

Paladin Compendium

25 Paladin Subclasses Derived From Lawful Deities Of The
Forgotten Realms

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To my dearest: The good and the bad, the dark and the light, you have been my north star through it all. Love you.

ABOUT THIS PRODUCT

The Paladin Compendium is a collection of 25 uniquely crafted subclass options for the Paladin Player Class for the 5th edition of the world's greatest roleplaying game within a Forgotten Realms setting. The archetypes included in this supplement are flavored after 25 Gods and Goddesses from the realms that embody Lawful Good/Neutral/Evil alignments.

The intent is to provide Paladin players more uniquely flavored and tailored options for roleplaying, combat, and exploration, centered on their chosen God or Goddess. A further goal of the product was to provide such options in a manner that fit snugly within the established lore and mythos of the Forgotten Realms as a method to increase a player's sense of immersion.

This product proved to be a particularly fun addition to official modules such as *The Curse of Strahd* and *Baldur's Gate: Descent into Avernus*, where the Paladin class tends to shine. However, make no mistake this supplement is fun and balanced for any table set within the Forgotten Realms. I hope you have as much fun playing these Paladin's as I had creating them.



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Oath of the All Father

Paladins dedicated to the service of the Dwarffather Moradin, are paragons of dwarven kind. These individuals are typically staunch traditionalists, well versed in inter-clan politics and maintaining an active role in guiding the morals of dwarven communities towards proper veneration of Moradin through the holy activities of mining, smithing and engineering. These Paladins are also charged with leading the push to found new dwarven kingdoms and increasing their status with surface communities.

The Hammers of Moradin are the most elite and organized group of Paladins dedicated to enacting the will of Moradin. There are chapters in nearly every dwarven stronghold and its members have been drawn from every dwarven clan and evenly dispersed to ensure better unit cohesion and to eliminate clan socio-political influence/tension.

The Hammers serve as commanders of dwarven armies and as an elite strike force, relied upon to deal with the worst threats to dwarven kind. Be it large war bands of invading Orcs, great purple wyrms, malevolent fiends, demons, or the vast array of Underdark horrors that attempt to claw their way towards the surface via their kingdoms. They face all of these with a bang of their shield, a prayer to the Creator, and the swing of their hammers.

Tenets of the Soul Forger

Duty: Dedication to the All-Father, the survival of dwarven kind, and the destruction of followers of Gruumsh is second to none.

Courage: Find strength through the Soul Forger to carry out your duties to your community and to face horrid creatures and enemies that endanger it.

Honor: You must keep your spirit strong, and your actions just within the eyes of Moradin. Guard the honor of Moradin and you shall in turn be of good character and an example to your fellows.

No Mercy for the Wicked: Like slag in the forge, you must cut away the wickedness that seeks to destroy and undermine the good in the world. You must root out all evils, lesser and greater with surgical precision. It is essential to the survival of the dwarven strongholds to utterly annihilate all threats internal and external lest they fester into something insurmountable.

Oath of the All Father Spells

Paladin Level:	Spells:
3rd	<i>Longstrider, Earth Tremor</i>
5th	<i>Heat Metal, Flaming Sphere</i>
9th	<i>Erupting Earth, Crusader's Mantle</i>
13th	<i>Meld into Stone, Stoneskin</i>
17th	<i>Wall of Fire, Wall of Stone</i>



Channel Divinity

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

Soul Hammer Strike: Call upon the strength of Moradin to enhance your physical might and prowess. When making an attack roll, ability check, or saving throw that uses Strength, 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 roll succeeds or fails.

Stone's Embrace: You can use your Channel Divinity to invoke the primeval power of earth to ensnare a foe. As an action, you cause molten earth to spring up and envelope a creature within 10 feet of you that you can see. The creature must succeed on a Strength saving throw or be restrained. While restrained in the molten earth, the creature sustains 2d4 fire damage and repeats the saving throw at the end of each of its turns. On a success, it frees itself and the earth crumbles to the ground, inert. The damage increased to 3d4 at CL 7 and then to 6d4 at CL 14.

Aura of the Soul Forger

At 7th level, Moradin empowers you with a measure of his protective essence. Dim silver light emanates from you in a 10ft radius. You and friendly creatures within the 10ft radius receive resistance to fire and slashing damage. At 18th level the range of this aura increases to 30ft.

The Might of Moradin

At 15th level, you call to Moradin in the heat of battle for aid, and he answers. As an action, you can throw your weapon up high into the air; Moradin blesses the weapon and with his divine might throws it to a location of your choosing that you can see within 90ft. Each creature within 10ft radius of the selected point must make a Dexterity saving throw. A creature takes 4d6 Thunder damage and 4d6 Radiant damage and is knocked prone on a failed save, or half as much damage and not knocked prone on a successful save. Regain after a Long Rest.

The Creator's Spark

At 20th level, Moradin has granted you tremendous power to shape stone as he entrusts you with his vision for dwarvenkind. As an action, you may choose an area of terrain no larger than 40ft within 120ft of you. You can reshape dirt and stone in the area in any manner you choose for up to 2 hours. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes cannot exceed half the area's largest dimension. It takes 10 minutes for these changes to complete. Because the terrain's transformation occurs slowly creatures in the area are not trapped or injured by the ground's movement. Regain on 1d4 days.

Oath of the Broken God

Paladins of the Broken God guard the weak and use their healing powers on those who need them most. They willingly fight the forces of nefarious evils; but they prefer to pause to heal someone on the verge of death rather than sacrifice that life in order to pursue fleeing evildoers. Like their God, the Paladins of Illmater seek to offer aid either in word or physically to those in pain, oppressed, or in great need. They do so by seeking to endure any pain if it lessens the pain of another.

Perceived as martyrs and intentional sufferers to the point of ridicule by some; Paladins of Illmater are known as some of the bravest adventurers in the realm, often being found in the worst possible conditions and locations, helping the oppressed, diseased and the poor. The Church of Illmater has many affiliated knightly and monastic orders that are comprised of many races, even orcs and goblins. Illmater's mercy and kindness knows no racial bounds and he attempts to help all those who suffer.

As a result a Paladin of Illmater typically is a person who had been grievously injured, or endured horrible suffering in their lives before finding healing in the Crying God's embrace. Followers of the One Who Endures are dead set against Loviatar and her servants who seek to spread pain and commit horrific acts of torture.

Tenets of the Lord on the Rack

Unselfishness: Help for helping sake. Show no preference and follow the path to those in most dire need. Do not be selfish in your giving of aid, Illmater does not discriminate and all must be healed.

Compassion: Be a beacon of kindness and compassion to those in suffering. Tend to their wounds, physical, spiritual, emotional, or mental. Be compassionate to all, even to your enemies, grant them swift deaths if they do not see redemption that you offer.

Bravery: You must be brave to the core, willing to endure unimaginable pain and suffering in the darkest of places, under the worst of circumstances. Sometimes to save others of their pain you must be willing to take their place. Trust in the One who Endures and he will deliver you to his realm of Martyrdom.

Restitution: You must show others the errors of their ways and offer them opportunities to do good and to change their evil ways. You must not only heal the wounded and help the suffering, but place them on a path to recovery and to a better life where possible, especially if their suffering was self-induced.

Oath of the Broken God Spells

Paladin Level:	Spells:
3rd	<i>Healing Word, Sleep</i>
5th	<i>Prayer of Healing, Calm Emotions</i>
9th	<i>Mass Healing Word, Revivify</i>
13th	<i>Remove Curse, Life Transference</i>
17th	<i>Greater Restoration, Otiluke's Resilient Sphere</i>

Channel Divinity

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

Prayer of Endurance: As an action, you use your Channel Divinity to heal the badly injured. You evoke a healing energy that can restore a number of hit points equal to five times your Paladin level. Choose creatures within 30ft of you and divide those hit points among them. This cannot restore a creature to more than half of its hit point maximum. No effect on Undead or Constructs.

Banish the Tormentor: You use your Channel Divinity to let out a blood curdling scream to lash out at an enemy who has done harm to others. As a bonus action, you may target one creature of your choice who has dealt damage this round. The target must make a Wisdom saving throw. On a failed save, it takes 2d4 Psychic damage and is stunned for the next round. A deafened creature automatically succeeds on the save.

Aura of Perseverance

At 7th level, Illmater's blood red cords drape across your body and emanate an aura of peace and resilience within you and to those around you. Creatures within 10ft of you have advantage on rolls against being charmed or frightened and gain resistance to bludgeoning, slashing and piercing damage. Creatures can benefit from this effect from only one Paladin at a time.

At 18th level the range of this aura, extends to 30ft.

Bind the Evildoer

At 15th level, you let fly the blood red cords of Illmater from your forearms. Illmater strikes out with his divine rage against foes most foul, teaching them the way of true pain and suffering, as the blood red cords pierce and sear flesh and forcibly bind a creature to the ground. As an action, select up to three creatures within 60ft of you. Targeted creatures must make a Constitution saving throw or be restrained by Illmater's magical red cords. Only a gargantuan creature has advantage on this saving throw. Devil's, Demons, Fiends, and Undead have disadvantage. If the target succeeds on the save, the cords shrivel away. On a failed saving throw, the target is restrained, and the target takes 1d8 piercing damage and 1d8 radiant damage at the start of each of its turns. A creature restrained by the cords can use its action to make a Constitution check against your spell save DC. On success, the target is freed. Regain on Long Rest.

Peace to the Suffering

At 20th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest value possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.



Oath of the Earthmother

Chauntea, the goddess of life and agriculture, in her many aspects (Yondalla, Jannath, Pahluruk, Bhalla) has many followers throughout the realms and has played a critical part in the creation of life itself.

However despite her favoured position in the assumed cycle of life in the world, the goddess maintains only a small few Paladins to enforce her teachings and protect her communities.

These Paladins value compassion as much as they do courage, and spend much time helping common folk in rural areas.

These Paladins assist with investigating rot, disease or intentional destruction of rural lands or communities.

They also specialize in creating consecrated land and blessing harvests. They are the Aegis against Talona and her followers.

After receiving their training at a Pastoral clergy, these Paladins are sent off on their own to tend to specific regions or towns.

Hence it is not uncommon for these Paladins to hire aid for their quests from the local populace. This brings the community closer together and empowers it simultaneously, by creating self-reliant individuals capable of better tending to the locale after the Paladin departs.

Tenets of the Great Mother

Fight the Greater Evil: Travel from town to town to rid the people and the land of disease, plague and followers of Talona. Fight to preserve the life of the common working people and the land upon which grants all life sustenance.

Responsibility: Fiercely defend a designated community, lead through example and help shoulder others burdens when needed, that they may become stronger to lift themselves up in times of need when you are long gone. Bless the lands you have been charged with assisting to ensure prosperity for another generation.

Compassion: Care for the aged and the weak and teach the young and mentor the strong. Provide aid and knowledge to the best of your ability whenever asked for by rural communities. Gladly lay down the sword and shield and pick up the sickle and seed basket when required.

Oath of the Earthmother Spells

Paladin Level:	Spells:
3rd	<i>Detect Poison and Disease, Ceremony</i>
5th	<i>Protection from Poison, Lesser Restoration</i>
9th	<i>Aura of Vitality, Create Food and Water</i>
13th	<i>Aura of Purity, Death Ward</i>
17th	<i>Wrath of Nature, Reincarnate</i>

Channel Divinity

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

Tend to the Flock: As a bonus action you can bolster injured creatures. Each creature of your choice up to a maximum of 8, that can hear you within 30ft of you regains hit points equal to 1d6 + your Charisma modifier (minimum of 1).

Purge the Unclean: You can use your Channel Divinity to ward your allies against disease and curses. As an action select up to 8 friendly creatures that you can see within 90ft, these creatures are immune to disease and curses for 1 minute. This Channel Divinity does not cure pre-existing diseases or curses on the selected creatures.

Aura of the Grain Goddess

At 7th level Chauntea grants you a measure of her power, an aura of faint green or yellow emanates in a radius of 10ft around you creating Consecrated Ground. The aura affects creatures in the following ways:

- Creatures may enter your Aura but are compelled to leave if they attempt to desecrate the ground or disturb the environment or friendly creatures within, unless they make a Wisdom saving throw DC 13
- Creatures succeeding on the Wisdom saving throw take 1d4 psychic damage for each round they remain within the aura
- Friendly creatures gain advantage to Constitution saving throws and regain 1d4 hit points at the end of their turn if they are under half of their maximum hit points
- Upon desecration, the aura flickers out until the end of combat or until reaching an area of normal ground. Desecration occurs when a creature is killed within the Consecrated area

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

She Who Shapes All

At 15th level, you have advantage on saving throws against becoming paralyzed, stunned, poisoned, charmed or feared.

Chauntea's Champion

At 20th level, you have been deemed a worthy champion of Chauntea. Roses bloom around you at will and plants grow stronger and healthier in your presence, gaining the long term effects of the Plant Growth spell in 1hour. You can call upon Chauntea for aid in dire circumstances, Using your action for 1 minute you gain the following benefits:

- At the start of each of your turns, you and friendly creatures within 30ft regain 20 hit points
- Enemy creatures within 30ft of you at the moment of activation of this ability are enraptured in thorns, requiring a successful Strength saving throw to break free. On a failed saving throw creatures take 7d8 Slashing damage. Regain after Long Rest.



Oath of the Even Handed

A utopian interloper deity, Tyr sees himself as a father figure working to craft a perfect society among the people, whom he views as wayward children. With the second sundering Tyr has once again returned and his church seeks to grow with renewed strength back to its pinnacle position.

To keep Tyr's favor, one must respect fallen enemies, never making a sacrifice of a corpse, and slaying agents of evil where one may find them.

Three grand orders of Paladins venerate Tyr and encompass slightly different aspects of his dogma. The knights of Holy Judgment attract Paladins who embody the lawful dedications of Tyr's principles. The knights of the Merciful Sword are comprised of Paladins who emphasize the good dedications of Tyr's teachings. The Hammers of Grimjaws are the very elite order of handpicked Paladins drawn by The Maimed God himself from the best knights of Holy Judgment and Merciful Sword chapters. Paladins of the Just God are front-line warriors in the battle against evil and untruth, often leading military and adventuring groups to further their cause.

