

Paladin

Paladins are united by their oaths to stand against the forces of annihilation and corruption. Whether sworn before a god's altar, in a sacred glade before nature spirits, or in a moment of desperation and grief with the dead as the only witnesses, a Paladin's oath is a powerful bond. It is a source of power that turns a devout warrior into a blessed champion.

Paladins train to learn the skills of combat, mastering a variety of weapons and armor. Even so, their martial skills are secondary to the magical power they wield:

power to heal the injured, smite their foes, and protect the helpless and those who fight at their side.

Almost by definition, the life of a Paladin is an adventuring life, for every Paladin lives on the front lines of the cosmic struggle against annihilation. Fighters are rare enough among the ranks of a world's armies, but even fewer people can claim the calling of a Paladin. When they do receive the call, these blessed folk turn from their former occupations and take up arms and magic.

Primary Ability: Strength and Charisma

Hit Point Die: D10 per Paladin level

Saving Throw Proficiencies: Wisdom and Charisma

Skill Proficiencies: Choose 2: Athletics, Insight, Intimidation, Medicine, Persuasion, or Religion

Weapon Proficiencies: Simple weapons and Martial weapons

Armor Training: Light, Medium, and Heavy armor and Shields

Starting Equipment (Choose A or B):

- **A:** Chain Mail, Shield, Longsword, 6 Javelins, Holy Symbol, Priest's Pack, and 9 GP
- **B:** 150 GP

As a Level 1 Character:

- Gain all the traits in the Core Paladin Traits table.
- Gain the Paladin's level 1 features, which are listed in the Paladin Features table.

As a Multiclass Character:

- Gain the following traits from the Core Paladin Traits table: Hit Point Die, proficiency with Martial weapons, and training with Light and Medium armor and Shields.
- Gain the Paladin's level 1 features, which are listed in the Paladin Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.



Lay on Hands (Level 1)

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you finish a Long Rest. With that pool, you can restore a total number of Hit Points equal to five times your Paladin level.

As a Bonus Action, you can touch a creature (which could be yourself) and draw power from the pool of healing to restore a number of Hit Points to that creature, up to the maximum amount remaining in the pool.

You can also expend 5 Hit Points from the pool of healing power to remove the Poisoned condition from the creature; those points don't also restore Hit Points to the creature.

Paladin Features

Level	Proficiency Bonus	Class Features	Channel Divinity
1 st	2	Lay On Hands, Spellcasting, Weapon Mastery	-
2 nd	2	Fighting Style, Paladin's Smite	-
3 rd	2	Channel Divinity, Paladin Subclass	2
4 th	2	Ability Score Improvement	2
5 th	3	Extra Attack, Faithful Steed	2
6 th	3	Aura of Protection	2
7 th	3	Subclass Feature	2
8 th	3	Ability Score Improvement	2
9 th	4	Abjure Foes	2
10 th	4	Aura of Courage	2
11 th	4	Radiant Strikes	3
12 th	4	Ability Score Improvement	3
13 th	5	-	3
14 th	5	Restoring Touch	3
15 th	5	Subclass Feature	3
16 th	5	Ability Score Improvement	3
17 th	6	-	3
18 th	6	Aura Expansion	3
19 th	6	Epic Boon	3
20 th	6	Subclass Feature	3

Spellcasting (Level 1)

You have learned to cast spells through prayer and meditation. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Paladin spells, which appear in the Paladin spell list later in the class's description.

Spell Slots: The Paladin Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+: You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Paladin spells. Heroism and Searing Smite are recommended.

The number of spells on your list increases as you gain Paladin levels, as shown in the Prepared Spells column of the Paladin Features table. Whenever that number increases, choose additional Paladin spells until the number of spells on your list matches the number in the Paladin Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Paladin, your list of prepared spells can include six Paladin spells of level 1 or 2 in any combination.

If another Paladin feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Paladin spells for you.

Changing Your Prepared Spells: Whenever you finish a Long Rest, you can replace one spell on your list with another Paladin spell for which you have spell slots.

Spellcasting Ability: Charisma is your spellcasting ability for your Paladin spells.

Spellcasting Focus: You can use a Holy Symbol as a Spellcasting Focus for your Paladin spells.

		Spell Slots per Spell Level				
Fighter Level	Spells Prepared	1	2	3	4	5
1	2	2	-	-	-	-
2	3	2	-	-	-	-
3	4	3	-	-	-	-
4	5	3	-	-	-	-
5	6	4	2	-	-	-
6	6	4	2	-	-	-
7	7	4	3	-	-	-
8	7	4	3	-	-	-
9	9	4	3	2	-	-
10	9	4	3	2	-	-
11	10	4	3	3	-	-
12	10	4	3	3	-	-
13	11	4	3	3	1	-
14	11	4	3	3	1	-
15	12	4	3	3	2	-
16	12	4	3	3	2	-
17	14	4	3	3	3	1
18	14	4	3	3	3	1
19	15	4	3	3	3	2
20	15	4	3	3	3	2

Weapon Mastery (Level 1)

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longswords and Javelins.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Halberds and Flails.

Fighting Style (Level 2)

You gain a Fighting Style feat of your choice (see chapter 5 for feats). Instead of choosing one of

those feats, you can choose the option below:

- **Blessed Warrior:** You learn two Cleric cantrips of your choice (see the Cleric class's section for a list of Cleric spells). Guidance and Sacred Flame are recommended. The chosen cantrips count as Paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a Paladin level, you can replace one of these cantrips with another Cleric cantrip.

Paladin's Smite (Level 2)

You always have the Divine Smite spell prepared. In addition, you can cast it without expending a spell slot, but you must finish a Long Rest before you can cast it in this way again.

Channel Divinity (Level 3)

You can channel divine energy directly from the Outer Planes, using it to fuel magical effects. You start with one such effect: Divine Sense, which is described below. Other Paladin features give additional Channel Divinity effect options. Each time you use this class's Channel Divinity, you choose which effect from this class to create.

You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You gain an additional use when you reach Paladin level 11.

If a Channel Divinity effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature.

Divine Sense: As a Bonus Action, you can open your awareness to detect Celestials, Fiends, and Undead. For the next 10 minutes or until you have the Incapacitated condition, you know the location of any creature of those types within 60 feet of yourself, and you know its creature type. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the Hallow spell.

Paladin Subclass (Level 3)

You gain a Paladin subclass of your choice. The Oath of Devotion, Oath of Glory, Oath of the Ancients, and Oath of Vengeance subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Paladin levels. For the rest of your career, you gain each of your subclass's features that are of your Paladin level or lower.

Breaking Your Oath: A Paladin tries to hold to the highest standards of conduct, but even the most dedicated are fallible. Sometimes a Paladin transgresses their oath. A Paladin who has broken a vow typically seeks absolution, spending an all-night vigil as a sign of penitence or undertaking a fast. After a rite of forgiveness, the Paladin starts fresh. If your Paladin unrepentantly violates their oath, talk to your DM. Your Paladin should probably take a more appropriate subclass or even abandon the class and adopt another one.

Ability Score Improvement (Level 4)

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Paladin levels 8, 12, and 16.

Extra Attack (Level 5)

You can attack twice instead of once whenever you take the Attack action on your turn.

