

d&d 5e paladin guide

d&d 5e paladin guide offers an in-depth look into one of the most iconic and versatile classes in Dungeons & Dragons 5th Edition. This comprehensive article is designed to help players understand the fundamentals of creating and optimizing a paladin character, from choosing the right subclass to mastering spellcasting and combat tactics. Whether you are a newcomer or an experienced player, this guide provides valuable insights into the paladin's unique blend of martial prowess and divine magic. Key topics covered include paladin class features, oath options, ability score prioritization, equipment choices, and roleplaying tips. By exploring these elements, players can craft a paladin that excels in both frontline combat and party support. This d&d 5e paladin guide also delves into synergistic multiclassing options and effective use of paladin spells to maximize effectiveness in any campaign. The following table of contents outlines the main sections explored in this guide.

- Understanding the Paladin Class
- Choosing the Right Paladin Oath
- Ability Scores and Character Creation
- Equipment and Combat Strategies
- Spellcasting and Divine Magic
- Multiclassing and Synergies
- Roleplaying Your Paladin

Understanding the Paladin Class

The paladin in d&d 5e is a holy warrior who combines martial combat skills with divine magic granted by a sacred oath. This class is known for its durability, healing abilities, and powerful smiting attacks. Paladins serve as frontline protectors, capable of absorbing damage while supporting allies with buffs and restorative spells. Their unique blend of offense and defense makes them indispensable in many adventuring parties. Key features include Divine Sense, Lay on Hands, and Divine Smite, each contributing to the paladin's versatility. Understanding these features is essential to maximizing the class's potential throughout a campaign.

Core Class Features

Paladins gain several important abilities as they level up. Divine Sense allows detection of celestial, fiendish, or undead presences, proving useful in exploration and combat. Lay on Hands provides a pool of healing power that can be used flexibly to restore health or cure diseases and poisons. Divine Smite lets paladins expend spell slots to deal extra radiant damage on weapon attacks, significantly boosting their damage output. Additionally, paladins have access to Aura features, which grant protective benefits to themselves and nearby allies. These core mechanics define the paladin's role as both a damage dealer and a party guardian.

Class Progression and Hit Points

Paladins use a d10 hit die, making them among the most resilient classes in d&d 5e. This high hit point pool allows them to maintain frontline positions effectively. They gain proficiency in all armor types and shields, further enhancing their survivability. At higher levels, paladins unlock powerful abilities like Improved Divine Smite and additional auras that strengthen their defensive and offensive capabilities. Careful management of class features and resource expenditure is critical to maintaining effectiveness in prolonged encounters.

Choosing the Right Paladin Oath

Paladin oaths define the character's moral and ethical framework, shaping their abilities and roleplaying direction. Each oath grants unique features, spells, and channel divinity options that tailor the paladin's playstyle. Selecting an appropriate oath is crucial for aligning mechanical strengths with narrative themes. Common options include the Oath of Devotion, Oath of the Ancients, Oath of Vengeance, and several others introduced in supplemental sourcebooks. Understanding the differences between these oaths helps players optimize their paladin for combat, support, or utility roles.

Oath of Devotion

The Oath of Devotion emphasizes honor, courage, and righteousness. Paladins who swear this oath gain access to spells that enhance their combat abilities and protective auras. Their Channel Divinity options include Sacred Weapon, which adds charisma to attack rolls, and Turn the Unholy, which repels fiends and undead. This oath is ideal for players who want a classic "holy knight" archetype focused on valor and justice.

Oath of the Ancients

Paladins who take the Oath of the Ancients champion the light and natural world. Their abilities reflect a

connection to life and preservation, with spells that provide healing and defensive buffs. Notable features include the ability to reduce damage from spells and resist magical effects. This oath is well-suited for players who prefer a nature-themed or protective paladin with strong survivability.