Tenets of the Just God

Law: Uphold just laws that serve the betterment of society and dispense justice according to these laws and if the law of the land is corrupt and perverted, seek to correct this fatal error.

Fight the Greater Evil: Priority must be given to the greater force of evil that threatens the people, quelling it will allow for others or yourself to later deal with the lesser evils that are symptoms of the greater disease. Bring your hammer down hard and swift.

Kindness: Never refuse service or aid to the faithful when they are in distress.

Good Faith: Maintain good rituals and ceremonies when resting and be sure to rest once a day. Tyr must grow stronger through our veneration and thus we can grow stronger through him.

Oath of the Even Handed Spells

Paladin Level:	Spells:
3rd	<i>Command, Thunderwave</i>
5th	<i>Shatter, Thunderous Smite</i>
9th	<i>Beacon of Hope, Call Lightning</i>
13th	<i>Haste, Storm Sphere</i>
17th	<i>Fire Shield, Flame Strike</i>

Channel Divinity

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

Just Strike: You use your Channel Divinity to strike with the power of Tyr's judgment. When making an attack roll, you gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Smite of the Blind God: You use your Channel Divinity to empower your next strike with divine energy. Your next attack deals an extra 1d8 damage of the same type dealt by the weapon to the target. If the strike successfully hits, a bright blast radiates from the target, and friendly creatures within 15ft of the creature have advantage on attack rolls against this target.

Aura of the Soul Forger

At 7th level, Tyr's judicial prowess fills your very soul. An active Zone of Truth emanates from your body in a 15ft radius. A creature that enters your Aura for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can lie but takes 1d4 psychic damage for each lie it commits.

Armour of Grimjaw

At 15th level Tyr empowers you with his immense constitution and resilience. As a reaction after taking damage, you may roll 2d12, add your Constitution modifier to the roll. You reduce the damage by that number. Regain after a Short or Long Rest.

Might of the Maimed God

At 20th level Tyr imbues you with extraordinary martial prowess. As an action, you channel the divine power of Tyr and gain 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
- You have advantage on all melee attacks and deal an extra 1d12 damage per successful melee attack

Regain after Long Rest.



Oath of the Green Goddess

The goddess Eldath was possessed of unexpressed resolve that could not be broken although she was shy, quiet and enigmatic. Her followers only resort to violence in defense of themselves, their friends, loved ones and of pools and groves.

The rare few Paladins of Eldath are unlike most Paladins of any form, they strive to protect the sacred glades, pools and rivers of their goddess, not with sword but with words, guile and persuasion, even if magically enforced.

A Paladin of Eldath seeks to grant peace and tranquility and to turn an adversary into a friend rather than come to blows. However, when the line is drawn, they will stand tall for their goddess and for their own.

Tenets of the Quiet One

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 it to survive and then 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.

Oath of the Green Goddess Spells

Paladin Level:	Spells:
3rd	<i>Create or Destroy Water, Healing Word</i>
5th	<i>Hold Person, Mirror Image</i>
9th	<i>Enemies Abound, Feign Death</i>
13th	<i>Control Water, Confusion</i>
17th	<i>Maelstrom, Greater Restoration</i>



Channel Divinity

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

Quell the Ripples: Immediately after an attacker within 30ft 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 Psychic damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Calm the Waters: As an action you present your holy symbol and invoke the name of Eldath. Each beast, plant, or humanoid creature that you can see within 30ft of you must make a Wisdom saving throw. If the creature fails, it is charmed by you for 1 minute. While charmed it is friendly to you and other creatures you designate.

Aura of Singing Waters

At 7th level, Eldath imbues you with her quiet hymn, an aura of deep aquamarine magic envelopes around you. Any water within 30ft of you turns into Holy Water and you negate 1d6+ your Charisma modifier of non-magical damage you would sustain from an attack.

Guardians of the Grove

At 15th level, Eldath sends two followers to assist you. As a bonus action you can summon two water elementals to aid you in combat. The water elementals benefit from your Aura of Singing Waters and as a result gain + 2d6 radiant damage to their attacks. Regain after a Long Rest.

Quiet One

At 20th level, as an action all creatures within 60ft of you that you can see must make a Charisma saving throw. On a failed save creatures are charmed for 10 minutes and suffer the effects of the Suggestion spell. On a successful saving throw creatures are frightened, blinded, deafened, and silenced for 1 minute. Regain after a Long Rest.



Oath of the High One

Rare are the Paladins that serve the Lord of Spells, Azuth. Almost all who do are dedicated guardians of his temples, shrines, libraries and magical colleges. Capable of enhancing the magical abilities of their allies, while nullifying those of their enemies; Oath of The High One Paladins are formidable allies and terrible foes to magic users on the battlefield. Their dedication to both martial and magical arts makes them a rare and flexible fighter. However, a Paladin of Azuth typically will spend most of his/her career studying Wizardry full-time.

This is designed as a multiclass option for Wizards, which can be developed to a maximum of Paladin Level 3. This option can be taken at Character level 1 but must transition to Wizard after the 3 levels have been taken in this Oath. The following modification applies to Paladin hit dice. Hit dice 1d8 per Paladin level, the hit points at first level are 10+ your Wisdom modifier

Tenets of the High One

Lawfulness: For magic to be practiced properly, the sacred colleges and shrines must be places of safety and solace. Maintain and uphold the laws, punish the wicked, for dark magic may follow.

Wisdom: Be studious, wisdom grants power in magic and empathy in heart. Use this wisdom to uphold the laws and meet your responsibilities.

Responsibility: You are the wardens of centres of magical knowledge and practice. Your responsibility to your community, the college, and to safe practice of magic is first and foremost.

Oath of the High One Spells

Paladin Level: Spells:

3rd *Detect Magic, Absorb Elements*

Once 3rd level spell slot is available: *Counterspell, Dispel Magic*



Channel Divinity

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

Azuth's Armour: A blue light drapes over your or 1 friendly creature's body with powerful magic. For one round of combat any magical effects affecting that creature or yourself are canceled and any spells actioned towards yourself or your ally during this round are absorbed and nullified. However you or your friendly creature can still sustain non-magical/physical damage and effects.

Flame of Azuth: A bright blue flame erupts from your pointing finger or from the tip of your weapon to a point you choose within 90ft. Each creature in a 20ft radius sphere centered on that point must make a Dexterity save. Target takes 4d6 Radiant damage on a failed save, or half as much on a successful one.

Arcane Warrior Class Feature:

At 2nd level, when making your Fighting Style choice selection you may choose between the Defensive or Great Weapon Fighting styles. Furthermore at 2nd level you gain the ability to use a martial weapon or shield as your spell casting focus.

Aura of the Lord of Spells

At 3rd level, you gain an Aura that emanates 15ft around you. Friendly creatures within the aura gain a 1d4 bonus to spell attack rolls and spell save DC. Enemy creatures within this Aura suffer disadvantage to their spell attack and spell save DC rolls.

Oath of the Loyal Fury

Torm the True, exists to serve the common good and the rule of law established by honorable mortal rulers. Different than his fellow deities in this regard, he maintains a humble position and exemplifies the chivalric ideal.

Those who would follow and serve him as Tormites have a hallowed history. During the darkest hour many sacrificed their lives to defeat the evil god Bane. These individuals became known as the Martyrs Progeny.

Now faithful Tormites consist of warriors dedicated to righteousness, honesty, loyalty, and truth. They shine as beacons of hope and courage. Of the many knightly orders dedicated to Torm, the most renowned one is the Order of the Golden Lion. Members of the Order of the Golden Lion are known as Tormtar. The Tormtar are responsible for guarding the temples of Torm and carrying out the Debt of Dereliction; eliminating cults of Cyric and Bane, and Debt of Destruction; locating and recording areas of dead/wild magic and aiding to repair the Weave.

Tenets of the True Deity

Loyalty: Dedication and loyalty to the order and to any fellow company is of the highest priority. Strength to eliminate evil comes from unity. Honour and loyalty are the glue that forms that unity.

Courage: The will and integrity to stand up at all times for what is good and what is right by law. To raise your sword high and charge forward against the tide of darkness.

Sacrifice: Remember the sacrifice of the Martyrs Progeny, be ready and willing to sacrifice yourself for the greater good and the battle against evil. Dedication to your craft and abilities is second only to your dedication to the people and kingdoms of good. Leisurely activities and romantic relationships are sacrifices to be made.

The Greater Good: Make decisions that weigh the greater good of the cosmos, sacrifices may be made, but they have to be done willingly. Conduct yourself for the betterment of others, have the world be better for having you in it.

Lawfulness: Uphold, follow and promote just laws that defend or strengthen the greater good.

Oath of the Loyal Fury Spells

Paladin Level:	Spells:
3rd	<i>Searing Smite, Compelled Duel</i>
5th	<i>Calm Emotions, Blur</i>
9th	<i>Beacon of Hope, Blinding Smite</i>
13th	<i>Spirit Guardians, Protection from Energy</i>
17th	<i>Destructive Wave, Guardian of Faith</i>

Channel Divinity

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

Duty Bound: Your rigorous training coupled with Torm's Tenets, yields a mental discipline and will to fight on like few others. You can use your Channel Divinity to amplify Torm's discipline and stalwartness within yourself and instill it briefly in others. As an action, you grant yourself and up to 8 friendly creatures 1d4 of temporary hit points per Paladin level.

Hands of Righteous Fury: You can use your Channel Divinity to unleash a barrage of righteous fury upon your enemies. As a bonus action, you are able to make an additional melee attack that deals 1d8 Radiant damage in addition to the weapons standard damage. As a result you suffer 1 level of exhaustion. This damage scales to 2d8 at CL 6, 3d8 at CL 12, and 4d8 at CL 17.

Aura of Fury

At 7th level, you and any friendly creatures within 10ft of you, gain a bonus to initiative and 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 15ft and the aura additionally grants the bonus to ranged weapon and spell damage rolls.

Shield of the True One

At 15th level, Torm rewards your loyalty and service with a measure of his power and protection. You gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.

Scion of the Martyrs Progeny

At 20th level, you have become a paragon of Torm's virtues and have been entrusted with immense power to use for the greater good in the most dire of moments. As an action, you draw upon the power of souls who sacrificed themselves in the name of the greater good and merge them with your own into a singular weapon strike that deals 300 Radiant damage in a 60ft radius. Your character automatically is reduced to a pile of fine gray dust. You can be restored to life only by means of a True Resurrection or Wish spell. A character after having used this ability once and then being resurrected can only regain this ability after 1d12 months.



Oath of the Masked Leaf

The few Paladins who worship Baervan Wildwanderer do so in solitude. They seek out and protect forest clearings and build small cottages or resting places for wary travelers along country roads. These Paladins protect and maintain the woodlands surrounding Sylvan sites of incredible beauty or power. Following the dogma of the Masked Leaf, Paladins of Baervan provide traveling adventurers with as much knowledge and assistance as possible in the surrounding lands around their designated domains. It is common for these Paladins to have loyal animal companions and to engage in combat with anyone found unjustly slaying creatures in their domain.

Most Paladins of the Masked Leaf tend to be Forest Gnomes and their holy symbol is that of Chiktikka Fastpaw's, Baervan's Raccoon companion, they also tend to favor the use of spears.

Tenets of the Forest Gnome

Duty: Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

Kindness: Be kind to wary travelers in search of respite, and safety. Be helpful to those who seek the hidden paths and beautiful places.

No mercy for the wicked: Those who trespass knowingly and who purposely destroy the land and its inhabitants are to be given the point of your spear and shown nature's mercy of a swift death.

Channel Divinity

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

Beastshape: As a bonus action, you whisper a prayer to Chiktikka Fastpaw and assume the form of a giant raccoon (use Giant Badger stat block from Monster Manual) this effect lasts for 1 minute or until your hit points are depleted, you are knocked unconscious or dispelled by the player as a bonus action, after which you return to your original form.

Whisperleaf's Wind: Requires the use of a spear or javelin. You call upon Baervan for aid in battle and he grants you a measure of his spear, Whisperleaf's power. As an action, you use your Channel Divinity to cause magical leaves to fly forward from the tip of your spear or javelin in a 15ft cone causing 1d10 slashing damage. A creature caught within this cone must make a Wisdom saving throw. On a failed saving throw the creature is stunned for 1 round, on a successful saving throw the creature negates the stun. At CL 7 this damage increases to 2d10, and at CL 14 this damage increases to 3d10.

Oath of the Masked Leaf Spells

Paladin Level:	Spells:
3rd	<i>Speak with Animals, Earth Tremor</i>
5th	<i>Animal Messenger, Locate Animals or Plants</i>
9th	<i>Conjure Animals, Speak with Plants</i>
13th	<i>Guardian of Nature, Grasping Vine</i>
17th	<i>Commune with Nature, Awaken</i>

Aura of Amber Radiance

At 7th level, soft amber light radiates from you in a 10ft radius, friendly animals who end their turn within this aura regain 1d4 hit points, enemies that end their turn within the radius take 1d6 Radiant damage.

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

Hut of Hospitality

At 15th level, you can cast the Magnificent Mansion spell on any living tree you can see. While taking a Short Rest within this Hut of Hospitality, yourself and any creature you designate, gain the benefits of having had a Long Rest. This ability cannot be used again until you complete your next Short or Long Rest.

Wildwanderer's Blessing

At 20th level, Baervan Wildwanderer grants you the sacred rite to call upon the Spirit of the Ancient Oak Whisperleaf.

As an action, you can summon 3 friendly Treants (As found on pg. 351 of The Basic Rules) within 90ft of you to aid you for up to 4 hours or until they are reduced to 0 hit points.

Regain on a Long Rest.



Oath of the Morninglord

Whenever humans embark on a new journey, enter a new contract, or start a political or romantic relationship, chances are good that they whispered a prayer to Lathander, deity of dawn, renewal, and vitality. The Morninglord retains the cheery optimism of youth that makes him the perfect symbol of beginnings. Followers of Lathander respect art, liberty, nature and culture; promote betterment of oneself; and strive to bring hope to others. They are intolerant of evil, especially undead and inaction that causes evil to prosper. A small restricted order of Paladins and Fighters sponsored by the Church of Lathander resides one block from the main cathedral in Waterdeep. This order is known as the Order of the Aster. Members usually defend Lathanderite shrines and temples. When not thus engaged, the holy warriors of the order wander the realms promoting the faith of Lathander and doing good deeds in his name. Lathander's Paladins stand as some of the most beloved heroes of the realms and the Order of the Aster is no exception.

