



THE ORDER OF THE CHALICE EXPANSION

A Web Enhancement for
the *Complete Warrior*

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The *Complete Warrior* presents prestige classes, feats, spells, magic items, and organizations geared for the martial at heart. This article expands one of these organizations, the Order of the Chalice, with details of membership, a fully developed chapter house, and complete statistics blocks for three NPC members.

ORDER OF THE CHALICE

The Order of the Chalice is the organization to which all knights of the Chalice (and those aspiring to that prestige class) belong. Unsurprisingly, its membership is made up largely of characters with paladin levels.

Members of the Order of the Chalice devote themselves entirely to the organization's primary mission: the complete eradication of demons in the multiverse. To this end, they seek out and destroy demons wherever they exist on the Material Plane and carry out well-planned surgical strikes against targets within the Abyss itself. These stalwart knights have battled demonkind in every place and every situation, and many have sacrificed their lives to the cause. Nonetheless, the group has had enough successes that its existence has become a concern to the demon princes themselves.

The Order of the Chalice considers its hard-won victories to be the necessary precursors to its inevitable triumph. The leaders of the order have researched the Abyss in considerable detail. They believe that if the demon princes are removed from the Abyssal power structure, the remaining demons will fall to infighting. Those groups that do not simply eradicate one another in the struggle for supremacy will splinter, and the resulting subgroups will be much easier for members of the order to confront and vanquish. Thus, the order has targeted the most powerful demons for early extinction.

OVERVIEW AND BRIEF HISTORY

The forces of evil have plagued the multiverse since the very beginning of time. While villainous outsiders take many forms and originate in numerous places, demons have distinguished themselves as the most vile and troublesome breed. They embody the purest evil, their chaotic nature causes them to wreak havoc indiscriminately, their sheer numbers are immense, and they are physically more powerful than many other beings in existence. In fact, sages surmise that demons would quickly overtake the multiverse if they could overcome their chaotic nature long enough to unite and go on an organized offensive against the rest of creation.

The Order of the Chalice was founded by nine paladins who had independently encountered numerous



demons in their travels. They had found these foul creatures manipulating the world in various ways—disguising themselves as humanoids to influence the leaders of nations, marching armies of their horrid kind into civilized regions simply to slaughter innocents, and controlling some of the most evil monsters known to exist. Ultimately, the paths of these nine champions of good crossed, and they found common cause as they related their experiences to one another. Deciding that the most serious threat to good was the existence of demons in the multiverse, they began to devise a strategy to fight them on a grand scale.

By consulting the paragons of good, they determined that demons exist in finite numbers. Knowing that overhunting a species can cause it to become extinct, they reasoned that the same principle should apply to demons. Though they knew that evil could never be completely eradicated, they felt that it should be possible to remove its front-line troops from the battle.

To that end, they founded the Order of the Chalice, a fraternal organization dedicated to the destruction of demons. The name is derived from their most sacred holy item—an ornate silver cup reputed to have caught the blood of a solar while it fought a demon prince. The founders faced two separate challenges: developing more effective ways of fighting demons, and building up the numbers of their order. The latter goal proved somewhat problematical to meet in the early days. Not every paladin agreed that the destruction of demons should be the primary concern of paladins everywhere, and many refused the call to join, though they welcomed the existence of such a group. Thus, recruitment, particularly of paladins, became a major focus of the organization.

Eventually, the order's numbers swelled to the point where a hierarchical organization became both feasible and necessary. (See *Complete Warrior*, page 142, for details of the organizational structure.) During this period of growth, members often pursued independent quests to foil demonic plots and learn strategic information about key demonic strongholds. Also during this time, Order of the Chalice chapter houses began to appear in numerous major cities to serve as bases of operation. At a chapter house, the knights could rest between excursions, share information they had obtained, plan out new operations, and recruit new members.

The Order of the Chalice has existed for more than a century, and in that time, the organization has accomplished many of its goals. Its members have repelled demonic invasions from various locations in

the Material Plane, uncovered demonic plots that would have caused key kingdoms and nations to fall under the control of dark overlords, and mounted numerous successful expeditions into the Abyss to destroy demons where they live.

THE ORGANIZATION

The Order of the Chalice maintains a presence in most kingdoms and nations of the Material Plane. Chapter houses exist in most cities as well as a few outlying regions where demons are often found. A few chapter houses exist on other planes as well.