Oath of Vengeance

The Oath of Vengeance paladin is focused on punishing wrongdoers and delivering swift justice. Their abilities enhance mobility and offense, enabling them to pursue and eliminate targets efficiently. Channel Divinity options include Abjure Enemy to frighten foes and Vow of Enmity to gain advantage on attack rolls against a chosen enemy. This oath benefits players who want a more aggressive and tactical paladin playstyle.

Ability Scores and Character Creation

Optimizing ability scores is vital for a powerful paladin in d&d 5e. Prioritizing certain attributes enhances combat effectiveness, spellcasting, and survivability. The paladin's primary ability scores are Strength or Dexterity, Charisma, and Constitution. Each contributes to different aspects of gameplay, from weapon attacks to spell save DCs and hit points. Proper allocation of ability points during character creation sets the foundation for a successful adventurer.

Primary Attributes

Strength is typically the most important attribute for paladins focusing on melee combat, improving attack and damage rolls with heavy weapons. Alternatively, Dexterity can be prioritized for paladins who prefer finesse or ranged weapons. Charisma is essential for spellcasting and many paladin class features, such as Divine Smite and aura effects. Constitution boosts hit points and overall durability, making it a key secondary attribute.

Suggested Ability Score Distribution

- **Strength:** 15 or 16 (primary for melee builds)
- **Charisma:** 14 or higher (for spellcasting and class features)
- **Constitution:** 13 or higher (for hit points and resilience)
- **Dexterity:** 10 to 12 (depending on weapon choice)

- **Wisdom:** 8 to 12 (useful for perception and saves)
- **Intelligence:** 8 to 10 (least prioritized)

Equipment and Combat Strategies

Paladins benefit greatly from selecting the right equipment to enhance their combat capabilities and survivability. Their proficiency with all armor types and shields allows for a wide range of defensive options. Weapon choices depend on the build and preferred fighting style, with options ranging from greatswords to longswords and shields. Understanding how to synergize equipment with class features is key to maximizing battlefield effectiveness.

Armor and Weapons

Heavy armor is generally preferred for paladins due to its superior protection. Plate armor, when affordable, offers the best AC, while chain mail and splint armor are viable early-game alternatives. Shields add a +2 bonus to AC and are a staple for paladins focusing on defense. Weapon selection depends on whether the paladin emphasizes damage output or versatility. Popular choices include:

- Greatsword or maul for high-damage two-handed attacks
- Longsword or warhammer paired with a shield for balanced offense and defense
- Polearms for reach and opportunity attack control

Combat Tactics

Effective paladin combat strategies involve managing spell slots for Divine Smite, positioning to protect squishier party members, and using class features to control the battlefield. Prioritizing attacks that trigger Divine Smite can significantly increase damage, especially against undead or fiends. Utilizing auras and Channel Divinity abilities can turn the tide of battle by boosting allies and hindering enemies. Combining defensive stances with offensive bursts creates a balanced and resilient fighting style.

Spellcasting and Divine Magic

Divine magic is a defining aspect of the paladin class, granting access to a limited but potent spell list. Paladin spells focus on healing, buffing allies, and inflicting radiant damage. Spellcasting relies on Charisma, making this attribute crucial for maximizing spell effectiveness. Knowing when and which spells to cast enhances versatility and survivability during encounters.

Spell Slots and Preparation

Paladins have a limited number of spell slots and must prepare spells each day from the paladin spell list. The number of prepared spells equals the paladin's Charisma modifier plus half their paladin level. Choosing spells that complement the party's needs and the paladin's role is essential. Healing spells like Cure Wounds and buffs like Shield of Faith are commonly prepared. Offensive spells such as Wrathful Smite and Branding Smite augment weapon attacks.

Key Paladin Spells

- **Bless:** Grants attack and saving throw bonuses to allies.
- **Cure Wounds:** Provides essential healing during and after combat.
- **Shield of Faith:** Adds a +2 bonus to AC for up to 10 minutes.
- **Divine Favor:** Adds radiant damage to weapon attacks.
- **Wrathful Smite:** Deals psychic damage and can frighten enemies.