Tenets of the Rose and Gold God

Preserve Your Own Light: In order to do and bring good in the world and into other people's lives, you must first cultivate it within yourself. Constantly working on oneself and improving self-awareness and self-actualization is paramount. No matter how we may falter there is always a chance to better oneself.

Kindle the Light: When finding good within others, help to ensure it flourishes. Develop that light and teach them how to do the same for others. A chance at a better and healthier society does exist.

Be the Light: Optimistic, cheerful, compassionate, steadfast and preaching the ability to start anew on the path of good, these qualities you must embody and practice. Be the new dawn the world needs.

Liberality: Protect and respect individual freedoms as long as they do not commit evil acts or impose evil upon others by doing so. You likewise are free to exercise this tenet in your own life. Fill your life with love, art, culture and freedom but not to sinful excess.

Channel Divinity

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

Commander of Creativity: A moment of divine inspiration fills your mind. As a bonus action, you use your Channel Divinity to add a + 10 to your choice of a Performance, Persuasion, Sleight of hand, Religion, or Tool set roll.

Inspirations Dawn: During a Short or Long rest, you may use your Channel Divinity to inspire your allies. You may target up to 8 friendly creatures, these creatures gain advantage on all rolls for the next 8 hours.

Oath of the Morninglord Spells

Paladin Level:	Spells:
3rd	<i>Sanctuary, Heroism</i>
5th	<i>Healing Word, Scorching Ray</i>
9th	<i>Aura of Vitality, Blinding Smite</i>
13th	<i>Sickening Radiance, Daylight</i>
17th	<i>Holy Weapon, Dawn</i>

Aura of the Rose and Gold God

At 7th level, the light of Lathander drapes your body in deep amber light. This light emanates outward from you in a 10ft radius, dispelling magical darkness, illusions and rendering invisible creatures visible. At 18th level, the range of this aura increases to 30ft.

Aura of New Dawn

At 10th level, you and friendly creatures within 10ft of you gain advantage on initiative rolls and enemy creatures within 10ft of you suffer disadvantage on initiative rolls and saving throws against spells that cause the Blinded condition. At 18th level, the range of this aura increases to 30ft. This aura replaces Aura of Courage.

By the Light of the Morninglord

At 15th level, Lathander grants you his revitalizing powers. As an action, choose a creature that you can see within 60ft. A surge of positive energy washes through the creature, causing it to regain 5d12 hit points. The spell also ends blindness, deafness and any diseases affecting the target. No effect on constructs or undead. Regain after a Long Rest.

New Beginnings

At 20th level, you have gained Lathander's full trust and he has bestowed his power of renewal to you. As an action, you may cast the True Resurrection spell instantaneously without expending a spell slot. You regain the use of this power after a Long Rest.



Oath of the Platinum Dragon

The select individuals or orders of knights, who follow/worship the Platinum Dragon, Bahamut, constantly strive to take subtle actions on behalf of the greater good while trying to do as little harm in the process. Most non-draconic Paladins of Bahamut typically learn their teachings at the foot of a gold or silver dragon in humanoid form; eventually if proven worthy these non-draconic individuals undergo the magical process known as the Rite of Rebirth and become Dragonborn. Paladins of Bahamut often travel to see the effects of injustice and cruelty firsthand and remain in such areas to subtly influence good and justice to take root. Besides being gifted and practiced diplomats, those who take the Oath of the Platinum Dragon are equipped and trained as some of the fiercest warriors in the land, should words fail and swords be drawn. The main goals for many of Bahamut's Paladins are to eventually visit within the halls of his palace on the first layers of Celestia and dedicate their lives in stopping the machinations of Tiamat.

Tenets of the King of Dragons

Lawfulness: Uphold the highest ideal of justice, be constantly vigilant against evil and oppose it on all fronts and defend just order.

Loyalty: To the King of Dragons, his champions and the pтарian code above all others.

Honor: Let your deeds be an example to others, do as much good as possible while causing the least amount of harm to innocents.

Kindness: Be kind to the oppressed and weak, protect them and help liberate them from evil and injustice.

Channel Divinity

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

Breath of the Northern Wind: You channel the fierce breath of Bahamut to aid you in combat. As an action, a cone of cold, biting air blasts forth from your mouth. This cone is 15ft wide and 30ft long and lasts for 30 seconds. Each creature that starts its turn in the cone must succeed on a Strength saving throw or have their speed be reduced to 0 for the duration of the spell. Creatures that succeed on the saving throw are pushed 15ft away from you in the direction of the cone. As an action, on your turn before the spell ends you can change the direction of the cone or choose to end the blast. While Breath of the Northern Wind is active your speed is also reduced to 0 and requires concentration.

Pure Incantations: As an action you may use your Channel Divinity to bless yourself and up to 8 friendly creatures of your choice with a fraction of Bahamut's divine power. For 1 minute creatures blessed with Pure Incantations gain the ability to add 1d4 to their attack rolls and deal an extra 1d4 radiant damage on successful attacks.

Oath of the Platinum Dragon Spells

Paladin Level:	Spells:
3rd	<i>Shield of Faith, Charm Person</i>
5th	<i>Dragon's Breath, Calm Emotions</i>
9th	<i>Beacon of Hope, Blinding Smite</i>
13th	<i>Aura of Purity, Daylight</i>
17th	<i>Geas, Steel Wind Strike</i>



Aura of the Justice Maker

At 7th level, Bahamut imbues you with a fraction of his protective essence. Bright platinum light emanates from you in a 10ft radius. You and friendly creatures within this aura have advantage on death saving throws. Friendly creatures within your aura that would drop to 0 hit points as a result of taking damage instead roll 1d6, on a roll of 5-6 they drop to 1 hit point. This aura does not protect a target from an effect that would kill it instantaneously without dealing damage and does not apply the 1d6 roll to friendly targets already at 0 hit points that enter into the aura, however they still gain the benefit of having advantage on death saving throws.

Angel of the Heavens

At 15th level, Bahamut sends one of his trusted companions to assist you in your most dire moment. As an action, you summon a Young Silver Dragon (as found in the *Basic Rules* pg. 303) to aid you in combat for 1 minute. This creature has its own initiative roll. After the allotted time the creature returns to Celestia. Regain after Long Rest.

New Beginnings

At 20th level, you have proven yourself worthy in the eyes of Bahamut. Using an action, you gain the following benefits for 1hr:

- **Wings:** You sprout bright silver wings from your armor, you gain fly speed equal to your strength modifier times 10. You can carry up to twice your weight but sacrifice half your fly speed.
- **Radiant wrath:** Any creature that attacks you takes 2d8 radiant damage.
- **Platinum Scales:** Your armor turns to bright platinum dragon scales from Bahamut himself. Any attacks made against you have disadvantage.

Regain after a Short Rest.

Oath of the Ruby Rose

Sune's followers seek to bring beauty to the world in many forms, all of which are focused on pleasing the senses. They create great works of art, become patrons for promising actors and import exotic luxuries like satin and fine wines. A rare sect within the Church of Sune, dubbed the Order of the Ruby Rose, is comprised of Bards, Fighters and Paladins. Their primary objective is to guard Sunite temples and holy sites and to quest for something important to the Lady of Love. Initiation into the order is done by standing vigil in a temple of Sune for an entire night. If the goddess shows her favor, she will grant a vision to the incumbent member. Sune chooses only the most beautiful of beings, inside and out, to carry out her will. In her words, "Beauty is more than skin deep. It issues from the core of one's being and reveals one's true face to the world, fair or foul. Believe in romance, as true love will win over all. Follow your heart to your true destination."

Tenets of Lady Firehair

Courtesy: Perform a loving act each day, and seek to awaken love in others. Respond to love at least once a day. Encourage beauty wherever you find it.

Duty: Acquire beautiful items of all sorts, and encourage, sponsor, and protect those who create them. Keep your own body as comely as possible and as attractively displayed as situations warrant.

Compassion: Love those who respond to your appearance, and let warm friendship and admiration flower where love cannot or dares not.

Piety: Love none more than yourself except Sune, and lose yourself in the love of Lady Firehair.

Channel Divinity

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

Ballad of Beauty: As an action, you sing a beautiful ballad of love, kindness, healing, and strength to overcome all evil. Choose any creatures within 30ft of you that can hear you and restore a number of hit points equal to five times your Paladin level, dividing the hit points among them. Targeted creatures also gain advantage on all rolls for the next round. Cannot be used on Undead or Constructs.

Flaming Shroud of Firehair: Sune defends the beauty of her chosen with a strong measure of her power. As a reaction, upon taking damage from a creature within 60ft of you, a mantle of red, flaming hair envelopes your body. This flaming shroud rids you of visible scars and cancels any bleeding effects. The flaming hair extends from your body and lashes out at the creature that damaged you, enveloping it in flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one. At CL 6 the damage increases to 3d10, CL 12 to 4d10, CL 15 to 5d10.

Oath of the Ruby Rose Spells

Paladin Level:	Spells:
3rd	<i>Charm Person, Ceremony</i>
5th	<i>Calm Emotions, Suggestion</i>
9th	<i>Revivify, Create Food and Water</i>
13th	<i>Charm Monster, Compulsion</i>
17th	<i>Dominate Person, Geas</i>



Aura of Passion

At 7th level, Sune's blessings flow through you, emanating in a 10ft radius centered on you, friendly creatures have advantage against rolls that attempt to charm or frighten them. Hostile creatures within the aura have disadvantage against being charmed or frightened. At 18th level friendly creatures are immune to being charmed or frightened and the range of this aura extends to 30ft.

Aura of Intense Beauty

At 10th level, Sune has granted a measure of her beauty, your skin glows with an otherworldly radiance. Hostile creatures within 5ft of you have to make a Charisma saving throw against your spell DC. On a failed saving throw, the creature is stunned for 1 round. On a successful saving throw, the creature is blinded for 1 round. This aura replaces Aura of Courage.

Locks of the Lady

At 15th level, Sune permanently grants you a full head of long, lustrous, red, wavy hair. As a bonus action, you can unleash the power of her locks, cutting a portion of your hair and throwing it at up to 4 creatures in a 30ft radius. The hairs magically elongate and glow with a fiery aura. Creatures must make a Dexterity saving throw or be restrained by the entangling threads of hair. A creature restrained by the hairs can use its action to make a Strength check against your spell save DC. On a success it frees itself. Each round an affected creature is restrained it takes 3d6 Fire or Radiant damage. Regain after a Long Rest.

Locks of the Lady

At 20th level, Sune has chosen you as her Heartwarder, a being most handsome/beautiful both inside and out. As a result, all of your spells which charm creatures, no longer require the use of spells slots and can be used at will. You are able to grant 1d10 of Inspiration to 8 friendly creatures; you are able to do this a number of times equal to your Charisma modifier, once every Short Rest.

Oath of the Stern

Typically, within the largest of gnomish communities can Paladins of the stern and serious Gaerdal Ironhand be found. It is here that these individuals honour their god by swearing oaths to protect and defend their settlement against all threats. Taking after their god in character, most Paladins of Gaerdal tend to be very stern, stoic, and unassuming.

Most of these Paladins wear an iron band on their upper left arms and wield warhammers in homage to their protector deity. A Paladin of Gaerdal follows a strict military regiment and leaves their community only to quell external threats before they can reach the gates of their beloved home.

Tenets of the Ironhand

Humility in one's Deeds: Do not boast or tell tall tales of your exploits, let your actions speak for themselves.

Duty: It is your duty to protect your people, maintain peace, and eliminate threats, wherever they arise.

Fight the Greater evil: Sometimes you must make a tough decision between two evils, an evil which threatens the very fabric or survival of your community must take precedence for the swing of your hammer.

Channel Divinity

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

Hammersong Strike: You call upon the power of Gaerdal to empower your weapon. 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 roll succeeds or fails. On a successful hit you also deal an extra 1d4 radiant damage.

Shield of the People: You use your Channel Divinity to shield your allies from harm. As a bonus action, you can select up to 3 targets within 60ft of you, a shimmering shield appears over their chest, granting the target creature a +2 bonus to AC for 1 minute.



Oath of the Stern Spells

Paladin Level:	Spells:
3rd	<i>Compelled Duel, Faerie Fire</i>
5th	<i>Enlarge/Reduce, Warding Bond</i>
9th	<i>Haste, Erupting Earth</i>
13th	<i>Banishment, Guardian of Faith</i>
17th	<i>Hold Monster, Banishing Smite</i>

Aura of Defense

At 7th level, a divine aura emanates in a radius of 10ft around you. Yourself and friendly creatures within this aura gain resistance to bludgeoning, slashing and piercing damage.

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

Ironhand's Retaliation

At 15th level, as a bonus action, you mark a target within 10ft of you and utter a prayer to Gaerdal. You gain advantage on attack rolls against this creature for 1 minute. When this creature makes an attack, you can use your reaction to make a melee weapon attack against that creature if it is within range. You regain this ability after completing a Short Rest.

Gaerdal's Shield

At 20th level, Gaerdal Ironhand grants you a divine shield with which to protect yourself and his people in the direst of moments. As an action you usher a prayer to Gaerdal Ironhand, which conjures a shimmering force field of magical protection that extends out in a 60ft cube centered on you.

This shield barrier has 100 hit points and lasts up to 1 minute or until its hit points are reduced to 0. You are restrained while holding the shield barrier in place, the shield barrier can be deactivated as a bonus action by you or if you are incapacitated or if its hit points are reduced to 0. You and your allies benefit from total cover while within the magical shield barrier and gain a number of hit points equal to 1d8 + your Constitution modifier (minimum of +1) each round.

Shield Barrier effect: Creatures must make a Strength DC of 17 to pass through the barrier, on a success a creature passes through the shield barrier, however the remainder of their total movement is halved and they are dealt 1d8 Radiant damage. On a failed attempt, creatures are dealt 1d8 Radiant damage and are pushed back 5ft.

