

Paladin

Armor: Any type of armor.

Weapons: Any weapons.

THACO: As Warrior.

Saving Throws: As Warrior.

Weapon Proficiencies: 4 + 1 every 3 levels.

Nonweapon Proficiencies: 3 + 2 every 3 levels.

- Gain Literacy.

Bloodied: Warrior classes do not get Bloodied.

Casting Check: Wisdom based.

Oath of Devotion

The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. This is the standard Paladin.



Ability Requirements

- **Strength** 12
- **Constitution** 9
- **Wisdom** 13
- **Charisma** 17

Tenets of Devotion

- **Honesty:** Don't lie or cheat. Let your word be your promise.
- **Courage:** Never fear to act, though caution is wise.
- **Compassion:** Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.
- **Honor:** Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.
- **Duty:** Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

Abilities

- **Alignment:** Must be Lawful Good.
- **Detect Evil/Evil Intent:** This ability detects evil creatures and strong evil intent in a 90° cone up to 60' away. Takes one full round.
- **+2 Bonus to all Saving Throws**
- **Immune to disease**
- **Lay on Hands:** Once per day you may heal someone 5hp per level.
- **Cure Disease:** Once per week for every five levels (1 at 1st-5th, 2 at 6th-10th)
- **Aura of Devotion:** The Paladin is surrounded by an aura with a 10-foot radius. Within this radius, all summoned and specifically evil creatures suffer a -1 penalty to their attack rolls, regardless of whom they attack. Creatures affected by this aura can spot its source easily, even if the paladin is disguised.
- **3rd – Channel Divinity:** You may focus divine power through your holy symbol for the following effects. You may do this twice per day at 3rd level and three times at 6th. One channeling can be reset with 3 Hit Die during a Short Rest.
 - **Turn Undead:** (Full Action) As a Cleric 2 levels lower.
 - **Divine Strike:** (Minor Action) Infuse your weapon with Radiant power. For the next 3 rounds, add 4 points of Radiant damage to any specifically evil creature you hit.
- **4th – Call Bonded Mount** as the book. The Mount is also immune to disease.
- **9th – Gain Priest spells:** Per the book, selecting spells from Combat, Divination, Healing, and Protection spheres.

Oath of The Green

The Oath of The Green is as old as the race of elves and the rituals of the druids. Sometimes called green knights or horned knights, paladins who swear this oath cast their lot with the side of the light in the cosmic struggle against darkness because they love the beautiful and life-giving things of the world, not necessarily because they believe in principles of honor, courage, and justice. They adorn their armor and clothing with images of growing things—leaves, antlers, flowers, or great animals—to reflect their commitment to preserving life and light in the world.



Ability Requirements

- **Strength** 12
- **Constitution** 9
- **Wisdom** 17
- **Charisma** 13

Tenets of The Green

- **Kindle the Light:** Through your acts of mercy, kindness, and forgiveness, kindle the light of hope in the world, beating back despair.
- **Shelter the Light:** Where there is good, beauty, love, and laughter in the world, stand against the wickedness that would swallow it. Where life flourishes, stand against the forces that would render it barren.
- **Preserve Your Own Light:** Delight in song and laughter, in beauty and art. If you allow the light to die in your own heart, you can't preserve it in the world.
- **Be the Light:** Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all your deeds.

Abilities

- **Alignment:** Must be Lawful Good or Lawful Neutral.
- **Detect Evil/Evil Intent:** Detects evil creatures and strong evil intent in a 90° cone up to 60' away. Takes one full round.
- **+2 Bonus to all Saving Throws**
- **Immune to *Sleep* and *Charm*-related spells**
- **Lay on Hands:** Once per day you may heal someone 5hp per level.
- **Remove Charm:** Once per week for every five levels (1 at 1st-5th, 2 at 6th-10th)
- **Aura of The Green:** The Paladin is surround by an aura with a 10-foot radius. Within this radius, all non-evil creatures receive a +1 bonus to their saving throws vs. magic (similar to Dwarf ability). Evil creatures within this aura can spot its source easily, even if the paladin is disguised.
- **3rd – Channel Divinity:** You may focus divine power through your holy symbol for the following effects. You may do this twice per day at 3rd level and three times at 6th. One channeling can be reset with 3 Hit Die during a Short Rest.
 - **Faerie Fire:** (Full Action) Up to 1 creature within 40 feet becomes outlined in green nonharmful fire. For the next round, anyone attacking them gains Advantage on attacks.
 - **Nature's Wrath:** (Minor Action) Infuse your weapon with an Elemental power of your choice (Acid, Cold, Flame, Electricity). For the next 3 rounds, add 4 points of that damage type to any nonfey creature you hit.
- **4th – Call Bonded Mount** as the book. The Mount is immune to *sleep* and *charm*-related spells and may be an Elven version of the real world creature.
- **9th – Gain Priest spells:** Per the book, selecting spells from Combat, Divination, Healing, and Protection spheres.