Multiclassing and Synergies

Multiclassing offers paladins opportunities to enhance their capabilities by combining class features from other classes. Choosing the right multiclass options can complement the paladin's strengths or cover weaknesses. Popular multiclass choices include sorcerer, warlock, and fighter, each providing unique benefits. Understanding how to integrate levels from other classes while maintaining paladin progression is vital for an effective build.

Common Multiclass Options

- **Sorcerer:** Enhances spellcasting with additional spell slots and metamagic, improving Divine Smite potential.
- **Warlock:** Offers invocations and spell slots that recharge on short rests, increasing smite frequency.
- **Fighter:** Grants additional attacks and fighting styles, boosting combat prowess.

Considerations for Multiclassing

When multiclassing, it is important to meet the ability score prerequisites, typically requiring at least 13 Strength or Dexterity and 13 Charisma for paladin. Balancing progression to retain core paladin features while gaining benefits from another class requires strategic planning. Multiclass paladins must also consider the impact on spell slot progression and access to high-level class features.

Roleplaying Your Paladin

Roleplaying a paladin involves embodying the ideals and tenets of their sacred oath. These characters often serve as moral compasses within the party, driven by a strong sense of justice, honor, or devotion. Incorporating the paladin's background, oath motivations, and personality traits enriches the gaming experience and deepens player engagement. Understanding the paladin's code and how it influences decisions and interactions is key to authentic roleplaying.

Oath and Alignment

Each paladin oath aligns with certain ethical and moral perspectives, influencing behavior and choices. For example, Oath of Devotion paladins typically embody lawful good principles, while Oath of Vengeance paladins may adopt a more flexible or even ruthless approach. Players should consider how their oath affects their character's worldview and relationships with other party members and NPCs.

Integrating Backstory and Personality

Developing a compelling backstory that explains the paladin's commitment to their oath adds depth to the character. Personality traits such as courage, compassion, or zealotry can guide roleplaying decisions. Emphasizing internal conflicts or growth arcs related to the oath can create engaging narratives and memorable moments during the campaign.

Frequently Asked Questions

What are the best Paladin subclasses in D&D 5e for beginners?

For beginners, the Oath of Devotion and Oath of the Ancients are great choices. They provide straightforward abilities and strong thematic options that help new players understand Paladin mechanics and roleplaying.

How should I allocate ability scores for a Paladin in D&D 5e?

Prioritize Strength for melee attacks and Charisma for spellcasting and class features. Constitution is also important for survivability. A common spread is high Strength and Charisma, moderate Constitution, and lower Dexterity, Intelligence, and Wisdom.

What are the key spells a Paladin should focus on in 5e?

Important Paladin spells include Bless, Shield of Faith, Cure Wounds, Wrathful Smite, and Divine Smite (a class feature that uses spell slots). These spells enhance combat effectiveness and party support.

How does Divine Smite work for Paladins in 5e?

Divine Smite allows Paladins to expend a spell slot to deal extra radiant damage on a melee weapon hit. The damage increases with the level of the spell slot used, making it a powerful burst damage option.

What role does a Paladin typically play in a D&D 5e party?

Paladins often serve as frontline tanks and damage dealers, while also providing healing and support through spells and auras. They excel at protecting allies and controlling the battlefield.

Which feats complement a Paladin build in D&D 5e?

Great Weapon Master, Shield Master, and War Caster are popular feats for Paladins. Great Weapon Master boosts damage with heavy weapons, Shield Master improves defense and control, and War Caster helps maintain concentration on spells.

How does the Paladin's Aura feature benefit the party?

Starting at 6th level, Paladins emit auras that grant bonuses to nearby allies, such as resistance to damage, saving throw bonuses, or improved healing. These auras significantly enhance party survivability.

What are the best weapons and armor choices for a Paladin in 5e?

Paladins typically use heavy armor like plate for maximum AC and wield martial weapons such as longswords, greatswords, or warhammers. A shield is also commonly used for added defense.

How important is Charisma for a Paladin in D&D 5e?

