Paladin

Blessed by the gods, paladins are champions of order who devote themselves to their knightly oaths.

**Alignment:** A paladin must be of a lawful

alignment: lawful good, lawful neutral, or lawful evil.

# Creating a Paladin

When you create a character whose first class is paladin, you gain these benefits.

**Ability Adjustment:** +1 to your Strength, Constitution, or Charisma score. You need Strength for weapon use and Charisma to augment your divine abilities.

**Starting Hit Points:** 10 + your Constitution modifier

**Armor and Shield Proficiencies:** All armor

and shields

**Weapon Proficiencies:** All simple and martial weapons

You can make a paladin quickly by following these suggestions.

**Background:** Knight **Specialty:** Defender

**Equipment:** Chain mail, shield, long sword, hand crossbow, 20 crossbow bolts, adventurer’s kit, and 29 gp

# Class Features

A paladin gains the following class features.

**Hit Dice:** 1d10 per paladin level

**Hit Points:** 1d10 (or 6) + your Constitution modifier per paladin level gained

**THE PALADIN**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Level**  1 | **Attack Bonus**  +1 | **Spellcasting Bonus**  +1 | **Channel Divinity** 1/day | **Class Features**  Channel Divinity, Divine Grace, Divine Sense, Oath, Spellcasting |
| 2 | +1 | +1 | 1/day | Aura of Protection |
| 3 | +2 | +1 | 2/day | — |
| 4 | +2 | +1 | 2/day | Aura of Courage |
| 5 | +2 | +2 | 2/day | Deadly Strike (roll twice) |
| 6 | +2 | +2 | 2/day | — |
| 7 | +2 | +2 | 2/day | Divine Health |
| 8 | +3 | +2 | 2/day | Mount |
| 9 | +3 | +2 | 3/day | — |
| 10 | +3 | +2 | 3/day | Deadly Strike (roll three times) |
| 11 | +3 | +2 | 3/day | — |
| 12 | +3 | +2 | 3/day | — |
| 13 | +4 | +2 | 3/day | — |
| 14 | +4 | +2 | 3/day | — |
| 15 | +4 | +3 | 4/day | Deadly Strike (roll four times) |
| 16 | +4 | +3 | 4/day | — |
| 17 | +4 | +3 | 4/day | — |
| 18 | +5 | +3 | 4/day | — |
| 19 | +5 | +3 | 4/day | — |
| 20 | +5 | +3 | 4/day | Deadly Strike (roll five times) |

**PALADIN SPELLS PER DAY**

**Paladin —Spell Slots per Spell Level—**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **1** | **2** | **3** | **4** | **5** |
| 1 | 2 | — | — | — | — |
| 2 | 2 | — | — | — | — |
| 3 | 3 | — | — | — | — |
| 4 | 3 | — | — | — | — |
| 5 | 3 | 1 | — | — | — |
| 6 | 3 | 1 | — | — | — |
| 7 | 3 | 2 | — | — | — |
| 8 | 3 | 2 | — | — | — |
| 9 | 3 | 2 | 1 | — | — |
| 10 | 3 | 2 | 1 | — | — |
| 11 | 3 | 2 | 2 | — | — |
| 12 | 3 | 2 | 2 | — | — |
| 13 | 3 | 2 | 2 | 1 | — |
| 14 | 3 | 2 | 2 | 1 | — |
| 15 | 3 | 2 | 2 | 2 | — |
| 16 | 3 | 2 | 2 | 2 | — |
| 17 | 3 | 2 | 2 | 2 | 1 |
| 18 | 3 | 2 | 2 | 2 | 1 |
| 19 | 3 | 2 | 2 | 2 | 2 |
| 20 | 3 | 2 | 2 | 2 | 2 |

## Level 1: Attack Bonus

Your extensive training makes you deadly on the battlefield. You are also more accurate and more deadly than many other combatants.

**Benefit:** You gain a +1 bonus to your attack roll

when you’re using a weapon with which you have proficiency. This bonus increases as you gain levels, as noted on the Paladin table.

