

d&d paladin guide

d&d paladin guide offers an in-depth exploration of the paladin class in Dungeons & Dragons, providing valuable insights for both new and experienced players. This guide covers essential aspects such as character creation, class features, and optimal strategies for gameplay. Paladins are renowned for their martial prowess combined with divine magic, making them versatile frontline warriors and dedicated protectors. Understanding the nuances of paladin subclasses, spellcasting abilities, and combat tactics is vital for maximizing their effectiveness in any campaign. Additionally, this article examines roleplaying tips to embody the paladin's oath and ethos authentically. Whether building a paladin from scratch or refining an existing character, this comprehensive d&d paladin guide will enhance your gaming experience and mastery of this iconic class.

- Character Creation and Attributes
- Class Features and Abilities
- Paladin Subclasses and Oaths
- Spellcasting and Combat Strategies
- Equipment and Gear Optimization
- Roleplaying the Paladin

Character Creation and Attributes

Creating a paladin character in Dungeons & Dragons requires a careful selection of attributes and background to complement the class's strengths. Paladins benefit most from high Strength and Charisma scores, as Strength boosts their melee combat capabilities while Charisma enhances their spellcasting and class features like Divine Smite and Aura effects. Constitution is also important to increase hit points and survivability in battle.

Choosing Race

Racial choices can significantly impact a paladin's effectiveness. Races that provide bonuses to Strength and Charisma, such as the Half-Elf, Dragonborn, or Aasimar, are particularly advantageous. Each race also offers unique traits and abilities that can synergize with the paladin's role as a frontline defender and divine warrior.

Background Selection

Selecting a background that complements the paladin's backstory and skills can enhance

roleplaying and mechanical benefits. Backgrounds like Soldier, Noble, or Acolyte often align well with the paladin's martial and religious themes, granting proficiency in relevant skills such as Athletics, Persuasion, or Religion.

Ability Score Prioritization

Distributing ability scores effectively is crucial for optimizing the paladin's performance. A common priority order is:

1. Strength – for melee attacks and damage
2. Charisma – for spellcasting and class features
3. Constitution – for hit points and durability
4. Dexterity – for initiative and armor class if not wearing heavy armor
5. Wisdom and Intelligence – generally lower priority but situational

Class Features and Abilities

The paladin class combines martial combat skills with divine magic and protective auras. Understanding the core class features is essential for leveraging the paladin's full potential in both combat and support roles.

Divine Sense and Lay on Hands

Divine Sense allows the paladin to detect undead, fiends, and consecrated or desecrated places, proving invaluable for uncovering hidden threats. Lay on Hands is a healing pool that can restore hit points to allies or cure diseases and poisons, providing versatile support during and outside of combat.

Fighting Style

At 2nd level, paladins choose a fighting style that defines their combat approach. Popular options include:

- **Defense:** +1 bonus to AC while wearing armor
- **Dueling:** +2 damage when wielding a melee weapon in one hand
- **Great Weapon Fighting:** Rerolling damage dice for two-handed weapons

Divine Smite

Divine Smite is a signature paladin ability that allows expending spell slots to deal radiant damage on weapon hits, making paladins formidable damage dealers against undead and fiends. This feature scales with higher-level spell slots.

Auras

From 6th level onward, paladins emit auras that grant beneficial effects to allies within a certain radius. These auras typically enhance saving throws or provide resistance to particular damage types, reinforcing the paladin's role as a team protector.

Paladin Subclasses and Oaths

Paladin subclasses are defined by sacred oaths that shape their abilities, spells, and roleplaying themes. Choosing the right oath is critical in tailoring a paladin's identity and capabilities.

Oath of Devotion

This oath emphasizes honesty, courage, and justice. Paladins of devotion gain access to spells like Protection from Evil and Good and Sacred Weapon, boosting combat effectiveness and utility.

Oath of the Ancients

Focused on preserving light and nature, this oath grants spells that protect and heal, such as Misty Step and Moonbeam. It is well-suited for paladins who embody the balance between nature and divine power.

Oath of Vengeance

Paladins who swear the oath of vengeance pursue retribution against wrongdoers. Their abilities focus on mobility and damage, with spells like Hunter's Mark and abilities like Vow of Enmity enhancing their offensive prowess.

Other Subclasses

Additional oaths introduced in various supplements expand the paladin's thematic and mechanical options. Examples include the Oath of Redemption, Oath of Conquest, and Oath of Glory, each offering unique abilities and roleplaying opportunities.

