

# Zebediah Rowley

## Background

### Knight

You have successfully completed your training as a squire and earned the title of knight. Your title carries many responsibilities, and you are expected to behave in a chivalrous manner, protect the innocent, and mete justice across the land. You might be sworn to a noble house or be a wandering knight, questing for some prize or glory.



**Trait—Knight's Station:** When you are among nobility or some other group that would recognize your station as a knight, you can expect to receive free accommodations and food for yourself and your adventuring companions for the duration of your stay. Certain nobles might decline, but this is a serious breach of etiquette and usually has social consequences.

**Suggested Skills:** Persuade, recall lore (military lore and political lore), and ride.

**Suggested Equipment:** Lance, token of affection, signet ring, sealing wax, light warhorse with saddle and bridle, grooming kit for horses, feed (seven days), traveler's clothes, 32 gp, and 5 sp.

## Specialties & Feats

### Defender

Through conscious effort or menacing presence, you command attention on the battlefield. You protect those who cannot protect themselves, often putting yourself at great risk by intercepting enemies' attacks. Alert, wary, and often selfless, you stand as a bulwark against the tide of enemy combatants.

Defenders arise from many different backgrounds and professions. You might have been a professional soldier, having learned techniques from fighting in military formations. Alternatively, you could be a valiant knight, and the act of protection arises from a singular commitment to a chivalric code.

**Level 1:** Interposing Shield

**Level 3:** Hold the Line

**Level 6:** Combat Reflexes

**Level 9:** Combat Superiority

### Interposing Shield

*Martial feat*

You can disrupt an attack by bashing the attacker with your shield.

**Prerequisite:** Proficiency with shields

**Benefit:** While you are wielding a shield, you can use your reaction to impose disadvantage on the attack roll of a creature within 5 feet of you, provided the creature is attacking a target other than you.

### Hold the Line

*Martial feat*

You can use your shield to stop oncoming enemies in their tracks.

**Prerequisite:** Proficiency with shields

**Benefit:** When a creature of your size or smaller moves within your reach while you are wielding a shield, you can use a reaction to cause the creature to end its movement for the turn.

# Paladin Spells (Level 1, Oath of the Cavalier)

## Bless

*1st-level conjuration*

You bestow a blessing on your companions, giving them the heart to face their present trial.

**Casting Time:** 1 action

**Range:** 25 feet

**Duration:** Concentration, up to 10 minutes

**Effect:** Choose any number of creatures within range that are not already affected by this spell.

Whenever a target makes an attack roll or a saving throw before the spell ends, it can add a d4 to the result.

## Command

*1st-level enchantment*

You channel supernatural authority to compel a creature into obedience. **Casting Time:** 1 action

**Range:** 50 feet

**Duration:** 1 round

**Effect:** You speak a one-word command to a living creature within range. It must succeed on a Wisdom saving throw or follow the command on its next turn, unless the creature doesn't understand it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target is prevented from following the command issued to it, the spell ends.

- *Approach:* The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.
- *Drop:* The target drops whatever it is holding and then ends its turn.
- *Flee:* The target spends its turn moving away from you by the fastest available means.
- *Grovel:* The target falls prone and then ends its turn.
- *Halt:* The target does not move and takes no actions. A flying creature stays aloft, provided it is able to do so.

## Cure Wounds

*1st-level conjuration*

You channel positive energy into an injured creature to mend its wounds.

**Casting Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

**Effect:** You touch a living creature, and that creature regains  $2d8 + 2$  hit points.

*At Higher Levels:*

When you cast this spell using a spell slot of 2nd level or higher, the healing increases by  $2d8$  for each level above 1st.

## Detect Magic

*1st-level divination (ritual)*

Upon casting *detect magic*, you sense any magic in the area. Studying the auras can give you clues to the nature of the magic.

**Casting Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

**Effect:** For the duration, you sense the presence of magic within 25 feet of you. If you sense magic, you can use your action to see a faint aura around any creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a

thin sheet of lead, or 3 feet of wood or dirt.

## Detect Poison and Disease

*1st-level divination (ritual)*

You cast a spell that allows you to perceive the least hint of poison, venom, disease, and similar toxins and contagions, such as those that are secreted by a beast or applied to an assassin's blade.

**Casting Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

**Effect:** For the duration, if there is poison, a poisonous creature, or a disease within 25 feet of you, you know it, where the source of the poison or disease is, and what kind of poison, poisonous creature, or disease is present.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Divine Favor

*1st-level evocation*

Your deity answers your prayer and empowers your weapon strikes with divine radiance.

**Casting Time:** Swift

**Range:** Self

**Duration:** Concentration, up to 10 minutes

**Effect:** Until the spell ends, your weapon attacks deal 1d8 extra radiant damage on a hit.

## Purify Food and Drink

*1st-level transmutation (ritual)* Your incantation purifies spoiled, poisonous, or otherwise contaminated food and water, making it suitable for consumption.

**Casting Time:** 1 action

**Range:** 10 feet

**Duration:** Instantaneous

**Effect:** Choose a point within range. All nonmagical food and drink within a 5-foot-radius cloud centered on that point is purified and rendered toxin and disease free.

## Shield of Faith

*1st-level abjuration*

You call out a prayer to protect an imperiled ally. A shimmering field surrounds and shields your target, helping to deflect attacks.

**Casting Time:** Swift

**Range:** 50 feet

**Duration:** Concentration, up to 10 minutes

**Effect:** Choose a creature within range. That creature gains a +1 bonus to AC. The bonus lasts for the duration.

**Material Components:** A small parchment with a bit of holy text written on it.

## Protection from Evil

*1st-level abjuration*

With incense and sprinkled holy water, you ward your subject against evil spirits and influences.

**Casting Time:** 1 action

**Range:** Touch

**Duration:** 1 minute

**Effect:** You touch a willing creature. Until the spell ends, that creature has advantage on saving throws against effects created by fiends and undead, and cannot be charmed or frightened by such creatures.

**Material Components:** Holy water and incense.