

Paladin

- [Oath of judgment](#)
- [Oath of pestilence](#)
- [Oath of zeal](#)
- [Paladin spell list](#)
- [Samurai sacred path](#)
- [Oath of the vigilante](#)

Oath of judgment

The Oath of Judgment is taken by paladins who emulate the kings of old, tempering wrath with law and strength with wisdom. From their throne they wield the powers of judge, jury, and executioner, smiting those they deem their foes. Storm and lightning represent the sudden, irrevocable, and inescapable nature of their judgment.

Tenets

The tenets of the Oath of Judgement echo the sacred laws of ancient kings, handed down throughout the ages.

Temper Strength with Wisdom. As a king you must possess both the shrewdness to make sound judgments and the power to enforce them. One without the other is folly.

Majesty. Your power is that of a king; if you wish to command the respect and authority of a king so too must you bear the responsibility and dignity of a king.

Wrath. Once passed, your judgment is absolute. Mercy can be given, but not after the verdict has been decided. Only blood can pay for blood.

Oath of Judgment Spells

3rd* thunderwave, command

5th shatter, branding smite

9th call lightning, lightning bolt

13th banishment, guardian of faith

17th destructive wave, banishing smite

*-paladin level

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Fulminating Smite. As a bonus action you imbue your weapon with lightning. Until the end of your turn, your melee weapon attacks become ranged (100 ft.) and deal lightning damage. You can use your Charisma instead of Strength or Dexterity for these attacks. These attacks also deal 1d8 bonus lightning damage. When you make a ranged attack in this way, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Exile. As an action you can use your Channel Divinity to turn humanoid. Each enemy humanoid within 30 feet of you that can see or hear you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned until the end of your next turn or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of the King

Beginning at 7th level, your commanding presence saps the will from your foes. Enemies who begin their turn within 10 feet of you lose an amount of movement equal to half their speed until the end of their turn. At 18th level the range of this aura increases to 30 feet.

Eye for an Eye

Starting at 15th level, when you are damaged by a melee attack, the attacker must succeed on a Dexterity saving throw against your paladin spell save DC or take lightning damage equal to half your paladin level.

Avatar of Judgment

At 20th level you can use an action to channel your wrath for 1 minute, gaining the following benefits:

- You have resistance to all damage, and immunity to lightning and thunder damage.
- Your melee weapon attacks become ranged (100 ft.) and deal lightning damage. You can use your Charisma instead of Strength or Dexterity for the attack.
- Your weapon attacks score critical hits on a roll of 18, 19, or 20 on the d20.

Once you use this feature, you can't use it again until you finish a long rest.

Oath of pestilence

Clad in grime-soaked armor and wielding rusting weapons, the Oath of Pestilence paladin spreads corruption, disease, and filth. Bound by an oath which infests their bodies with all manner of plagues, these heralds of decay lumber forward with unholy toughness and grim resolve.

Tenets of Pestilence

The tenets of the Oath of Pestilence emphasize the role of disease as a purifying element in the cycle of life.

Strength in Resilience. Surviving hardship and plague make you stronger. Spreading these things causes strength to flourish.

All Things Must Pass. Death is the natural conclusion of life. There is nothing unnatural or amoral about the ending of life.

Might Makes Right. The laws of mortals mean nothing to poxes and plagues, they go where they wish and take what they want. So should you.

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of Pestilence Spells table. See the Sacred Oath class feature for how oath spells work.

Paladin Level Spells

3rd bane, inflict wounds

5th acid arrow, ray of enfeeblement

9th flash fever, stinking cloud

13th blight, confusion

17th contagion, insect plague

Channel Divinity

When you take this oath at 3rd level, you gain the following Channel Divinity options:

Debilitating Fever. Your touch inflicts disease. Make a melee spell attack against a creature within your reach that isn't a construct or undead. On a hit, the creature becomes diseased and is

incapacitated for 1 minute. At the end of each of the diseased target's turns, the target can make a Constitution saving throw. On a success, the target is no longer diseased, and the effect ends. Since this ability induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Entropic Infection. You can use your Channel Divinity to weaken a creature against entropic energies. As an action, you can force a creature of your choice that you can see within 30 feet of you to make a Constitution saving throw. On a failed save, for the next minute the creature takes an additional 2d6 damage the first time it takes necrotic damage each turn. During this time, the creature loses resistance to necrotic damage if it has it.

Aura of Rampant Sickness

Starting at 7th level, you emit an aura of contagion and virulence to a range of 10 feet. When a creature within your aura makes an ability check, attack roll, or saving throw you can give that roll disadvantage as a reaction. Once you do, you can't give another roll disadvantage using this feature until the start of your next turn. At 18th level, the range of this aura increases to 30 feet.