## Level 1: Spellcasting

As a paladin, you learn to draw on divine magic through prayer and ancient rites. You use this power to cast potent spells that smite your enemies and uplift your friends.

**Benefit:** You can cast a number of paladin spells per day based on the number of spell slots you receive for your paladin level, as noted in the Paladin Spells per Day table. Charisma is your magic ability score.

*Spell Preparation:* You must prepare your spells before casting them. After a long rest, you regain all your spell slots, and you can prepare a number of spells equal to 2 + half your paladin level (two spells at 1st level), choosing any spell you wish from the paladin spells you can cast. You will

usually want to prepare at least one spell of each level you can cast.

Preparing your spells requires time spent in

prayer: at least one minute per spell level for each spell you prepare.

*Casting a Spell:* When you cast a spell, choose one of your prepared spells and use a spell slot of that spell’s level or higher. Some spells have improved effects when they are cast at higher levels. After you cast the spell, you lose the use of that slot until you prepare spells again, but you still have the spell prepared.

You can use your spell slots to cast any combination of spells you have prepared, as long as you respect the limit on spells you can cast of a specific level. For example, if you have *cure wounds* and *divine favor* prepared and have two 1st-­‐level spell slots available, you can cast each spell once or cast one of those spells twice.

*Saving Throw DCs:* When a paladin spell that you cast calls for a saving throw, the save DC equals 10

+ your Charisma modifier + the spellcasting bonus

for your level, as noted in the Paladin table.

## Level 1: Divine Sense

Your connection to the divine awakens a supernatural awareness in you. When you focus your senses, you can sense the presence of creatures, places, and items with strong divine connection in the world around you.

**Benefit:** You can activate your divine sense as an action. Until the end of your next turn, you know the exact location of any celestial, fiend, or undead creature within 25 feet of you, and such creatures cannot become hidden from you. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

## Level 1: Divine Grace

Your faith is as strong an armor as any suit of mail. The gods protect you from spells, poisons, and any other hazards that can undo you.

**Benefit:** You can make a Charisma saving throw in place of any saving throw you make.

## Level 1: Channel Divinity

You have the ability to perform miracles by acting as a conduit for raw divine power. When you do so, you channel energy directly from your deity, using it to fuel exceptional magical effects.

**Benefit:** You can channel divinity once per day.

As you gain levels, you gain additional uses of this feature each day, as noted in the Paladin table.

When you channel divinity, you choose an

option granted by your oaths and gain its benefits. Each channel divinity option explains how to use it.

### Divine Smite

When you hit an enemy with a melee attack, you can expend a use of channel divinity to deliver a divine smite. Your attack deals 3d10 extra damage. If you are not evil, the extra damage is radiant. If you are evil, the extra damage is necrotic.

### Dreadful Aspect

When you hit a creature with a melee attack using a weapon with which you have proficiency, you can expend a use of your channel divinity to reveal

your dreadful aspect. When you do so, each creature you choose within 10 feet of you must make a Wisdom saving throw (DC equal to your spell save DC). Creatures that fail the save are frightened for 1 minute. On its turn, a frightened creature can use its action to make a Wisdom check (DC equal to your spell save DC) to end the effect.

### Lay on Hands

As an action, you can expend one of your uses of channel divinity to lay on hands. When you do so, you can restore 15 hit points, divided among any creatures you choose within 5 feet of you.

You can expend an extra use of channel divinity when you use this to also remove one disease or poison from one of the creatures you heal.

### Nature’s Wrath

When you hit a creature with a melee attack using a weapon with which you have proficiency, you can expend a use of your channel divinity to unleash nature’s wrath. Plants and vines erupt from the ground to strangle your enemies. Each creature you choose within 10 feet of you must make a Constitution saving throw (DC equal to your spell save DC). A creature takes 2d8 piercing damage from thorny vines on a failed save, and half as much damage on a successful one. The ground in a 10-­‐foot radius around you becomes difficult terrain for 1 minute.