Charisma is very important as it affects spellcasting, the saving throw DC of Paladin spells and abilities, and class features like Divine Smite and auras. High Charisma enhances both combat and support capabilities.

What are some effective roleplaying tips for a Paladin character?

Emphasize your Paladin's oath and moral code, creating strong motivations and conflicts. Showcase their dedication to justice, honor, or their deity, and use their abilities to protect and inspire allies, making for a compelling character.

Additional Resources

1. *The Paladin's Path: Mastering the Oath in D&D 5e*

This comprehensive guide dives deep into the various paladin oaths available in Dungeons & Dragons 5th Edition. It covers role-playing tips, combat strategies, and spell selections to help players create a truly heroic character. Whether you want to be a beacon of justice or a relentless avenger, this book has you covered.

2. *Divine Might: Building a Powerful Paladin in D&D 5e*

Explore the mechanics behind the paladin class with detailed explanations of abilities, feats, and multiclassing options. The book provides optimized builds for different playstyles, from tanky protectors to damage-dealing crusaders. It also includes advice on how to maximize your paladin's divine smite and aura benefits.

3. *Oaths and Honor: Roleplaying the Paladin in D&D 5e*

Focusing on the narrative aspect, this guide helps players immerse themselves in the paladin's code of conduct and moral dilemmas. It offers character background ideas, oath-specific roleplaying hooks, and suggestions for interacting with party members and NPCs. Ideal for players who want their paladin to shine in story-driven campaigns.

4. *The Paladin's Spellbook: Essential Magic for D&D 5e*

This book breaks down the best spells available to paladins, explaining their tactical uses and synergy with class features. From healing and protection to offensive magic, it helps players decide which spells fit their character's theme and combat role. It includes sample spell loadouts for different paladin archetypes.

5. *Shield of Faith: Defensive Tactics for D&D 5e Paladins*

Learn how to be the ultimate frontline defender with strategies focused on positioning, tanking, and protecting allies. The guide covers equipment choices, defensive spells, and teamwork techniques to keep your party safe. It also addresses common challenges paladins face in combat and how to overcome them.

6. *Smite and Strike: Combat Techniques for D&D 5e Paladins*

This book emphasizes offensive combat tactics, detailing how to maximize damage output through smites, critical hits, and weapon choices. It includes advice on fighting styles, multiclass synergies, and enemy-specific strategies. Perfect for paladins who want to lead the charge with devastating attacks.

7. *Divine Auras: Leveraging Paladin Support Abilities in D&D 5e*

Discover how to use your paladin's auras and supportive abilities to enhance your party's effectiveness in and out of combat. The book explains the mechanics behind each aura and offers tips on positioning and timing. It also discusses how to combine aura effects with other class features and spells.

8. *Sacred Symbols: Crafting a Paladin's Identity in D&D 5e*

This guide helps players create compelling paladin characters by exploring their faith, symbols, and personal codes. It includes advice on selecting a deity or philosophy, designing unique heraldry, and integrating backstory with the game world. Ideal for players who want to deepen their character's thematic resonance.

9. *The Paladin's Journey: Campaign and Adventure Ideas for D&D 5e*

Packed with story hooks, quest ideas, and campaign frameworks centered around paladins, this book is perfect for both players and Dungeon Masters. It offers scenarios that challenge a paladin's beliefs and test their resolve, providing rich opportunities for character growth. Great for inspiring memorable adventures focused on honor and valor.

D D 5e Paladin Guide

Find other PDF articles:

