



The Paladin Major

Paladin School

(*Player's Handbook* (2014), *Xanathar's Guide to Everything* (2017))

"In brightest day, in blackest night, no evil shall esc... hmm? Oh, it's my paladin's oath. What do you mean I can't use it? Copy-what? I don't understand..."

--Sir Hal, senior Human Paladin

Clerics bless, Paladins *are* blessed. Warriors dedicated to the greater good (or greater evil, if that's where you're going with this. Or possibly the greater neutrality), Paladins serve the gods as vessels of righteousness, righters of wrongs, and wearers of plate armor. The Strongheart School of Paladinhood is Sigil Prep's quality program for study in this prestigious career. You'll learn to fight, to heal, to quest, and to feel like a morally superior person to all your friends. Sign your oath—and if you're evil, break it—and you are on your way to a fine career as the sword arm of Bahamut. Or the Silver Flame. Or maybe Heimdall. Or Asmodeus, if you're nasty.

By their second semester, all Paladin students must have signed an affidavit of Oath-Taking in the sacred oath of their choice, signed by a member of faculty, a licensed clergyman of your chosen faith, and a witness to both signings. Alternately, a signature by your god covers all that.

FRESHMAN YEAR

Freshman paladin students can expect intensive armor and weapons training. You'll also need to take Divine Sense (PAL 101)—inasmuch as we can't common sense—Healing by Touch (PAL 130), and a few sessions of Paladin Spellcasting Lab I. You'll also need to take Immunity to Disease through Extreme Faith (PAL 201), during which we'll explain why especially pious Clerics don't also have this ability.

SOPHOMORE YEAR

Sophomore Paladin will continue into Paladin Spellcasting Lab II and III, and will have to take Aura of Protection and Aura of Courage. Your combat training continues as well.

JUNIOR YEAR

In your third year, you will need to continue your Paladin Spellcasting Labs, and you'll learn Cleansing through Touch (PAL 706).

SENIOR YEAR

In your final year, you will learn improvements to your auras, and take the most advanced spellcasting we're willing to teach primary combatants.

When all requirements are completed, you earn the Bachelor of Divinity- Combat Edition degree.

Alhandra Heathersen

(Human Paladin, grad student)

Alhandra is going for her PhD in Paladin, and is one of the most respected and well-known teaching assistants in the Paladin department. Respected for one reason—her devotion to Heironeous and her commitment to helping other Paladin students learn and excel—and *well-known* for another. She's quite, shall we say, carefree, when she's had a few ales, and this carefree-ness has led to a few bikini posters, Paladins Gone Wild videos, and wet t-shirt contest trophies more than a bastion of Lawful Good generally acquires. She always regrets these benders, but seems to forget about them the next time a party rolls around

She's been on more atonement quests than any other Honor Role student in the program's history. She's also the only paladin Maddie Weber can stand. There's a story behind that, but we'll let Kerwyn tell it to you.

(Alhandra is based on a portrait character from Player's Handbook (2000; 2003); property of WotC)

Paladin Career Paths

Whatever it may be, all Paladins take an Oath which forms the basis of their faith for their Paladinic career. It also determines which classes you're going to need to take to earn your degree, so we've collected them here in course catalog form.

All Paladin career paths add additional units of Paladin Spell Lab I-V, so keep that in mind.

Oath of Conquest

(*Unearthed Arcana: Paladin* (online download, 2016), *Unearthed Arcana: Revised Class Options* (online download, 2017), *Xanathar's Guide to Everything* (2017))

See them driven before you, hear the lamentations of their women, all that jazz. It's not enough to defeat; you have to crush. You're a bad mamma-jamma and ain't nobody can tell you different. Doesn't sound that paladiny, but then again, we aren't paladins of Hextor.

You will be required to take Divinity Channeling Practicums in Conquering Presence and Guided Strike, and will take Scornful Rebuking (PAL 803) in your later years. Your training culminates with Becoming an Invincible Conqueror (invincibility not guaranteed).