Disgusting Resilience

At 15th level, when you take damage which would reduce you to 0 hit points, you can choose to expend any number of hit dice. Roll those dice and subtract the result from the damage taken. If this reduces the damage to 0, you don't take any damage. In addition, if you are killed your corpse violently explodes in a shower of pus and gore, dealing 8d6 necrotic damage to creatures within 20 feet of you that fail a Constitution saving throw.

Plaguebringer

At 20th level, you become an avatar of plague, which gives you the following benefits:

- You have resistance to necrotic damage and are immune to poison damage and the poisoned condition.
- Your hit point maximum can't be reduced.

Creatures of your choice who start their turn within 5 feet of you, or who move within 5 feet of you on their turn, take necrotic damage equal to your Charisma modifier. Once a creature takes damage from this ability, it can't take damage from it again until the start of its next turn.

Oath of zeal

The Oath of Zeal is taken by paladins consumed by hatred for a specific group or ideology. Zealots, as these paladins are sometimes called, pursue an inquisition against their enemies at all costs. They abandon compassion and honor as impediments to the more important work of ridding the world of those they deem dangerous or heretical.

Tenets of Zeal

The tenets of the Oath of Zeal are serious and severe, as are those paladins who choose to take them.

Uncover Corruption. Darkness cannot abide the light of day. Wickedness must be revealed before it can be destroyed.

Purge the Heretics. Heresy is a tumor that spread through the hearts of the innocent. Cut it out at the source.

No Mercy. The righteous path requires unwavering conviction and unflinching resolve.

By Any Means Necessary. There is no sacrifice too great when it comes to defeating the wicked.

Oath of Zeal Spells

Paladin Level Spells

3rd detect evil and good, hunter's mark

5th detect thoughts, knock

9th fear, tongues

13th divination, locate creature

17th insect plague, scrying

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Mark of the Heretic. You can use your Channel Divinity to mark a creature as a heretic. As a bonus action, choose a creature you can see within 30 feet and a weeping symbol appears on it. For the next minute, your weapon attacks against the chosen creature score a critical hit on a roll of 19 or 20, and each time the creature's turn starts you can use your reaction to make one

weapon attack against it.

Inquisitor's Eye. You can use your Channel Divinity to open your senses to hidden signs of corruption and malfeasance. As a bonus action, you grant yourself advantage on Intelligence (Investigation), Wisdom (Insight), and Wisdom (Perception) ability checks for the next 10 minutes. During this time, you can't be surprised.

Aura of Clarity

Beginning at 7th level, you and friendly creatures within 10 feet of you can't be blinded while you are conscious. Additionally, creatures and objects of your choice within this range can't benefit from being invisible. At 18th level, the range of this aura increases to 30 feet.

Compel Confession

Starting at 15th level, you can cast the zone of truth spell without expending a spell slot. When you cast the spell with this feature, creatures who succeed on their saving throw take 1d4 psychic damage at the start of each of their turns while they remain within the affected area.

Apocalyptic Revelation

At 20th level, as an action you can reveal the true nature of your enemies to all for 1 minute. During this time, you

gain the following benefits:

- You have truesight out to a distance of 120 feet.
- Creatures who start their turn, or move within, 5 feet of you must make a Constitution saving throw against your paladin spell save DC. On a failure, the creature is blinded until the start of its next turn.
- As a bonus action on each of your turns you can choose a creature within 60 feet and reveal its weaknesses for all to see. Attacks made against the chosen creature have advantage until the start of your next turn.

Once you use this feature, you can't use it again until you finish a long rest.

Paladin spell list

1st level

Bless
Command
Compelled Duel
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Divine Favor
Heroism
Protection from
Evil and Good
Purify Food and Drink
Searing Smite
Shield of Faith
Thunderous Smite
Wrathful Smite

2nd level

Aid
Branding Smite
Find Steed
Lesser Restoration
Locate Object
Magic Weapon
Protection from Poison
Zone of Truth

3rd level

Aura of Vitality
Blinding Smite
Create Food and Water
Crusader's Mantle
Daylight
Dispel Magic
Elemental Weapon
Magic Circle
Remove Curse
Revivify

4th level

Aura of Life
Aura of Purity
Banishment
Death Ward
Locate Creature
Staggering Smite

5th level

Banishing Smite
Circle of Power
Destructive Smite
Dispel Evil and Good
Geas
Raise Dead

Samurai sacred path

The most potent and disciplined warriors of Soburin wield both magic and steel—you are one such warrior, a master of a blade magically empowered by the spirits of your ancestors.