Spellcasting and Combat Strategies

Paladins possess a limited but powerful selection of spells that complement their martial skills. Effective spellcasting combined with tactical combat positioning maximizes a paladin's impact in encounters.

Key Paladin Spells

Paladin spells focus on healing, protection, and smiting foes. Important spells include:

- **Bless:** Boosts attack rolls and saving throws for allies
- **Shield of Faith:** Increases a target's AC temporarily
- **Find Steed:** Summons a loyal mount for mobility and combat support
- **Crusader's Mantle:** Adds radiant damage to weapon attacks for allies nearby

Combat Tactics

Paladins excel in frontline combat, absorbing damage and dealing high burst damage through Divine Smite. Strategies include:

- Engaging enemies to protect vulnerable party members
- Utilizing auras to bolster allies' defenses and saving throws
- Conserving spell slots for critical Divine Smite usage against powerful foes
- Balancing offensive and defensive positioning to maintain battlefield control

Equipment and Gear Optimization

Optimizing equipment is essential for maximizing the paladin's durability and damage output. Heavy armor and versatile weapons are staples for this class.

Armor Choices

Paladins have proficiency with all armor types, but heavy armor is typically preferred to maximize AC. Examples include plate armor for the highest baseline AC and splint armor as a more accessible alternative. Shields provide an additional AC bonus, often used in combination with one-handed weapons.

Weapon Selection

Depending on the chosen fighting style, paladins may favor one-handed weapons paired with shields or two-handed weapons for higher damage. Popular choices include longswords, warhammers, and greatswords. Magic weapons with added effects or increased damage are highly beneficial.

Magic Items and Enhancements

Items that increase Charisma, provide additional spell slots, or enhance smite damage greatly improve paladin performance. Examples include Amulet of Health, Cloak of Protection, and various enchanted weapons.

Roleplaying the Paladin

Beyond mechanics, the paladin class offers rich roleplaying opportunities centered on honor, faith, and moral conviction. Embodying the paladin's oath and ideals enhances the narrative depth of a campaign.

Oath Adherence and Conflict

Paladins are bound by their sacred oaths, which influence decision-making and interactions. Conflicts arise when personal beliefs clash with oath tenets, providing compelling character development moments.

Moral and Ethical Considerations

Paladins often face dilemmas that test their commitment to justice and righteousness. Choosing how strictly to uphold their code can affect relationships with other party members and NPCs.

Integrating with the Party

Paladins frequently act as leaders or moral compasses within adventuring groups. Their protective nature and divine authority can unify the party or create tension depending on the group dynamic.

Frequently Asked Questions

What are the primary roles of a Paladin in D&D?

Paladins primarily serve as frontline fighters and divine spellcasters who protect allies, heal

wounds, and smite enemies with holy power.

Which abilities are most important for a Paladin?

Strength and Charisma are typically the most important abilities for Paladins, as Strength boosts melee attacks and Charisma enhances spellcasting and class features.

What are the best Paladin subclasses to choose in D&D 5e?

Popular Paladin subclasses include Oath of Devotion for classic holy knights, Oath of Vengeance for aggressive playstyles, and Oath of the Ancients for a nature-themed defensive build.

How does a Paladin's Divine Smite feature work?

Divine Smite allows Paladins to expend a spell slot to deal extra radiant damage on a melee weapon hit, making their attacks more powerful against enemies, especially undead and fiends.

What spells should a Paladin prioritize learning?

Paladins should focus on utility and healing spells like Cure Wounds, Shield of Faith, Bless, and spells that enhance their combat abilities such as Wrathful Smite or Thunderous Smite.

How do Paladins balance spellcasting and melee combat?

Paladins balance spellcasting and melee by using their spells mainly for buffs, healing, and smiting enemies, while focusing on frontline combat with their weapons and heavy armor.

What are effective ways to roleplay a Paladin character?

Roleplaying a Paladin often involves embodying a strong moral code, upholding justice and honor, and making decisions guided by their sacred oath and divine mission.

Can Paladins multiclass effectively with other classes?

Yes, Paladins often multiclass with classes like Sorcerer for enhanced spellcasting, Warlock for thematic synergy, or Fighter for additional combat maneuvers and survivability.

What equipment should a Paladin prioritize?

Paladins should prioritize heavy armor for protection, a reliable melee weapon like a longsword or warhammer, a shield, and holy symbols to channel their divine powers.

How do Paladins interact with other party members in a D&D campaign?

Paladins often act as the party's moral compass and frontline protectors, supporting allies with healing and buffs while leading charges into battle and enforcing the group's ethical standards.