<https://staging.devenscommunity.com/archive-library-509/pdf?docid=ros02-5452&title=medicine-cabinet-hole-ideas.pdf>

d d 5e paladin guide: Die Charakterisierung von Wölfen und Werwölfen im Rollenspiel
Jenny Spanier, 2019-03-06 Studienarbeit aus dem Jahr 2018 im Fachbereich Literaturwissenschaft - Vergleichende Literaturwissenschaft, Note: 1,0, Universität des Saarlandes (Allgemeine Vergleichende Literaturwissenschaft), Veranstaltung: Literatur- und Kulturgeschichte des Wolfes, Sprache: Deutsch, Abstract: Die vorliegende Arbeit befasst sich mit der Charakterisierung von Wölfen im Rollenspiel. Gerade in der Neuzeit entwickelt sich das Rollenspiel mehr und mehr zu einem narrativen Unterhaltungsmedium, das Zuschauer anzieht. Spieler-Gruppen machen auditive oder filmische Aufnahmen ihrer Sessions und veröffentlichen diese in der Form von Podcasts oder Webserien im Internet. Ein Beispiel dafür ist Critical Role, eine Webserie über die Dungeons and

Dragons-Abenteuer einer Gruppe von amerikanischen Schauspielern und Synchronsprechern. Dungeons and Dragons wurde als Stellvertreter für die Prinzipien des Rollenspiels und als Analysegegenstand ausgewählt, weil es nicht nur das erfolgreichste Rollenspiel-System in der Geschichte von Rollenspielen ist, sondern bei seiner Erscheinung im Jahr 1974 auch den Beginn von Fantasy-RPGs einleitete und die Mechaniken der damals bekannten Spiele revolutionierte. Die Untersuchung soll aufzeigen, wie Wölfe durch die in offiziellen Regelwerken angegebenen Informationen vom Spiel und für die fiktive Spielwelt charakterisiert werden. Ein bedeutender Aspekt der Betrachtung ist dabei der Kontrast der vorgegebenen Eigenschaften für Wölfe und Werwölfe. In Bezug auf die Ergebnisse der Analyse soll außerdem eine Antwort auf die Frage gegeben werden, ob die von den Spielregeln festgelegten Eigenschaften eine akkurate Annäherung an reale Wölfe für das Spiel bieten oder möglich machen.

d d 5e paladin guide: The Paladin's Handbook , 2017

d d 5e paladin guide: The Paladin's Handbook R. J. Cregg, 2017-08-15 Learn all about what it takes to be a Paladin of Voltron in this epic guide to the hit Netflix series DreamWorks Voltron Legendary Defender!--Back cover.

d d 5e paladin guide: How to Play a Paladin in WoW HowExpert HowExpert Press, 2016-09-03 If you want to become an outstanding, in demand paladin in World of Warcraft in a very short time, then get the How to Play a Paladin in WoW guide. In this step-by-step guide, you will learn all of the most advanced secrets, tricks, and techniques used by the best Paladins, developed over a period of five years! Below are some of the benefits you will reap by studying this guide: * Learn the basics of gear itemization for paladinss * Develop an understanding that every ability you have is a tool, and understand exactly when and when not to use each of those tools * Learn the ins and outs of every talent in the protection talent tree * Learn the ins and outs of every talent in the retribution talent tree * Learn the ins and outs of every talent in the holy talent tree * Learn the applicability of every paladin's talent * Master the most effective, field-tested DPS rotations for each talent tree * Learn how to effectively control your pet for maximum performance * And much more... Click Buy Now to get it now!

d d 5e paladin guide: The Quintessential Paladin Alejandro Melchor, 2003-01-03 Fantasirollespil.

d d 5e paladin guide: 85 Ret. Paladin PvP Guide ,

d d 5e paladin guide: Xanathar's Guide to Everything Dungeons & Dragons, 2017-11-21 Explore a wealth of new rules options for both players and Dungeon Masters in this supplement for the world's greatest roleplaying game. The beholder Xanathar—Waterdeep's most infamous crime lord—is known to hoard information on friend and foe alike. The beholder catalogs lore about adventurers and ponders methods to thwart them. Its twisted mind imagines that it can eventually record everything! Xanathar's Guide to Everything is the first major expansion for fifth edition Dungeons & Dragons, offering new rules and story options: • Over twenty-five new subclasses for the character classes in the Player's Handbook, including the Cavalier for the fighter, the Circle of Dreams for the druid, the Horizon Walker for the ranger, and many more • Dozens of new spells, a collection of racial feats, and a system to give your character a randomized backstory • A variety of tools that provide Dungeon Masters fresh ways to use traps, magic items, downtime activities, and more—all designed to enhance a D&D campaign and push it in new directions Amid all this expansion material, Xanathar offers bizarre observations about whatever its eyestalks happen to glimpse. Pray they don't come to rest on you. Beauty and guile are in the eyes of the beholder!