Samurai Doctrine

The Samurai Doctrine binds a paladin to the seven codes of Bushido. These warriors are also commonly bound to a feudal lord, doing as their masters bid throughout the prefectures of Soburin (though not all: ronin are masterless samurai who do as they see fit and travel freely). Samurai hold themselves to the highest codes of conduct, treating the code of Bushido as inviolate law, but some frequently warp their interpretations to the very limits of rationalization in order to match their needs. There are usually strong traditions among samurai families that encourage daughters and sons to master the blade as well as the power of their ancestors, making some family names legendary in Soburin. To serve the code of Bushido and die a glorious death are the highest and most important tasks any samurai can hope to achieve.

TENETS OF THE SAMURAI

- **Benevolence:** In victory you are capable of mercy, and in defeat you are capable of humility.
- **Courage:** You resist fear. Bravery is your constant companion.
- **Honor:** Mindful of your own standing in society, you respect the abilities, talents, and station of others.
- **Loyalty:** You never abandon your allies or knowingly refuse the orders of your lord.
- **Righteousness:** Your beliefs are as strong as steel.
- **Sincerity:** You do not needlessly conceal your desires or motives.
- **Self-Control:** You are always in control of yourself and your emotions.

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin Level Spells

3rd expeditious retreat, shield of faith

5th blade attraction, strike within & without

9th ghost needle, haste

13th death ward, resilient sphere

17th geas, legend lore

Ancestral Weapon

Samurai do not gain the Channel Divinity feature and instead receive the Ancestral Weapon feat (page 221) for free at 3rd level. You gain proficiency in Culture.

Iaijutsu Strike

Beginning at 3rd level when you choose this archetype, you learn to draw and strike in one deadly flourish. As an action, you can draw your weapon and attack with it. This attack does 1d8 additional damage per point of your proficiency bonus. You cannot use this feature again until you finish a short or long rest.

Dashing Strike

At 7th level, you can charge forward and through an enemy, making a devastating blow only truly felt after you have rushed past them. As an action, you may make a single melee weapon attack against your foe in between using your movement. This movement must be in a straight line and take you through the space of the target of your attack. Regardless of if your attack hits, this movement doesn't provoke opportunity attacks. If your attack hits and your movement both begins and ends outside of your target's reach, this attack is a critical hit. You can use this feature a number of times equal to your Wisdom modifier. You regain expended uses after a long rest.

Unyielding Will

At 15th level, you gain your proficiency bonus to Wisdom saving throws. You also gain the ability to make an Honor Challenge. As a bonus action, you can shout out an Honor Challenge against an enemy creature you can see. Until combat ends or one of you gains the incapacitated condition, you receive resistance to all damage from attacks and spells made by creatures other than the target of your Honor Challenge. Any attacks you make against creatures other than your Honor Challenge deal half damage and are made at disadvantage. You can't use this feature again until you complete a long rest.

Unyielding Body

At 20th level, you gain immunity to exhaustion. When you make an Honor Challenge, you gain resistance to damage from attacks and spells made by the target of your Honor Challenge, and you gain immunity to damage from attacks and spells made by creatures other than the target of your Honor Challenge. You can't use Honor Challenge again until you complete a short or long rest.

Oath of the vigilante

The Oath of the Vigilante is focused on eliminating targets in the name of justice. Although the common folk might call them assassins, they prefer to have some vigilantes in the city.

Tenets of the Vigilante

The following virtues are common to all paladins, even though the situations and laws might be different on each case:

Justice in Your Hands. Sometimes you must step outside the law to exact justice for keeping peace.

Hunt. Seek out those who might do harm to the innocent, even if they hide.

Eliminate the Guilty. The guilty must be destroyed in order for the innocent to live in peace.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Vigilante Spells

Paladin Level Spells

3rd bane, detect evil and good

5th hold person, zone of truth

9th haste, speak with dead

13th otilluke's resilient sphere, locate creature

17th dominate person, hold monster

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Hunter of the Evil. You can use your Channel Divinity to strike with divine accuracy upon a creature. When you make

an attack roll, you can also use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Smite the Guilty. As an action, you present your holy symbol and speak a prayer, using your Channel Divinity.

Choose one creature within 30 feet of you that you can see.

That creature must make a Wisdom saving throw. On a failed save, the creature has disadvantage on its attack rolls until the end of your next turn. Additionally, the creature can only take an action or bonus action on its next turn.

Vigilant Aura

By 7th level, you and all friendly creatures within 10 feet of you cannot be surprised. At 18th level, the range of this aura increases to 30 feet.

Street Watch

Starting at 15th level, while in an urban environment, you can't be charmed and you have advantage on initiative rolls.

Eternal Vigilant

At 20th level, as an action, you become an entity of true and divine judgment. For 1 minute, you gain the following benefits:

You have advantage on attack rolls you make against creatures which have attacked you or a friendly creature in the last minute.

You can use **Smite the Guilty** once per round as a bonus action without using your Channel Divinity.