Regain after a Long Rest.

Oath of the Wary Sword

Arvoreen's Paladin's are the protectors and defenders of halfling communities. They spend their days constructing defensive barriers, signaling systems, beacons, traps, and reviewing defenses already in place. Devotees of the Defender regularly patrol their communities, always investigating the slightest hint of a threat. Many followers of Arvoreen organize the local militia, procure weapons for volunteers, and train every able-bodied halfling in the use of weapons and other defensive strategies or at least in how to best seek safety. Many of Arvoreen's Marshals regularly adventure to gain magical weapons and defensive items of all kinds.

Arvoreen is the nearest thing to a halfling war god. He is a power of stern defense and aggressive watchfulness. His Paladins are always preparing for incursions into halfling lands and making ready to repulse hostile creatures at the first sign of trouble.

Tenets of the Defender

Duty: Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

Pride in One's Actions: Be proud of your actions when they bring benefit to those around you. Revel in your successes and let them be lessons for others to follow.

Courtesy: Always be polite and courteous to your fellows, even if they would not extend the same to you. Have a smile, a firm hand, and a warm cup of tea for those in your company.

Bravery: Good can only come to this world through those with the heart to do what is right, say what needs to be said and defend what is good in the world. Be that. Be brave.

Disciple of Blades Class Feature:

At 2nd level, you may choose to take the Two-Weapon Fighting as a Fighting Style.

Channel Divinity

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

Aegisheart's Strike: Arvoreen fills you with a measure of his martial prowess. As a bonus action, you use your Channel Divinity to allow for your attack modifier to be used on your next off-hand bonus action attack.

Arvoreen's Eye: As an action you can use your Channel Divinity to receive divine omniscience from Arvoreen, which grants you the functions of the Detect Thoughts, Speak with Animals, and Tongues spells for 10 minutes. As a result you suffer 1 level of exhaustion and must make a Wisdom saving throw, DC 15. On a fail, take 1d6 psychic damage. This damage increases by an additional 1d6 at CL 9, 12, 17.

Oath of the Wary Sword Spells

Paladin Level:	Spells:
3rd	<i>Alarm, Snare</i>
5th	<i>Find Traps, Pyrotechnics</i>
9th	<i>Beacon of Hope</i>
13th	<i>Arcane Eye, Galder's Tower</i>
17th	<i>Scrying, Steel Wind Strike</i>

Aura of the Wary Watcher

At 7th level, Arvoreen grants you a measure of his vision, an imperceptible aura emanates in a 15ft radius, you and friendly creatures within the aura cannot be surprised while you are conscious.

The Best Defense is a Good...

At 15th level, as an action you can create a vertical wall of whirling, razor-sharp blades made of divine energy. The wall appears within 60ft and lasts for 10 minutes. You can make a straight wall up to 100ft long, 20ft high, and 5ft thick, or a ringed wall up to 60ft in diameter, 20ft high, and 5ft thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain. When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage. Regain on a Long Rest.

Halfling Highrise

At 20th level, You become an Avatar of Arvoreen for 1 minute. As an action you enlarge yourself to 20ft x 20ft and weigh 1 tonne. Your melee attacks deal an extra 1d12 bludgeoning damage and all damage taken is halved for the duration. Regain on a Long Rest.



Oath of the Doombringer

“The law doesn't have morals, it's to be followed and enforced, nothing else”. This is the doctrine of the reclusive Doombringers, lone wanderers who travel the realms seeking victims of injustice and tracking down the perpetrators to inflict a fitting form of punishment. No injustice is too small or too large for revenge to be sought and fitting punishment meted out, in exchange for a small fee and a prayer to the Lord of vengeance, Hoar.

These Doombringers, Paladin's of Hoar, are some of the coldest and strictest individuals on the material plane. They follow a stringent code given by their god, which keeps them on a path of Lawful Neutral teetering on Lawful Evil. Doombringers often undertake actions that would otherwise jeopardize more ethically righteous knightly orders. They do this in order to deliver unbiased revenge for the downtrodden, to guarantee everyone gets their just deserts. As a result a Doombringer's justice may be swift and clinical or methodical and ruthless perhaps bordering debauchery, but sometimes it even may be non-lethal as it is revenge paid in kind. An eye for an eye and for the right price these rough and tumble disciples of Hoar can be yours. If ever you had the displeasure of being the target of a Doombringer, be sure to make a deal with a devil or perhaps hire some assassins of Bhaal or an entire army, because anything short of this will crumble in the wake of a Doombringer.

Tenets of the Lord of Three Thunders

Law: Without regimentation and order there is no purpose in the cosmos. Good or Evil, as long as a law brings order, it brings meaning. Adhere to the laws of Hoar and the area you operate within. Maintain your honour, written contracts and verbal agreements are your bond.

No Mercy for the Wicked: Those who have broken the law must be dealt with swiftly, lest they breed chaos and disorder. Those who harm the innocent shall be punished in a manner befitting the crime.

By Lawful Means: You shall bring order, justice, and retribution no matter the personal or material cost as long as it is done within the lines of the law.

Channel Divinity

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

Poet of Justice: You use your Channel Divinity to voice the word of your Lord Hoar and deliver an ultimatum or sentence to your foes. As a bonus action you may choose one of the following to occur:

- **Ultimatum:** Gain a +10 bonus to Intimidation, Persuasion, and Insight checks for 10 minutes
- **Sentence:** Select a creature of your choice, the target must roll 1d6 and subtract the number rolled from each of their attack rolls and saving throws for 1 minute. At CL 6 you may select up to 3 creatures. At CL 9 dice subtracted increases to 1d8. At CL 17 dice subtracted increases to 1d12.

Tooth for a Tooth: You use your Channel Divinity to instantly return the pain inflicted onto others back to those who inflicted it. As an action, select up to 8 friendly creatures who have sustained damage last round or this current round. Deal half the inflicted damage and damage type back to the creature that inflicted it. At CL 17 deal the full amount of inflicted damage and damage type back to the inflicting creature.

Oath of the Doombringer Spells

Paladin Level: Spells:

3rd	<i>Hunter's Mark, Zephyr Strike</i>
5th	<i>Detect Thoughts, Zone of Truth</i>
9th	<i>Conjure Barrage, Slow</i>
13th	<i>Locate Creature, Mordenkainen's Faithful Hound</i>
17th	<i>Destructive Wave, Scrying</i>

Arresting Aura

At 7th level, you emit a gray aura of doom in a 10ft radius centered on you. Creatures that enter this aura for the first time must make a Wisdom saving throw. On a failed save, creatures have their speed reduced by half, and any attacks that attempt to frighten, restrain, knock prone, or reduce the speed of the creature have advantage. Illusionary manacles cover the wrists and ankles of the affected creatures, but do not reveal creatures that are invisible.

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

Cease and Desist

At 15th level, Hoar grants you a measure of his power to nullify an evildoer and deliver justice. As an action, you conjure white glowing chains that enrapture a target of your choice within 90ft that you can see. The targeted creature is restrained and bound to the current plane and location for 5 rounds; however it can attempt to make Charisma saving throws to free itself each turn. While restrained, the target must make a Constitution saving throw, on a failed throw it takes 3d12 radiant damage each turn. If the target is successful it takes half damage. While restrained, the target has disadvantage on saving throws against charm or fear effects. The effects of this feature cannot be dispelled by Dispel Magic, the target cannot be teleported and any creature that attempts to strike or touch the chains takes 2d8 radiant damage. You must take a Long Rest before being able to regain use of this feature.

Guilty

At 20th level, Hoar has made you his prime avenger and bestows you with one of his hallowed coins, imbued with an immense power to dispatch wrongdoers of the highest order. As an action, you flick a platinum coin with the twin faced depiction of Hoar high into the air. The coin explodes into a multitude of glowing hammers that seek vengeance. Each enemy creature within 120ft of you must make a Charisma saving throw. A creature takes 20d8 Radiant damage and 20d8 bludgeoning damage on a failed save, or half as much damage on a successful one. You regain this feature after 1d4 months.



Oath of the Forgotten One

The original Lord of the Dead, now referred to as The Lord of the End of Everything, has had a very long, and only recently convoluted past. He cares little for anything besides providing an orderly account of the fate of the world and its denizens as it all slowly sinks into death, which for The Final Scribe, is the eternal and natural state of all things. In ethos, followers of Jergal are cold and inhumane, excessively formal and hard to anger or excite, they always speak in a chillingly disembodied voice. The rare knightly order that serves Jergal has undergone a small renaissance. These Companions of the Pallid Mask specialize in combating and commanding undead whose existence has not been sanctioned by Jergal and who have proven troublesome. Jergal has sanctioned the use and creation of select undead by his followers, provided they serve the greater cause of advancing death in the world. These Paladins of Jergal differ greatly from their cousins in the Eternal Order of Kelemvor. The Companions of the Pallid Mask deal death to all they are commanded to with impunity, whether it be an army of unlawful brigands or a peaceful village along a quiet river. When someone's time has come these bringers of death come on swift, unyielding wings. These warriors spare few and those they do, arise anew as undead thralls, ready to fulfill Jergal's vision of order by bringing an end to the chaos of life.

Tenets of the Lord of the End

Lawfulness: Each being has an eternal resting place that is chosen for him or her at the moment of creation. Life is a process of seeking that place and eternal rest and at its appointed hour. You shall ensure this occurs at all costs, it is the law of the cosmos.

Dedication to Death: Existence is but a brief aberration in an eternity of death, only death is absolute, in death there is finality and a fixedness of state. Be ready for death for it is at hand and uncompromising. Life should be prolonged only when it serves the greater cause of the death of the world.

Purity: Do not engage in the trivialities of Life. Power, success, and joy are as transitory as weakness, failure and misery. Be the middle ground, death will provide the rest. Record all deaths you have seen in your scrolls to be filed later by your brothers and sisters in the Scriveners of Doom.

Channel Divinity

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

A White Glove: You can use your Channel Divinity to summon a spectral copy of Jergal's Scythe to strike down your next foe. As a bonus action, you conjure a spectral scythe that whirls towards a target within 60ft that you can see. The target must make a Dexterity saving throw. On a failed save it takes 2d4 slashing damage and 2d4 necrotic damage. On a successful save, it takes half as much. CL 12 damage dice are increased to 2d8.

A Pale Horse: As an action, you can use your Channel Divinity to summon a Warhorse Skeleton to aid you in combat or to act as a mount for up to 10 minutes, unless slain. Statistics for the Warhorse Skeleton are found on page 346 in the Basic rules document of the SRD.



Oath of the Wary Sword Spells

Paladin Level:	Spells:
3rd	<i>Inflict Wounds, Hex</i>
5th	<i>Mind Spike, Invisibility</i>
9th	<i>Speak with Dead, Animate Dead</i>
13th	<i>Blight, Shadow of Moil</i>
17th	<i>Negative Energy Flood, Danse Macabre</i>

Aura of Cold Embrace

At 7th level, wisps of black flame dance on the plates of your armor and you emit a chilling aura that seeps into all who are within 10ft of you. Wounded enemies within 10ft of you must make a Constitution saving throw. On a failed save, the creature takes 1d6 necrotic damage and have disadvantage against fear effects each round, as long as they are within your aura. On a successful save, creatures only take half damage. CL 14 damage increased to 2d6. Affected creatures wounds have black ichor oozing out of them and their skin loses color as they hear the ticking of their life clock in their mind.

Oath Continues Next Page...

The Mace of Death

At 15th level, Jergal grants you the ability to summon his most trusted executioner, **The Mace of Death**. This spectre can appear as a man or woman, and is covered in billowing necrotic black smoke. As an action, you may summon this creature to a point within 30ft of you for 1 minute. You must complete a Long Rest to regain use of this feature.

The Mace of Death

Medium Humanoid, Lawful Neutral

Armor Class 15

Hit Points 61 (6d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15	10(0)	16	10	14	10(0)
(+2)		(+3)	(+0)	(+2)	

Skills Athletics +2

Damage Immunities Necrotic Damage

Condition Immunities Sleep

Senses Truesight 60 ft.

Languages Common, Infernal, Abyssal, Celestial

Challenge 4 (1,100 XP)

Innate Spellcasting. The Mace of Death's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components:

At will: *Thaumaturgy*, *Toll the Dead*, *Dissonant Whispers*

1/day each: *False Life*

Spellcasting. The Mace of Death is a 3rd level spellcaster (spell save DC 13, +5 to hit with spell attacks). The Mace of Death has the following spells prepared:

Cantrips (at will): *Chill Touch*

1st level (4 slots): *Ray of Sickness*, *InFLICT Wounds*, *Bane*

2nd level (2 slots): *Ray of Enfeeblement*, *Blindness/Deafness*

Actions

Multiattack. The Mace of Death makes two attacks with its weapon.

Maul: *Melee Weapon Attack:* +5 to hit, reach 5ft. one target. *Hit:* (2d6+2) Bludgeoning damage plus (1d4) Necrotic damage

Death Dealer

At 20th level, Jergal has taken note, quite literally, of your exploits and service. He has made you a trusted and esteemed dealer of death by granting you immense power. As an action, you extend one of your hands in front of you, the flesh melts away leaving a black skeletal hand from which dark energies swirl. You select up to 5 targets that you can see within 60ft of you and send negative energy coursing through the targeted creatures causing them to decay hideously before your eyes. The targets must make Constitution saving throws. They take 8d8 +30 necrotic damage on a failed save, or half as much damage on a successful one. A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability. You must wait 1d4 days, while your flesh regenerates, in order to regain this ability.



Oath of the Lord of the Dead

Paladins who serve Kelemvor, the Lord of the Dead, devote themselves to the hunting and killing of undead and the protection of people dying before their appointed hour. The most renowned group of these Paladins are the Knights of the Eternal Order. These knights dedicated their lives to learning about and destroying the undead in all its forms. The order has even successfully defeated a draco-lich. Individuals dedicated to Kelemvor, unlike other gods of death, do not seek to wreak devastation or spread death. In word and deed, they oppose those who extend their lifespans beyond what is natural via the use of necromancy or other magic. Thus while Lawful Neutral they tend to drift into Lawful Good. Kelemvorites assist people with meeting their deaths with dignity at the proper time and not before.