Faithful Steed (Level 5)

You can call on the aid of an otherworldly steed. You always have the Find Steed spell prepared.

You can also cast the spell once without expending a spell slot, and you regain the ability to do so when you finish a Long Rest.

Aura of Protection (Level 6)

You radiate a protective, unseeable aura in a 10-foot Emanation that originates from you. The aura is inactive while you have the Incapacitated condition.

You and your allies in the aura gain a bonus to saving throws equal to your Charisma modifier (minimum bonus of +1).

If another Paladin is present, a creature can benefit from only one Aura of Protection at a time; the creature chooses which aura while in them.

Abjure Foes (Level 9)

As a Magic action, you can expend one use of this class's Channel Divinity to overwhelm foes with awe. As you present your Holy Symbol or weapon, you can target a number of creatures equal to your Charisma modifier (minimum of one creature) that you can see within 60 feet of yourself. Each target must succeed on a Wisdom saving throw or have the Frightened condition for 1 minute or until it takes any damage. While Frightened in this way, a target can do only one of the following on its turns: move, take an action, or take a Bonus Action.

Aura of Courage (Level 10)

You and your allies have Immunity to the Frightened condition while in your Aura of Protection. If a Frightened ally enters the aura, that condition has no effect on that ally while there.

Radiant Strikes (Level 11)

Your strikes now carry supernatural power. When you hit a target with an attack roll using a Melee weapon or an Unarmed Strike, the target takes an extra 1d8 Radiant damage.

Restoring Touch (Level 14)

When you use Lay On Hands on a creature, you can also remove one or more of the following conditions from the creature: Blinded, Charmed, Deafened, Frightened, Paralyzed, or Stunned. You must expend 5 Hit Points from the healing pool of Lay On Hands for each of these conditions you remove; those points don't also restore Hit Points to the creature.

Aura Expansion (Level 18)

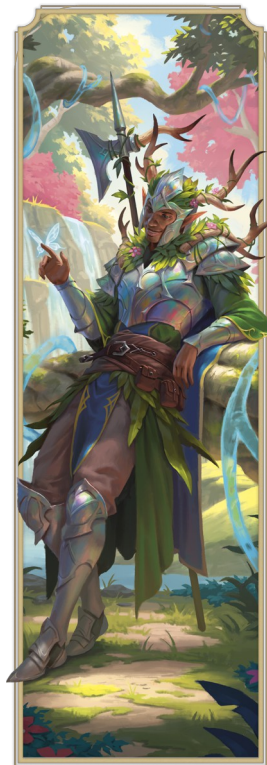
Your Aura of Protection is now a 30-foot Emanation.

Epic Boon (Level 19)

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Truesight is recommended.

Sacred Oaths (Subclasses)

Oath of the Ancients *(2024 Player's Handbook)*



Preserve Life and Light in the World.

The Oath of the Ancients is as old as the first elves. Paladins who swear this oath cherish the light; they love the beautiful and life-giving things of the world more than any principles of honor, courage, and justice. They often adorn their armor and clothing with images of growing things—leaves, antlers, or flowers—to reflect their commitment to preserving life and light.

These paladins share the following tenets:

- Kindle the light of hope.
- Shelter life.
- Delight in art and laughter.

Nature's Wrath (Level 3)

As a Magic action, you can expend one use of your Channel Divinity to conjure spectral vines around nearby creatures. Each creature of your choice that you can see within 15 feet of yourself must succeed on a Strength saving throw or have the Restrained condition for 1 minute. A Restrained creature repeats the save at the end of each of its turns, ending the effect on itself on a success.

Oath of the Ancients Spells (Level 3)

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of the Ancients Spells table, you thereafter always have the listed spells prepared.

Paladin Level	Spells
3	Ensnaring Strike, Speak with Animals
5	Misty Step, Moonbeam
9	Plant Growth, Protection from Energy
13	Ice Storm, Stoneskin
17	Commune with Nature, Tree Stride

Aura of Warding (Level 7)

Ancient magic lies so heavily upon you that it forms an eldritch ward, blunting energy from beyond the Material Plane; you and your allies have Resistance to Necrotic, Psychic, and Radiant damage while in your Aura of Protection.

Undying Sentinel (Level 11)

When you are reduced to 0 Hit Points and not killed outright, you can drop to 1 Hit Point instead, and you regain a number of Hit Points equal to three times your Paladin level. Once you use this feature, you can't do so again until you finish a Long Rest.

Additionally, you can't be aged magically, and you cease visibly aging.

Elder Champion (Level 20)

As a Bonus Action, you can imbue your Aura of Protection with primal power, granting the benefits below for 1 minute or until you end them (no action required). Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

Diminish Defiance: Enemies in the aura have Disadvantage on saving throws against your spells and Channel Divinity options.

Regeneration: At the start of each of your turns, you regain 10 Hit Points.

Swift Spells: Whenever you cast a spell that has a casting time of an action, you can cast it using a Bonus Action instead.

Oath of Conquest *(Xanathar's Guide to Everything)*

The Oath of Conquest calls to paladins who seek glory in battle and the subjugation of their enemies. It isn't enough for these paladins to establish order. They must crush the forces of chaos. Sometimes called knight tyrants or iron mongers, those who swear this oath gather into grim orders that serve gods or philosophies of war and well-ordered might.

Some of these paladins go so far as to consort with the powers of the Nine Hells, valuing the rule of law over the balm of mercy. The archdevil Bel, warlord of Avernus, counts many of these paladins-called hell knights-as his most ardent supporters. Hell knights cover their armor with trophies taken from fallen enemies, a grim warning to any who dare oppose them and the decrees of their lords. These knights are often most fiercely resisted by other paladins of this oath, who believe that the hell knights have wandered too far into darkness.



Tenets of Conquest (Level 3)

A paladin who takes this oath has the tenets of conquest seared on the upper arm.

- **Douse the Flame of Hope:** It is not enough to merely defeat an enemy in battle. Your victory must be so overwhelming that your enemies' will to fight is shattered forever. A blade can end a life. Fear can end an empire.
- **Rule with an Iron Fist:** Once you have conquered, tolerate no dissent. Your word is law. Those who obey it shall be favored. Those who defy it shall be punished as an example to all who might follow.
- **Strength Above All:** You shall rule until a stronger one arises. Then you must grow mightier and meet the challenge, or fall to your own ruin.

Channel Divinity (Level 3)

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

- **Conquering Presence:** You can use your Channel Divinity to exude a terrifying presence. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Guided Strike:** You can use your Channel Divinity to strike with supernatural accuracy.

When you make an attack roll, you can 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.

Conquest Oath Spells (Level 3)

You gain oath spells at the paladin levels listed in the Oath of Conquest Spells table.

Paladin Level	Spells
3	Armor of Agathys, Command
5	Hold Person, Spiritual Weapon
9	Bestow Curse, Fear
13	Dominate Beast, Stoneskin
17	Cloudkill, Dominate Person

Aura of Conquest (Level 7)

Starting at 7th level, you constantly emanate a menacing aura while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

If a creature is frightened of you, its speed is reduced to 0 while in the aura, and that creature takes psychic damage equal to half your paladin level if it starts its turn there.

