

Tempus Warlord (D&D v3.5)



Hit Die: d10

Requirements:

Abilities: -Strength 14, Dexterity 15, Wisdom 12

Alignment: -Any Chaotic Alignment

Base Attack Bonus: +5

Skills: -Diplomacy 6 ranks, Knowledge (Religion) 8 ranks, Spellcraft 4 ranks

Feats: -Two-Weapon Fighting, Weapon Focus, Leadership

Special: -Must be a follower of Tempus and Worship him
-Prohibited to use any form of Ranged Weapon or Melee weapon other than Tempus' Wrath/Battleaxe (Chosen melee weapon of the Deity)
-Very Restrictive Code of Conduct (See Below)
-Must be able to cast 3rd level Divine spells

Domains: -Any 2 Domains: Destruction, Protection, Strength and War

Class Skills:

Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Religion), Knowledge (War) (Int), Intuit Direction (Wis), Spellcraft (Int), Spot (Wis)

Skill Points at Each Level: 2 + Int modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	+1	+2	+0	+0	Tempus' Wrath, Tempus Battleaxe	+1 Level of Existing Class
2 nd	+2	+3	+0	+0	Tempus' Adept +1	+1 Level of Existing Class
3 rd	+3	+3	+1	+1		+1 Level of Existing Class
4 th	+4	+4	+1	+1	Tempus' Adept +2	+1 Level of Existing Class
5 th	+5	+4	+1	+1	Skin of Tempus, Bonus Feat	+1 Level of Existing Class
6 th	+6	+5	+2	+2	Tempus' Adept +3	+1 Level of Existing Class
7 th	+7	+5	+2	+2		+1 Level of Existing Class
8 th	+8	+6	+2	+2	Tempus' Adept +4	+1 Level of Existing Class
9 th	+9	+6	+3	+3		+1 Level of Existing Class
10 th	+10	+7	+3	+3	Might of Tempus	+1 Level of Existing Class

Many fear the fierce and Powerful, Magical, Tempus Warlord. In the eyes of Tempus you are only granted the Tempus Warlord status if you are worthy of it by proving yourself in battle situations and your faith in Tempus. The mighty must prevail in most battles, as are the words of Tempus himself. They favour their weapon of the deity so much, that they lose interest of all other weapons therefore losing their proficiency in it too. Every morning they train for about an hour to retain their mastery in the weapon. They also fight only in light armour, as they believe medium and heavy armour impedes their 2 weapon fighting style and movement. It is also against their code to use any armor heavier than light armor and will remain that way even after levelling up another class. They are proficient in shields and do train with them occasionally to be prepared in times of drastic measures.

Mainly faithful and heroic War Clerics (Fighter\Clerics or normal Clerics) of Tempus become Tempus Warlords, to improve their skills further in combat while retaining their Spellcasting. Other Classes, who reach these requirements above can also become Tempus Warlords, but are extremely rare. Tempus Warlords don't just excel in their fighting abilities, but are excellent Divine Spellcasters. So they retain their Spellcasting and continue to advance with it as in the previous Cleric class. They combine their Spellcasting with their fighting skills, to become mean fighting machines of Tempus. Tempus Warlords believe that the only way to resolve a battle is up-front with Tempus Battleaxes (*See Below*). At times,

where Tempus Battleaxes are out of range, they resolve to their godly granted Divine Magic to smite their foe.

It is a violation against their code to use any Ranged weapon (*Crossbows, slings etc.*), or any melee weapons other than Tempus Battleaxes (*See below*). Tempus Warlords using any weapon other than Tempus Wrath must make an act of Atonement. (As the spell *Atonement* in the Players Handbook). That is why a Tempus Warlord always carries extra normal Battleaxes with them.

Normally Tempus Warlords gather followers for great battles to come in the future. They construct a castle with a Cathedral inside it in the name of Tempus, to spread his word and gather more Tempus followers. A Tempus Warlord likes adventuring to uphold his prestige and spread the word of Tempus. He prefers to adventure with adventurers who are Tempus followers, but accepts other deity followers in the hope to change their beliefs to the mighty Tempus. Tempus Warlords respect other Orders with the same type of purpose as theirs. (*Obviously according to alignments and opposing alignments*). It has happened that at least once in their Warlord careers, that a Tempus Warlord crosses paths with another Tempus Warlord. If they are opposing each other, in the eyes of Tempus may the best man win. Once the best Warlord wins the battle, he is entitled to his belongings and his weapons as a gift of valour. These items and weapons may be kept, or can be returned back to your High Temple, which will be returned back to Tempus in Limbo.