Tenets of the Great Guide

Wisdom: Death is but a part of life, fear it not, evade it not and view it not as evil. To fear death delivers you into the hands of those who can bring death down upon you.

Courage: Die with dignity, neither raging nor seeking to embrace undeath or rushing to your own death.

Honour: Do honour to the dead, for their strivings in life have brought the world to where it is now and to forget them is to forget where we are now and why.

Duty: To seek out, study and exterminate the undead and educate others against necromantic practices. To remain impartial to death, if one's time has come it has come.

Channel Divinity

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

Judge of the Damned: As an action, you speak a prayer calling undead and fiends for their final rest in the Crystal Spire. Each fiend or undead that can see or hear you within 30ft must make a Charisma 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 30ft of you. It also cannot take reactions and for its action, it can only use the Dash action or flee from an effect that prevents it from moving.

Weighed and Measured: You present Kelemvor's skeletal hand symbol to mark another creature's life force for termination. As an action, you can choose one creature you can see within 30ft of you, marking it until the end of your next turn. You and your allies have advantage on all attack rolls against the creature and deal an extra 1d4 Radiant damage on successful hits, until the end of your next turn. Once your next turn is over, the effects of this Channel Divinity terminate. Damage increases to 2d4 at CL 7, 3d4 at CL14.

Oath of the Lord of the Dead Spells

Paladin Level:	Spells:
3rd	<i>Ceremony, Detect Evil and Good</i>
5th	<i>Aid, Calm Emotions</i>
9th	<i>Remove Curse, Speak with Dead</i>
13th	<i>Death Ward, Sickening Radiance</i>
17th	<i>Dispel Evil and Good, Hallow</i>

Death-touched Aura

At 7th level, a layer of fine grey smoke covers your body; Kelemvor has deemed your judgments worthy and granted you the ability to impede death's progress. When you or an ally within 10ft of you suffers a critical hit, you can turn that attack into a normal hit. Any effects triggered by a critical hit are canceled. This effect can only be triggered once per turn and you must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30ft and the effect can be triggered a number of times equal to your Wisdom modifier (minimum of once).

Smite the Unholy

At 15th level, Kelemvor blesses your weapon with the judicial power from his own sword "Fatal Touch". When you successfully hit a creature with a weapon attack, you can choose to cause the attack to deal an additional 2d8 radiant damage to the target. Regain after a Short Rest.

Judge, Jury, and Executioner

At 20th level, you gain resistance to all Necrotic damage and you gain the ability to call Kelemvor to your aid by placing his silver death mask upon your face, to judge all those who stand before you. As an action, all friendly and hostile creatures that you can see within 90ft must make a d100 saving throw. A creature fails the saving throw if they roll 1-40. A creature succeeds the saving throw if they roll 41-100. If a friendly or hostile creature fails the saving throw their current hit points are reduced by half. If a hostile creature is already under half of its maximum hit points at the activation of this ability and fails the saving throw it is killed instantly, its soul ripped from its body and sent to Kelemvor. If a friendly creature is already under half of its maximum hit points at the activation of this ability and fails the saving throw it is reduced to 0 hit points and loses a death saving throw. If a friendly creature is already reduced to 0 hit points at the activation of this ability and fails the saving throw it is killed instantly (Unless protected by the effects of the Death Ward spell), its soul taken from its body to be sent to Kelemvor for judgement and placement. You regain this ability after 1d6 months.



Oath of the Vigilant One

Followers of Helm have been and continue to remain some of the most loyal, stalwart, and unwavering individuals. They have worshiped him and embodied his tenants through some of the darkest times and seek to provide the people that which Helm provides to his followers; protection from evil.

Paladins of the Vigilant One, prefer to guard against evil or slay it outright rather than work to heal its damages. They may seem rigid and uninterested in helping others if the goals are unrelated or would take a member from their sworn duties or vigilance.

The Order of the Vigilant Eyes of the God, is one comprised entirely of Paladins dedicated to Helm's principles. They seek out evil that threatens innocent lives, strive to be exemplars of benevolence and offer their forces as a bulwark of protection to individuals, communities and if needed kingdoms, against foes and forces of great evil. Paladins of the Vigilant One wear his blue pupil insignia on their gauntlets, maintain immaculate heavy armor and prefer heavy two handed weapons. They remain firm in their dedication to duty, following orders, and maintaining law and order are their very essence.

Tenets of the Watcher

Lawfulness: Be fair and diligent in the conduct of your orders. Always obey orders, providing those orders follow the dictates of Helm.

Loyalty: Demonstrate excellence and purity of loyalty in your role of guardian and protector. Never betray your trust.

Duty: Know your foes. Care for your weapons so they may perform their duties when called upon. Plan carefully. Always remain on guard and anticipate attacks and move to defend those who need it most.

Fight the Greater Evil: Without fail, come to the defense of those who have called for it. Seek out the greater evils in the world that threaten to overrun innocent peoples. Be the bulwark, the vanguard to guard against the tide of evil.

Compassion: Protect the weak, poor, injured, and young, and do not sacrifice them for others or yourself.

God of Guardians Class Feature:

At 2nd level, you may choose to take the Great Weapon Master, Polearm Master, or Sentinel Feat at the cost of your 8th level Ability Score Improvement.

Channel Divinity

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

Righteous Strike of the Great Guard: Enhance your physical might. When you make an attack roll, ability check, or saving throw using Strength, 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 roll succeeds or fails.

Unsleeping Eyes: Helm grants you a measure of his protection and his vigilance. Using your Channel Divinity, you gain the following effects for 10 minutes:

- You cannot be surprised while you are conscious
- +3 bonus to Initiative
- Other creatures do not gain advantage on attack rolls against you as a result of being hidden from you

Oath of the Vigilant One Spells

Paladin Level:	Spells:
3rd	<i>Command, Compelled Duel</i>
5th	<i>Hold Person, Branding Smite</i>
9th	<i>Crusader's Mantle, Remove curse</i>
13th	<i>Banishment, Galder's Tower</i>
17th	<i>Dispel Evil and Good, Hold Monster</i>

Aura of Vigilance

At 7th level, Helm grants you a measure of his vision, an imperceptible aura emanates in a radius of 60ft around you, detecting whether creatures are good or evil.

Aura of Truesight

At 10th level, Helm grants you a further measure of his power. Your eyes glow a bright white, you gain Truesight up to 30ft. This aura replaces Aura of Courage. At 18th level the range of this Truesight increases to 60ft.

Hands of Helm

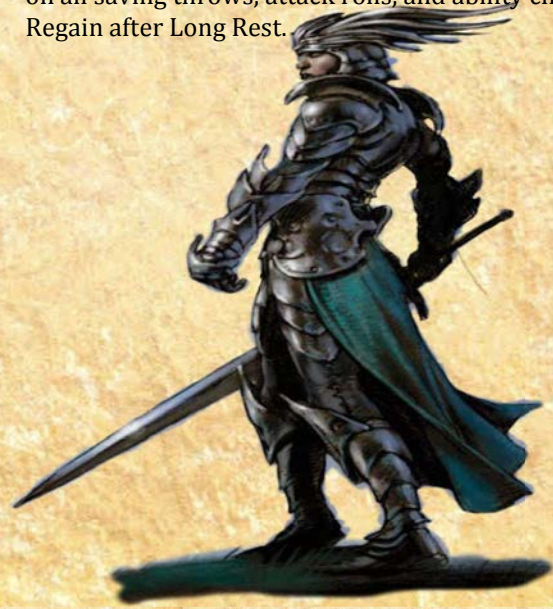
At 15th level, Helm imbues your gauntlets with his divine power. As a bonus action you can either make an unarmed strike with your gauntlet that deals bludgeoning damage equal to 15 + your Strength modifier; or point your palm towards an enemy and cast the Eye of Helm. Creature must succeed on a Wisdom saving throw or become frightened. Creature remains frightened while it is within 60ft of you. While frightened by you, the creature must use its movement to move to the nearest spot from which it is unaffected. Creature becomes frightened again if it moves within 60ft of you. Regain after Long Rest.

Shining Guardian

At 20th level, Helm has deemed you worthy of his full protection and sees you as a fellow protector. Using your action you become an embodiment of an unwavering guardian. You gain the following benefits for 1 minute:
Everbright Armour: Your Armour and weapon becomes incredibly shiny and immune to rust or corrosion. As a bonus action you can make your weapon flash an extremely bright light in a 30ft radius causing blindness to enemies. Enemies must make a Constitution saving throw each turn to end the effect.

Unshakable Resolve: Immune to being charmed, frightened, shoved, tripped, knocked unconscious, knocked prone, grappled, or pushed in any direction by physical or spell effects.

Apple of my Eye: grants advantage to 8 friendly creatures on all saving throws, attack rolls, and ability checks. Regain after Long Rest.



Oath of the Black Hand

Bane is a god of tyranny, and both he and his worshippers seek to rule the world. Bane grants power to those who strive to rule with an iron fist. By imposing order on the world, Bane's followers ensure that those who are clever, strong and ambitious rise, while the weak languish in slavery. Bane's devoted Paladins are warriors who seek to rule through martial strength and intimidation. They are cruel tyrants who use threats and gifts to ensure loyalty among their vassals. Terrifying embodiments of raw power to behold upon the battlefield, they specialize at wreaking havoc upon enemy lines and morale. Many of these Blackguards find themselves in the upper echelon of the Zhentarim's ranks.

Tenets of the Black Lord

Cruelty: When in a position of power, you must institute draconian measures to ensure your rule is unquestioned. Stamp out all opposition, while richly rewarding those who swear fealty to you.

Maintain the Cult: Pay homage to the Black lord, make sure you and your followers wear heavy armor, and specialize in the use of swords, maces, crossbows or spears. Paint the black gauntlet of Bane on your armor.

No Mercy: Only through strife can you make yourself worthy. Do not show yourself any comforts and show gratitude to Bane via personal sacrifice and utterly vanquishing your enemies and executing your prisoners in his name.

Channel Divinity

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

Blackguard's Gifted Weapon: You can use your Channel Divinity to summon a weapon from Bane's arsenal to assist you. As a bonus action you summon your choice of sword, mace, crossbow or spear. You have proficiency with this weapon. You have advantage on attacks with this weapon. Your next successful attack with this weapon deals 2d8 necrotic damage. If your attack kills the target, you may use the weapon for an additional round. This may be repeated until an attack does not kill a target. The blade then disappears back to Banehold. Damage increases at CL 11 to 3d8.

Crush the Weak: As an action, you channel your hate, malice, and will to dominate into a burst of magical fury. Each creature of your choice within 30ft of you must make a Constitution saving throw if it can see you. On a failed save, the target is struck with a black gauntlet entwined in black flames, dealing 1d4 bludgeoning damage and magically knocking them prone for 1 minute. Dispel Magic can cancel the knock down effect; creatures are able to still crawl while prone. Damage increases to 2d4 at CL 8 and 2d6 at CL 15.

Oath of the Black Hand Spells

Paladin Level:	Spells:
3rd	<i>Armor of Agathys, Cause Fear</i>
5th	<i>Ray of Enfeeblement, Phantasmal force</i>
9th	<i>Enemies Abound, Tiny Servant</i>
13th	<i>Shadow of Moil, Confusion</i>
17th	<i>Dominate Person, Immolation</i>



Aura of Tyranny

At 7th level, hostile creatures within 5ft of you have disadvantage on attack rolls and saving throws. Creatures that are immune to the frightened condition are immune to this trait. You gain advantage on attack rolls and saving throws if there are no friendly creatures within 10ft of you. At 18th level, the radius of this aura increased to 15ft.

Lord of Darkness

At 15th level, you gain the ability to see through magical darkness. You gain resistance to bludgeoning, piercing and slashing damage. As a reaction, immediately after you are hit by an attack you emit a 30ft sphere of magical darkness centered on you and you can move 5ft in any direction within the cloud without triggering attacks of opportunity. This cloud of darkness lasts for up to 1 minute unless dispelled as a bonus action. Once you use this reaction, you must finish a Short or Long Rest before being able to use it again.

Oath Continues Next Page...



The Dark One

At 20th level, Bane has shown his approval of your actions and granted you a black sapphire, you are his Black Hand. As an action, you can throw Bane's black sapphire to a point within 90ft. The sapphire explodes with negative energy in a 60ft radius sphere. Each creature in that area must make a Constitution saving throw. A target takes 6d12 Necrotic damage on a failed save, or half as much damage on a successful one. 4 Bane Hounds (see right) emerge from a dark portal at the centre of the radius and seek to grapple living targets within 60ft of the portal to take back to their master. The Portal and Bane Hounds persist for 2 rounds after which they and any successfully grappled targets are immediately vacuumed back into the black sapphire to Banehold. If one or more targets were successfully vacuumed into Banehold, you may regain use of this feature after a Long Rest. If no targets were successfully vacuumed, then you regain use of this feature after 1d8 days.

Bane Hound

Medium Fiend, Lawful Evil

Armor Class 17 (Natural Armor)

Hit Points 36 (3d10+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+2)	15(+2)	16(+3)	10(0)	12(+1)	10(0)

Damage Immunities Necrotic, Bludgeoning

Condition Immunities Sleep

Senses Darkvision 60 ft.

Languages Common, Infernal

Pack Tactics. The Bane hound has advantage on an attack roll against a creature if at least another Bane Hound is within 5 ft. of the creature and isn't incapacitated. The Bane hounds will solely attempt to grapple targets until the portal closes.

Actions

Grappling Bite. *Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d10 + 3) piercing damage, target becomes grappled. Grappled targets must make a Strength check DC 16 to break free.*

Oath of the Chromatic Dragon

A path to boundless power. This is the promise of the Dark Lady to her aspiring supplicants. For she is power and majesty incarnate and only through her can a new age of dominion be brought forth, an age where the strong rule and the weak serve. The rare few, who take this dangerous road to power and swear their lives to the Dragon Queen, tend to be individuals who embody the qualities of their goddess. Ruthless, devious, burning with an intense vision of a world dominated by dragons and willing to conduct whatever actions are required to bring that vision into reality, are the primary qualities of a Paladin of Tiamat. Her word is law and eternal devourment awaits those who fail her.