Oath of Devotion

(*Player's Handbook* (2014))

Perhaps the most basic paladin oath, this program teaches you holy purity, by promising not to lie, to be ever courageous, and being an all-around swell fella. Your standards for yourself are high, so you're going to wonder why everyone thinks you're full of yourself. Don't worry about it; they just don't understand how selfless and modest you are.

Training in Sacred Weapon and Turning the Unholy are crucial, but your most important course will be Understanding and Application of the Holy Nimbus (PAL 924).

Oath of Redemption

(*Unearthed Arcana: a Trio of Subclasses* (online download, 2017), *Xanathar's Guide to Everything* (2017))

Honestly, I don't think it's enough to make an oath that you're redeemed. "By damn, I'm redeemed," you say, but I say, "you didn't do jack to redeem yourself. Vowing isn't fixing. Dumbass."

An early program, Warrior of Reconciliation (PAL 205), will set the mood ("I will make it up to you! Through warfare!"), but your Divinity Channeling Practicums define this program- Emissary of Peace, and Rebuke the Violent. Peace by rebuking. That's this in a nutshell.

Oath of the Ancients

(*Player's Handbook* (2014))

But can you be a paladin of nature, you ask? Sure you can! Obad-Hai needs pallys, too. Campground etiquette is to leave it better than you found it. Well, it sure is better without that roving hobgoblin war band stomping about.

Among your requirements is Undying Sentinel (PAL 830), because listen. Just because somebody kills you doesn't mean you have to die.

Oath of the Crown

(Sword Coast Adventurer's Guide (2015))

To enter this program, you must swear fealty to a sovereign nation. Or to civilization as a concept, because we're the kinder, gentler Sigil Prep who doesn't steal your paladinship just because you accidentally forgot to pay for some trading cards at the corner convenience store. So, yeah. Be a noble knight in the service of a king, or just a guy in service of the idea of groups of people living in a stable community. You get the same benefits either way.

You will be required to take two Divinity Channeling Practicums: Champion Challenge, and Turning the Tide. This is about the tides of battle, not literal tides. Check back later, we may add an Oath of Sea Change.

Oath of Treachery

(Unearthed Arcana: Paladin (online download, 2016))

The more we tell you, the more you'll have to betray us with. So, tough luck getting this degree, jackasses!

We're not telling you what your required courses are. Traitor. Figure it out yourself.

Oath of Vengeance

(Player's Handbook (2014))

Did a dark overlord kill your parents (or beloved parental figures), leaving you with nothing but your faith and your sword? Well, we can teach you the path to revenge. Officially, we're supposed to tell you that true justice doesn't come from anger, but this ain't Jedi school, and that dark overlord ain't your dad. Unless he is, but the odds are pretty... well, in the adventuring world, it's about 50/50.

Oathbreaker

(Dungeon Master's Guide (2014))

It may seem like cheating. You can make any oath you want to, break it, and still get some nifty Paladin powers. Hmm, actually though... Man, if honor doesn't bother you, this is a pretty good path.

You will take Aura of Hate (PAL 817), but hey. If you want people to hate you, you don't need an aura. You're already a paladin. Zing!

(See "Plane of Dairy- Player's Guide" for the Oath of the Feta Knight subclass)

Oath of the Buzzkill

Paladining is serious business. There's no time for frivolity and kinship. If you're going to adventure with a paladin, you need to learn to behave. No. THEY need to learn to behave. Those guys who are traveling with the paladin. They're the troublesome ones. But we can straighten that out.

TENETS OF THE BUZZKILL

You have these tenets memorized, and you'll gladly tell anyone all about them.

This is serious business. There's no time for frivolity. We have work to do. You and your allies should remain focused on the task at hand, and if you must scold them, you must.

No, I mean it. This isn't fun, it's important. Why are your companions enjoying this? Don't they understand the gravity. There's a time and a place, and this isn't it. This is never it.