At 18th level, the range of this aura increases to 30 feet.

Scornful Rebuke (Level 15)

Starting at 15th level, those who dare to strike you are psychically punished for their audacity. Whenever a creature hits you with an attack, that creature takes psychic damage equal to your Charisma modifier (minimum of 1) if you're not incapacitated.

Invincible Conquerer (Level 20)

At 20th level, you gain the ability to harness extraordinary martial prowess. As an action, you can magically become an avatar of conquest, gaining the following benefits for 1 minute:

- You have resistance to all damage.
- When you take the Attack action on your turn, you can make one additional attack as part of that action.
- Your melee weapon attacks score a critical hit on a roll of 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 the Crown *(Sword Coast Adventurer's Guide)*

The Oath of the Crown is sworn to the ideals of civilization, be it the spirit of a nation, fealty to a sovereign, or service to a deity of law and rulership. The paladins who swear this oath dedicate themselves to serving society and, in particular, the just laws that hold society together. These paladins are the watchful guardians on the walls, standing against the chaotic tides of barbarism that threaten to tear down all that civilization has built, and are commonly known as guardians, exemplars, or sentinels. Often, paladins who swear this oath are members of an order of knighthood in service to a nation or a sovereign, and undergo their oath as part of their admission to the order's ranks.



Tenets of the Crown (Level 3)

The tenets of the Oath of the Crown are often set by the sovereign to which their oath is sworn, but generally emphasize the following tenets.

- **Law:** The law is paramount. It is the mortar that holds the stones of civilization together, and it must be respected.
- **Loyalty:** Your word is your bond. Without loyalty, oaths and laws are meaningless.
- **Courage:** You must be willing to do what needs to be done for the sake of order, even in the face of overwhelming odds. If you don't act, then who will?
- **Responsibility:** You must deal with the consequences of your actions, and you are responsible for fulfilling your duties and obligations.

Oath of the Crown Spells (Level 3)

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3	Command, Compelled Duel
5	Warding Bond, Zone of Truth
9	Aura of Vitality, Spirit Guardians
13	Banishment, Guardian of Faith
17	Circle of Power, Geas

Channel Divinity (Level 3)

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

- **Champion Challenge:** As a bonus action, you issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is more than 30 feet away from you.
- **Turn the Tide:** As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to 1d6 + your Charisma modifier (minimum of 1) if it has no more than half of its hit points.

Divine Allegiance (Level 7)

Starting at 7th level, when a creature within 5 feet of you takes damage, you can use your reaction to magically substitute your own health for that of the target creature, causing that creature not to take the damage. Instead, you take the damage. This damage to you can't be reduced or prevented in any way.

Unyielding Saint (Level 15)

Starting at 15th level, you have advantage on saving throws to avoid becoming paralyzed or stunned.

Exalted Champion (Level 20)

At 20th level, your presence on the field of battle is an inspiration to those dedicated to your cause. You can use your action to gain the following benefits for 1 hour:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Your allies have advantage on death saving throws while within 30 feet of you.
- You have advantage on Wisdom saving throws, as do your allies within 30 feet of you.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.

Oath of Devotion (2024 Player's Handbook)

Uphold the Ideals of Justice and Order.

The Oath of Devotion binds Paladins to the ideals of justice and order. These Paladins meet the archetype of the knight in shining armor. 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.

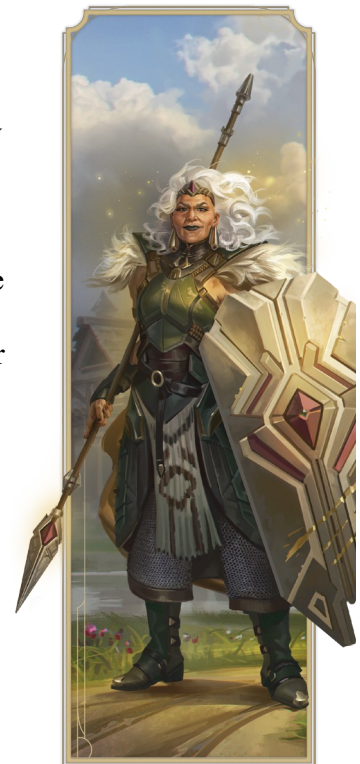
Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of personal devotion. Others hold angels as their ideals and incorporate images of angelic wings into their helmets or coats of arms.

These paladins share the following tenets:

- Let your word be your promise.
- Protect the weak and never fear to act.
- Let your honorable deeds be an example.

Oath of Devotion Spells (Level 3)

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Devotion Spells table, you thereafter always have the listed spells prepared.



Paladin Level	Spells
3	Protection from Evil and Good, Shield of Faith
5	Aid, Zone of Truth
9	Beacon of Hope, Dispel Magic
13	Freedom of Movement, Guardian of Faith
17	Commune, Flame Strike

Sacred Weapon (Level 3)

When you take the Attack action, you can expend one use of your Channel Divinity to imbue one Melee weapon that you are holding with positive energy. For 10 minutes or until you use this feature again, you add your Charisma modifier to attack rolls you make with that weapon (minimum bonus of +1), and each time you hit with it, you cause it to deal its normal damage type or Radiant damage. The weapon also emits Bright Light in a 20-foot radius and Dim Light 20 feet beyond that. You can end this effect early (no action required). This effect also ends if you aren't

carrying the weapon.

Aura of Devotion (Level 7)

You and your allies have Immunity to the Charmed condition while in your Aura of Protection. If a Charmed ally enters the aura, that condition has no effect on that ally while there.

Smite of Protection (Level 15)

Your magical smite now radiates protective energy. Whenever you cast Divine Smite, you and your allies have Half Cover while in your Aura of Protection. The aura has this benefit until the start of your next turn.

Holy Nimbus (Level 20)

As a Bonus Action, you can imbue your Aura of Protection with holy power, granting the benefits below for 10 minutes or until you end them (no action required). Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

- **Holy Ward:** You have Advantage on any saving throw you are forced to make by a Fiend or an Undead.
- **Radiant Damage:** Whenever an enemy starts its turn in the aura, that creature takes Radiant damage equal to your Charisma modifier plus your Proficiency Bonus.
- **Sunlight:** The aura is filled with Bright Light that is sunlight.

Oath of the Elements **(Tome of Heroes)**



The Oath of the Elements is taken by those paladins who have dedicated their lives to serving the awakened spirits of air, earth, fire, and water. Such paladins might also serve a genie, elemental deity, or other powerful elemental creature.

Tenets of the Elements (Level 3)

Though exact interpretations and words of the Oath of the Elements vary between those who serve the subtle, elemental spirits of the world and those who serve elemental deities or genies, paladins of this oath share these tenets.

- **Defend the Natural World:** Every mountaintop, valley, cave, stream, and spring is sacred. You would fight to your last breath to protect natural places from harm.
- **Lead the Line:** You stand at the forefront of every battle as a beacon of hope to lead your allies to victory.
- **Act Wisely, Act Decisively:** You weigh your actions carefully and offer counsel to those who would behave impulsively. When the time is right, you unleash the fury of the elements upon your enemies.
- **Integrity:** Your word is your bond. You don't lie or deceive others and always treat them with fairness.