Hierarchy: The Order of the Chalice has a strict hierarchy headed by nine Masters of the Chalice. Nine Chalice Marshals report to each of them. See *Complete Warrior*, page 142, for additional details of the organizational structure.

Headquarters: Each of the nine Masters of the Chalice maintains his own keep, which functions as an official headquarters of the organization. Each such keep has full control over the various chapter houses in its region.

Members: The organization has 7,380 members when all positions are filled. In addition, more than 3,000 squires are affiliated with the organization, though they have not yet been granted membership.

Religion: The religious views of the membership vary, although all members must pay homage to Heironeous on some level. Paladins, clerics, and other divine spellcasters who are dedicated to other deities are merely required to acknowledge Heironeous as a force for good and a friend of the order, and to offer prayers to him as well as to their own gods.

Alignment: Lawful good.

Secrecy: The Order of the Chalice uses some secrecy. Chapter house locations are known, but many knights of the Chalice find it necessary to conceal their identities, especially when infiltrating evil locations.

Symbol: A radiant silver cup.

LEADERSHIP

The leaders of the order are devoted to defending the chalice itself. Each is the master of a keep, and the chalice is moved around among the nine of them according to a little-known schedule. Permanent magical portals that allow only lawful good creatures to pass have been constructed within each keep so that the chalice can quickly be relocated should its current home fall to demonic forces.

The identities of the nine masters are known only to the Chalice Marshals. Many servants, family members,



and others living in the keeps that belong to the masters are unaware of the role they play in the organization, or even that they are affiliated with it. This secrecy is maintained so that the demonic forces and those loyal to them cannot easily locate and destroy the command structure of the organization.

MEMBERSHIP

Many members of the order started out as paladins, but clerics are well represented in its ranks, and rangers make up a significant minority. A few wizards who aren't actually members serve in permanent advisory positions. In addition, squires (new recruits who have not yet been granted membership) number almost half the organization's actual membership.

RECRUITING

The order loses approximately 8% of its members every year to retirement and death in the line of duty, so active recruitment is necessary to keep the numbers stable. About half the new recruits are simply individuals who, because of their own wish to join, have sought out the nearest chapter house and presented themselves as candidates for membership. If their petitions are approved, they become squires and work their way up to full membership in the organization. A small number of recruits come from populations that members of the order have rescued from demonic menaces. These individuals either feel that they owe the order a debt of gratitude, or that demonkind deserves payback for its crimes against them and their loved ones. Most of these individuals are relatively inexperienced, so they too begin as squires, though a select few qualify for full membership upon application. The rest of the recruits are characters that individual knights of the Chalice encounter in their travels and convince to join the organization. Most of these are experienced adventurers, and some qualify to become full members upon joining.

When a member of the organizational hierarchy falls, a replacement is appointed immediately from the next lower rank. Chalice Sergeants are drawn from new members, while Chalice Commanders, Marshals, and Masters are always drawn from the group one step beneath them.

MEMBER BENEFITS AND RESPONSIBILITIES

A common joke within the order holds that the benefits of membership include joining a strict and regimented organization, foreswearing the love of others,

and death in combat with some of the most powerful creatures known to exist. In truth, other benefits do exist, most of which revolve around the fraternal structure of the organization. Those who join the order are considered members for life unless they denounce the organization or their behavior proves inconsistent with its ideals (as is the case with characters who change alignment). Knights of the Chalice can find a peaceful place to stay in any chapter house, and both current and retired members always open their homes to members in need of a place to stay.

Furthermore, members can purchase magic items of better quality than would normally be available in a given area through the order. The gold piece limit for any weapon, shield, or armor purchased in a locale where a chapter house is located increases by 20%. For example, a small city usually has a 15,000 gp limit. If the city has a chapter house, however, the limit for buying weapons, shields, and armor is 18,000 gp instead. In addition, members enjoy a discount amounting to a 10% reduction in the market value of most magic items, up to a maximum of 15,000 gp worth of magic items (base market price) per year. (When deciding what items are available for sale through the order in a particular locale, use the base market price, not the discounted price.) In addition, at the discretion of the local leadership, members can borrow items from the order or even purchase them on credit. Full repayment of such loans is generally expected within a month.

The behavioral expectations for a knight of the Chalice are stricter than the standard paladin's code of conduct. Knights must remain chaste and celibate, must never touch a corpse, and must embrace the destruction of demons as their highest duty in all circumstances. In addition, to ensure the future of the organization, fund the chapter houses, and pay for the construction of new magic items, each member must turn over 15% of the gold piece value of any treasure he finds to the order.

