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 humanoids. 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.

Revision #1
Created 21 November 2021 03:03:10 by Andrej
Updated 5 November 2025 04:57:40 by Andrej