Oath of the Hunter

The Oath of the Hunter is one not many Paladins dare to take. A militant order of the Church of Ardneh, the Hunters fight against evil outsiders and the undead animated by the Shadowfell. Often both needed and yet unwelcome, Hunters are found where fiends, aberrations, and the undead gather. The life of a Hunter is one of service and once they take their final oath, they must serve until they reach the rank of Purifier.



Ability Requirements

- **Strength** 12
- **Constitution** 9
- **Wisdom** 13
- **Charisma** 17

Tenets of the Hunter

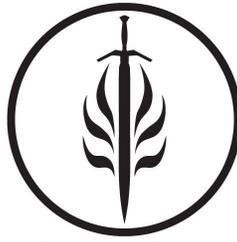
- **Duty:** Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.
- **Valor:** There is wisdom in caution, but never fear to act.
- **Industry:** Engage in productive activity at all times. Work, study, and practice diligently.
- **Humility:** Remain humble in spirit and action. Reject adulation and decline personal awards in favor of the Church.
- **Celibacy:** You honor the Church with your service and cannot marry until you reach the rank of Purifier.

Abilities

- **1st – Initiate** (White)
 - **Alignment:** Must be Lawful Good.
 - **Detect Evil/Evil Intent:** This ability detects evil creatures and strong evil intent in a 90° cone up to 60' away. Takes one full round.
 - **+2 Bonus to all Saving Throws**
 - **Immune to Fear and Possession**
 - **Lay on Hands:** Once per day you may heal someone 5hp per level.
 - **Aura of Devotion:** The Hunter is surrounded by an aura with a 10-foot radius. Within this radius, all summoned and specifically evil creatures suffer a -1 penalty to their attack rolls, regardless of whom they attack. Creatures affected by this aura can spot its source easily, even if the Hunter is disguised.
 - **Bonus Proficiency:** Religion
 - **Hunter Bonus:** +1 per level (+15 max) when Evil Outsiders, Undead, or their associates are present. The bonus continues until the end of the encounter.
 - **Hunter Pendant:** +1 to AC
- **2nd – Dedicate** (Blue with white, 1 scar)
- **3rd – Acolyte** (Blue, 2 scars)
 - **Channel Divinity:** You may focus divine power through your holy symbol for the following effects. You may do this twice per day at 3rd level and three times at 6th. One channeling can be reset with 3 Hit Die during a Short Rest.
 - **Slay Undead:** (Full Action) Damage undead within 20 feet of the Hunter at 1d6 Radiant damage per level (up to 5d6 at 7th).
 - **Divine Strike:** (Minor Action) Infuse your weapon with Radiant power. For the next 3 rounds, add 4 points of Radiant damage to any specifically evil creature you hit.
 - **Bonus Proficiency:** Choose one: Demonology, Necrology, Survival-Dungeon, Tracking (as Ranger).
- **4th – Call Bonded Mount** as the book. The Mount is also immune to Fear and Possession.
- **6th – Tracker** (Blue, 3 scars)
 - **Bonus Proficiency:** Choose one: Demonology, Necrology, Survival-Dungeon, Tracking (as Ranger).
- **9th – Hunter** (Blue with red, 4 scars)
 - **Gain Priest spells:** Per the book, selecting spells from Combat, Divination, Healing, and Protection spheres.
 - **Bonus Proficiency:** Choose one: Demonology, Necrology, Survival-Dungeon, Tracking (as Ranger).
- **12th – Slayer** (Blue with red, 4 scars, silver cross)
- **15th – Purifier – 1st Order** (Blue with red, 4 scars, gold cross)
 - **Abjure 1/Day:** As spell, but only material component needed is holy symbol

Oath of Inquisition

The Oath of Inquisition is an oath given when joining the Order of the Inquisition. Started in Britannia after the Shadowfell plague, the Inquisitors are an order of Paladins that hunt down and punish unregistered mages (called apostates) or practitioners of black magic.