ENCOUNTERS

PCs may interact with the Order of the Chalice in a number of different ways. A party of good alignment may include one or more members of the order. Alternatively, characters on the trail of some demonic threat may enlist the aid of an NPC member of the order or trade information with order representatives. Finally, if the characters are evil, the Order of the Chalice may be the source of many opponents.

ORDER OF THE CHALICE CHAPTER HOUSE

The order's chapter houses vary in size and layout based on space constraints, the special needs of the local chapter, and the number of members that frequent the house in question. The chapter house described here is a representative sample that can be inserted into any major city where the knights of the Chalice are active.

The exterior walls are constructed of sandstone, and the interior ones are masonry. Carefully fitted squares of white marble cover the floors. The outside of the structure is engraved with images depicting warriors in full plate armor and scenes that show demons being vanquished. Portcullises protect all entries into the building. Unless the city is in danger or there are known enemies of the organization nearby, these are kept open during the day and manned by Chalice Sergeants.

◆ **Exterior Walls:** 5 ft. thick; hardness 8; hp 300; AC 2; break DC 50, Climb DC 20.

◆ **Interior Walls:** 6 in. thick; hardness 8; hp 45; AC 2; break DC 28, Climb DC 20.

◆ **Portcullis:** 2 in. thick; hardness 10; hp 60; AC 2; break DC 24 (28 when locked), Open Lock DC 20.

1. Foyer

The foyer is used as an impromptu ceremonial chamber to welcome distinguished visitors and as a waiting room for nonmembers who have business with the organization. Four guards (sample questers; see below) are on duty here at any given time. The room is well lit by an ornate crystal chandelier, and the walls are decorated with various symbols, including stylized versions of the holy symbol of Heironeous. Several overstuffed couches ensure the comfort of guests until someone arrives to greet them.

2. Antechamber

Four guards (sample questers; see below) keep a quiet vigil in this otherwise empty room, monitoring visitors to area 3.

3. Chapel/Auditorium

This massive chamber serves as both a meeting room for members and a chapel. In the former capacity, it is most often used to formulate strategies for dealing with expected demonic incursions or plan ventures into the outer planes. Any knights of the Chalice who happen to be staying in the chapter house usually attend such meetings, though attendance is never mandatory unless there is a viable demonic threat to either the order itself or the city.

The symbol of Heironeous (a fist clutching a bolt of lightning) has been engraved into the walls, and two great statues of the god stand on opposite sides of the dais on the north side of the room. Members are allowed to worship any good-aligned god here, though they are expected to at least include Heironeous in their prayers and supplications.

4. Storage

This nondescript room holds the mundane items used regularly in the chapter house. Cleaning supplies, candles, flags, suits of armor, nonmagical weapons, containers, and other odds and ends can be found here, all organized for easy retrieval.

5. Personal Quarters

Each of these spartan chambers is furnished with a bed and a chest for personal belongings, but there is little in the way of decoration. Any knight of the Chalice with a rank of commander or higher may stay in one of these rooms upon request, unless all of them are occupied when he arrives. Occasionally, some notable guest who has proven her goodwill toward the organization is offered one of these rooms as well, but only if no knight claims the space. On rare occasions, a knight may be asked to give up his chamber for a royal guest, or for someone who holds a position of power within a church that supports the cause of the order. Lighan Afaer, the master of the chapter house (see NPCs, below), resides within one of these rooms.

6. Common Quarters

Bunk beds stacked two high are the primary furnishings in each of these rooms. Any knights below the rank of Chalice Commander who are staying in the chapter house may sleep here. As is standard policy throughout the organization, there is no charge for a member to stay in this room for any period of time.