Elemental Language (Level 3)

When you take this oath at 3rd level, you learn to speak, read, and write Primordial.

Oath of the Elements Spells (Level 3)

You gain oath spells at the paladin levels listed in the Oath of the Elements Spells table.

Paladin Level	Spells
3	Burning Hands, Thunderwave
5	Acid Arrow, Flaming Sphere
9	Call Lightning, Protection from Energy
13	Conjure Minor Elementals, Ice Storm
17	Conjure Elemental, Wall of Stone

Channel Divinity (Level 3)

At 3rd level, you gain the following two Channel Divinity options:

- **Abjure the Otherworldly:** You can use your Channel Divinity to rebuke elementals and fiends. As an action, you present your holy symbol and recite ancient edicts from when the elements ruled the world. Each elemental or fiend that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes 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.
- **Elemental Strike:** As a bonus action, you can use your Channel Divinity to magically imbue one weapon you are holding with the power of the elements. Choose air, earth, fire, or water. For 1 minute, you gain a bonus to damage rolls equal to your Charisma modifier (minimum of +1) on attacks made with the weapon. The type of damage is based on the element you chose: lightning or thunder (air), acid (earth), fire (fire), or cold (water). While your weapon is imbued with an element, you can choose to deal its damage type instead of radiant damage when you use your Divine Smite. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Aura of Resistance (Level 7)

Beginning at 7th level, your power over the elements forms a magical ward around you. Choose acid, cold, fire, lightning, or thunder damage when you finish a short or long rest. You and friendly creatures within 10 feet of you have resistance to damage of this type. When you reach 18th level in this class, the range of this aura increases to 30 feet.

Elemental Companion (Level 15)

At 15th level, you can call upon the service of an elemental companion to aid you on your quests. As an action, you can summon an elemental of challenge rating 2 or lower, which appears in an unoccupied space you can see within 30 feet of you. The elemental is friendly to you and your companions, and it obeys any verbal commands you issue to it. If you don't issue any commands to it, it defends itself from hostile creatures but otherwise takes no actions. It rolls its own initiative and has its own turns in combat.

You can have only one elemental companion at a time. If you summon a new one, the previous one disappears. In addition, you can't have a creature magically bound to you or your service, such as through the conjure elemental or dominate person spells or similar magic, while you have an elemental companion, but you can still have the willing service of a creature that isn't magically bound to you.

The elemental continues to serve you until you dismiss it as a bonus action or it is reduced to 0 hit

points, which causes it to disappear. Once you summon an elemental companion, you can't summon another one until you finish a long rest.

Elemental Champion (Level 20)

At 20th level, you can use a bonus action to manifest the unchained power of the elements. Your eyes glow with fire, your hair and clothes move as if blown by a strong wind, droplets of rain float in a watery halo around you, and the ground trembles with your every step. For 1 minute, you gain the following benefits:

- You gain the flying speed of an air elemental (90 feet with hover), the Earth Glide trait and burrowing speed of an earth elemental (30 feet), or the swimming speed of a water elemental (90 feet).
- You have resistance to acid, cold, fire, lightning, and thunder damage. Any weapon you hold is imbued with the power of the elements. Choose an element, as with Elemental Strike. Your weapon deals an extra 3d6 damage to any creature you hit. The type of damage is based on the element you chose: lightning or thunder (air), acid (earth), fire (fire), or cold (water). While your weapon is imbued with an element, you can choose to deal its damage type in place of radiant damage when you use your Divine Smite.
- Once you use this feature, you can't use it again until you finish a long rest.

Oath of Glory *(2024 Player's Handbook)*

Strive for the Heights of Heroism.

Paladins who take the Oath of Glory believe they and their companions are destined to achieve glory through deeds of heroism. They train diligently and encourage their companions, so they're all ready when destiny calls.

These paladins share the following tenets:

- Endeavor to be known by your deeds.
- Face hardships with courage.
- Inspire others to strive for glory.

Oath of Glory Spells (Level 3)

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Glory Spells table, you thereafter always have the listed spells prepared.

Paladin Level	Spells
3	Guiding Bolt, Heroism
5	Enhance Ability, Magic Weapon
9	Haste, Protection from Energy
13	Compulsion, Freedom of Movement
17	Legend Lore, Yolande's Regal Presence



Inspiring Smite (Level 3)

Immediately after you cast Divine Smite, you can expend one use of your Channel Divinity and distribute Temporary Hit Points to creatures of your choice within 30 feet of yourself, which can include you. The total number of Temporary Hit Points equals 2d8 plus your Paladin level, divided

among the chosen creatures however you like.

Peerless Athlete (Level 3)

As a Bonus Action, you can expend one use of your Channel Divinity to augment your athleticism. For 1 hour, you have Advantage on Strength (Athletics) and Dexterity (Acrobatics) checks, and the distance of your Long and High Jumps increases by 10 feet (this extra distance costs movement as normal).

Aura of Alacrity (Level 7)

Your Speed increases by 10 feet. In addition, whenever an ally enters your Aura of Protection for the first time on a turn or starts their turn there, the ally's Speed increases by 10 feet until the end of their next turn.

Glorious Defense (Level 15)

You can turn defense into a sudden strike. When you or another creature you can see within 10 feet of you is hit by an attack roll, you can take a Reaction to grant a bonus to the target's AC against that attack, potentially causing it to miss. The bonus equals your Charisma modifier (minimum of +1). If the attack misses, you can make one attack with a weapon against the attacker as part of this Reaction if the attacker is within your weapon's range.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Living Legend (Level 20)

You can empower yourself with the legends-whether true or exaggerated-of your great deeds. As a Bonus Action, you gain the benefits below for 10 minutes. Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

- **Charismatic:** You are blessed with an otherworldly presence and have Advantage on all Charisma checks.
- **Saving Throw Reroll:** If you fail a saving throw, you can take a Reaction to reroll it. You must use this new roll.
- **Unerring Strike:** Once on each of your turns when you make an attack roll with a weapon and miss, you can cause that attack to hit instead.

Oath of the Guardian **(Tome of Heroes)**



A paladin who takes the Oath of the Guardian is sworn to defend the community. Taking the mantle of a guardian is a solemn vow to place the needs of the many before the needs of yourself and requires constant vigilance.

Tenets of the Guardian (Level 3)

When you take this oath, you always do so with a particular group, town, region, or government in mind, pledging to protect them.

- **Encourage Prosperity.** You must work hard to bring joy and prosperity to all around you.
- **Preserve Order.** Order must be protected and preserved for all to enjoy. You must work to keep treasured people, objects, and communities safe.
- **Decisive Action.** Threats to peaceful life are often nefarious and subtle. The actions you

take to combat such threats should not be.

Oath of the Guardian Spells (Level 3)

You gain oath spells at the paladin levels listed in the Oath of the Guardian Spells table.