Tenets of the Dragon Queen

Eternal Fealty: Tiamat demands unwavering loyalty and is to be put first above all in your life. Only through this can you hope to continue to serve her in a position of power when she eventually claims dominion over all.

Dominion of Faith: Tiamat is the one and only god worthy of worship and veneration. Her will must be absolute, serve her by pursuing the downfall of all other worship and deities.

By Fury or Deceit: Pursue Tiamat's dominion of faith by fury or deceit. Slay all who stand in her way of dominion or through subtle subterfuge ensure her glorious ascension.

Channel Divinity

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

Paralyzing Punch: You can use your Channel Divinity to inject an unsuspecting foe with a semblance of Tiamat's poison. As an action, you subtly jab a creature with an empowered pointer finger, the creature must make a Wisdom saving throw. On a successful saving throw the creature is poisoned for 1 minute. On a failed saving throw the creature is paralyzed for 1 minute. At the end of each of its turns, the creature can make another Wisdom saving throw to end the paralysis. A Protection from Poison spell can end the poisoned effect and a Dispel Magic spell automatically ends the paralyzed effect on a creature.

Draco-rage: You can use your Channel Divinity to unleash the fury of Chromatic dragons upon your foes. As a bonus action, you enter an uncontrollable rage that lasts for 1 minute. This rage ends early if you are knocked unconscious or if your turn ends without you having attacked a hostile creature or taken damage since your last turn. While in Draco-rage, you gain the following effects:

- Advantage on Strength checks and Strength saving throws
- Deal an extra 2d6 damage of your choice from Cold, Lighting, Acid, Fire damage on successful hits on a target with a melee weapon attack
- Resistance to non-magical bludgeoning, piercing and slashing damage
- Enemies have advantage on attack rolls against you
- Draco-rage requires concentration



Oath of the Lord of the Dead Spells

Paladin Level:	Spells:
3rd	<i>Hellish Rebuke, Ice Knife</i>
5th	<i>Dragon's Breath, Flaming Sphere</i>
9th	<i>Bestow Curse, Fly</i>
13th	<i>Vitriolic Sphere, Storm Sphere</i>
17th	<i>Immolation, Cone of Cold</i>

Aura of the Undying Queen

At 7th level, a supernatural, chilling aura emanates throughout your entire body and affects others within in a 10ft radius. You and friendly creatures within this aura have advantage on death saving throws and have resistance to damage from spells.

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

Nemesis of the Gods

At 15th level, Tiamat grants you her protection for your service in the form of multicolored magical scales that cover your body. Unless you wish to be affected, you are resistant from spells of 4th level or lower. You have advantage on saving throws against magical effects.

Breath of the Four Winds

At 20th level, Tiamat has granted you the power to channel a measure of her divine power into a powerful breath weapon. As an action, you exhale a multicolored swirling blast of energy in a 30ft cone. Each creature in this area must make a Dexterity saving throw, taking a combined 3d8 acid damage, 3d8 lightning damage, 3d8 fire damage, and 3d8 cold damage on a failed save, or half as much damage on a successful one. You regain this ability on a Long Rest.

Oath of the Devourer

Compassionless, devoid of humor, filled with anger and dangerously cunning. These are the traits of the zealous warriors and defenders of Kobold realms. Those who defend the stone hewn temples to their vicious and equally devious god Kurtulmak, are imbued with a degree of power typically bereft from the Kobold race.

These warriors honor the sacrifice of their god Kurtulmak by providing him with a gnomish sacrifice each crescent moon, typically skinning them alive before finally killing them. Outside of this ceremony, it is the duty of these warriors to devise, construct, and place the renowned, treacherous traps throughout their realm. Mining resources and stealing gems that contain gnomish souls, enslaving and killing gnomes is also of top priority.

A Paladin of Kurtulmak is known to wear bright orange scale mail and vicious looking iron helms. They recite the famous war cry "By the point of Kurtulmak's spear and poisonous tail we shall have our revenge!" at the onset of each battle. These Paladins embody a personality derivative of dragon kind, being braver and more martially capable and blood thirsty. The goal of these zealous warriors is to join their god in his realm of Draukari in Avernus to be free from the ravenous hunger they have endured in life.

Tenets of the Watcher

Law of Dominance: In Kobold society, the strongest and smartest will be chosen by Kurtulmak to rule. You will enforce the pecking order in society by climbing to its peak.

Treachery: You are to conduct the construction of traps physical or otherwise in an orderly, calculated manner that deals the most amount of damage to those who would do harm to Kurtulmak's vision of a dominant empire.

Gnomesmasher: Live up to this title; let these filthy rodents know the rage of dragon kin.



Channel Divinity

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

Stingtail: You can use your Channel Divinity to grow a magical deadly tail to strike at your foes. As an action, you channel the power of Kurtulmak to grow a replica of his poisoned tail, on your next 3 turns you can make an additional unarmed strike with your tail that on a hit deals 2d8 poison damage.

Steelscale: You can use your Channel Divinity to cover yourself in steel scales to protect yourself from damage. As a bonus action, you gain resistance to non-magical bludgeoning, piercing and slashing damage for 1 minute.

Oath of the Devourer Spells

Paladin Level: Spells:

3rd	<i>Snare, Ensnaring Strike</i>
5th	<i>Mirror Image, Misty Step</i>
9th	<i>Nondetection, Fireball</i>
13th	<i>Hallucinatory Terrain, Freedom of Movement</i>
17th	<i>Cloudkill, Wrath of Nature</i>

Aura of the Watcher

At 7th level, your eyes are empowered by Kurtulmak to perceive threats with otherworldly capability. You and friendly creatures within 10ft of you cannot be surprised while you are conscious and other creatures within 10ft of you cannot gain advantage on attack rolls against you or friendly creatures in the radius of this aura as a result of being hidden from you.

Trap Master

At 15th level, you have learned to master the art of trap making, inspired by the devious cunning of Kurtulmak. As an action done over the course of 5 minutes, you may set up to 5 traps that have a Trap save DC of 16 and a Trap attack bonus of +9. The exact nature of the traps must be discussed and agreed upon with the DM, however the damage for these traps on a hit will be 10d10 of the corresponding damage type to the type of trap. You regain use of this feature upon completion of a Short Rest.

Kurtulmak's Dragon Rage

At 20th level, Kurtulmak has chosen you as his own and in your darkest hour delivers his primeval rage into your body to swing the battle in your favor or to meet your end in glorious, visceral fashion.

If you are reduced to 0 hit points, you are not knocked unconscious and let out Kurtulmak's famous battle cry that grants advantage to attack rolls for the next turn to eight creatures of your choice within 40ft that can hear you. You still must make death saving throws and suffer the normal effects of taking damage while at 0 hit points. However if you would die due to failing death saving throws, you do not die until knocked unconscious. You can only be knocked unconscious by a spell such as the Sleep spell, other magical effects that render you unconscious, or if you are restrained and unable to attack a target on your turn. Only then once unconscious and if still having 0 hit points remaining, do you finally die.

Oath of the Gray Protector

Despite the loss of his daughter and his home plane, the patron deity of the gray dwarves, Laduguer, has returned and reclaimed his hold over his people.

The Taskmaster searches tirelessly for an individual worthy of his blessings and ruling his worshipers powerfully.

This individual must be willing and able to endure the harsh tests of an unforgiving military program and lifestyle. Only then can a true Paladin of the Exile emerge.

Paladins of Laduguer show obedience to their god by conducting slave raids, creating magical weapons, and maintaining an iron will dedicated to protecting their realm.

Tenets of the Exile

Unity: Unity within society is obtained through firm laws reinforced by martial means. Through unity comes strength, through strength, unity.

Domination: Defeated enemies of inferior stock must be claimed as slaves and sent back to strengthen the whole. More powerful foes must be eliminated with due haste, leaving only the very strong to dominate the very weak.

Duty: To the protection of your realm and the carrying out of slave raids, creation of magical weapons, and constant martial training.



Channel Divinity

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

Pride of the Gray: As an action, you use your Channel Divinity to call forth a monstrous riding spider to aid you in combat or to act as a mount. A Male Steeder, assists you for up to 10 minutes, unless slain. At CL 7 you are able to summon a Female Steeder instead. Statistics for both Steeder's are as described on pg. 231 of *Out of the Abyss*.

Stone Guard's Rage: As a bonus action, you use your Channel Divinity to call upon Laduguer for the strength to crush all your enemies. For 1 minute, you magically increase in size, doubling your damage dice on Strength-based weapon attacks. You also have advantage on Strength checks and Strength saving throws. For the duration you gain resistance to bludgeoning, piercing, and slashing damage, but suffer a -3 to your AC.

Oath of the Gray Protector Spells

Paladin Level:	Spells:
3rd	<i>Bane, Command</i>
5th	<i>Heat Metal, Hold Person</i>
9th	<i>Erupting Earth, Meld Into Stone</i>
13th	<i>Charm Monster, Fabricate</i>
17th	<i>Dominate Person, Transmute Rock</i>

Oath Continues Next Page...



Laduguer's Shield

At 15th level, Laduguer grants you an intense vision and mandate to craft a magical shield blessed with his raw power. During the course of a Long Rest you craft a large magical shield that grants +3 bonus to AC, this bonus is in addition to the shield's normal bonus to AC. After successfully crafting Laduguer's Shield, once per Long Rest you are able to activate the following features of the shield.

Shield Wall: As an action you turn a gear in the centre of the shield and usher a prayer to Laduguer, which conjures a shimmering force field of magical protection that extends out in a horizontal line from the shield. The line in total is 20ft long and 5ft high, 10ft extending from the left rim of the shield and 10ft on the right. This shield wall lasts up to 1 minute and you are restrained while holding the shield in place. To move again you must deactivate the shield or be disarmed or be incapacitated. You and your allies benefit from half cover while up to 10ft behind the magical shield as well as a number of temporary hit points equal to 1d8 + your Constitution modifier (minimum of +1).

Shield Bash: You may use this feature once per round while Shield Wall is active to make a Strength check against enemies attempting to pass through the magical barrier of the shield. On a successful roll you deal 2d6 force damage and push the targets back 5ft. On a failed roll, the creatures make a Strength or Dexterity roll to pass through the barrier, see below.

Shield Barrier effect: Creatures must make either a Strength or Dexterity DC of 17 to pass through the shield, On a success a creature passes through the shield barrier, however the remainder of their total movement is halved and they are dealt 1d8 lightning damage. On a failed attempt, creatures are dealt 1d8 lightning damage and are repelled until their next turn. This shield has an HP of 60, and can be destroyed with a Disintegrate spell. Regain after Long Rest.

Aura of the Harsh

At 7th level Your harsh military training and recent field exercises have provided you with Laduguer's blessing. You, as well as any friendly creatures within 10ft of you, gain a bonus to melee weapon damage rolls equal to your Charisma modifier (minimum of +1) and advantage on Constitution saving throws. A creature can benefit from this feature from only one Paladin at a time. You must be conscious for this aura to be active.

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



Slave Driver

At 20th level, Laduguer has shown his favor and granted you the title of *Thuldor*, you have great dominion over your subjects. Once per 1d4 days you may choose to do 1 of the following options:

- **Enslave:** As an action, you magically influence up to 10 creatures of your choice that you can see within a 60ft range that can hear and understand you, creatures must make a Charisma saving throw with disadvantage. On a failed save, the creatures are charmed by you for 24 hours, during which you may use your bonus action to issue commands to them.
- **Conscription:** As an action, you summon up to 10 creatures you have previously charmed that are on the same plane of existence as you, within 30ft of you. For 1 round these creatures are compelled to attack targets you designate. Creatures are returned to original location afterward.

Oath of the Horde Leader

Second only to Gruumsh, Ilneval the War Maker, occupies a prominent position in Orc tribal life. Worshipers of Ilneval tend to be high ranking officers in tribal armies and are responsible for uniting warmongering tribes into a solidified, deadly horde. These champions of the Horde Leader are gifted strategists, charismatic leaders, and deadly combatants focused on bringing together their people for a ceremonial raid of destruction and violence on civilized lands.

Ilneval is not interested in remembering past victories but always focused on securing new ones, hence many of these dedicated warriors do not rest on the skulls of their enemies for long and seek continued ventures that bring glory and power to their deity, rather than the comfort of a chieftains throne.

These unorthodox Paladins embody a rare balance of primal rage, sharp tactics, and inspirational leadership to ensure their blades remain bloodied as an honor to the holy symbol of their god. They follow Ilneval's strict teachings that set them apart from the rank and file typical of the Orc species.

As a result these Paladins tend to walk a twisted path of Lawful Evil, placing their own need to secure more conquests and victories over the lives of the horde, which are merely instruments in enacting Ilneval's designs.

Tenets of the Watcher

War is Law and Law is in War: You must make war against the enemies of Gruumsh, Ilneval and all Orc kind, War is the Law. The undertaking of war is a stringent and ordered affair, law and tradition dictate its calling, how and when blood is spilled, and it is up to you to fight for the correct course and actions taken to secure victory over defeat, thus there is Law in War.

Loyalty: To Ilneval, to Gruumsh, to your chosen chieftain (as long as he serves the vision of the one eyed) and to seeing the execution of all your duties to bring victory in battle and order to the horde.

Victory or Death: You will not suffer defeat, you will use every breath, ounce of energy, and material or organic resource at your disposal to secure victory or you will die trying. If you happen to survive a defeat, you have failed; sacrifice your life in a final act that serves to further Ilneval's designs.