### Rebuke Undead

As an action, you can expend a use of your channel divinity to rebuke an undead creature. Choose an undead creature within 30 feet of you. That creature must make a Wisdom saving throw (DC equal to your spell save DC). On a failed save, the creature is charmed by you for 1 hour, even if that creature cannot normally be charmed. While charmed by you, the creature must obey your verbal commands. You cannot charm an undead creature whose Hit Dice are greater than your paladin level.

### Turn Undead

As an action, you can expend one of your uses of channel divinity to channel positive energy. When you do so, each undead creature within 30 feet of

you that has hit points equal to or less than twice your paladin level is destroyed.

Each remaining undead creature within 30 feet

of you that has hit points equal to or less than five times your paladin level is turned. A turned creature is affected for 1 minute or until it takes damage from an attack or a spell. It must spend its turns trying to get as far away from you as it can. It cannot willingly move within 30 feet of you (unless there is nowhere else it can move), it cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving.

## Level 1: Oath

A paladin is defined by oaths—to a knighthood, to a code, and to the gods.

**Benefit:** Choose an oath associated with your alignment. Three options are presented here: the Oath of the Cavalier (lawful good), the Oath of the Warden (lawful good or lawful neutral), and the Oath of the Blackguard (lawful neutral or lawful evil).

Your choice of oath grants you various special

abilities, including spells and channel divinity options.

### Oath of the Cavalier

A cavalier has sworn to protect the weak, to fight evil, and to act as a shining example of goodness in an otherwise dark world.

**Alignment:** You must be lawful good. **Channel Divinity:** You gain the Divine Smite,

Lay on Hands, and Turn Undead options.

**Cavalier Spells:** Add the following spells to your spell list.

**Spell**

**Level Domain Spell**

1. protection from evil
2. lesser restoration
3. dispel magic
4. freedom of movement
5. commune

### Oath of the Warden

Sometimes referred to as a green knight, the warden has sworn oaths to the gods and spirits of the natural world.

**Alignment:** You must be lawful good or lawful neutral.

**Channel Divinity:** You gain the Lay on Hands, Nature’s Wrath, and Turn Undead options.

**Warden Spells:** Add the following spells to your

spell list.

**Spell**

**Level Domain Spell**

1. entangle
2. barkskin
3. protection from energy
4. stoneskin
5. wall of stone

### Oath of the Blackguard

Sometimes referred to as an anti-­‐paladin or a black knight, the blackguard has sworn oaths to dark powers to bring order at any cost.

**Alignment:** You must be lawful neutral or lawful evil.

**Channel Divinity:** You gain the Divine Smite, Dreadful Aspect, and Rebuke Undead options.

**Blackguard Spells:** Add the following spells to your spell list.

**Spell**

**Level Domain Spell**

1. inflict wounds
2. darkness
3. dispel magic
4. blight
5. dominate person

## Level 2: Aura of Protection

The resolve of your faith, and the protection afforded to you by the gods, extends to your allies.

**Benefit:** Whenever a creature within 10 feet of you must make a saving throw, you can use your reaction to grant it a bonus to the save equal to your Charisma modifier (minimum of +1).

## Level 4: Aura of Courage

Your faith lends you courage, and your fearlessness serves as an example to your allies.

**Benefit:** You cannot be frightened, and

creatures you designate within 10 feet of you have advantage on saving throws against being frightened.

## Level 5: Deadly Strike

You are such a skilled combatant that your attacks deal more grievous wounds to your foes.

**Benefit:** Once per turn, when you roll damage for an attack, you can roll the weapon’s damage dice twice and add the rolls together.

At higher levels, you can roll the damage even more times: three times starting at 10th level, four times starting at 15th level, and five times at 20th level.

## Level 7: Divine Health

The divine magic flowing through you protects you from sickness.

**Benefit:** You are immune to disease.

## Level 8: Mount

The paladin’s mount is superior to a normal mount and has special powers. The mount speeds travels and aids the paladin in battle. Although the mount can accompany the paladin into dungeon environments, the steed’s size makes such ventures impractical. Most paladins send their mounts to safety before undertaking such delves.