Paladin Level	Spells
3	Litany of Sure Hands, Shield of Faith
5	Mantle of the Brave, Spiritual Weapon
9	Beacon of Hope, Invested Champion
13	Banishment, Inspiring Speech
17	Creation, Hallow

Channel Divinity (Level 3)

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

- **Inspired Leadership:** You can use your Channel Divinity to inspire your allies with your faith. As an action, you can choose a number of creatures you can see within 30 feet of you equal to your Charisma modifier (minimum of one). For 1 minute, each target has advantage on Strength, Constitution, and Charisma saving throws.
- **Turn the Wild:** As an action, you can cause wild creatures to flee from your presence using your Channel Divinity. Each creature within 30 feet of you with an Intelligence score of 4 or less that can see or hear you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes 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 only use 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 Awareness (Level 7)

Starting at 7th level, allies around you are more alert and ready to act. You and friendly creatures within 10 feet of you have advantage on initiative rolls. In addition, you and any of your companions within 10 feet of you can't be surprised except when incapacitated. When you reach 18th level in this class, the range of this aura increases to 30 feet.

Hold the Line (Level 15)

At 15th level, you can turn an ally's success into an opportunity. When a friendly creature you can see within 20 feet of you is forced to make a saving throw, you can use your reaction to grant a bonus equal to your Charisma modifier (minimum of +1) to the target's saving throw. If the saving throw is successful, the target can make one weapon attack against the attacker as a reaction, provided the attacker is within the weapon's range.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Band of Heroes (Level 20)

At 20th level, you can charge your allies with divine heroism. As an action, you can choose a number of creatures you can see equal to your proficiency bonus, which can include yourself. Each target gains the following benefits for 1 minute:

- The target is cured of all disease and poison and can't be frightened or poisoned.
- The target has advantage on Wisdom and Constitution saving throws.

- The target gains temporary hit points equal to your level.

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

Oath of the Hearth **(Tome of Heroes)**

Paladins who swear the Oath of the Hearth endeavor to extend the comforts of home to others, by allaying the rigors of travel or simply assuring those who grow despondent of the possibility of returning home. Ironically, paladins who follow this oath remain far from home in pursuit of their goals. Their oath reflects the welcoming warmth and light provided by the hearth, and paladins following the oath use these elements to turn away the cold or defeat enemies who employ cold as weapons.

The oath of the hearth references “cold” creatures for some of its features. The most straightforward definition applies to creatures that deal cold damage with their attacks and other actions. However, this also could apply to creatures with vulnerability to fire damage, or resistance or immunity to cold damage, and creatures that use spells and other abilities that inflict cold damage or call forth non-damaging, wintry elements (such as the sleet storm spell).



Tenets of the Hearth (Level 3)

Paladins who take the Oath of the Hearth accommodate all creatures and attempt to find diplomatic solutions to conflicts. Once engaged in battle, though, these paladins fight until they defeat their enemies, or their enemies surrender. They rarely extend this peaceful stance to creatures who attack with cold or desire to spread cold conditions beyond natural confines.

- **Bastion of Peace:** Reach out the hand of friendship when encountering strangers, and advocate for peace at the outset of any meeting. Encourage your companions to do likewise. When it becomes clear your opponents wish for violence, don't shrink away from combat.
- **Beacon in the Dark:** When winter comes and the nights increasingly lengthen, shine a welcoming light to which all people can rally. No creature shall prey on others under the cover of darkness while you are there.
- **Hospitality of Home:** Provide the comforts of home to those who meet with you peacefully. Respect others' cultures and traditions, provided they don't espouse aggression and violence toward others.
- **Protection from the Elements:** Ensure all people have shelter from the weather. Help during spring flooding, wintry blizzards, and when the blistering sun threatens heatstroke in the summer.
- **Repel the Cold:** Strive against foes that seek to bring eternal winter to the world or expand their icy domains into warmer climates. Understand the necessity of the changing of seasons and seek to banish only cold that is abnormal.

Divine Sense (Level 3)

In addition to knowing the location of any celestial, fiend, or undead, your Divine Sense feature allows you to know the location of any cold creature within 60 feet of you that is not behind total cover.

Fiery Smite (Level 3)

When you use your Divine Smite feature, you can choose for the extra damage you deal to be fire

or radiant, and the extra damage increases to 1d8 only if the target is an undead or a cold creature.

Oath of the Hearth Spells (Level 3)

You gain oath spells at the paladin levels listed in the Oath of the Hearth Spells table.

Paladin Level	Spells
3	Burning Hands, Sanctuary
5	Calm Emotions, Flame Blade
9	Protection from Energy, Leomund's Tiny Hut
13	Guardian of Faith, Wall of Fire
17	Flame Strike, Hallow

Channel Divinity (Level 3)

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

- **Cease Hostility:** As an action, you can use your Channel Divinity and speak soothing words. For 1 minute, each creature within 60 feet of you that can see or hear you must succeed on a Charisma saving throw to attack another creature. A creature hostile to you has disadvantage on the saving throw. This effect ends on a creature if it is attacked or harmed by a spell.
- **Turn Boreal Creatures:** As an action, you can use your Channel Divinity and speak a prayer against unnatural cold. Each cold creature within 30 feet of you and that can see or hear you must succeed on a Wisdom saving throw or be turned for 1 minute or until it takes 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 Hearth (Level 7)

Beginning at 7th level, you and friendly creatures within 10 feet of you have advantage on saving throws against spells and effects that deal cold damage. If such a creature succeeds on a saving throw against a spell or effect that allows the creature to take only half the cold damage on a successful save, the creature instead takes no damage. In addition, you and friendly creatures within 10 feet of you have advantage on saving throws against the longterm effects of exposure to cold weather. When you reach 18th level in this class, the range of this aura increases to 30 feet.

Icewalker (Level 15)

Starting at 15th level, you have resistance to cold damage, and you can't be restrained or petrified by cold or ice. In addition, you can move across and climb icy surfaces without needing to make an ability check, and difficult terrain composed of ice or snow doesn't cost you extra movement.

Roaring Fire (Level 20)

At 20th level, you can take on the aspects of a healthy, tended fire, radiating heat and light. For 1 minute, you gain the following benefits:

- You shed bright light in a 20-foot radius and dim light for an additional 20 feet.
- Whenever a cold creature starts its turn within 20 feet of you, the creature takes 2d8 fire damage, which ignores resistance and immunity to fire damage.
- Whenever you cast a paladin spell that deals fire damage and has a casting time of 1 action, you can cast it as a bonus action instead.

- Your weapon attacks deal an extra 1d6 fire damage on a hit. If you deal fire damage to a cold creature, it must succeed on a Wisdom saving throw or become frightened of you for 1 minute, or until it takes any damage.

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

Oath of Justice **(Tome of Heroes)**



The Oath of Justice is a commitment not to the tenets of good or evil but a holy vow sworn to uphold the laws of a nation, a city, or even a tiny village. When lawlessness threatens the peace, those who swear to uphold the Oath of Justice intervene to maintain order, for if order falls to lawlessness, it is only a matter of time before all of civilization collapses into anarchy.

While many young paladins take this oath to protect their country and the people close to them from criminals, some older adherents to this oath know that what is just is not necessarily what is right.

Tenets of Justice (Level 3)

All paladins of justice uphold the law in some capacity, but their oath differs depending on their station. A paladin who serves a queen upholds slightly different tenets than one who serves a small town.

- **Uphold the Law:** The law represents the triumph of civilization over the untamed wilds. It must be preserved at all costs.
- **Punishment Fits the Crime:** The severity of justice acts in equal measure to the severity of a wrongdoer's transgressions.

