Paladin Oaths – Core Doctrine of the Divine Orders

In Decennium Descent, Paladins do not simply choose a subclass—they swear an unbreakable Oath that defines their role in both the battlefield and the celestial hierarchy. These divine paths grant unique spell pools, Smite energies, auras, and holy powers, all themed around each sacred covenant.   
  
Each Paladin Oath is a commitment to an ideal: justice, mercy, order, zeal, or primal balance. Unlike other classes, Paladins shape the dungeon itself through divine presence, unlocking sealed chambers, influencing planar interactions, and altering NPC and faction responses.  
  
Below are the five showcase Oaths for the Paladin class.

## Oath of Mercy

Theme: Healing, preservation, divine protection

Smite Type: Radiant

Aura: Protective Veil: Allies within 10 ft gain +1 AC.

Signature Power: Miracle Veil: Once per long rest, you may prevent a fatal blow to an ally within 30 ft, healing them for 10 + your Paladin level.

Spell Pool:

* - Cure Wounds
* - Lesser Restoration
* - Sanctuary
* - Beacon of Hope
* - Revivify
* - Greater Restoration

## Oath of Vengeance

Theme: Relentless pursuit of justice and righteous fury

Smite Type: Psychic

Aura: Hunter’s Focus: Gain +1 to attacks against a marked target.

Signature Power: Judgment Brand: Mark a target once per long rest; any attack against them that drops them below 25% HP automatically becomes a critical hit.

Spell Pool:

* - Hunter's Mark
* - Misty Step
* - Hold Person
* - Banishment
* - Steel Wind Strike

## Oath of Dominion

Theme: Order, command, battlefield law

Smite Type: Fire

Aura: Obedience: Allies within 10 ft gain +2 to saving throws.

Signature Power: Heaven’s Decree: Once per long rest, force all enemies within 30 ft to obey a one-sentence divine command (WIS save to resist).

Spell Pool:

* - Command
* - Zone of Truth
* - Hold Monster
* - Wall of Fire
* - Flame Strike

## Oath of Flame

Theme: Zealotry, purification through holy fire

Smite Type: Fire + Radiant

Aura: Aura of Zeal: Allies gain +10 movement speed and immunity to the Frightened condition.

Signature Power: Holy Inferno: Once per long rest, you may unleash a 10-ft burst of fire dealing 4d6 fire damage and cleansing enemy buffs.

Spell Pool:

* - Searing Smite
* - Fireball
* - Scorching Ray
* - Wall of Fire
* - Flame Strike

## Oath of the Ancients

Theme: Nature, memory, life essence

Smite Type: Nature

Aura: Aura of Renewal: Allies below 50% HP regain 1 HP at the start of their turn.

Signature Power: Thorn Crown: Once per long rest, reflect all incoming status effects for 1 minute back to their source.

Spell Pool:

* - Entangle
* - Barkskin
* - Spike Growth
* - Guardian of Nature
* - Tree Stride