**Benefit:** You can call a special mount, the form of which depends on your oaths. A cavalier calls a celestial charger, a warden calls a summer stag, and a blackguard calls a bound nightmare.

You have an empathic link with your mount and can sense the direction and distance to it, provided that both of you are on the same plane. You can telepathically communicate simple

concepts and ideas to your mount, which can return thoughts through the same link.

While you are riding your mount, attack rolls

against it have disadvantage. If your mount is killed, you must call another one.

### Calling Your Mount

To call your mount, you partake in a religious ceremony from dawn to sunset or sunset to dawn. At the ceremony’s conclusion, a magical summons reaches across the world—even across the planes—in search of a creature of great splendor to join you on your quests. Such a creature appears voluntarily 24 hours later.

#### Celestial Charger

**Large Beast**

**Armor Class** 18 (plate barding)

**Hit Points** 60 (8d10 + 16); resistant to damage from non-­‐ magical weapons

**Speed** 60 ft.

**Str** 16 (+3) **Dex** 10 (+0) **Con** 14 (+2)

**Int** 10 (+0) **Wis** 12 (+1) **Cha** 12 (+1)

**Alignment** lawful good **Languages** —

TRAITS

**Celestial Stride:** The celestial charger can move across liquid as if it were solid ground. While moving across such terrain, if the celestial charger uses its action to do anything but hustle, the charger sinks.

**Magic Resistance:** The celestial charger has advantage on saving throws against magical effects.

**Spirited Charger:** The celestial charger gains a +5 bonus to AC against opportunity attacks.

ACTIONS

**Multiattack:** The celestial charger makes two hoof attacks.

**Melee Attack—Hoof:** +5 to hit (reach 5 ft.; one creature).

*Hit:* 10 (2d6 + 3) bludgeoning damage.

ENCOUNTER BUILDING

**Level** 6 **XP** 1,160

#### Summer Stag

**Large Beast**

**Armor Class** 16 (scale barding)

**Hit Points** 52 (8d10 + 8); resistant to damage from non-­‐ magical weapons

**Speed** 60 ft.

**Str** 15 (+2) **Dex** 14 (+2) **Con** 12 (+1)

**Int** 10 (+0) **Wis** 14 (+4) **Cha** 10 (+0)

**Alignment** neutral

**Languages** —

TRAITS

**Leap:** The summer stag’s jump distance is doubled.

**Magic Resistance:** The summer stag has advantage on saving throws against magical effects.

ACTIONS

**Multiattack:** The summer stag makes two gore attacks.

**Melee Attack—Gore:** +4 to hit (reach 5 ft.; one creature).

*Hit:* 11 (2d8 + 2) piercing damage.

**Charge:** The summer stag moves up to its speed (minimum of 20 feet) and makes a gore attack. If the attack hits, it is a critical hit.

ENCOUNTER BUILDING

**Level** 6 **XP** 910

#### Bound Nightmare

**Large Beast**

**Armor Class** 18 (plate barding)

**Hit Points** 52 (8d10 + 8); resistant to fire and damage from non-­‐magical weapons

**Speed** 60 ft.

**Str** 17 (+3) **Dex** 12 (+1) **Con** 12 (+1)

**Int** 10 (+0) **Wis** 10 (+0) **Cha** 10 (+0)

**Alignment** unaligned

**Languages** —

TRAITS

**Ride the Flames:** A bound nightmare ignores difficult terrain when it hustles.

**Magic Resistance:** The bound nightmare has advantage on saving throws against magical effects.

ACTIONS

**Multiattack:** The bound nightmare makes two hoof attacks.

**Melee Attack—Hoof:** +5 to hit (reach 5 ft.; one creature).

*Hit:* 9 (2d6 + 3) bludgeoning damage.

**Breathe Flames:** One creature within 5 feet of the bound nightmare must make a Dexterity saving throw (DC 10). On a failed save, the creature takes 2d8 fire damage, or half as much on a successful one.

ENCOUNTER BUILDING

**Level** 6 **XP** 850