

SACRED OATH

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF INQUISITION

Paladins who take an Oath of Inquisition make a solemn promise to uphold the law and defend the Pantheon from its enemies. As Inquisitors, they root out heretics and those who blaspheme against their god, wherever they might hide, and do so by any means necessary. Unlike other paladins, they are above many of the tenants of their faith, answering to the gods first, themselves second, and all others, including other clerics and paladins of the Pantheon, third. Inquisitors often keep their ear to the ground, searching for new threats and chasing down old enemies, using deceit and violence when piety and righteousness is not enough.

TENETS OF INQUISITION

While the tenets of the Oath of Inquisition may vary to suit the nature of the threat encroaching upon the Pantheon, paladins who take this oath hold highly the following as a matter of necessity, rather than ideals.

Root Out Heresy. Seek out those who might do harm to the Pantheon or others, even if they hide themselves from sight.

Justice Over Mercy. Above all else, it is the charge of the Inquisitor to bring justice to the wicked, be that by the sword or in a court of law.

Trickery and Guile. In order to learn the truth, it is sometimes necessary to use deception.

Ends Justify the Means. Your methods need not be righteous if the cause is so.

OATH OF INQUISITION SPELLS

Paladin Level	Spells
3rd	<i>detect evil and good, disguise self</i>
5th	<i>detect thoughts, zone of truth</i>
9th	<i>major image, speak with dead</i>
13th	<i>greater invisibility, locate creature</i>
17th	<i>mislead, scrying</i>



CHANNEL DIVINITY

Judgement. Beginning when you select this archetype at 3rd level, you can use your bonus action and expend your Channel Divinity to pronounce judgment on your foes. Select one of the following options below, which applies for 1 minute.

Your Judgement Bonus is +2 and increases as you gain levels in this class. It becomes +3 at 7th level and +4 at 15th level.

Destruction. You can add your Judgement Bonus to your melee weapon damage rolls.

Protection. You can add your Judgement Bonus to your armor class, up to a maximum of 20.

Retribution. Creatures that deal damage to you with a melee attack take radiant damage equal to your Judgement Bonus.

Restoration. If you are below half your maximum hit points, you regain a number equal to your Judgement Bonus at the beginning of your turn.

Smiting. If you damage a fey, fiend, or undead with a melee attack, you can add a number of d4s radiant damage equal to your Judgement Bonus to the damage rolls.

Bane. As a bonus action, you can use your Channel Divinity to imbue your weapon with the power to lay low your foes. Select a creature type (aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead.) For 1 minute, the weapon you are holding is considered magical and deals 1d8 additional damage against creature of that type.

STALWART

Beginning at 7th level, your unfaltering determination spurs those around you. You and friendly creatures within 5 feet have advantage on Intelligence, Wisdom, and Charisma saving throws.

At 18th level, the range of this aura increases to 15 feet.

EXPLOIT WEAKNESS

At 15th level, you can exploit a creature's weakness. As a bonus action, choose one creature you can see within 30 feet. Until the end of your turn, the creature is considered to have Vulnerability to your weapon damage. You must complete a short or long rest before using this ability again.

TRUE JUDGEMENT

Beginning at 20th level, you become a visage of true law as an action to cast judgement upon your foes. To lawful creatures, you appear as an unshakable justicar in shining armor. To chaotic creatures, you appear as a darkly cloaked creature of menace. To all others you appear as yourself, surrounded with an intimidating aura of might. For the next 1 minute, you gain the effects of all Judgement options, with a Judgement Bonus of +5. You cannot gain the effects of Judgement while True Judgement is active. After using this ability, you must complete a long rest before using it again.