Symbol of the Order of the Inquisition

Ability Requirements

- **Strength** 12
- **Constitution** 11
- **Intelligence** 17
- **Wisdom** 13

Tenets of The Inquisition

- **Turn off the Dark:** Seek out, dispel, and destroy all evil magic and magic items. These are the tools of evil that brought such great suffering to our world.
- **Punish the Wicked:** Punish practitioners of evil magic. Magic has brought great evil into this world and cannot be allowed to flourish unabated.
- **Mercy of the Blade:** A mage may not be a bad person, but without proper oversight, their Art is dangerous indeed. Harden your heart and give no quarter to these lost souls.
- **Support the Mission:** Tithe 10% of income to the cause. This can be saving up to put Magebane on a weapon and Spell Resistance on armor, to organizations with similar goals such as the church of Mystra, or to the Inquisition itself.

Abilities

- **Alignment:** Must be Lawful Good.
- **Detect Magic:** Detect magic like the spell, at will.
- **+2 Bonus to all Saving Throws**
- **Immune to Possession and Mental Control:** Immune to possession and mental control spells (*charm, confusion, etc.*)
- **Resistance to Illusions:** 50% plus 2% per level resistance to illusion spells of all levels (Max 90%).
- **Aura of The Inquisition:** The Paladin is surrounded by an aura with a 10-foot radius. Within this radius, all those of the Paladin's choosing receive a +1 bonus to their saving throws vs. magic (as a Dwarf). Arcane casters within this aura can spot its source easily, even if the paladin is disguised.
- **The Inquisitor does not learn spells or have the ability to Lay on Hands nor Cure Diseases.**
- **3rd – Channel Divinity:** You may focus divine power through your holy symbol for the following effects. You may do this three times per day at 3rd level and four times at 6th. One channeling can be reset with 3 Hit Die during a Short Rest.
 - **Dispel Magic:** (Full Action) As the spell except the base chance is 1 and is cast at the level of the Paladin.
 - **Counterspell:** (Reaction) You use Counterspell as if using the highest level slot you could cast as a wizard of your level (3 = 2nd, 5 = 3rd, 7 = 4th, 9 = 5th, 12 = 6th, 14 = 7th, 16 = 8th, 18 = 9th). If the creature is casting a spell of your highest level or lower, its spell fails automatically and has no effect. If it is casting a spell of higher level, make an ability check using your Intelligence score minus the spell's level. On a success, the creature's spell fails and has no effect. On a failure, the spell goes off as normal.
- **4th – Call Bonded Mount** as the book. The Mount has the same immunities to possession, mental control, and illusions as the Inquisitor.

Oath of Pain

The Oath of Pain binds a paladin to Loviatar, Mistress of Pain. Loviatar teaches that the world is filled with pain and the best that one can do is to suffer those blows that cannot be avoided and deal pain back to those who offend. Pain tests all, they believe, but gives strength of spirit to the hardy and the true. These Paladins, who call themselves a Lash of Loviatar, are charged with punishing those who deserve it and spreading the teachings of Loviatar whenever punishment is meted out.



Ability Requirements

- **Strength** 13
- **Constitution** 17
- **Wisdom** 12
- **Charisma** 9

Tenets of the Lash

- **Endure the Pain:** Do not fear pain, embrace it. The strong are those who taste pain and strive on.
- **Favor of the Mistress:** Offer the Mistress' Favor to those who enjoy it. True pleasure is only won through pain.
- **The Punisher:** Give pain and torment to those who deserve it most. Punish those who practice unswerving cruelty and bring pain without purpose.
- **Discipline of the Lash:** There is no true punishment if the punisher knows no discipline.
- **Power of Three:** The lash, fire, and cold are the three pains that never fail the devout.