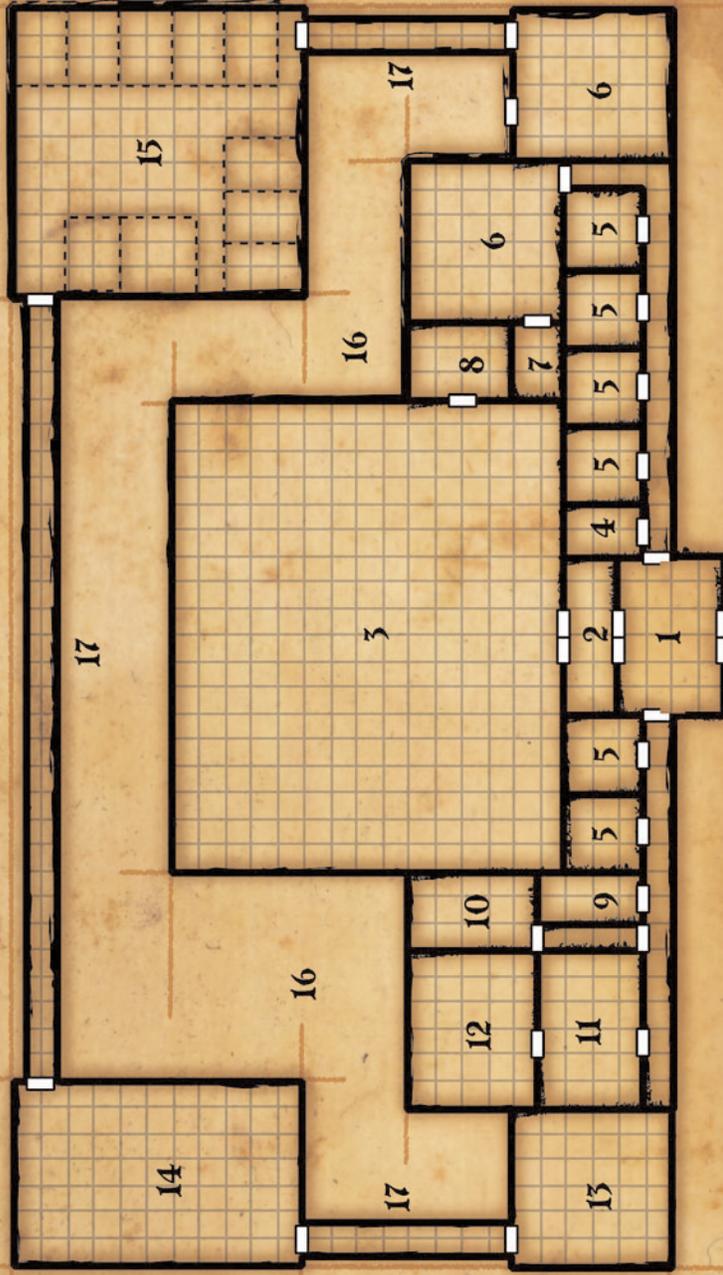
7. Bath

Considering how well groomed the members of this organization tend to keep themselves, it is no surprise that this chamber sees a great deal of use. Three bathtubs take up the center of the room, and a large stove against the west wall is used to heat water. Servants are on duty here at all times.

8. Preparations Room

Clerics and others who are leading religious services use this room to don ceremonial attire, examine presentation notes, and prepare any holy items needed for the coming celebration. Occasionally, the room is also used as a quiet meditation chamber for the preparation

KNIGHTS OF THE CHALICE CHAPTERHOUSE



One square equals 10 Feet





of divine spells. This chamber is open to any members wishing to use it, but it may be reserved prior to specific events.

9. Servant's Quarters

The eight servants (each commoner 4) who work at the chapter house are housed in this room. Four sets of bunk beds provide sleeping space, and two sets of drawers hold personal belongings. The servants are here by choice, and each is paid 2 gp per week. Their workloads are average, but the knights of the Chalice are more concerned with their servants' well-being than most other employers, and they give the staff liberal amounts of time off to spend with family.

10. Kitchen

Food for the chapter house is prepared in this room by the servants and then served in area 12. Appetizers and light meals, which are usually eaten in area 11, are also prepared here.

Three stoves line the east wall, and the entire north end of the room serves as a pantry. The food is as high in quality as that found in some of the finest inns. The knights dine on roasted meats of all types, fresh or preserved fruits and vegetables (depending on the season), meat pies, confections, and bread. Food is available here at any time of the day or night, although anyone wishing to eat between dusk and early morning must allow the servants an hour to prepare the food.

11. Common Area

This chamber is an informal dining area where the knights of the Chalice come to relax. It is used primarily for socializing, but light refreshments are always available. Numerous comfortable chairs are scattered throughout the room, and tables near the walls are stocked with light snacks and beverages. A dais in the northwest corner holds musical instruments and a few chairs for those who wish to entertain their fellows. Those who are musically inclined may strum a tune, or a storyteller may relate the tales of her travels to other knights. Because knights come and go frequently, there are always a few members of the order here looking for their friends and swapping tales of their battles against demons.

