what the objects that populate *Dungeons and Dragons* worlds can teach us about the equally fantastic objects that surround us in the real world. The third part, “Epic Tier: Leveling Up,” is at the crossroads of philosophy and the exciting new field of Game Studies. The writers investigate what makes a game a game, whether D&D players are artists producing works of art, whether D&D (as one of its inventors claimed) could operate entirely without rules, how we can overcome the philosophical divide between game and story, and what types of minds take part in D&D.

d d paladin handbook: *The Temple of Lal Gubir* *Dungeons and Dragons Sorcerers*, 2016-03-05
A rich and detailed dungeon-based adventure for first level characters compatible with D&D 5th edition: 6 major encounter areas, each multiple of rooms, spread over 4 detailed maps; a sustained and coherent storyline, with every encounter and room contributing to the whole; strong balance between combat, dialogue, role-play and puzzle-solving; encounters which flex in size/difficulty according to the number of players in your group; sufficient XP for a group to progress to Level 2; background information, including a table of gods and their domains, to bring the campaign to life; 8 to 12 hours estimated playing time;;play as you go instructions for novice DMs, including clear instructions, so that you can start playing right away. Initial reports from agents sent by the Chancellor speak of strange rumours of evil spirits terrorising Lal Gubir and making off with the children of its inhabitants. He also gave you this curious token collected by his latest agent...

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