

# ■■■ Paladin Quick Reference — Oath of Vengeance (Level 8 → 9)

## ■ Combat Routine

### Pre-Combat

- Find Steed always up.
- Cast *Bless* before fight if possible.

### Round 1 (Engage)

- **Bonus:** Vow of Enmity (advantage) OR Misty Step (reposition).
- **Action:** 2 halberd swings. Use GWM (-5/+10) with advantage. Smite on hit (save higher slots for crits).
- **Bonus (Polearm Master):** Butt-end attack.

### Round 2+ (Maintain)

- Keep swinging (Extra Attack + GWM).
- **Reaction:** Polearm Master OA (later + Sentinel = lockdown).
- Smite on crits / priority targets.

### Sustained

- **Concentration priority:** *Bless* → *Shield of Faith* → Smite spells.
- **Utility:** Compelled Duel (peel), Zone of Truth (social).
- **Support:** Lay on Hands / Lesser Restoration.

## ■ Spell Loadout

### 1st-Level

- **Bless** ■ – +1d4 to attack & saves (Conc).
- **Shield of Faith** – +2 AC, bonus action (Conc).
- **Wrathful Smite** – 1d6 psychic + Frighten (Conc).
- **Compelled Duel** – Focus target on you (Conc).

### 2nd-Level

- **Lesser Restoration** – Cure poison/disease/blind/paralyse/deafen.
- **Hold Person** ■ – Paralyse humanoid (auto-crits) (Conc).
- **Misty Step** ■ – Bonus action teleport 30 ft.
- **Zone of Truth** – Prevent lies in 15-ft radius.  
(Find Steed always prepared, via class feature.)

### 3rd-Level (at L9)

- **Revivify** ■ – Revive ally dead <1 min (needs diamond).
- **Dispel Magic** – End spells/magic effects.
- **Aura of Vitality** – Heal 2d6/round (Conc).
- **Blinding Smite** – 3d8 radiant + blind on hit (Conc).

## ■ Key Notes

- **Always prepared:** Misty Step, Hold Person, Find Steed.
- **Slot economy:** Save high slots for crit smites, keep 1x 3rd-level free for Revivify.
- **Concentration triage:** *Bless* > *Shield of Faith* > Smite spell.
- **Nova combo:** Vow of Enmity + GWM + Crit + Smite.