

DIVINE SENSE



1st-level paladin feature

Casting Time 1 Action

Duration Until end of next turn

Casts per Long Rest 1 + Charisma modifier

You can open your awareness to detect such forces. You know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.

LAY OF HANDS



1st-level paladin feature

Casting Time 1 Action

Range Touch

Healing Pool 5 x Paladin level

Replenish Long Rest

You can touch a creature and draw power from the pool to restore a number of Hit Points to that creature, up to the amount remaining in your pool. Alternatively, you can expend 5 Hit Points from your pool of Healing to cure the target of one disease or neutralize one poison affecting it. You can cure ailments with a single use, expending Hit Points for each one. This has no effect on Undead and constructs.

DEFENSE



Paladin Fighting Style

While you are wearing armor, you gain a +1 bonus to AC.

DUELING



Paladin Fighting Style

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING



Paladin Fighting Style

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION



Paladin Fighting Style

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Reaction. An instant response that can occur in response to a trigger. When you take a reaction, you can't take another one until the start of your next turn.

PHB 84

CLOSE QUARTERS SHOOTER



Paladin Fighting Style

When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls on ranged attacks.

TUNNEL FIGHTER



Paladin Fighting Style

As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

MARINER



Paladin Fighting Style

As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

Unearthed Arcana

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DIVINE SMITE



2nd-level paladin feature

When you hit a creature with a melee weapon Attack, you can expend a 1st-level spell slot to deal an additional 2d8 radiant damage to the target. The damage increases by 1d8 if the target is an undead or a fiend.

AT HIGHER LEVEL

1d8 for each additional spell slot level, to a maximum of 5d8.

PHB 85

AURA OF PROTECTION



6th-level paladin feature

Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

AT HIGHER LEVEL

At 18th level, the range of this aura increases to 30 feet.

PHB 85

DIVINE HEALTH



3rd-level paladin feature

The Divine Magic flowing through you makes you immune to disease.

PHB 85

AURA OF COURAGE



10th-level paladin feature

You and friendly creatures within 10 feet of you can't be Frightened while you are conscious.

AT HIGHER LEVEL

At 18th level, the range of this aura increases to 30 feet.

PHB 85

EXTRA ATTACK



5th-level paladin feature

You can Attack twice, instead of once, whenever you take the Attack action on your turn.

PHB 85

CLEANSING TOUCH



14th-level paladin feature

Casting Time 1 Action

Range Self or Touch

Casts per Long Rest Charisma modifier

You can use your action to end one spell on yourself or on one willing creature that you touch.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a Long Rest.

PHB 85

ABJURE ENEMY



Channel Divinity of Vengeance

As an action, choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw. On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

Only 1 divinity can be cast between rest.

PHB 88

VOW OF ENMITY



Channel Divinity of Vengeance

As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Only 1 divinity can be cast between rest.

PHB 88

RELENTLESS AVENGER

SOUL OF VENGEANCE

AVENGING ANGEL



7th-level Oath of Vengeance

By 7th level, when you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

PHB 88

15th-level Oath of Vengeance

When a creature under the effect of your Vow of Enmity makes an attack, you can use your reaction to make a melee weapon attack against that creature if it is within range.

PHB 88

20th-level Oath of Vengeance

Casting Time 1 Action **Duration** 1 hour
Replenish Long Rest

You transform and gain the following abilities:

1. Wings sprout from your back and grant you a flying speed of 60 feet.
2. You emanate an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes any damage. Attack rolls against the frightened creature have advantage.

PHB 88

BANE



3rd-level, Oath of Vengeance Spell

Casting time 1 action

Range 30 feet

Components VSM (a drop of blood)

Duration Concentration, up to 1 minute

Up to three creatures of your choice within range must make a Charisma save. On failure, whenever the creature makes an attack roll or saving throw before the spell ends it rolls 1d4 and subtracts the result from the attack roll or saving throw.

AT HIGHER LEVELS

Target one additional creature per level.

