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 otiluke'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.

Revision #2

Created 1 December 2021 12:09:54 by Andrej

Updated 5 November 2025 04:57:40 by Andrej