Never mind. You just have your fun, I'll do this myself. After all, you're the only one with a basic level of competence and dedication. You might as well.

I'll just have tea, please. If alcohol is all that's available, it will do, you suppose. But tea is more relaxing, and it clears the palette. Not too much, mind. Must be right back to it after this short rest.

OATH SPELLS

You gain oath spells at the Paladin levels listed below.

3 rd	<i>Ceremony (Xanathar's Guide), Compelled Duel</i>
5 th	<i>Prayer of Healing, Zone of Truth</i>
9 th	<i>Crusader's Mantle, Dispel Magic</i>
13 th	<i>Aura of Purity, Staggering Smite</i>
17 th	<i>Banishing Smite, Geas</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Shame. You can use your Channel Divinity to make a declaration beginning with "How dare you..." [attack that lady, raid that helpless village, have a drunken party on a school night, etc.] All creatures who can understand you must make a Wisdom saving throw (DC = your spellcasting DC); if they fail, they cannot engage in the specified activity for one minute.

Rules Lawyer. Sometimes you just don't like where things are going. After any dice roll by someone other than yourself—attack roll, ability check, saving throw, damage roll, by example—before the effects of the roll occur, you can use your Channel Divinity to force a reroll. The lower roll is used.

AURA OF INTEGRITY

Beginning at 7th level, you exude an aura of integrity that makes others question their motives in deceit. All creatures within 10 feet of you have disadvantage in Charisma (Deception) rolls.

At 18th level, this aura extends to 30 feet.

NO TIME FOR RESTING

Beginning at 15th level, you may use an action to give a number of allies equal to your Wisdom bonus the benefits of a short rest. At 18th level, you can give the same number of allies the benefits of a long rest after a short rest.

Once you use this ability, you must complete an actual long rest to use it again. This ability cannot rejuvenate itself, even if another Buzzkill Paladin uses it on you.

AVATAR OF CONSTANCY

At 20th level, you are instilled with such devotion to task that you are practically a living embodiment of constancy. If you roll a d20 to perform a task (attacking with a sword, carpentry skill check, etc.), and your next d20 roll is for the same task, you get a +1 bonus. This is cumulative; thus, your third attempt has +2, your fourth +3 etc., until such a time as you roll a d20 for a different task (including, for example, saving throws), or you go ten minutes without making any d20 rolls.

Oath of the Totally Rad

Your god has blessed you with the gift of awesome, and it is your duty to wail on the unrighteous and rock it out with your sick moves. It isn't enough to smite evil, you must do it in the most radical fashion possible. "Radical" here being used in the 80s slang way. Not in the political way. And certainly not in the mathematical way and... I've ruined it, haven't I?

I'm such a square.

TENETS OF THE TOTALLY RAD

The code you live by is as follows:

There is no task so lame that you can't make it rad. If it's worth doing, it's worth doing with style, my friend.

Respect the radical. Show appreciation for awesomeness, even if it's your enemy.

Celebrate your victories. There is no wrong time to party.

Make victories out of your failures. Failing just makes it more rad when you succeed the next time.

OATH SPELLS

You gain oath spells at the Paladin levels listed.

- 3rd *Chromatic Orb, Longstrider*
- 5th *Enhance Ability, Pyrotechnics (Xanathar's Guide)*
- 9th *Call Lightning, Conjure Barrage*
- 13th *Otiluke's Resilient Sphere, Vitriolic Sphere (Xanathar's Guide)*
- 17th *Conjure Volley, Flame Strike*

BONUS PROFICIENCIES

When you enter this Oath at 3rd level, choose 2 of the following: Acrobatics, Performance, Sleight of Hand, any musical instrument, vehicle (skateboards), or vehicles (bicycles). You are proficient with those selections.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Radical Moves. You can use your Channel Divinity to give yourself a boost to all Dexterity checks and Dexterity saving throws for one minute. Add +5 to all such rolls.