12. Dining Room

Three meals a day are served in this formal dining area, and all who are staying in or visiting the chapter house are invited to partake. The room is furnished with long tables flanked by chairs covered in black leather.

A depiction of the silver chalice that symbolizes the order is engraved upon the east wall.

13. Library/Laboratory

This room is the knights' primary source of information regarding demons. The easternmost section is filled with bookshelves stocked with leather-bound tomes detailing the various known types of demons, including their strengths, weaknesses, tactics, and other information. Before the order sanctions any expedition against demonkind, the knights thoroughly research the demon to be challenged so that they can prepare themselves adequately. Also within this area are numerous volumes about planar cosmology, with an emphasis on the outer planes.

The knights' alchemical lab is also located here. Spell components are stored in this area, along with pickled portions of demonic anatomy, which the members study to gain information about their foes. (Though knights of the Chalice are not allowed to touch dead bodies, they can touch the jars that contain the demonic parts, which are prepared by the order's consulting arcane spellcasters.)

A lawful good *forbiddance* effect and a *Mordenkainen's private sanctum* spell keep intruders from making off with the demonic parts. Although many of the body parts stored here came from the corpses of slain creatures, some were hacked from living demons who did not perish in battle and would very much like to know where the missing portions of their anatomies might be.

14. Smithy

This area is used to craft weapons and armor. Metalworking is done by the knights of the Chalice, and work is rarely given to blacksmiths who are not part of the organization. When an arcane caster is needed to enchant a weapon, the knight doing the metalwork calls in one of the order's consulting wizards or sorcerers.

15. Stables

The knights' mounts are stabled in this area. Mounts are typically brought onto the grounds through the portcullis in the eastern outer wall, then led into the stable through a pair of double doors that open from the building onto the courtyard. Each stall can house a Large mount, and one stall can accommodate a Huge mount. The limited space in the stable is available to the knights on a first-come, first-served basis. Knights who arrive after every available space has been taken must make arrangements with other stables in the city.

16. Courtyard

Oak trees, flowers, and other ornamental plants spring from a carpet of lush grass in each of these outdoor garden areas within the chapter house walls. The courtyards are available for knights and visitors alike to enjoy.

17. Outer Walls

Each of the 15-foot-thick outer walls consists of a 5-foot-wide walkway flanked by two 5-foot-thick sandstone walls. This walkway allows those within the keep to access the other structures in the chapter house without exposing themselves to any harm. The walls are 15 feet tall, and ladderlike footholds carved into the courtyard side provide access to the roof. The roofs of the chapter house's three structures are open so that defenders may walk upon them.

NPCS

The following NPCs are associated with the Order of the Chalice chapter house presented above. They represent the usual range of characters that PCs are likely to encounter when visiting the place. They can be used within the context of the chapter house itself, or in other dealings with the Order of the Chalice.

Sample Quester

Trelannor Vaun comes from a long line of good warriors who have defended the land from the many forms of evil that threaten it. As a child, he was highly competitive with his peers, and he strove to be the best at everything he did. When he grew older, he felt a calling to seek out and destroy evil wherever it might lie. He found faith in the worship of Heironeous and eventually became a paladin of that deity.

As Trelannor advanced, he came to realize that demons, devils, and other outsiders were working against all that was good. In some cases, they functioned as subtle forces behind the scenes, but in other cases, they were direct forces for evil within the world.

About this time, he learned of the Knights of the Chalice and decided to seek them out. His devotion to the cause of good and his disdain for evil outsiders quickly gained him the rank of quester for the order. Like his fellow questers, he is now working toward full membership in the Order of the Chalice.

🗡️ **Trelannor Vaun:** Male human paladin 5; CR 5; Medium humanoid; HD 5d10; hp 27; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +5; Grp +7; Atk +8 melee (1d8+3/19–20, +1 *longsword*) or +5 ranged (1d8/×3, *longbow*); Full Atk +8 melee (1d8+3/19–20, +1 *longsword*) or +5 ranged (1d8/×3, *longbow*); SA

smite evil 2/day, turn undead 4/day; SQ aura of courage, aura of good, *detect evil*, divine grace, divine health, lay on hands, *special mount* (Akabar); AL LG; SV Fort +5, Ref +2, Will +4; Str 15, Dex 10, Con 11, Int 12, Wis 14, Cha 13.