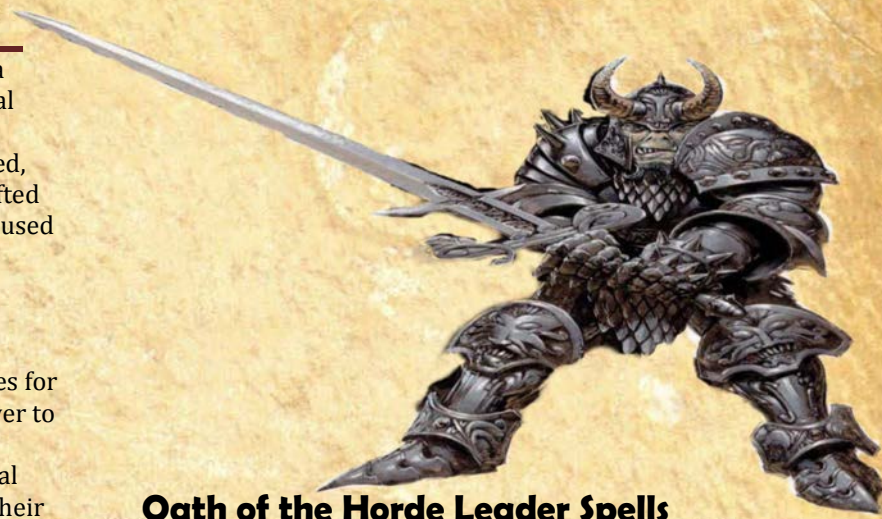
Wolf's Wisdom: You will learn best from strategies present in nature, the civilized lands which we plan to destroy have forgotten nature's fury, and deadly cunning. Read books on or keep live animals to teach tactics to others.

Channel Divinity

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

Ilneval's Blade: You can use your Channel Divinity to strike with supernatural power. When you deal damage to an enemy with a melee weapon attack, you can choose to immediately deal an extra +10 damage.

Marshal the Horde: You can use your Channel Divinity to empower your comrades with a magical roar to achieve supernatural synchronicity. As a bonus action, you let out a magical roar that empowers up to 8 friendly creatures within 60ft that can hear you. Friendly targets that attack the same creature as you each round, will gain advantage on their attack rolls. All friendly targets will gain advantage on saving throws from a creature you have attacked on your turn. This effect lasts for 1 minute.



Oath of the Horde Leader Spells

Paladin Level:	Spells:
3rd	<i>Beast Bond, Heroism</i>
5th	<i>Flock of Familiars, Enhance Ability</i>
9th	<i>Conjure Animals, Elemental Weapon</i>
13th	<i>Divination, Staggering Smite</i>
17th	<i>Mislead, Conjure Volley</i>

Aura of the War Maker

At 7th level, your armor is splattered with blood that will never dry and a thin red aura emanates across your body. You as well as any friendly creatures within 10ft 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 30ft.

Master of War

At 15th level, Ilneval rewards your dedication and mastery of the ways of war by granting you even greater potential. You gain resistance to bludgeoning, piercing and slashing damage and gain +3 to your History, Deception, Intimidation, and Animal Handling skills.

Exalted Blade of Ilneval

At 20th level, Ilneval has reported your conquests to Gruumsh himself and both gods have agreed to grant you powers befitting one as powerful, devoted and strong as you. You can as an action, surround yourself with whirling blades and axes blessed by Ilneval and gain the following benefits for 1 minute:

- Resistance to all damage
- Use a bonus action on your turn to cause the weapons to attack one creature within 30ft. Make a melee spell attack against the target. If the attack hits, the target takes slashing damage equal to $3d10 +$ your Charisma modifier.
- Allies have advantage on death saving throws while within 30ft of you.
- When you take the Attack action on your turn, you can make one additional attack as part of that action.

Once you use this feature, you cannot use it again until you have finished a Long Rest.

Oath of the Maiden of Pain

What do self-flagellation, dancing on glass and barbed-wire while being flayed alive and burning one's self with a candle all have in common? The Maiden of Pain, Loviatar.

The goddess, who is master of inflicting physical and psychological suffering, enjoys a surprisingly large following. Loviatans pride themselves on bringing pain and suffering to themselves but most especially to others.

One of their main goals given to them by Loviatar is to utterly wipe Ilmater's followers from the face of the realms. The ability to fully understand their enemy was the best skill a Loviatan could obtain, as knowing someone fully would allow them to inflict the maximum amount of pain psychologically or physically.

While there have not been any documented knightly orders dedicated to the Scourge Mistress, the large temples of clerics, monks, and Disciples of the White Rod, all require protection. That's where the specialized infiltrators and torturers they call "Pains" come in.

Traveling from place to place carrying out the goddess's will as agents and inquisitors these individuals are terrifying to behold. Their flesh is essentially an amalgamation of scar tissue from years of ritualistic self-mutilation. Their words are as sharp as any steel, and their martial abilities terrifying to behold, as they inflict terrible wounds upon their foes with a mere touch or a muttering of foul words to their twisted goddess that split the very mind of their foes.

These unorthodox combatants also wield bladed whips with astounding proficiency, easily flaying flesh from bone with a subtle flick of their wrist. Woe to those who draw the ire of one such individual. Alas the only thing that keeps their sadistic bloodlust in check is their goddess herself, for there is a time and place and rhyme and reason for when and how the torture must be conducted in order for her to receive the greatest pleasure.

Tenets of the Willing Whip

Ritualistic: Be sure to say the proper incantations and conduct thorough tortures of a foe, whether physical or psychological. Do not rush the pain, savor it like a sweet wine and age it. The goddess will provide pleasurable sensation to those who willingly suffer or cause great pain in her name. To receive Loviatar's blessing, if pain cannot be dealt unto another in her name each day, you must inflict it upon yourself to be worthy.

Death to Ilmater: Wipe his practitioners and their faith from the face of the realms. Those who seek to ease pain and suffering only aid the weak in prolonging their wretched, pestilent existence in the stead of where the strong and dedicated should be. Healing is allowed only to withhold death so that one may continue to suffer more effectively.

Whipmaster Class Feature:

At 2nd level, You gain the Whipmaster fighting Style. When using Whip weapons to attack, you add your Dexterity modifier to the damage dealt and you do not have disadvantage on the attack roll.

Starting Equipment

As part of the standard starting equipment, you receive a

Cat o' Nine Tails Scourge Whip

Weapon	Cost	Damage	Weight	Properties
Whip	20gp	2d4 Slashing	3 lbs.	Finesse/Reach

Channel Divinity

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

Path of Pain: You can use your Channel Divinity to empower yourself and allies to inflict maximum pain upon your foes. As an action, you empower yourself and up to 8 friendly creatures of your choice within 60ft that can hear you. For the next two rounds you suffer -5 to all attack rolls however, you deal the maximum amount of damage possible on each successful attack.

Path of Suffering: You can use your Channel Divinity to strengthen your body to receive even more pain. As a bonus action, you call upon Loviatar for strength, gaining resistance to bludgeoning, slashing, piercing and psychic damage for 1 minute.

Craftable Class Equipment

At 6th level, you gain the ability to craft a **Bladed Whip**, discuss with your DM the required components, and crafting time of this weapon. A long whip made of segments of small curved and serrated blades that terminate in with dagger points. Its statistics are as follows.

Weapon	Cost	Damage	Weight	Properties
Bladed Whip	DM	2d6 Slashing	6 lbs.	Finesse/Reach



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Truescar

At 15th level, you send the suffering you have caused or received to Loviatar in exchange for incredible power. As an action, you select one creature within 90ft that you can see. You then select one of the following effects to occur:

- The selected creature must make a Wisdom saving throw, on a failed save the creature takes all the damage you have received in the past 1 minute as psychic damage, on a successful save half as much damage.
- You must roll a Wisdom saving throw against your Spell DC. If equal or higher, you regain hit points equal to the full amount of damage dealt to the selected creature in the past 1 minute. If lower than your Spell DC, you regain half the total amount of hit points equal to the full amount of damage dealt to the selected creature in the past 1 minute.

You regain this ability after a Long Rest.

Oath of the Maiden of Pain Spells

Paladin Level:	Spells:
3rd	<i>Inflict Wounds, Dissonant Whispers</i>
5th	<i>Crown of Madness, Phantasmal Force</i>
9th	<i>Enemies Abound, Vampiric Touch</i>
13th	<i>Phantasmal Killer, Blight</i>
17th	<i>Insect Plague, Dream</i>

Aura of Agony

At 7th level, an aura of harmful dread surrounds you creeping into the minds of those who dare to gaze upon your horrid visage. The aura extends 10ft from you in every direction, but not through total cover. All creatures that are within the aura have disadvantage on saving throws against spells or attacks that inflict necrotic or psychic damage. Friendly creatures while still suffering disadvantage, have your blessing and gain resistance to necrotic and psychic damage. You do not suffer this disadvantage and gain resistance to necrotic and psychic damage.

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

Maiden's Tongue

At 20th level, As an action you choose a point within 120ft of you that you can see. The following occurs:

Enormous tendrils of flesh and sinew descent from a rift in a blood red cloud, terminated with all manner of ghastly metallic barbs and piercings.

All creatures within 60 cubic feet of the point must make a Dexterity saving throw. On a successful saving throw, creatures take 8d10 slashing damage. On a failed saving throw, the creatures are pierced and restrained to the tendrils that promptly ascend towards the blood red cloud, reforming into a horrid looking tongue, overly pierced and bleeding, causing a shower of blood in the 60ft cube, as the creatures are taken to Banehold to be tortured by Loviatar herself.

You regain this ability after 1d12 months.

Oath of the Mighty One

From a flaming throne with fiery-eyes and a coal-black battleaxe eternally dripping from the blood of his enemies, Maglubiyet commands the souls of his goblins, hobgoblins and other worshipers.

Warriors who dedicate themselves and sacrifice their enemies on the blade of a battle axe to Maglubiyet can gain his divine favor. A stern and demanding master, those who follow the Mighty One must prove themselves worthy of a place by his side on the eternal battlefield in Avalas.

These Paladins must likewise be possessive of a capable mind for battle tactics and all machinations in the conducting of war. A firm set of rules guides these individuals on their paths towards individual glory and power. A devote Paladin of the Mighty One should spend most of his or her time actively testing and learning skills on the battlefield and leveraging their experiences off of it to grow their power and influence to attract a large horde of followers to do their bidding, which should ultimately be aimed at large scale war. Most Paladins who worship the Battle Lord do inherit a degree of his paranoia in regards to assassins and spies. Many conduct their own counter intelligence even on trusted friends.

Tenets of the High Chieftain

Wisdom in Battle: Be cunning, decisive and tactical in battle as to not sell your life short and to maximize enemy casualties. Collateral damage is acceptable as long as it does not diminish your forces.

War Eternal: Tactical conflict is what you must live for, not barbarism and wanton destruction. Choose a goal and enemy worthy of fighting and find ways to prolong the fight as long as possible to dedicate as many victories and deaths to the Battle Lord. Dead Orcs, Dwarves, and Gnomes please his lordship most of all.

Leadership: You must conduct yourself in and out of battle with a gravitas worthy of great leadership so that one day you may join the Mighty One on the fields of Clangor as a trusted general of his forces. But you must secure your Leadership from treachery at all levels, a robust counter intelligence network is key.

Channel Divinity

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

Tactical Edge: You can use your Channel Divinity to mentally enhance yourself. As a bonus action, you channel the divine power of Maglubiyet to gain advantage on Intelligence, Wisdom, Strength, and Constitution checks for 10 minutes.

Axe of Fiery-Eyes: You can use your Channel Divinity to send forth magical flaming axes against your enemies. As an action, you swing your weapon through the air three times and conjure three flaming battle axes with menacing eyes and hurl them at targets within 90ft. Make a ranged spell attack for each axe. On a hit, the target takes 3d4 fire damage. At CL 14 the damage die increases to 3d6.



Oath of the Mighty One Spells

Paladin Level:	Spells:
3rd	<i>Find Familiar, Burning Hands</i>
5th	<i>Spiritual Weapon, See Invisibility</i>
9th	<i>Stinking Cloud, Fear</i>
13th	<i>Stoneskin, Arcane Eye</i>
17th	<i>Wall of Force, Rary's Telepathic Bond</i>

Aura of Might

At 7th level, an aura of strength emanates 10ft from your body and your musculature bulges to unnatural size as you become a specimen of your race, inspiring friends and causing fear in your foes. Friendly creatures within this aura add 1d4 to their attack and damage rolls. Hostile creatures within this aura subtract 1d4 from their attack rolls and suffer disadvantage against spells that cause fear.

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Warwolf

At 15th level, you call out to Maglubiyet for assistance to obliterate your enemies, he answers by granting you one of his powerful war machines, the Warwolf. As an action, you summon the Warwolf to a point within 120ft that you can see. It comes magically pre-loaded and ready to fire, it lasts for 1 hour unless destroyed or dispelled via the Dispel Evil or Good spell. You regain this ability after 1d4 days.

Battle Lord's Rage

At 20th level, Maglubiyet has recognized you as one of his most devoted and capable commanders. He grants you a powerful portion of his focused rage to use in the heat of battle. As an action, you let out a vicious war cry that ignites your body into flames, shedding bright light in a 30ft radius and dim light for an additional 30ft for 10 minutes. These flames do not harm you and until this ability ends you gain the following benefits:

- Immunity from fire damage and resistance to cold damage
- Any creature that comes within 10ft of you for the first time or that ends its turn there takes 2d8 fire damage
- Your melee attacks deal an extra 3d6 fire damage

You regain this ability after completing a Short Rest.

Warwolf

Gargantuan Object

Armor Class 15

Hit Points 200

Speed 0 ft.

Actions

Warwolf Stone: Ranged Weapon Attack +5 to hit, range 100/1500ft. One target. Hit 6d10 bludgeoning damage and 5d10 fire damage.

Magical Reload: Requires 1st level spell slot to reload and aim as a bonus action, if unable it requires 2 actions to reload the catapult, one bonus action to aim it, and one action to fire it

The Warwolf is a huge siege catapult built of ramshackle black steel plates and beams, designed for bringing down mighty fortresses or turning enemy formations to dust. It throws a flaming stone high into the air, allowing it to hit targets behind cover.



Oath of the Nine

Some Paladins stray away from traditional faiths but still value the rule of law above all else. As a result for reasons personal, malevolent or otherwise, these Paladins go so far as to make deals with the powers of the Nine Hells.

These Hell knights are granted tremendous powers in exchange for their souls and eternal service in their afterlives as Narzugon's, dedicated to the will of their infernal masters.