Additional Resources

1. *The Paladin's Oath: A Comprehensive Guide to Divine Warriors*

This book provides an in-depth exploration of the paladin class in Dungeons & Dragons, focusing on their sacred oaths, abilities, and role in a party. It covers character creation, optimal builds, and tactical advice for both combat and role-playing. Readers will also find tips on how to embody the paladin's code and integrate their divine mission into the campaign narrative.

2. *Sacred Steel: Mastering Paladin Combat Techniques*

Sacred Steel dives into the martial prowess of the paladin, offering detailed strategies for maximizing damage output and battlefield control. It includes weapon and armor recommendations, spell synergy, and how to leverage the paladin's unique features like Divine Smite. This guide is ideal for players who want to dominate encounters with both faith and force.

3. *Divine Light: The Roleplaying Guide to Paladin Ethics and Morality*

Focusing on the storytelling aspect, Divine Light helps players develop rich paladin characters guided by strong ethical and moral compasses. It explores various paladin archetypes, dilemmas faced by holy warriors, and how to portray internal conflicts and virtues in gameplay. This resource is perfect for those who want to deepen their roleplaying experience.

4. *Oaths and Honor: Building Your Paladin's Identity*

Oaths and Honor provides a framework for choosing and customizing paladin oaths, including lesser-known or homebrew options. The book outlines how these sacred promises affect gameplay, character progression, and interactions within the party and world. It also offers advice on creating compelling backstories tied to the character's divine mission.

5. *Shield of Faith: Defensive Strategies for Paladins*

This guide emphasizes the paladin's role as a protector and frontline defender. It covers defensive spells, aura management, healing tactics, and positioning to maximize survivability and party support. Players looking to safeguard their allies while maintaining offensive pressure will find valuable insights here.

6. *Holy Smite: Spellcasting and Divine Magic for Paladins*

Holy Smite explores the magical capabilities of paladins, detailing the best spells to choose and how to use them effectively in various scenarios. It discusses spell slots management, combining magic with melee combat, and using divine magic to turn the tide of battle. The book is an excellent resource for players wanting to balance spellcasting and physical combat.

7. *The Paladin's Journey: From Novice to Legendary Hero*

This narrative-driven guide traces the typical progression of a paladin character, offering milestones, quest ideas, and personal growth challenges. It encourages players to think about their paladin's development over time, including evolving relationships with deities and the world. The book also includes advice for Dungeon Masters on incorporating paladin-centric storylines.

8. *Divine Allies: Collaborating with Clerics and Other Faithful*

Divine Allies focuses on teamwork between paladins and other divine classes like clerics and druids. It highlights complementary abilities, coordinated tactics, and role-sharing within a party to enhance effectiveness. This guide is perfect for groups aiming to create a harmonious and powerful divine force.

9. *Artifacts and Relics: Equipping Your Paladin with Legendary Gear*

This book catalogs iconic weapons, armor, and holy relics suitable for paladins, including their lore and mechanical benefits. It offers guidance on how to acquire, use, and roleplay with these powerful items to enrich the character's story. Players seeking to outfit their paladin with legendary gear will find inspiration and practical advice here.

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seek new paths in uncertain and complex times, ask questions, and to help the field flourish. The Handbook is divided into five sections. The first, Foundations situates the field by describing the developments, core debates, perspectives, and key principles that form the basis of the field. The second, Understanding Adult Learning, includes chapters on adult learning, adult development, motivation, access, participation, and support of adult learners, and mentoring. Teaching Practices and Administrative Leadership, the third section, offers chapters on organization and administration, program planning, assessment and evaluation, teaching perspectives, andragogy and pedagogy, public pedagogy, and digital technologies for teaching and learning. The fourth section is Formal and Informal Learning Contexts. Chapters cover adult basic, GED, and literacy education, English-as-a-Second Language Programs, family literacy, prison education, workforce development, military education, international development education, health professions education, continuing professional education, higher education, human resource development and workplace learning, union and labor education, religious and spiritual education, cultural institutions, environmental education, social and political movements, and peace and conflict education. The concluding Contemporary Issues section discusses decolonizing adult and continuing education, adult education and welfare, teaching social activism, lesbian, gay, bisexual, trans, queer and straight allies, gender and its multiple forms, disability, older adults and intergenerational identities, race and ethnicity, working class, whiteness and privilege, and migrants and migrant education. The editors culminate with consideration of next steps for adult and continuing education and priorities for the future.

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