d d 5e paladin guide: Dungeons and Dragons RPG: Xanathar's Guide to Everything , 2008

d d 5e paladin guide: The Temple of Elemental Evil Michael Lummis, 2003 BradyGames' The Temple of Elemental Evil: A Classic Adventure Official Strategy Guide provides a complete walkthrough for every quest, including all side quests! Comprehensive stats for every creature and weapon. Complete character coverage including specifics on every class, race, feat, skill, spell and more. Full explanations of the various party dynamics. Full-color format captures the rich design and style of the game!

d d 5e paladin guide: Path to the Paladin Queen's Forest: Found by the Way #09 Douglas Sun, 2020-06-15 Path to the Paladin Queen's Forest is the ninth in our Found by the Way series of location modules. Found by the Way offers you an assortment of colorful pieces to help you fill out your campaign world. Even the most epic campaigns need interludes - places where heroes can regroup and pursue amusing side quests in between world-saving feats of derring-do.

d d 5e paladin guide: Arms and Equipment Guide Eric Cagle, Jesse Decker, Jeffrey C. Quick, Rich Redman, James Wyatt, 2003-03 New, expanded rules are included in this handbook which highlights arms, equipment, and other elements for players and Dungeon Masters to use in any D&D campaign.

d d 5e paladin guide: Van Helsing's Guide to the Unquiet Dead Kristopher M. Hoffman, 2016-12-13 THIS IS A FULL COLOR VERSION OF THE VAN HELSING'S GUIDE The Unquiet Dead They rise from the dead and prey on the living. The Necromancer can, however, control them with careful study and control of the negative energy permeating the planes. Nothing terrifies the living more than a corpse shambling towards them in a dark hallway moaning softly. That is, unless, the person in question is a necromancer and the shambling dead is under his control. Van Helsing's Guide to the Unquiet Dead is a supplement for fifth edition that unlocks the mysteries of Necromancy and the Undead. This book was written for players and GMs alike, with new spells, character options, magic items and a bestiary of the undead. This book contains: * 1 new playable race * 4 new backgrounds * 3 new character archetypes * 11 feats geared towards Necromancy * more than 45 new spells for the Necromancer on the go * 53 undead horrors to control, summon and terrify players with * New magic items and trinkets

d d 5e paladin guide: How to Play Dungeons and Dragons Jeffrey Carmichael, HowExpert Press, 2015-12-31 This is not your standard How to book. This goes beyond the How to stage as the author shares his experience with playing so that you have a deeper and richer play experience. In order to do this the book is divided into four sections that give advice that goes beyond the rules found in the Players Handbooks and Dungeons Master's Guides. * Useful of years to come. The best thing about this book is that it is not designed for any one edition of the game. So this is just as useful for someone playing with some old AD&D books or the much awaited fifth edition, D&D Next. This means that this book will be useful for many, many years to come. * Gets you ready to play. The first section is all about getting ready to play a game and includes a list of all the supplies you will need. The author also gives you a run down about the different editions of Dungeons and Dragons. Also in this section is advice on how to find other players to join or form a gaming group to play with. * Advice on being player. Section two is a companion to the character creation process found in the Players Handbooks. This section talks about the roles that characters play within the adventuring party. Moral outlooks of the characters and their reasoning for being adventures. Also the standard gear that any hero is going to need on a quest. * Advice on being a Dungeon Master. The third part of the book is advice on crafting adventures and being the Dungeon Master that is in charge of the game. From crafting the plot of the adventure to playing the villain, and even how to pace out the rewards you give to the players, this section is rich in advice. * DIY Projects. Lastly the book has a few projects that will help players save some cash by showing them how to make props. These projects use a mixture of different skill sets such as sewing, cutting, and even faking paper aging. All in all, this is the perfect book for someone that wants to go beyond and really learn how to play a great game of Dungeons and Dragons. Click Buy Now to Get How to Play Dungeons & Dragons Now!