Skills and Feats: Concentration +4, Diplomacy +9, Knowledge (religion) +9, Knowledge (the planes) +5, Ride +4; Cleave, Eyes in the Back of Your Head, Power Attack.

Smite Evil (Su): Twice per day, Trelannor may attempt to smite evil with one normal melee attack. He adds +1 to his attack roll and deals 5 points of additional damage. If he accidentally smites a creature that is not evil, the smite has no effect, but the attempt still uses up one daily use of the ability.

Turn Undead (Su): Trelannor turns undead as a 3rd-level cleric.

Aura of Courage (Su): Trelannor 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.

Aura of Good (Ex): Trelannor's aura of good is strong.

Detect Evil (Sp): Trelannor can use *detect evil*, as the spell, at will.

Divine Grace (Su): Trelannor applies his Charisma bonus to all saving throws. (This modifier is already figured into the statistics given above.)

Divine Health (Ex): Trelannor is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Special Mount (Sp): Trelannor has a heavy warhorse named Akabar as his special mount. He gains the following benefits from Akabar.

Empathic Link (Su): Trelannor can communicate telepathically with Akabar at a distance of up to 1 mile. He has the same connection to an item or a place that Akabar does.

Share Spells: Trelannor may have any spell he casts on himself also affect Akabar if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on Akabar.

Lay on Hands (Su): Trelannor can heal wounds (his own or those of others) by touch. Each day, he can heal 5 hit points of damage. He may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Alternatively, he can use any or all of this healing to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity.

Paladin Spells Prepared (1; save DC 12 + spell level): 1st—*cure light wounds*.

Possessions: +1 *scale mail*, heavy steel shield, +1 *longsword*, longbow, 20 arrows, four *potions of cure moderate wounds*, 56 gp.

Physical Description: Trelannor stands 6 feet, 2 inches tall. He has a fair complexion, blond hair, and blue eyes. He has a large build and is physically strong, but his actions are tempered by wisdom.

☛ **Akabar:** Male heavy warhorse mount; CR —; Large animal; HD 6d8+18; hp 45; Init +1; Spd 50 ft.; AC 18, touch 10, flat-footed 17; Base Atk +4; Grp +12; Atk +7 melee (1d6+4, hoof); Full Atk +7 melee (1d6+4, 2 hooves) and +2 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ improved evasion, low-light vision, scent; AL LG; SV Fort +8, Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

Skills and Feats: Hide -3, Listen +6, Spot +5; Blind-Fight, Endurance, Run.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, Akabar takes no damage on a successful save and half damage on a failed save.

Sample Chalice Sergeant

When Edainwa Benyth was a young woman, she watched summoned demons destroy her family and most of the small village in which she had been raised. The knights of the Chalice arrived too late to prevent the tragedy, but they did gather up the survivors and bring them back to their chapter house.

Most of the survivors were extremely young, but Edainwa was almost grown and very much interested in joining those who made a practice of crusading against the fiends that had destroyed her family. Immediately motivated to take up a sword, she became a squire to the knights and, five years later, advanced to quester. As she became more skilled in combat and more committed to the cause of good, Edainwa quickly gained the necessary requirements for a knight of the Chalice and was accepted as a full-fledged member of the organization.

Now, two years after formally joining the knights, Edainwa has distinguished herself among her peers by rooting out demonic forces poised to overpower nearby regions. On one occasion, she even took the fight into the Abyss when she pursued and rescued a fellow knight who had been captured by demons. Edainwa has also recruited several new knights to the cause. At present, she has the first of what she intends to be many squires.

☛ **Edainwa Benyth:** Female human paladin 8/knight of the Chalice 2; CR 10; Medium humanoid; HD 8d10+16 plus 2d10+4; hp 75; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +10; Grp +13; Atk +15 melee (2d6+6/19-20, +2 *greatsword*) or +12 ranged (1d8+4/×3, +1 *composite longbow* [+3 Str bonus]); Full Atk +15/+10 melee (2d6+6/19-20, +2 *greatsword*) or +12/+7 ranged (1d8+4/×3, +1 *composite longbow* [+3 Str bonus]); SA censure demons, smite evil 4/day, turn undead 4/day; SQ aura of courage, aura of good, courage of heaven (fear), *detect evil*, divine grace, divine health, fiendslaying +1/1d6, lay on hands, *remove disease* 1/week, *special mount* (Dalsha); AL LG; SV Fort +12, Ref +4, Will +5; Str 17, Dex 12, Con 14, Int 12, Wis 14, Cha 12.

