

PALADINS

Divine Empowered Warriors

Habitat: Urban; **Treasure:** Currency

Paladins are the divine champions of faith. Bound by sacred oaths, they draw power from the divine, wielding it in the pursuit of justice so long as they remain true to their vows. With their blend of martial prowess and divine authority, paladins serve as the militant arm of spirituality.

Paladins dedicate themselves to eradicating evil and corruption, whether it lurks in the cities, the wilderness, or even beyond the Material Plane. Often, the greatest evils are found in other realms, making paladins wary of otherworldly beings who may lack concern for the Material Plane's well-being.

When not on distant quests, paladins often serve in temples, armies, or local defense forces. Their past deeds frequently earn them titles and renown. You can roll or choose from the Paladin Title table to reflect their heroic history.

PALADIN TITLE

1d8	Title	1d8	Title
1	Exemplar	5	Keeper
2	Faithful	6	Liberator
3	Incarnate	7	Sentinel
4	Justicar	8	Warden

PALADIN OF DEVOTION

Always vigilant, paladins of devotion dedicate themselves to defending the weak. They see themselves as shields against evil, willingly putting themselves in harm's way to protect others.

PALADIN OF THE ANCIENTS

Paladins of the Ancients revere the natural world and the life it sustains. They harness the power of nature to fight off otherworldly forces that seek to corrupt the realm.

PALADIN OF GLORY

Destined for greatness, paladins of glory focus on perfecting their physical abilities to serve as an example for others. Their pursuit of glory often leads them to compete in tournaments and other tests of strength.

PALADIN OF VENGEANCE

In the wake of profound evil, paladins of vengeance rise to hunt down those responsible. Their pursuit is relentless, and they will not rest until justice is served.



PALADIN OF DEVOTION

Small or Medium Humanoid, Any Lawful Alignment

AC 16

Initiative +1 (11)

HP 44 (8d8 + 8)

Speed 30 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
STR 18	+4	+4	DEX 12	+1	+1	CON 13	+1	+1
INT 8	-1	-1	WIS 12	+1	+3	CHA 14	+2	+4

Gear Chain Shirt, Shield

Senses Passive Perception 11

Languages Common plus one more language

CR 2 (XP 450; PB +2)

ACTIONS

Divine Strike. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Radiant damage, and the target suffers one of the following effects:

Thunderous. The target is pushed up to 10 feet away and has the Prone condition.

Wrathful. The target has the Frightened condition until the end of its next turn.

Spellcasting. The paladin casts one of the following spells using Charisma as the spellcasting ability (spell save DC 12):

1/Day Each: *Bless, Cure Wounds*

REACTIONS

Devoted Shield. *Trigger:* An ally within 30 feet will be hit by an attack. *Response:* The ally adds 2 to its AC against the attack.



PALADIN OF THE ANCIENTS

Small or Medium Humanoid, Any Lawful Alignment

AC 16 **Initiative** +1 (11)

HP 97 (15d8 + 30)

Speed 30 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
STR 18	+4	+4	DEX 12	+1	+1	CON 14	+2	+2
INT 8	-1	-1	WIS 12	+1	+4	CHA 16	+3	+6

Resistances Necrotic, Psychic, Radiant

Gear Chain Mail, Greatsword

Senses Passive Perception 11

Languages Common plus one more language

CR 5 (XP 1,800; PB +3)

ACTIONS

Multiattack. The paladin makes two Greatsword attacks and one Divine Strike attack. It can replace one of these attacks with a use of Spellcasting.

Greatsword. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Slashing damage.

Divine Strike. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Radiant damage, and the target suffers one of the following effects:

Ensnaring. The target has the Restrained condition until the end of its next turn.

Thunderous. The target is pushed up to 10 feet away and has the Prone condition.

Spellcasting. The paladin casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

2/Day Each: *Bless, Cure Wounds*

1/Day Each: *Lesser Restoration, Misty Step, Moonbeam*

UNHOLY PALADIN

For villainous paladins, any instance where they deal Radiant damage, they deal Necrotic damage instead. Additionally, replace spells like *Bless* with *Bane*.

PALADIN OF GLORY

Small or Medium Humanoid, Any Lawful Alignment

AC 17 **Initiative** +2 (12)

HP 149 (23d8 + 46)

Speed 40 ft.

	MOD SAVE		MOD SAVE		MOD SAVE			
STR 18	+4	+4	DEX 15	+2	+2	CON 14	+2	+6
INT 8	-1	-1	WIS 12	+1	+5	CHA 14	+2	+7

Skills Acrobatics +10, Athletics +8

Gear Splint Armor

Senses Passive Perception 11

Languages Common plus one more language

CR 9 (XP 5,000; PB +4)

TRAITS

Aura of Protection. An aura radiates in a 10-foot Emanation originating from the paladin. The paladin and allies in the aura have a +2 bonus to saving throws.

ACTIONS

Multiattack. The paladin makes two Holy Javelin attacks and one Divine Strike attack. It can replace one of these attacks with a use of Spellcasting.

Holy Javelin. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 60 ft. *Hit:* 17 (3d8 + 4) Radiant damage.

Divine Strike. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 22 (4d8 + 4) Radiant damage, and the target suffers one of the following effects:

Blinding. The target has the Blinded condition until the end of its next turn.

Thunderous. The target is pushed up to 15 feet away and has the Prone condition.

Spellcasting. The paladin casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

2/Day Each: *Bless, Cure Wounds* (level 2 version)

1/Day Each: *Enhance Ability, Freedom of Movement, Lesser Restoration*

BONUS ACTIONS

Leap. The paladin can jump up to 30 feet by spending 10 feet of movement.



PALADIN OF VENGEANCE

Small or Medium Humanoid, Any Lawful Alignment

AC 18

Initiative +1 (11)

HP 188 (29d8 + 58)

Speed 30 ft., Fly 60 ft. (hover)

	MOD SAVE		MOD SAVE		MOD SAVE			
STR 20	+5	+5	DEX 12	+1	+1	CON 15	+2	+7
INT 10	+0	+0	WIS 12	+1	+6	CHA 18	+4	+9

Skills Intimidation +9, Perception +6

Gear Glaive, Plate Armor

Senses Passive Perception 16

Languages Common plus one more language

CR 13 (XP 10,000; PB +5)

TRAITS

Aura of Protection. An aura radiates in a 10-foot Emanation originating from the paladin. The paladin and allies in the aura have a +4 bonus to saving throws.

ACTIONS

Multiattack. The paladin makes three Glaive attacks and one Divine Strike attack. It can replace one of these attacks with a use of Spellcasting.

Glaive. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 10 (1d10 + 5) Slashing damage plus 13 (3d8) Radiant damage.

Divine Strike. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 23 (4d8 + 5) Radiant damage, and the target suffers one of the following effects:

Blinding. The target has the Blinded condition until the end of its next turn.

Thunderous. The target is pushed up to 20 feet away and has the Prone condition.

Spellcasting. The paladin casts one of the following spells using Charisma as the spellcasting ability (spell save DC 17):

3/Day Each: *Cure Wounds* (level 3 version)

2/Day Each: *Dispel Magic*, *Lesser Restoration*

1/Day Each: *Bane* (level 2 version), *Banishment*, *Dimension Door*, *Hold Person*

REACTIONS

Avenging Strike. *Trigger:* A marked creature hits or misses. *Response:* The paladin makes one Glaive attack against the triggering creature.

Mark of Vengeance (2/Day). *Trigger:* The paladin takes damage from a creature. *Response:* The paladin marks the triggering creature for 1 minute. While marked, the paladin has Advantage on attack rolls against the target.