Related to d d 5e paladin guide

Dungeons & Dragons | The Official Home of D&D Get the latest D&D news, purchase official books, and use the D&D Beyond toolset to create characters and run adventures with ease

Sign In - D&D Beyond This site works best with JavaScript enabled. Please enable JavaScript to get the best experience from this site. D&D Beyond Sign In Sign in with Wizards Sign in with

Sources - D&D Beyond Where Evil Lives Grim Hollow: Player Pack Book of Ebon Tides Tales from

the Shadows The Illrigger Revised The Lord of the Rings Roleplaying The Griffon's Saddlebag: Book Two

Basic Rules for Dungeons and Dragons (D&D) Fifth Edition (5e) This section contains the Dungeons & Dragons Basic Rules and the rules in the SRD, released as part of the Open Gaming License

What Is Dungeons & Dragons? | Dungeons & Dragons - D&D Beyond Dungeons & Dragons is the world's most popular tabletop roleplaying game. It is a cooperative, storytelling game where you and other players take on the roles of different characters within a

Player's Handbook - Dungeons & Dragons - D&D Beyond Player's Handbook (2024) Create Fantastic D&D heroes for The World's Greatest Roleplaying Game. View Cover Art Contents Intr

Monster Manual (2024) - Monster Manual - Dungeons & Dragons Monster Manual Encounter a host of mighty new monsters for the World's Greatest Roleplaying Game. View Cover Art Contents Intr

Unearthed Arcana Playtest - Unearthed Arcana - D&D Beyond Unearthed Arcana Playtest Materials Get Unearthed Arcana playtest content, try it out in your game, and provide feedback! Check back regularly for

SRD v5.2.1 - System Reference Document - D&D Beyond The System Reference Document (SRD) contains D&D rules content you can use and reference to publish content under Creative Commons. The purpose of the SRD is to provide a

Dungeon Master's Guide - Dungeon Master's Guide - D&D Beyond Dungeon Master's Guide (2024) An essential resource with real-world advice for running D&D sessions for The World's Greatest Roleplaying

Dungeons & Dragons | The Official Home of D&D Get the latest D&D news, purchase official books, and use the D&D Beyond toolset to create characters and run adventures with ease

Sign In - D&D Beyond This site works best with JavaScript enabled. Please enable JavaScript to get the best experience from this site. D&D Beyond Sign In Sign in with Wizards Sign in with

Sources - D&D Beyond Where Evil Lives Grim Hollow: Player Pack Book of Ebon Tides Tales from the Shadows The Illrigger Revised The Lord of the Rings Roleplaying The Griffon's Saddlebag: Book Two

Basic Rules for Dungeons and Dragons (D&D) Fifth Edition (5e) This section contains the Dungeons & Dragons Basic Rules and the rules in the SRD, released as part of the Open Gaming License

What Is Dungeons & Dragons? | Dungeons & Dragons - D&D Beyond Dungeons & Dragons is the world's most popular tabletop roleplaying game. It is a cooperative, storytelling game where you and other players take on the roles of different characters within a

Player's Handbook - Dungeons & Dragons - D&D Beyond Player's Handbook (2024) Create Fantastic D&D heroes for The World's Greatest Roleplaying Game. View Cover Art Contents Intr

Monster Manual (2024) - Monster Manual - Dungeons & Dragons Monster Manual Encounter a host of mighty new monsters for the World's Greatest Roleplaying Game. View Cover Art Contents Intr

Unearthed Arcana Playtest - Unearthed Arcana - D&D Beyond Unearthed Arcana Playtest Materials Get Unearthed Arcana playtest content, try it out in your game, and provide feedback! Check back regularly for