Turn Squares. You can use your Channel Divinity to get rid of the squares. By presenting your holy symbol, all humanoids with a Charisma of 9 or less within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute, or until it takes damage.

A turned creature must spend its turn trying to move as far away from you as it can, and it can't willingly move within 30 feet of you. Note that this ability affects all humanoids in the area, including allies and civilians.

AURA OF FLAIR

Beginning at 7th level, you are surrounded by an aura of dramatic flair which extends to 10' around you. When you do something rad, guitar licks accompany your actions, and if you pose with your arms crossed, your name and a descriptive caption appear in the air beside you. Creatures within your aura are intimidated by how amazing you are, and have disadvantage to attack you.

At 18th level, this aura extends to 30'.

RIGHTEOUS BATTLE CRY

Beginning at 15th level, you can use an action to call out a battle cry, which may be an oath to your god, or a declaration of intent, or just a loud "Woo!" All allies, including yourself within 50' who can hear you add your Wisdom bonus to the damage of any weapon attacks they make until the end of your next turn.

Once you've used this ability, you must take a short or long rest to use it again.

ONE WITH THE RADICAL

At 20th level, your awesome is unsurpassed. When performing an action requiring a Strength, Dexterity, or Constitution check with a DC of 20 or higher, you always have advantage. Further, if any such check succeeds on a natural 20, all creatures in 30 feet of you who saw the action are so amazed, they must make a Wisdom saving throw (against your spellcasting saving throw DC) or are stunned for one round. Be creative and describe exactly how you accomplished your amazingly radical success.

Paladin Faculty

Strongheart [department head]

(Human Paladin, Professor of Lawfulness, Bravery)

Professor Strongheart is the paladin's paladin, a man so devoted to propriety and forthrightness, that other paladins look at him and say, "Whoa, man, pull it back about 10%." He is everything a paladin is meant to be, which may or may not be a good thing, depending on your tolerance for overbearing.

(Strongheart is a character created for LJM's Advanced Dungeons & Dragons action figure line; property of WotC)

Dragonbait [tenured]

(Saurial Paladin, Professor of Nobility, Shining Armor)

Unable to speak a word of common, Professor Dragonbait is, nonetheless, one of the best professors in the Paladin department. He is often assisted by his friend and teaching assistant, Alias, who doesn't understand the language he speaks any more than you do, but is able to make pretty good guesses. Students should take extra care in reading the textbook, because even though he'll cover it all in class, you might not notice.

(Dragonbait is a figure from the Forgotten Realms novels, The Finder's Stone trilogy; property of WotC)

Alias

(Human Fighter, teaching assistant of Dragonbait)

Alias isn't properly a professor, but she is the teaching assistant of Professor Dragonbait, tasked with translating his lectures and guidance into Common. For the most part, she guesses pretty well. She's known to have several clones running around in the Realms, so if you want to do *Orphan Black* references, there's your go-to gal.

(Alias is a character from the Forgotten Realms novels, The Finder's Stone trilogy; property of WotC)

Pellinore, King [tenured]

(Human Paladin, Professor of Questing)

Professor Pellinore is a noble and well-mannered gentleman in his declining years, but extremely vital and strong. He teaches the art of the quest, the seeking of the lost and legendary, how to follow even the vaguest path and discover the impossible to find. His dedication to Dedication is total, and he is extremely well respected by his students. The most jaded will point out that this man who teaches questing has himself been searching for the legendary Questing Beast for most of his adult life. To that we say, the Questing Beast doesn't exist, and Pellinore has nonetheless almost caught the bastard several times. *That* is some quality questing.

(King Pellinore is a figure from Arthurian legend, introduced to D&D via Deities & Demigods (1980))

Chaladar

(Human Paladin, Professor of Krynnish History, Nobility)

There has to be a bottom man on the pyramid, and Professor Chaladar is that man. He specializes in teaching the history of the War of the Lance, which he peppers with personal anecdotes, but the truth is, he fled the war for wildspace the first time he ever saw a draconian. All his stories are

fabrications. Despite this, he has little patience for liars, and for evil in general. You could call him a hypocrite, but he'd smite you for it. Professor Chaladar is absolutely the worst professor you can get stuck with in your Paladin training. Jerkass.