These Paladins must take great care in serving the mandate of their masters as they are under the utmost scrutiny.

With great power, comes great infernal contracts and the finest of treacherous print. Regardless of which Lord of the Nine Hells a Paladin signs a contract with, all deals lead back to the

Supreme Master, The Prince of Evil himself, Asmodeus. Since consuming Azuth, Asmodeus possesses the ability to grant

spells to his followers. Through his masterful contracts and utter control over the Nine Hells and all its Archdevils,

Asmodeus is the sole conduit through which all devils gain their own powers and subsequently grant powers to dedicated

followers. A Paladin who worships and strikes a deal with Asmodeus himself, cuts out intermediaries, but is far more at

risk of signing a truly duplicitous deal. A Paladin who takes an Oath of the Nine is dedicated to surrendering their very soul to

live a life filled with bloody battles, political intrigue, and cementing a rule to bring order, justice and peace to the realm,

conquering chaos at all costs along the way.

Tenets of the Cloven Lord

Show No Mercy: Those who stand in the way of your Lord must be utterly vanquished with due haste, no remorse, and in a manner that guarantees they will never again rise to oppose us.

Utter Dedication to the Law: You shall adhere to the strictest letter of your contract and your Lord's orders, these can be discussed and debated but once agreed upon there is no

recourse. Break the contract and your soul will fuel the fire. Violators of your trust must also be executed with impunity.

Infernal Wisdom: Hammer and blade, tact and couth, silver tongued rhetoric, these are your tools. You shall seek your

Lord's advice on how to employ them properly. A blade is not the only way to defeat an enemy, a word in the right ear, a

drop of poison in a cup.

Oath of the Nine Spells

Paladin Level:	Spells:
3rd	<i>Searing Smite, Burning Hands</i>
5th	<i>Scorching Ray, Flame Blade</i>
9th	<i>Bestow Curse, Fear</i>
13th	<i>Blight, Compulsion</i>
17th	<i>Dominate Person, Infernal Calling</i>

Channel Divinity

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

Hell Hath No fury, Like Hell Itself: As an action, you can use your Channel Divinity to unleash hell upon your enemies. You select up to three targets within 60ft to engulf with hellish flames. The selected targets must make a Dexterity saving throw. Targets take 2d8 fire damage on a failed save, or half as much damage on a successful one.

The Meek Shall Inherit Death: You can use your Channel Divinity to coat your weapon in infernal magic. As a bonus action, you touch one weapon or piece of ammunition and conjure an infernal ichor upon it. This ichor lasts for 1 minute. The next time a target is hit with an attack using that weapon or ammunition, the target takes your choice of fire, cold, poison, or psychic damage immediately after the attack. The damage equals 2d10 + your Paladin level or 20+ your Paladin level if there is an advantage on the attack roll. After a successful attack or after 1 minute the ichor dissipates, ending the effect.

Hellsworn Bound by Blood

Starting at 3rd level, after swearing your oath/signing contract with your chosen Lord, the following applies.

- If your character is killed or suffers conditions that would render them dead or disintegrated and an attempt is made (via any form of Resurrection spell, even the Wish spell) your spirit is unwilling and is bound via your oath/contract to your Lord in the Nine Hells and you are destined to be reborn as a Narzugon of your chosen Lord in the appropriate layer of Hell.
- This can be avoided if, within 24hrs of your death a willing humanoid offers their soul in return for yours and is sacrificed over your body, ashes, or over an infernal ritual portal (if a body does not exist).
- Upon successful sacrifice, the bargain is struck and your Lord allows your soul to be released, your character is then revived as per the spell cast upon it.

Oath Continues Next Page...



Archdevil Class Feature

Listed below are the 10 potential Archdevils an Oath of the Nine could worship/enter into a contract with and the traits gained at 3rd level when making said oath/contract. If desired one could roll 1d10 to randomly determine this from the list below.

1d10	Oaths that can be taken or Contracts that can be signed	Those who swear the oath/ sign the contract gain the following
01	Lords of the First: Bel the Warlord/Zariel Archduchess of Avernus	+2 bonus to both Athletics and Intimidation skills.
02	Lord of the Second: Dispater the Iron Duke	+2 bonus to both Investigation and Stealth skills.
03	Lord of the Third: Mammon the Viscount	+2 bonus to both Sleight of Hand and Deception skills.
04	Lords of the Fourth: Lady Fierna and Archduke Belial	+2 bonus to both Intimidation and Performance skills.
05	Lord of the Fifth: Prince Levistus	+2 bonus to both Survival and Nature skills.
06	Lord of the Sixth: The Archduchess Glasya	+2 bonus to both Insight and Acrobatics skills.
07	Lord of the Seventh: Baalzebul the Lord of Flies	+2 bonus to both Deception and Nature skills.
08	Lord of the Eighth: Mephistopheles Archduke of Cania	+2 bonus to both Intimidation and Arcana skills.
09	Lord of the Ninth: Asmodeus, King of the Nine Hells	+2 bonus to both Persuasion and Deception skills.
10	The Tenth Lord of the Nine: Gargauth the Exiled	+2 bonus to both Perception and Animal Handling skills.

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Auras of the Nine

Starting at 7th level, you receive an Aura corresponding to the Lord you swore an Oath/Signed a contract with from the list below.

Aura of Avernus

At 7th level, **Bel the Warlord** or **Zariel the Archduchess** grants you his/her blessing of zealous rage, your eyes glow a bright red and your voice bellows with otherworldly horror as you shout with rage at any who dare approach. All creatures within 10ft of you must make a Constitution saving throw. On a failed save, they are dealt 2d4 Thunder damage and are deafened for 1 round. Friendly creatures must listen to an incantation, provided by you over the course of a Short Rest in order to gain immunity from this effect. Doing so causes 1d10 Thunder damage and grants the Deafened condition until the next Short Rest or Lesser Restoration spell is cast upon them. At 18th level the range of this aura, extends to 30ft.

Aura of Dis

At 7th level, **Dispater the Iron Duke** grants you his blessing of secret steel, your armor crackles with malevolent blue and purple energy, electricity blasts out from your body and weapon to any who would dare to draw near. All creatures and plants within 10ft of you must make a Dexterity saving throw. On a failed save, they are dealt 2d4 Lightning damage and are stunned for 1 round. Friendly creatures must consume an object of your choice that is charged with your electrical essence, provided by you over the course of a Short Rest in order to gain immunity from this effect. Doing so causes 1d10 Lightning damage and grants one level of exhaustion until the next Short Rest or Lesser Restoration spell is cast upon them. At 18th level the range of this aura, extends to 30ft.

Aura of Minauros

At 7th level, **Mammon the Viscount** grants you his blessing of vicious greed; your armor is covered by an exorbitant amount of poison coated daggers that rattle with excitement to pierce the back of anyone foolish enough to approach you. All creatures within 10ft of you must make an Intelligence saving throw. On a failed save, they are dealt 2d4 piercing damage and are poisoned for 1 round. Friendly creatures must accept an embrace, provided by you over the course of a Short Rest in order to gain immunity from this effect. Doing so causes 1d10 piercing damage and grants the Poisoned condition until the next Short Rest or Lesser Restoration spell is cast upon them. At 18th level the range of this aura, extends to 30ft.

Aura of Phlegethos

At 7th level, **Lady Fierna** and **Archduke Belial** grant you their blessing of devilish touch; your armor is wrapped in a heap of bright red rope and golden chains, which whip violently around you at anyone in your presence. All creatures within 10ft of you must make a Dexterity saving throw. On a failed save, they are dealt 2d4 Necrotic damage and are charmed for 1 round. Friendly creatures must be restrained by one of your ropes or chains over the course of a Short Rest in order to gain immunity from this effect. Doing so causes 1d10 Necrotic damage and grants the Charmed condition until the next Short Rest or Lesser Restoration/Countercharm is cast upon them. At 18th level the range of this aura, extends to 30ft.

Aura of Stygia

At 7th level, **Prince Levistus** grants you his blessing of ice, your armor is encased in a thick layer of blue ice, a blizzard of razor sharp icicles and horridly cold wind whips around you assailing all in your wake. All creatures and plants within 10ft of you must make a Constitution saving throw. On a failed save, they are dealt 2d4 cold damage and are Petrified in a layer of ice for 1 round. Friendly creatures must imbibe a tea made of an icicle from your armor, provided by you over the course of a Short Rest in order to gain immunity from this effect. Doing so causes 1d10 cold damage and grants one level of exhaustion until the next Short Rest or Lesser Restoration spell is cast upon them. At 18th level the range of this aura, extends to 30ft.

Aura of Malbolge

At 7th level, **Glasya the Archduchess** grants you her blessing of mystery, to others your form appears ever twisting and reshaping, and you emit a shroud of fine red mist that sparkles like diamonds, truly tearing at the mind. All creatures within 10ft of you must make a Wisdom saving throw. On a failed save, they are dealt 2d4 force damage and are knocked prone for 1 round. Friendly creatures must inhale a cloud of the red mist provided by you over the course of a Short Rest in order to gain immunity from this effect. Doing so causes 1d10 force damage and grants the Deafened condition until the next Short Rest or Lesser Restoration spell is cast upon them. At 18th level the range of this aura, extends to 30ft.

Aura of Maladomini

At 7th level, **Baalzebul the Lord of Flies** grants you his blessing of putrid decay, a hoard of flesh eating flies buzzes around you, deadly plague ridden vapors emit from your body, and black bile coats your armor. All creatures and plants within 10ft of you must make a Constitution saving throw. On a failed save, they are dealt 2d4 acid damage and are poisoned for 1 round. Friendly creatures must ingest a contagion maggot provided by you over the course of a Short Rest in order to gain immunity from this effect. Doing so causes 1d10 acid damage and grants the Poisoned condition until the next Short Rest or Lesser Restoration spell is cast upon them. At 18th level the range of this aura, extends to 30ft.

Aura of Cania

At 7th level, **Mephistopheles Archduke of Cania** grants you his blessing of hellfire, your armor is wreathed in vibrant red and black flames and the air around you is super-heated causing spontaneous combustion for those who dare approach. All creatures and plants within 10ft of you must make a Dexterity saving throw. On a failed save, they are dealt 2d4 fire damage and are frightened for 1 round. Friendly creatures must ingest a vile of Imp blood provided by you over the course of a Short Rest to gain immunity from this effect. Doing so causes 1d10 fire damage and grants the Poisoned condition until the next Short Rest or Lesser Restoration spell is cast upon them. At 18th level the range of this aura, extends to 30ft.

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Aura of Nessus

At 7th level, **Asmodeus King of the Nine Hells** grants you his blessing of eloquence; your armor is engraved with beautiful glowing infernal symbolism, with a tabard stitched from the skin of slain enemies and dyed in the opulent blood of Asmodeus himself, it exudes an aura of undeniable charm and temptation. All creatures within 10ft of you must make a Charisma saving throw. On a failed save, creatures are dealt 2d4 psychic damage and are charmed for 1 round. Friendly creatures must ingest a thread taken from your tabard provided by you over the course of a Short Rest to gain immunity from this effect. Doing so causes 1d10 psychic damage and grants the Charmed condition until the next Short Rest or Lesser Restoration/Countercharm is cast upon them. At 18th level the range of this aura, extends to 30ft.



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Aura of Corruption

At 7th level, **Gargauth the Exiled** grants you his blessing of corruption; your armor drips a decadent gold liquid and radiates a nauseating aura that twists the minds of others towards betrayal and cruelty. All creatures within 10ft of you must make a Wisdom saving throw. On a failed save, creatures attack the nearest friendly target within 10ft of them, if there are no eligible targets they take 2d4 psychic damage instead and lose any concentration. Friendly creatures must ingest a cup of the corrupted golden liquid provided by you over the course of a Short Rest to gain immunity from this effect. Doing so causes 1d10 poison damage and grants the Charmed condition until the next Short Rest or Lesser Restoration/Countercharm is cast upon them. At 18th level the range of this aura, extends to 30ft.

I am Legion, For We Are Many

At 15th level, the power of Hell swells within you to a breaking point, you lose all control of your faculties as you become possessed by powerful devils of your appointed Lord that are hell bent on ending the miserable life of the one who dared to harm their investment. The following effect is triggered when sustaining damage from an attack that deals half or more of your total hit points.

- You become possessed by powerful devils and are incapacitated for up to 3 rounds, however the effects of this possession can be ended prematurely via the Dispel Evil and Good spell.
- Your Auras do not function while possessed and any concentration spells are canceled.
- Whilst possessed you gain the effects of the Blur spell and Vampiric Touch spell.
- The Vampiric Touch spell is immediately linked to the creature who dealt the triggering amount of damage to you and you regain hit points equal to the full amount of necrotic damage dealt, instead of half, this effect occurs as a bonus action each round.
- All of your melee attacks act as Wrathful Smites cast at second level and do not expend spell slots.
- While possessed your character prioritizes attacks against the creature who dealt the triggering damage.
- If the creature that triggered the damage dies before the end of your possession, its' soul is consumed into your body and as an action you defile the corpse with infernal markings that block it from being resurrected. If still possessed after this action, your character attacks the nearest creature in a 60ft radius until possession ends.
- After possession ends, you suffer 2 levels of exhaustion and become afflicted with Long-Term Madness and must roll on the Long-Term Madness chart on pg. 259 of the DMG.

You regain this ability after 1d4 days.



Read the Fine Print

At 20th level, you have reached peak mortal perfection and served with great distinction. As a result, your Lord grants you devilhood sooner than expected, allowing you to maintain some free will and possession of your soul. This spell can only be activated once and requires a 1 hour cast time; once the ritual portal is cast the following occurs:

- An Avatar of your Lord arrives through the ritual portal you cast, re-reading your Contract/Oath
- The Lord begins a ritual that transforms you completely into a Narzugon adding all its abilities as found in Baldur's Gate: Descent into Avernus pg.239 to your own.
- Your hit points become 200
- Your Ability Scores remain the same if they would become less than a Narzugon or they increase to the Narzugon's score if they are lower than the values listed on pg. 239
- If the character is killed. You are reborn as a true Narzugon of your chosen Lord in the designated layer of Hell, destined to carry out your eternal service.

END