SRD v5.2.1 - System Reference Document - D&D Beyond The System Reference Document (SRD) contains D&D rules content you can use and reference to publish content under Creative Commons. The purpose of the SRD is to provide a

Dungeon Master's Guide - Dungeon Master's Guide - D&D Beyond Dungeon Master's Guide (2024) An essential resource with real-world advice for running D&D sessions for The World's Greatest Roleplaying

Related to d d 5e paladin guide

The Best Feats For Paladins In D&D 2014 5e, Ranked (CBR on MSN1y) Actor feat is great for roleplaying and increases a paladin's Charisma, enhancing spellcasting abilities. Dual Wielder feat

The Best Feats For Paladins In D&D 2014 5e, Ranked (CBR on MSN1y) Actor feat is great for roleplaying and increases a paladin's Charisma, enhancing spellcasting abilities. Dual Wielder feat
Every Dungeons and Dragons 2024 Paladin Change Explained (Game Rant1y) Jack Peachey is a features writer who's worked at Dualshockers and Game Rant. An animation nerd, his favourite games don't have a genre in common as much as they all have pretty pictures. When not

Every Dungeons and Dragons 2024 Paladin Change Explained (Game Rant1y) Jack Peachey is a features writer who's worked at Dualshockers and Game Rant. An animation nerd, his favourite games don't have a genre in common as much as they all have pretty pictures. When not

Dungeons & Dragons 5e Best Paladin Builds (Game Rant5y) Having come a long way since previous editions of Dungeons & Dragons, the paladin class is, in actuality, one of the best classes in the 5th edition. With both martial and spellcasting abilities, the

Dungeons & Dragons 5e Best Paladin Builds (Game Rant5y) Having come a long way since previous editions of Dungeons & Dragons, the paladin class is, in actuality, one of the best classes in the 5th edition. With both martial and spellcasting abilities, the

The Complete Beginner's Guide To Starting A Paladin In D&D (nerdist8y) Sometimes faith in your Deity isn't enough to keep you and your loved ones safe while adventuring. For those times, a strong sword arm and encasing yourself in armour is the key to success. Paladins

The Complete Beginner's Guide To Starting A Paladin In D&D (nerdist8y) Sometimes faith in your Deity isn't enough to keep you and your loved ones safe while adventuring. For those times, a strong sword arm and encasing yourself in armour is the key to success. Paladins

What changed in Dungeons and Dragons 5e 2024 (Polygon1y) The Dungeons & Dragons 5th edition rules revision is here with a new Player's Handbook. These revisions — and they are revisions and explicitly not a new edition — update the 5th Edition of D&D that

What changed in Dungeons and Dragons 5e 2024 (Polygon1y) The Dungeons & Dragons 5th edition rules revision is here with a new Player's Handbook. These revisions — and they are revisions and explicitly not a new edition — update the 5th Edition of D&D that

WotC has published a handy guide to upgrading your D&D campaign to the 2024 rules (PC Gamer9mon) Both the Player's Handbook and Dungeon Master's Guide for D&D 5th edition's 2024 update are now available, and backwards-compatible with the rules published all the way back in 2014. (Back when the

WotC has published a handy guide to upgrading your D&D campaign to the 2024 rules (PC Gamer9mon) Both the Player's Handbook and Dungeon Master's Guide for D&D 5th edition's 2024 update are now available, and backwards-compatible with the rules published all the way back in 2014. (Back when the

Want Seven New Classes for D&D 5e? (nerdist8y) Fighter, Rogue, Cleric, Wizard We all know those four classic classes. Of course, we also know of the Paladin, Ranger, Druid, and Monk, once inventive new classes, now ubiquitous to fantasy gaming

Want Seven New Classes for D&D 5e? (nerdist8y) Fighter, Rogue, Cleric, Wizard We all know those four classic classes. Of course, we also know of the Paladin, Ranger, Druid, and Monk, once inventive new classes, now ubiquitous to fantasy gaming

Back to Home: <https://staging.devenscommunity.com>