Oath of Justice Spells (Level 3)

You gain oath spells at the paladin levels listed in the Oath of Justice Spells table.

Paladin Level	Spells
3	Color Spray, Guiding Bolt
5	Locate Object, Zone of Truth
9	Lightning Bolt, Slow
13	Faithful Hound, Locate Creature
17	Arcane Hand, Hold Monster

Channel Divinity (Level 3)

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

- **Tether of Righteousness:** You can use your Channel Divinity to bind your target to you. As an action, you extend a line of energy toward a creature you can see within 30 feet of you. That creature must make a Dexterity saving throw. On a failure, it is tethered and can't move more than 30 feet away from you for 1 minute. While tethered, the target takes lightning damage equal to your Charisma modifier (minimum of 1) at the end of each of its turns. You can use an action to make a Strength (Athletics) check opposed by the tethered creature's Strength (Athletics) or Dexterity (Acrobatics) check (the creature's choice). On a success, you can pull the creature up to 15 feet in a straight line toward you. As an action,

the tethered creature can make a Strength check against your spell save DC. On a success, it breaks the tether.

- **Justicar's Celerity:** You can use your Channel Divinity to respond to danger with lightning speed. When a creature that you can see is attacked, you can move up to your speed as a reaction. If you end your movement within 5 feet of the attacker, you can make one melee attack against it as part of this reaction. If you end your movement within 5 feet of the target of the attack, you can become the target of the attack instead as part of this reaction.

Disciplined Pursuant (Level 7)

At 7th level, you can bend the laws of magic to parallel the laws of civilization. When you reduce a creature to 0 hit points with a spell or Divine Smite, you can choose to knock out the creature instead of killing it. The creature falls unconscious and is stable.

In addition, once per turn when you deal radiant damage to a creature, you can force it to make a Constitution saving throw. On a failure, its speed is halved until the end of its next turn. If you deal radiant damage to more than one creature, you can choose only one creature to be affected by this feature.

Shackles of Light (Level 15)

Starting at 15th level, once per turn when you deal radiant damage to a creature, it must make a Constitution saving throw. On a failure, it is restrained by golden, spectral chains until the end of its next turn. If you deal radiant damage to more than one creature, you can choose only one such creature to be affected by this feature. The target of this feature can be different from the target of your Disciplined Pursuant feature.

Avatar of Perfect Order (Level 20)

At 20th level, you can take on the appearance of justice itself. As an action, you become wreathed in a garment of cold light. For 1 minute, you benefit from the following effects:

- You are immune to bludgeoning, piercing, and slashing damage.
- You can use your Justicar's Celerity feature without expending a use of Channel Divinity.
- When a creature you can see takes the Attack or Cast a Spell action, you can use your reaction to force it to make a Wisdom saving throw. On a failure, it must take a different action of your choice instead.

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

Oath of the Plaguetouched **(Tome of Heroes)**

After suffering an attack by a darakhul, you were infected with the dreaded—and generally fatal—darakhul fever. As you felt your life draining away and the grasp of eternal undeath clenching its cold fingers around your heart, you called out to any power that would answer your prayers. You pledged that you would do anything asked of you, if only you would be spared this fate worse than death.

That prayer was answered. The source of that answered prayer is not known, but its power flowed through you, helping you drive off the horrible unlife that was your fate. That power flows through you still. It drives you to defend innocents from the scourge of undeath, and it provides special powers for you to use in that fight.



You can choose this paladin sacred oath only if you are not a darakhul.

Tenets of the Plaguetoached (Level 3)

Paladins following the Oath of the Plaguetoached share these tenets.

- **Bravery:** In the face of terrible creatures, you stand like a wall between them and the innocent people whom those creatures would devour or transform.
- **Stop the Spread of Undeath:** Fight to ensure the undead don't snuff out the light of life in the world.
- **Relentless:** Creatures of undeath never tire; you must remain vigilant.
- **Mercy:** Those who suffer disease must be cared for. If you could survive certain death, so can they. But when it is clear they are about to transform into a monster, you must end their suffering quickly.

Oath of the Plaguetoached Spells (Level 3)

You gain oath spells at the paladin levels listed in the Oath of the Plaguetoached Spells table.

Paladin Level	Spells
3	Bane, Protection from Evil and Good
5	Enhance Ability, Lesser Restoration
9	Life from Death, Remove Curse
13	Blight, Freedom of Movement
17	Greater Restoration, Hold Monster

Channel Divinity (Level 3)

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

- **Protective Aura:** As a bonus action, you summon forth your power into a shining aura around yourself. For 1 minute, you shed bright light in a 10-foot radius and dim light for an additional 10 feet. In addition, each hostile creature within 5 feet of you has disadvantage on its first attack roll each turn that isn't against you. If the hostile creature is undead, it instead has disadvantage on all attack rolls that aren't against you. You can end this effect on your turn as part of any other action. If you fall unconscious, this effect ends.
- **Turn Undead:** As an action, you present your holy symbol and call upon your power, using your Channel Divinity. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes 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 Radiant Energy (Level 7)

Beginning at 7th level, you and your allies within 10 feet of you have resistance to necrotic damage. In addition, when you or a friendly creature hit an undead creature within 10 feet of you with a melee weapon attack, the attacker can choose if the attack deals radiant damage or its normal type of damage. At 18th level, the range of this aura increases to 30 feet.

Bulwark Against Death and Disease (Level 15)

Starting at 15th level, you can expend only 1 hit point from your lay on hands pool to cure the target of a disease. In addition, your hit point maximum can't be reduced, and you have advantage

on saving throws against effects from undead creatures that reduce your ability scores, such as a shadow's Strength Drain.

Scourge of Undeath (Level 7)

At 20th level, as a bonus action, you can become a scourge to undead. For 1 minute, you gain the following benefits:

- The bright light shed by your Protective Aura is sunlight.
- You have advantage on attack rolls against undead.
- An undead creature in your Aura of Radiant Energy takes extra radiant damage equal to twice your Charisma modifier (minimum of 2) when you or a friendly creature hit it with a melee weapon attack.

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

Oath of Redemption *(Xanathar's Guide to Everything)*



The Oath of Redemption sets a paladin on a difficult path, one that requires a holy warrior to use violence only as a last resort. Paladins who dedicate themselves to this oath believe that any person can be redeemed and that the path of benevolence and justice is one that anyone can walk. These paladins face evil creatures in the hope of turning their foes to the light, and they slay their enemies only when such a deed will clearly save other lives. Paladins who follow this path are known as redeemers.

While redeemers are idealists, they are no fools. Redeemers know that undead, demons, devils, and other supernatural threats can be inherently evil. Against such foes, paladins who swear this oath bring the full wrath of their weapons and spells to bear. Yet the redeemers still pray that, one day, even creatures of wickedness will invite their own redemption.

Tenets of Redemption (Level 3)

The tenets of the Oath of Redemption hold a paladin to a high standard of peace and justice.