Abilities

- **Alignment:** Must be Lawful Neutral or Lawful Evil.
- **Detect Evil/Evil Intent:** This ability detects evil creatures and strong evil intent in a 90° cone up to 60' away. Takes one full round.
- **Tools of the Trade:** Gains a bonus weapon proficiency in the Scourge.
- **Feel Every Hit:** Lashes may only wear light armors and shields, but may use their Constitution score in place of Dexterity to determine Armor Class bonus, which is not lost when surprised. (Initiative is still based on Dexterity)
- **+2 Bonus to all Saving Throws**
- **Immune to Fear**
- **Lay on Hands:** Once per day you may heal someone 5hp per level. The healing touch brings a soothing sense of wellbeing.
- **Aura of Dominance:** You are surrounded by an aura with a 10-foot radius. Within this radius, all creatures who attack your designated target gain a +1 bonus to their attack rolls. Creatures targeted by this aura can spot its source easily, even if you are disguised.
- **3rd – Channel Divinity:** You may focus divine power through your holy symbol for the following effects. You may do this twice per day at 3rd level and three times at 6th. One channeling can be reset with 3 Hit Die during a Short Rest.
 - **Divine Chains:** (Minor Action) Choose a creature within 60 feet (targets of higher HD get a Saving Throw vs Spell). Magical chains launch out of the ground and wrap around the wrists and ankles of the creature, making their movement 0 and forcing them to make attacks and spell checks with Disadvantage until the start of your next turn.
 - **Masochism:** (Minor Action on your turn after taking damage) The pain you receive in battle energizes you. For the next 3 rounds, do an extra 4 points of Necrotic damage on successful melee attacks. (You may use a scourge on yourself to do damage and activate this ability.
- **4th – Call Bonded Mount** as the book. The Mount is also immune to Fear and always a black-violet color.
- **9th – Gain Priest spells:** Per the book, selecting spells from Combat, Divination, Healing, and Protection spheres. You may also choose any spells specifically granted to priests by Loviatar.

Variant Paladin: Master

- **Prerequisite:** Oath of Pain Paladin
- **Lose:** Bonded Mount
- **Gain 4th Level: Unseen Servant:** You gain the ability to cast Unseen Servant at will with a verbal command. It lasts until you dismiss it. Otherwise it is as the spell of the same name.

Oath of Protection

The Oath of Protection means that a Paladin has promised to put the safety of others before himself, up to and including giving his life so that they may live. His protectees can be a paid client, adventuring allies, or someone the Paladin believes needs protecting. While they are allowed to “dress down” or even go in disguise, most Protection Paladins find a shiny suit of armor and sword the best deterrent to trouble. These Paladins often serve gods of protection and law and to a lesser degree good. Though they tend toward good, staying true to their oath means sometimes having to stray from that path.



Ability Requirements

- **Strength** 13
- **Constitution** 17
- **Wisdom** 9
- **Charisma** 12

Tenets of Protection

- **Code of the Gargoyle:** I can no more stop protecting my charges than breathing the air.
- **Vigilance:** I stay aware of my surroundings, my eyes are never still.
- **Focused:** When someone is entrusted to my care, I do not engage in distractions.
- **Safety Above All:** Though I will respect my charges’ wishes the best I can, their safety comes first.
- **Determined:** I will protect my charges by any means necessary.

Abilities

- **Alignment:** Must be Lawful Neutral or Lawful Good.
- **Detect Evil/Evil Intent:** This ability detects evil creatures and strong evil intent in a 90° cone up to 60’ away. Takes one full round.
- **+2 Bonus to all Saving Throws**
- **Harm’s Way:** You gain the Harm’s Way Metamartial proficiency as a bonus. Also, you gain the ability to use it to defend a creature from a trap, if moving them to an adjacent square would protect them.
- **Immune to Possession and Mental Control:** Immune to possession and mental control spells (*charm, confusion, etc.*)
- **Lay on Hands:** Once per day you may heal someone 5hp per level.
- **Aura of Protection:** The Paladin is surround by an aura with a 10-foot radius. Within this radius, you and one creature you consider a protectee gain a -1 bonus to Armor Class. Creatures within the aura attacking those affected can spot its source easily, even if the paladin is disguised.
- **3rd – Channel Divinity:** You may focus divine power through your holy symbol for the following effects. You may do this three times per day at 3rd level and four times at 6th. One channeling can be reset with 3 Hit Die during a Short Rest.
 - **Radiant Defense:** (Minor Action) You can use your Channel Divinity to cloak an creature (not you) you can see within 30 feet of you in Radiant Armor. Anyone attacking them until the start of your next turn does so with Disadvantage and the first to do so takes 3d6 Radiant damage.
 - **Divine Shield:** (Reaction) When a creature (not you) you can see within 60 feet of you suffers a critical hit, backstab, or called shot, you completely negate the multiplied damage and turn it into a normal hit.
- **4th – Call Bonded Mount** as the book. The Mount is also immune to Possession and Mental Control as the Paladin.
- **9th – Lay on Hands II:** You may now heal someone 5hp per level twice per day.