Upon reaching his first level of Tempus Warlord, you must go to a High Tempus Temple and request from your deity the status of a Tempus Warlord. The character must have proven himself to Tempus in battles of triumph and valour. If so, he is granted the status “Tempus Warlord” and 2 of his most powerful Battleaxes Magically Transform into Magical “Tempus Battleaxes” that retain their old magical abilities of the previous normal battleaxes. Your 2 Tempus Battleaxes will be known as from now “Tempus’ Wrath”. (Note that you also get the Su. Ability called “Tempus Wrath” which is applied to your Tempus Battleaxes (A.K.A Tempus Wrath) or the normal Battleaxes). If these weapons are missing you must make an act of atonement (as the spell *Atonement* in the Players Handbook) to receive new Masterwork Tempus Battleaxes, or go on a quest to find the missing weapons. If they are destroyed, they just turn into useless dust, and you must make an act of atonement to receive new Masterwork Tempus Battleaxes. A Tempus Warlord can use normal Battleaxes, and gain the abilities as below in place of “Tempus Wrath”, but obviously prefer to use the Tempus Battleaxe.

Severity of making an Act of Atonement is determined by the DM. If a Tempus Warlord decides to willfully commit an act that goes against their Code of Conduct, loses all Special Abilities gained as a Tempus Warlord and Tempus Battleaxes Magically transform back to their previous normal Battleaxe state. The Tempus Warlord loses his status (to “Fallen Tempus Warlord”) and then continues his levels as a normal “Cleric of Tempus”. Fallen Tempus Warlords regains these abilities if he atones (See *Atonement* Spell).

Class Features:

Weapon and Armor Proficiency: Tempus Warlords are only proficient and restricted to the Battleaxe (Tempus Wrath), and only Light Armors and Shields

Spells Per Day: Add +1 Level of Previous Cleric class. A Tempus Warlord adds his level to the previous Cleric level to determine the effective Caster Level and Spells per day

Turn or Rebuke Undead (Su.): Upon reaching the class of a Tempus Warlord, your turning\rebuking abilities count only towards your Cleric Levels. (E.g. Cleric 10/ Tempus Warlord 2 turns or rebukes as a 10th level Cleric.

Bonus Feats: At 5th level the Tempus Warlord gets a Bonus Feat which must be drawn from the Fighter’s list.

Tempus Battleaxes: Your deity magically transforms your Battleaxes, to Tempus Battleaxes, retaining its old magical abilities. Statistics of Tempus Battleaxe are as below:

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Tempus Battleaxe	-	1d8	19-20/x3	-	5 lb.	Slashing

Description of Tempus Battleaxe: This battleaxe looks very much similar to the normal Battleaxe, except from very slight modifications, and a rare metal type found on Limbo (Home to Tempus) which makes it a more potent weapon. The weapon is much lighter than the original battleaxe, which makes it easier to use in battle (*where the critical threat range comes in*). At first glance reveals just a normal Battleaxe with an engraved Symbol of Tempus on the middle of the axe blade. Further study reveals Great Craftsmanship of the weapon, which makes it look slightly better than a normal Masterwork Battleaxe. It is a big violation for anyone else other than the Tempus Warlord to use these gifts bestowed upon him. If a Tempus Warlord recognizes any other class “fighting” with a Tempus Battleaxe, that creature must be questioned upon, or resort to violence. (*According to the Character alignment is how the situation will be handled*). If it is a Tempus follower using a Tempus Battleaxe, the follower must atone depending on what the circumstances are.

(*Here are some circumstances of how to react in the above several descriptions: If Item was- found, bought, accidental usage without knowing etc, resolves to light actions. If item was- Stolen, Killed for etc, resolves to harsh actions*).

Tempus' Wrath (Su.): Tempus Warlord can only apply this ability with Tempus Battleaxes (A.K.A Tempus Wrath) or normal Battleaxe. Wielding this weapon grants the Tempus Warlord a +1 attack and +1 to damage Bonus. This is in addition to all other bonuses. The weapon you select must be a Battleaxe with Weapon Focus. (Favored Deity Weapon).

Tempus' Adept (Su.): This reduces the penalties when fighting with two Tempus Battleaxes or normal Battleaxes. Fighting with two Battleaxes (two medium size weapons), incurs a -4 Penalty on each hand. Tempus Adept reduces the penalty by 1 every 2nd, 4th, 6th, and 8th levels, to a total of 4 at the end, which resolves to no penalties at 8th level.

Skin of Tempus (Su.): As a free action once per day, a Tempus Warlord's skin turns hard like stone, granting him a Damage Reduction of 5/- and a fire resistance of 20, for 3 rounds + Con modifier

Might of Tempus (Su.): As a free action once per day, a Tempus Warlords can channel the “Might of Tempus” through the Tempus Warlord's body. This transforms the Tempus Warlord into a feat of power and into a similar figure of a man who looks like he came out of a bloody war. Your armor is battered and is also covered with occasional blood stains. Might of Tempus lasts for 3 rounds + Con modifier, then this appearance ends. (*True seeing reveals as above.*)

You gain +3 on Attack and Damage rolls

You gain +3 on All Saves

You gain +2 Natural Armour

A last note out there.....

All these ideas come out of the quite a few D&D Supplements. Aided by a Class Construction Engine, these ideas were slightly altered but not more powerful to fit this Prestige Class.

E.g.

-Tempus Weapons come from the idea of weapons out of Sword and fist

-Ideas from various spells from like Aspect of the Deity

-Other ideas come from general supplements

It is not easy to become a Warlord (Requirements) and you are restricted by code to what you can do. So if you have the opportunity to become one, use it at its full potential.

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