PHB 216

BANISHMENT



13th-level, Oath of Vengeance Spell

Casting time 1 action

Range 60 feet

Components VSM (an item distasteful to the target)

Duration Concentration, up to 1 minute

Target must succeed on a Cha save or be banished to another plane of existence. If the target is native to the current plane it is banished to a demiplane and incapacitated for the duration. If it is native to another plane it is returned there; if the spell ends before 1 minute has passed the creature returns to the space it left or the nearest unoccupied space, otherwise it doesn't.

AT HIGHER LEVELS

Target one additional creature per level.

PHB 217

DIMENSION DOOR



13th-level, Oath of Vengeance Spell

Casting time 1 action

Range 500 feet

Components V

Duration Instantaneous

You teleport yourself to any spot within range: one you can see, one you can visualize, or one described by a distance and direction. You can bring objects up to what you can carry, as well as one willing creature within 5' bearing up to what it can carry.

If you would arrive in a place already occupied by an object or creature, take 4d6 force damage and teleport fails.

PHB 233

HASTE



9th-level, Oath of Vengeance Spell

Casting time 1 action

Range 30 feet

Components VSM (a shaving of licorice root)

Duration Concentration, up to 1 minute

A willing creature you can see within range has its speed doubled, gains +2 to AC, has advantage on Dex saves, and gains an additional action on each of its turns. That extra action can only be used to Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object.

When the effect ends, the creature cannot move or take actions until after its next turn.

PHB 250

HOLD MONSTER



17th-level, Oath of Vengeance Spell

Casting time 1 action

Range 90 feet

Components VSM (a small, straight piece of iron)

Duration Concentration, up to 1 minute

A creature you can see within range must succeed on a Wis save or be paralyzed for the duration. At the end of each of its turns, the creature can make a new saving throw to end the effect. Does not affect undead.

AT HIGHER LEVELS

Target an additional creature per level. All must be within 30' of each other.

PHB 251

HOLD PERSON



5th-level, Oath of Vengeance Spell

Casting time 1 action

Range 60 feet

Components VSM (a small, straight piece of iron)

Duration Concentration, up to 1 minute

A humanoid you can see within range must succeed on a Wis save or be paralyzed for the duration. At the end of each of its turns, the creature can make a new saving throw to end the effect.

AT HIGHER LEVELS

Target an additional humanoid per level. All must be within 30' of each other.

PHB 251

HUNTER'S MARK



3rd-level, Oath of Vengeance Spell

Casting time 1 bonus action

Range 90 feet

Components V

Duration Concentration, up to 1 hour

You choose a creature you can see within range. Until the spell ends, you deal 1d6 extra damage to that creature with weapon attacks and you have advantage on Survival and Perception checks to locate it. If the target is dropped to 0 HP before the spell ends, you can designate a new target as a bonus action on a subsequent turn.

AT HIGHER LEVELS

Duration increases (concentration needed):

3rd: 8 hours. 5th: 24 hours.

PHB 251

MISTY STEP



5th-level, Oath of Vengeance Spell

Casting time 1 bonus action

Range Self

Components V

Duration Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

PHB 260

PROTECTION FROM ENERGY



9th-level, Oath of Vengeance Spell

Casting time 1 action

Range Touch

Components VS

Duration Concentration, up to 1 hour

For the duration, a willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

PHB 270

SCRYING



17th-level, Oath of Vengeance Spell

Casting time 10 minutes

Range Self

Components VSM (a focus worth at least 1000 gp)

Duration Concentration, up to 10 minutes

Invisible fist-sized orb appears at a location you've seen before or follows a creature, allowing you to see all in 10' radius.

Creature gets a wisdom save, modified by your knowledge of and physical connection to it. It can choose to fail the save if it knows you're trying. On a successful save, the spell fails and you cannot target that creature again for 24 hours.

If you have only secondhand knowledge, it gets +5 on the save. If you know the target well, it gets -5. If you have a likeness of the target it gets -2; a garment or possession gets -4; a body part, including hair or nail clippings, gets -10.

PHB 273