Paladin Oaths & Oathbreaker System – Revised Edition

This rulebook provides a complete breakdown of the Paladin class for Decennium Descent, including all major Oaths, Oathbreaker variants, spell pools, ability descriptions, and scaling damage for both Smite and special class powers.

# Core Mechanics

- Divine Smite: Base 1d8 + Paladin level/2 (rounded up). +1d8 per spell slot level above 1st. Doubled on crit.

- Lay on Hands: Heals HP = Paladin level × 5.

- Oathbreaker variants gain corrupted versions of Lay on Hands, Smite, and aura effects.

- Aegis Aura: Passive 10-ft aura, activated at level 6+.

- Signature Powers and Smite types vary by Oath.

## Smite Damage Table

| Paladin Level | Smite Dice (Base + Slot) |

|---------------|---------------------------|

| 1 | 1d8 |

| 5 | 1d8 + 2d8 (3d8 total) |

| 11 | 2d8 + 2d8 (4d8 total) |

| 17 | 3d8 + 2d8 (5d8 total) |

## Oath of Mercy

Smite Type: Radiant

Aura: Protective Veil: Allies gain +1 AC

Signature Power: Miracle Veil: Intercept fatal damage to one ally, once/day

Damage Summary: N/A (healing oath)

Spell Pool:

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

## Gravetide (Oathbreaker)

Smite Type: Necrotic

Aura: Aura of Decay: Enemies in range take 1d6 necrotic/start of turn

Signature Power: Death Touch: Deal 1d6 per 2 Paladin levels necrotic

Damage Summary: Death Touch: 5d6 at Lv10, 10d6 at Lv20

Spell Pool:

* - Inflict Wounds
* - Animate Dead
* - Vampiric Touch
* - Blight
* - Finger of Death

## Oath of Vengeance

Smite Type: Psychic

Aura: Hunter’s Focus: +1 to attacks vs marked target

Signature Power: Judgment Brand: Crit against marked target < 25% HP

Damage Summary: Smite + Crit modifier on trigger

Spell Pool:

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

## Blood Reaver (Oathbreaker)

Smite Type: Bleed (Psychic DoT)

Aura: Aura of Violence: Allies deal +1 damage to wounded enemies

Signature Power: Blood Tithe: Deal 2d8 and cause 1d4 bleed for 3 rounds

Damage Summary: Initial 2d8 + 1d4/round for 3 rounds

Spell Pool:

* - Bloodletting Blade
* - Curse
* - Withering Smite
* - Dance of Blood
* - Power Word: Kill

## Oath of Dominion

Smite Type: Fire

Aura: Obedience: +2 to all ally saves

Signature Power: Heaven’s Decree: Issue divine command (WIS save or obey)

Damage Summary: Smite = Fire, command negation varies

Spell Pool:

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

## Fallen King (Oathbreaker)

Smite Type: Fear + Fire

Aura: Aura of Dread: Enemies save at Disadvantage

Signature Power: Control Undead: Raise slain for 1 minute (once/day)

Damage Summary: Hellfire Chain: 4d6 fire + frighten (WIS save)

Spell Pool:

* - Fear
* - Crown of Madness
* - Hellfire Chain
* - Dominate Person
* - Mass Suggestion

## Oath of Flame

Smite Type: Fire + Radiant

Aura: Aura of Zeal: +10 movement, immunity to fear

Signature Power: Holy Inferno: AoE 4d6 fire, 10-ft radius

Damage Summary: Holy Inferno: 4d6 fire, AoE

Spell Pool:

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

## Ashen Wretch (Oathbreaker)

Smite Type: Infernal Fire

Aura: Aura of Ruin: All creatures take 1 fire/start of turn

Signature Power: Soulburn: 2d8 fire + strip 1 active buff

Damage Summary: 2d8 fire + buff strip

Spell Pool:

* - Burning Hands
* - Firestorm
* - Infernal Blaze
* - Hellfire Chain
* - Destructive Wave

## Oath of the Ancients

Smite Type: Nature

Aura: Aura of Renewal: Regain 1 HP/turn if <50%

Signature Power: Thorn Crown: Reflect status effects on caster

Damage Summary: Reflective; no direct damage

Spell Pool:

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

## Dreadroot (Oathbreaker)

Smite Type: Necrotic + Madness

Aura: Aura of Madness: Enemies roll d4 to misfire attacks

Signature Power: Blight Chain: 2d6 necrotic + 1d6 to 2 adjacent targets

Damage Summary: 2d6 base + 1d6 jump (2 targets)

Spell Pool:

* - Contagion
* - Insect Plague
* - Maddening Darkness
* - Black Tentacles
* - Mass Hallucination