Skills and Feats: Concentration +12, Diplomacy +10, Intimidate +3, Knowledge (religion) +14, Knowledge (the planes) +10, Ride +5; Cleave, Extra Smiting, Great Cleave, Point Blank Shot, Power Attack.

Censure Demons (Su): Any demon within 30 feet of Edainwa must succeed on a DC 12 Will save or be stunned for 1 round if it has 4 or more Hit Dice. A demon with 3 or fewer HD must succeed on a second DC 12 Will save or be sent back to its home plane (as per the *dismissal* spell). Only one demon is dismissed per censure; check the lowest Hit Dice demon first.

Smite Evil (Su): Four times per day, Edainwa may attempt to smite evil with one normal melee attack. She adds +1 to her attack roll and deals 8 points of additional damage. If she accidentally smites a creature that is not evil, the smite has no effect, but the attempt still uses up one daily use of the ability.

Turn Undead (Su): Edainwa turns undead as a 6th-level cleric.

Aura of Courage (Su): Edainwa is immune to fear, magical or otherwise. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

Aura of Good (Ex): Edainwa's aura of good is strong.

Courage of Heaven (Su): Edainwa is immune to fear effects cast or created by evil outsiders.

Detect Evil (Sp): Edainwa can use *detect evil*, as the spell, at will.

Divine Grace (Su): Edainwa applies her Charisma bonus to all saving throws. (This modifier is already figured into the statistics given above.)

Divine Health (Ex): Edainwa is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Fiendslaying (Ex): Edainwa has a +1 bonus on attack rolls against evil outsiders. On a successful



attack, she deals an extra 1d6 points of damage. She also has a +1 competence bonus on Intimidate, Listen, Sense Motive, and Spot checks made against evil outsiders, and a +1 bonus on Will saving throws and opposed ability checks against creatures of this type.

Special Mount (Sp): Edainwa has a heavy warhorse named Dalsha as her special mount. She gains the following benefits from Dalsha.

Empathic Link (Su): Edainwa can communicate telepathically with Dalsha at a distance of up to 1 mile. Edainwa has the same connection to an item or a place that Dalsha does.

Share Spells: Edainwa may have any spell she casts on herself also affect Dalsha if the latter is within 5 feet at the time. Edainwa may also cast a spell with a target of “You” on Dalsha.

Lay on Hands (Su): Edainwa can heal wounds (her own or those of others) by touch. Each day, she can heal 8 hit points of damage. She may choose to divide her healing among multiple recipients, and she doesn’t have to use it all at once. Alternatively, she can use any or all of this healing to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn’t provoke an attack of opportunity.

Remove Disease (Sp): Edainwa can produce a *remove disease* effect, as the spell, once per week.

Paladin Spells Prepared (2/1; save DC 12 + spell level): 1st—*cure light wounds, protection from evil*; 2nd—*undetectable alignment*.

Knight of the Chalice Spells Prepared (1; save DC 12 + spell level): 1st—*bless weapon*.

Possessions: +2 full plate armor, +2 greatsword, +1 composite longbow (+3 Str bonus), 20 arrows, three *potions of cure moderate wounds*, 160 gp.

Physical Description: Edainwa is a petite woman (5 feet, 2 inches) with short black hair and twinkling blue eyes.

➤ **Dalsha:** Female heavy warhorse mount; CR —; Large animal; HD 8d8+24; hp 60; Init +1; Spd 60 ft.; AC 20, touch 10, flat-footed 19; Base Atk +6; Grp +15; Atk +11 melee (1d6+5, hoof); Full Atk +11 melee (1d6+5, 2 hooves) and +5 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ improved evasion, improved speed, low-light vision, scent; AL LG; SV Fort +9, Ref +7, Will +3; Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6.

Skills and Feats: Hide –3, Listen +7, Spot +6; Endurance, Run, Weapon Focus (hoof).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, Dalsha takes no damage on a successful save and half damage on a failed save.

Sample Chalice Marshal

A proven leader within the Order of the Chalice, Lighan Afaer is the current head of the Crimson Chalice Chapter House, where eighty-one Chalice Sergeants serve under his command. Lighan’s experience as a cleric and his degree of devotion to Heironeous, which surpasses that of many other knights of the Chalice, have allowed him to move up through the order’s ranks quickly.

