Paladin Class Overview – Decennium Descent

The Paladin is a divine warrior whose strength stems from an unbreakable Oath made to a higher power. In Decennium Descent, the Paladin is not merely a combatant or spellcaster—they are a moral and metaphysical anchor within the dungeon’s world. Their very presence invokes divine consequence, alters dungeon dynamics, and demands narrative weight from the player.  
  
Paladins are designed as one of the game’s flagship classes. Each Oath represents a factional covenant that defines both the mechanics and the roleplaying experience. Paladins gain divine auras, smite types, class-specific spells, and access to deeply impactful signature abilities. The core of the class revolves around honor, conviction, and consequence.  
  
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🛡️ Class Role:  
- Frontline support or striker depending on Oath  
- Highly resilient and self-sustaining  
- Buffs allies with auras and protective abilities  
- Unique Smite type per Oath (Radiant, Fire, Nature, Psychic, etc.)  
- Central to narrative and faction-based encounters  
  
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⚖️ Design Themes:  
1. \*\*Moral Gravity\*\* – Every Paladin decision has spiritual consequence.  
2. \*\*Divine Weight\*\* – NPCs and dungeon zones react to Paladins in unique ways (e.g., holy seals, cursed altars).  
3. \*\*Evolving Identity\*\* – Every Paladin can either uphold or break their Oath, transforming into an Oathbreaker variant with corrupted powers.  
4. \*\*Narrative Showcase\*\* – Their storylines are tied to gods, realms, and judgment events that cannot be accessed through other classes.  
5. \*\*Strategic Depth\*\* – Auras, positioning, and party synergies make Paladins tactically rich despite being easy to learn.  
  
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⚔️ Class Features Summary:  
- \*\*Divine Smite\*\* – Deliver explosive energy on weapon attacks. Damage scales by spell slot and level. Smite type is defined by the Oath.  
- \*\*Lay on Hands\*\* – Heal pool = Paladin level × 5. Can cure status or unconscious allies.  
- \*\*Divine Sense\*\* – Detect celestial, undead, cursed ground, or sacrilege in your vicinity.  
- \*\*Aegis Aura\*\* – Each Paladin unlocks a unique aura by level 6. Buffs allies or debuffs enemies based on their Oath.  
- \*\*Signature Power\*\* – Each Oath grants a once-per-rest power that defines its battlefield or spiritual role.  
  
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📖 Oath System:  
- At level 3, the Paladin selects a divine path. This cannot be changed unless they break the Oath.  
- Each Oath defines:  
 - Smite Damage Type  
 - Spell Pool  
 - Unique Aura  
 - Roleplay Tenets  
 - Signature Combat Power  
  
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☠️ Oathbreaking:  
- At any point, the Paladin may willingly (or story-wise) break their oath.  
- This triggers transformation into an \*\*Oathbreaker Variant\*\*, gaining:  
 - Corrupted versions of powers (e.g., Lay on Hands → Death Touch)  
 - Necrotic/Fear spell pool  
 - Unholy auras  
 - Undead control or forbidden pacts  
- The world reacts: enemies may fear, allies may reject, certain dungeon zones become sealed/unlocked  
  
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🧩 Why Play a Paladin?  
- You enjoy high stakes, both morally and mechanically  
- You want a class that evolves and reshapes the game world  
- You want the option to fall from grace and become more powerful in the process  
- You like divine flavor, heavy armor, and supernatural authority  
  
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Paladins are not a passive class. They demand to be noticed, obeyed, and either followed or feared.