- **Peace:** Violence is a weapon of last resort. Diplomacy and understanding are the paths to long-lasting peace.
- **Innocence:** All people begin life in an innocent state, and it is their environment or the influence of dark forces that drives them to evil. By setting the proper example, and working to heal the wounds of a deeply flawed world, you can set anyone on a righteous path.
- **Patience:** Change takes time. Those who have walked the path of the wicked must be given reminders to keep them honest and true. Once you have planted the seed of righteousness in a creature, you must work day after day to allow that seed to survive and flourish.
- **Wisdom:** Your heart and mind must stay clear, for eventually you will be forced to admit defeat. While every creature can be redeemed, some are so far along the path of evil that you have no choice but to end their lives for the greater good. Any such action must be carefully weighed and the consequences fully understood, but once you have made the decision, follow through with it knowing your path is just.

Redemption Oath Spells (Level 3)

You gain oath spells at the paladin levels listed in the Oath of Redemption Spells table.

Paladin Level	Spells
3	Sanctuary, Sleep
5	Calm Emotions, Hold Person
9	Counterspell, Hypnotic Pattern
13	Otiluke's Resilient Sphere, Stoneskin
17	Hold Monster, Wall of Force

Channel Divinity (Level 3)

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

- **Emissary of Peace:** You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.
- **Rebuke the Violent:** You can use your Channel Divinity to rebuke those who use violence. Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Aura of the Guardian (Level 7)

Starting at 7th level, you can shield others from harm at the cost of your own health. When a creature within 10 feet of you takes damage, you can use your reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

At 18th level, the range of this aura increases to 30 feet.

Protective Spirit (Level 15)

Starting at 15th level, a holy presence mends your wounds in battle. You regain hit points equal to 1d6 + half your paladin level if you end your turn in combat with fewer than half of your hit points remaining and you aren't incapacitated.

Emissary of Redemption (Level 20)

At 20th level, you become an avatar of peace, which gives you two benefits:

- You have resistance to all damage dealt by other creatures (their attacks, spells, and other effects).
- Whenever a creature hits you with an attack, it takes radiant damage equal to half the damage you take from the attack.

If you attack a creature, cast a spell on it, or deal damage to it by any means but this feature, neither benefit works against that creature until you finish a long rest.

Oath of Safeguarding **(Tome of Heroes)**

Paladins who choose the Oath of Safeguarding spend their lives in service to others, conserving the people and places they vow to protect. They take missions to guard against assassination attempts, safely transport a person or group through treacherous lands, and stand as bastions for locations under attack. These paladins are no mere mercenaries, however, as they view their missions as sacred vows.

Tenets of Safeguarding (Level 3)

Paladins undertaking the Oath of Safeguarding take their responsibilities seriously and are most likely to seek atonement should they fail in their duties. However, they have no qualms about terminating their protection when their charges prove nefarious. In these cases, they won't leave people stranded in a hostile environment or situation, but they also focus their efforts on their allies over unworthy, former charges. Even when these paladins serve no charge, they seek opportunities to shield others from harm. In combat, they rush to aid their allies and stand alone to allow others to flee from battle.



- **Last Line of Defense:** When your allies must retreat or regroup, you remain to ensure they have ample time to withdraw before withdrawing yourself. If your mission requires you to guard a building, you are the final obstacle the attackers face before breaching the building.
- **Protect the Charge:** You pledge to preserve the lives of people you protect and the sanctity of all structures you guard, even if it means endangering yourself. When you must rest, you ensure your charge is as safe as possible, turning to trusted allies to aid you.
- **Shield All Innocents:** In the absence of a sacred charge to protect, you endeavor to keep all those who can't defend themselves safe from harm. In cases where your charge must take priority, you do what you can to defend the helpless.
- **Uphold the Vow:** You acknowledge the person you protect may reveal themselves as unworthy, such as by committing nefarious acts or exploiting your protection and fidelity, or the location you guard may become a site of terrible acts. When you witness this, you are free to terminate your guardianship. However, you don't leave your now-former charge in any present danger, if only for the possibility of future atonement.
- **Unwavering:** Nothing shall distract you from your mission. If you are magically compelled to desert your post, you do your utmost to resume your duty. Failing that, you take out your vengeance on the party responsible for your dereliction.

Oath Spells (Level 3)

You gain oath spells at the paladin levels listed in the Oath of Safeguarding Spells table.

Paladin Level	Spells
3	Longstrider, Shield of Faith
5	Hold Person, Spike Growth
9	Beacon of Hope, Spirit Guardians
13	Dimension Door, Stoneskin
17	Greater Restoration, Wall of Stone

Channel Divinity (Level 3)

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

- **Insurmountable Passage:** As an action, you can use your Channel Divinity and stamp one foot on the ground. The ground within 60 feet of you magically becomes difficult terrain for 1 minute. When you use this feature, you can designate up to 10 creatures that can ignore the difficult terrain.
- **Protect from Harm:** As an action, you can use your Channel Divinity and speak reassuring words. For 1 minute, each friendly creature within 30 feet of you that can see or hear you has advantage on saving throws against spells and abilities that deal damage. In

addition, each hostile creature within 30 feet of you that can hear you must succeed on a Wisdom saving throw or have disadvantage on its attack rolls until the end of its next turn.

Aura of Preservation (Level 7)

Beginning at 7th level, you emit an aura of safety while you're not incapacitated. The aura extends 10 feet from you in every direction. The first time you or a friendly creature within the aura would take damage from a weapon attack between the end of your previous turn and the start of your next turn, the target of the attack has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, each friendly creature within the aura has advantage on death saving throws.

When you reach 18th level in this class, the range of this aura increases to 30 feet, and friendly creatures within 10 feet of you have resistance to all bludgeoning, piercing, and slashing damage.

Battlefield Controller (Level 15)

Starting at 15th level, you can't be shoved. When a hostile creature within 10 feet of you moves more than 10 feet away from you, you can use your reaction to move up to 10 feet and make an attack against that creature.

Redoubtable Defender (Level 20)

At 20th level, as an action, you can touch your charge, typically a creature or structure, and create a magical link between you, which appears as a razor-thin, ghostly silver tether. For 1 hour, you gain the following benefits:

- You know the general status and well-being of your charge, such as if your charge is wounded or experiencing a particularly strong emotion, or, in the case of an object or structure, if it is damaged.
- As an action, you can teleport to an unoccupied space within 5 feet of your charge, if it is a person or object. If the charge is a structure, you can choose to teleport to any unoccupied space within the structure.
- You are immune to spells and effects that cause you to be charmed or might otherwise influence you to harm your charge.
- If your charge is a creature and within 5 feet of you, the charge is immune to nonmagical bludgeoning, piercing, and slashing damage, and it has advantage on all saving throws.
- You can use an action to erect a barrier for 1 minute, similar to a wall of force, to protect your charge. The wall can be a hemispherical dome or a sphere with a radius of up to 5 feet, or four contiguous 10-foot-by-10-foot panels. If your charge is a structure, the barrier can cut through portions of the structure without harming it.

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

Oath of Vengeance *(2024 Player's Handbook)*

Punish Evildoers at Any Cost.

The Oath of Vengeance is a solemn commitment to punish those who have committed grievously evil acts. When evil armies slaughter helpless villagers, when a tyrant defies the will of the gods, when a thieves' guild grows too violent, when a dragon rampages through the countryside-at times like these, paladins arise and swear an Oath of Vengeance to set right what has gone wrong.