Lighan joined the knights of the Chalice because of his religious beliefs. He knows in his heart that order and good can conquer evil throughout the entire multiverse, and he believes that the existence of demons is an affront to his god and his beliefs. Based on these convictions, Lighan not only takes up arms against demons himself, but he also actively recruits other brave individuals into the Order of the Chalice.

As a Chalice Marshal, Lighan has the authority to round up manpower to combat demons on all fronts, and indeed he has led the charge against several demonic incursions onto the Material Plane. He has also made several expeditions into the Abyss to fight demons where their power bases lie. While a few of these excursions were simple fact-finding missions designed to discover the landscape of the various Abyssal layers, Lighan has also launched full assaults against several minor demon lords, thus weakening the power structures that exist within the Abyss.

➤ **Lighan Afaer:** Male human cleric 11/knight of the Chalice 4; CR 15; Medium humanoid; HD 11d8+11 plus 4d10+4; hp 86; Init +2; Spd 20 ft.; AC 22, touch 12, flat-footed 20; Base Atk +12; Grp +15; Atk +19 melee (1d8+6/17–20, +3 *thundering longsword*); Full Atk +19/+14/+9 melee (1d8+6/17–20, +3 *thundering longsword*); SA censure demons, turn undead 9/day; SQ consecrated casting, courage of heaven (fear), fiendslaying +2; AL SV Fort +12, Ref +6, Will +12; Str 16, Dex 14, Con 13, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +15, Diplomacy +15, Heal +15, Knowledge (religion) +11, Knowledge (the planes) +15, Sense Motive +11, Spellcraft +6; Brew Potion, Combat Casting, Craft Rod, Endurance, Extra Turning, Improved Critical (longsword), Improved Turning, Martial Weapon Proficiency (longsword), Power Attack, Weapon Focus (longsword).

Censure Demons (Su): Any demon within 30 feet of Lighan must succeed on a DC 14 Will save or be stunned for 1 round if it has 8 or more Hit Dice. A demon with 7 or fewer HD must succeed on a second DC 14 Will save or be sent back to its home plane (as per the *dismissal* spell). Only one demon is dismissed per censure; check the lowest Hit Dice demon first.



Consecrated Casting (Ex): When Lighan casts a spell that targets an evil outsider, add +2 to his caster level check to overcome the target's spell resistance and +2 to the DC of any saving throw the spell allows.

Courage of Heaven (Su): Lighan is immune to fear effects cast or created by evil outsiders.

Fiendslaying (Ex): Lighan has a +2 bonus on attack rolls against evil outsiders. On a successful attack, he deals an extra 2d6 points of damage. He also has a +2 competence bonus on Intimidate, Listen, Sense Motive, and Spot checks made against evil outsiders, and a +2 bonus on Will saving throws and opposed ability checks against creatures of this type.

Cleric Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; save DC 14 + spell level): 0—*detect magic, guidance, light, purify food and drink, read magic, virtue*; 1st—*bles, bless water, cause fear, comprehend languages, divine favor, magic weapon, protection from evil**; 2nd—*aid*, align weapon, bull's strength, find traps, lesser restoration, spiritual weapon*; 3rd—*dispel magic, invisibility purge, magic vestment*, remove blindness/deafness, searing light, water breathing*; 4th—*death ward, dimensional anchor, dismissal,*

holy smite, restoration*; 5th—*dispel evil, flame strike*, true seeing*; 6th—*blade barrier*, planar ally*.

*Domain spell. Deity: Heironeous. Domains: Good (cast good spells at +1 caster level), War (Martial Weapon Proficiency and Weapon Focus with deity's favored weapon).

Knight of the Chalice Spells Prepared (2/2; save DC 14 + spell level): 1st—*detect evil, summon monster I*; 2nd—*bull's strength, undetectable alignment*.

Possessions: +3 breastplate, heavy steel shield, +3 thundering longsword, three potions of cure serious wounds, winged boots, 245 gp.

ABOUT THE AUTHOR

Darrin Drader was born in Pullman, Washington in 1973, and he attended Washington State University there as well. He has lived in western Washington for the past six years and is thrilled to be an employee of Wizards of the Coast, Inc. Darrin has done design work for Asgard Online Magazine, d20 Weekly Online Magazine, Dragon® Magazine, Star Wars Gamer Magazine, Bastion Press, and of course, Wizards of the Coast, Inc.