(Chaladar is a character from the Spelljammer box set, Legend of the Spelljammer (1991); property of WotC)

Cumference, Sir

(Human Paladin, Professor of the Art of Chivalry including Chivalric Deeds, Diction, and Specificity, Don't You Know)

Sir Cumference, a doddering old fellow with a very particular manner of speaking, is very precise and measured in the way he delivers information, in particular that he conveys ideas and generalities in the most verbose and roundabout way it is possible for him to do so. Often, because of his very roundabout manner of speaking, such that it is, he will only actually arrive at a single point during each lecture, before it is time to dismiss the class, as the time is up and he has, in his winding and particular manner, said very little with very many words.

(Sir Cumference is a character from the AD&D adventure, Castle Greyhawk (1998); property of WotC)

Felicity Grace, Sister

(Human Paladin, Professor of Atonement Quests, Paladinic Code)

Sadly, Sister Felicity, despite being a favorite of many students, is forever cursed. Students can never graduate so long as they are enrolled in one of her classes, and must transfer to another class, or be doomed to repeat a year. They may very well pass her class, but some circumstance will prevent them from passing another course they're taking at the same time, be it swordsmanship, or holy mount summoning, or trigonometry.

(Sister Felicity Grace is a character from an adventure in Dragon #32 (1979); property of WotC)

Osari Daizan

(Human Paladin, Professor of Honor, Samurai Tradition, Kara-Turan Folklore)

Professor Osari is said to be descended from the god of luck, and it shows. He is always grinning, a jovial, pleasant man who is kindly and even-tempered, even dealing well with his harshest and most chaotic evil students. One of his odder quirks is his collection of jellyfish trinkets. Besides a tank with a live jellyfish ever present on his desk, he has jellyfish commemorative plates, jellyfish cross-stitch wall hangings, ceramic jellyfish miniatures, and so forth, all decorating his office, his classroom, and presumably his home. Buy him a jellyfish t-shirt, and you've pretty much won his class.

(Osari Daizan is a character from the Forgotten Realms boxed set, Kara-Tur: the Eastern Realms (1988); property of WotC)

Rose

(Human Paladin, Professor of Lawful Good philosophies, Paladinic Code)

A kind and virtuous woman who always rewards a good deed, Professor Rose once got on the wrong side of the lich Azalin, who turned her into a dairy cow in revenge. Although the curse was lifted, she occasionally relapses, especially during hay fever season. Any student who restores her to her human form is certain to get some fresh baked muffins.

(Rose is a character from the Ravenloft adventure, From the Shadows (1992); property of WotC)

Rumuki Gohei and Rumuki Yoshitada

(Human Paladins, professors of Diplomacy, Aristocracy, Heavy-Handedness)

The professors Rumuki don't teach together, in the technical sense. You're either in Gohei's class, or Yoshitada's. But in the figurative sense, their classes are exactly alike, in subject matter, in delivery of lesson, in amount of homework, in difficulty of the final exams. The professors are both towering in stature and belly, the only physical difference being the star-shaped birthmark on Gohei's head. They are extremely kindly and sympathetic. If you lost your homework, they will offer you time to redo it. If a member of your family is ill, you will not only be given time off, the Professor will personally escort you home, with flowers and a fruit basket. But their punishment of wrongdoers is swift and merciless. Once, an entire class was expelled because two students were kissing in the back of the room. They've both been reprimanded, and were once even fired, but they recognize only each other as authorities so they just kept working.

(Rumuki Gohei and Rumuki Yoshitada are characters from the Forgotten Realms boxed set, Kara-Tur: the Eastern Realms (1988); property of WotC)

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