These paladins share the following tenets:

- Show the wicked no mercy.



- Fight injustice and its causes.
- Aid those harmed by injustice.

Oath of Vengeance Spells (Level 3)

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Vengeance Spells table, you thereafter always have the listed spells prepared.

Paladin Level	Spells
3	Bane, Hunter's Mark
5	Hold Person, Misty Step
9	Haste, Protection from Energy
13	Banishment, Dimension Door
17	Hold Monster, Scrying

Vow of Enmity (Level 3)

When you take the Attack action, you can expend one use of your Channel Divinity to utter a vow of enmity against a creature you can see within 30 feet of yourself. You have Advantage on attack rolls against the creature for 1 minute or until you use this feature again.

If the creature drops to 0 Hit Points before the vow ends, you can transfer the vow to a different creature within 30 feet of yourself (no action required).

Relentless Avenger (Level 7)

Your supernatural focus helps you close off a foe's retreat. When you hit a creature with an Opportunity Attack, you can reduce the creature's Speed to 0 until the end of the current turn. You can then move up to half your Speed as part of the same Reaction. This movement doesn't provoke Opportunity Attacks.

Soul of Vengeance (Level 15)

Immediately after a creature under the effect of your Vow of Enmity hits or misses with an attack roll, you can take a Reaction to make a melee attack against that creature if it's within range.

Avenging Angel (Level 20)

As a Bonus Action, you gain the benefits below for 10 minutes or until you end them (no action required). Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

- **Flight.** You sprout spectral wings on your back, have a Fly Speed of 60 feet, and can hover.
- **Frightful Aura.** Whenever an enemy starts its turn in your Aura of Protection, that creature must succeed on a Wisdom saving throw or have the Frightened condition for 1 minute or until it takes any damage. Attack rolls against the Frightened creature have Advantage.

Oath of the Watchers *(Tasha's Cauldron of Everything)*

The Oath of the Watchers binds paladins to protect mortal realms from the predations of extraplanar creatures, many of which can lay waste to mortal soldiers. Thus, the Watchers hone their minds, spirits, and bodies to be the ultimate weapons against such threats.

Paladins who follow the Watchers' oath are ever vigilant in spotting the influence of extraplanar forces, often establishing a network of spies and informants to gather information on suspected

cults. To a Watcher, keeping a healthy suspicion and awareness about one's surroundings is as natural as wearing armor in battle.

Tenets of the Watchers (Level 3)

A paladin who assumes the Oath of the Watchers swears to safeguard mortal realms from otherworldly threats.

- **Vigilance:** The threats you face are cunning, powerful, and subversive. Be ever alert for their corruption.
- **Loyalty:** Never accept gifts or favors from fiends or those who truck with them. Stay true to your order, your comrades, and your duty.
- **Discipline:** You are the shield against the endless terrors that lie beyond the stars. Your blade must be forever sharp and your mind keen to survive what lies beyond.



Oath Spells (Level 3)

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3	Alarm, Detect Magic
5	Moonbeam, See Invisibility
9	Counterspell, Nondetection
13	Aura of Purity, Banishment
17	Hold Monster, Scrying

Channel Divinity (Level 11)

You gain the following two Channel Divinity options:

- **Watcher's Will:** You can use your Channel Divinity to invest your presence with the warding power of your faith. As an action, you can choose a number of creatures you can see within 30 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). For 1 minute, you and the chosen creatures have advantage on Intelligence, Wisdom, and Charisma saving throws.
- **Abjure the Extraplanar:** You can use your Channel Divinity to castigate unworldly beings. As an action, you present your holy symbol and each aberration, celestial, elemental, fey, or fiend within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly end its move in a space within 30 feet of you. 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 take the Dodge action.

Aura of the Sentinel (Level 7)

You emit an aura of alertness while you aren't incapacitated. When you and any creatures of your choice within 10 feet of you roll initiative, you all gain a bonus to initiative equal to your proficiency bonus. At 18th level, the range of this aura increases to 30 feet.

Vigilant Rebuke (Level 15)

You've learned how to chastise anyone who dares wield beguilements against you and your wards.

Whenever you or a creature you can see within 30 feet of you succeeds on an Intelligence, a Wisdom, or a Charisma saving throw, you can use your reaction to deal 2d8 + your Charisma modifier force damage to the creature that forced the saving throw.

Mortal Bulwark (Level 20)

You manifest a spark of divine power in defense of the mortal realms. As a bonus action, you gain the following benefits for 1 minute:

- You gain truesight with a range of 120 feet.
- You have advantage on attack rolls against aberrations, celestials, elementals, fey, and fiends.
- When you hit a creature with an attack roll and deal damage to it, you can also force it to make a Charisma saving throw against your spell save DC. On a failed save, the creature is magically banished to its native plane of existence if it's currently not there. On a successful save, the creature can't be banished by this feature for 24 hours.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

Oathbreaker *(2014 Dungeon Master's Guide)*

An oathbreaker is a paladin who breaks their sacred oaths to pursue some dark ambition or serve an evil power. Whatever light burned in the paladin's heart been extinguished. Only darkness remains. A paladin must be evil to become an Oathbreaker. The paladin replaces the features specific to his or her Sacred Oath with Oathbreaker Features

Oath Spells (Level 3)

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3	Hellish Rebuke, Inflict Wounds
5	Crown of Madness, Darkness
9	Animate Dead, Bestow Curse
13	Blight, Confusion
17	Contagion, Dominate Person

Channel Divinity (Level 3)

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

- **Control Undead:** As an action, you target one undead creature you can see within 30 feet of you. The target must make a Wisdom saving throw. On a failed save, the target must obey your commands for the next 24 hours, or until you use this Channel Divinity option again. An undead whose challenge rating is equal to or greater than your paladin level is immune to this effect.
- **Dreadful Aspect:** As an action, you channel the darkest emotions and focus them into a burst of magical menace. Each creature of your choice within 30 feet of you must make a Wisdom saving throw if it can see you. On a failed save, the target is frightened of you for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from you, it can attempt another Wisdom saving throw to end the effect on it.

Aura of Hate (Level 7)

Starting at 7th level you, as well as any fiends and undead within 10 feet of you, gain a bonus to melee weapon damage rolls equal to your Charisma modifier (minimum of +1). A creature can benefit from this feature from only one paladin at a time.

At 18th level, the range of this aura increases to 30 feet.

Supernatural Resistance (Level 15)

At 15th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Dread Lord (Level 20)

At 20th level, you can, as an action, surround yourself with an aura of gloom that lasts for 1 minute. The aura reduces any bright light in a 30-foot radius around you to dim light. Whenever an enemy that is frightened by you starts its turn in the aura, it takes 4d10 psychic damage. Additionally, you and any creatures of your choosing in the aura are draped in deeper shadow. Creatures that rely on sight have disadvantage on attack rolls against creatures draped in this shadow.

While the aura lasts, you can use a bonus action on your turn to cause the shadows in the aura to attack one creature. Make a melee spell attack against the target. If the attack hits, the target takes necrotic damage equal to 3d10 + your Charisma modifier.

After activating the aura, you can't do so again until you finish a long rest.