Variant Paladin: Sentinel

- **Prerequisite:** Oath of Protection Paladin
- **Lose:** Bonded Mount
- **Gain 4th Level: Sentinel:** When a creature within 5 feet of you uses a Disengage action, you still gain an Opportunity Attack against them. Also, when you hit a creature with an Opportunity Attack, you may both do damage and stop their movement.

Oath of Vengeance

The Oath of Vengeance is a solemn commitment to punish those who have committed a grievous sin. When evil forces slaughter helpless villagers, when an entire people turns against the will of the gods, when a thieves' guild grows too violent and powerful, when a dragon rampages through the countryside—at times like these, paladins arise and swear an Oath of Vengeance to set right that which has gone wrong. To these paladins—sometimes called avengers or dark knights—their own purity is not as important as delivering justice.



Ability Requirements

- **Strength** 17
- **Constitution** 9
- **Wisdom** 13
- **Charisma** 12

Tenets of Vengeance

- **Fight the Greater Evil:** Faced with a choice of fighting my sworn foes or combating a lesser evil. I choose the greater evil.
- **No Mercy for the Wicked:** Ordinary foes might win my mercy, but my sworn enemies do not.
- **By Any Means Necessary:** My qualms can't get in the way of exterminating my foes.
- **Restitution:** If my foes wreak ruin on the world, it is because I failed to stop them. I must help those harmed by their misdeeds.

Abilities

- **Alignment:** Must be Lawful Neutral.
- **Detect Evil/Evil Intent:** This ability detects evil creatures and strong evil intent in a 90° cone up to 60' away. Takes one full round.
- **+2 Bonus to all Saving Throws**
- **Immune to spells that directly affect Movement speed.** (*Entangle*, *Slow*, etc. Not spells like *Sleep* or *Forcecage*.)
- **Lay on Hands:** Once per day you may heal someone 5hp per level.
- **Speak with Dead:** Once per week for every five levels (1 at 1st-5th, 2 at 6th-10th, 3 at 11th-15th, 4 at 16th-20th)
- **Aura of Vengeance:** The Paladin is surround by an aura with a 10-foot radius. Within this radius, all summoned and specifically evil creatures suffer a -1 penalty to their Armor Class, regardless of who attacks them. Creatures affected by this aura can spot its source easily, even if the paladin is disguised.
- **3rd – Channel Divinity:** You may focus divine power through your holy symbol for the following effects. You may do this twice per day at 3rd level and three times at 6th. One channeling can be reset with 3 Hit Die during a Short Rest.
 - **Mark of Vengeance:** (Minor Action) Choose one creature within 30 feet and present your holy symbol, marking the enemy as the target of your holy vengeance. Until the start of your next turn, the target glows with red faerie fire and every successful physical attack against that target from you and two allies adds 4 points of damage.
 - **Hunter's Mark:** (Minor Action) Choose one creature within 60 feet and present your holy symbol, marking the enemy as a target of your holy hunt. For the next 24 hours, you (only) see them glow with red faerie fire and you know their direction and distance (as long as they are on the same plane). You can only have one Hunter's Mark active at a time.
- **4th – Call Bonded Mount** as the book. The Mount can also see and detect your Hunter's Mark.
- **9th – Gain Priest spells:** Per the book, selecting spells from Combat, Divination, Healing, and Protection spheres.

Variant Paladin: No Spell Casting

- **Lose:** All spell casting ability
- **Gain 3rd Level:** Channel Divinity +1 per day.
- **Gain 9th Level:** *Lay on Hands* 2/day

Variant Paladin: Dwarf

- **Lose:** Bonded Mount
- **Gain 1st Level:** Movement becomes 12
- **Gain 4th Level:** Movement over rough terrain is normal