

OATH
OF
THE
EVEN
HAND



OATH OF THE EVEN HAND

Paladins that take this oath act as justices and judges in the armies, temples, and other groups they serve in, and are renowned the world over for their fairness and commitment to justice; a story circulates of a paladin of the Even Hand that condemned their own father to death for stealing rations during a campaign, and swung the axe themselves even as alarms wailed out a warning of an enemy raid. They value justice above all, giving each that which they deserve—death to wrongdoers and freedom to the righteous, whether they judge on a village's green, a tent on the frontlines, or in a marble courthouse.

TENETS OF THE EVEN HAND

Paladins of the Even Hand usually take their oath in a ceremony in a temple of their deity or in a courthouse of the nation they serve in, publicly swearing to uphold their tenets as long as they serve as warrior-judges.

Blind Justice. No favoritism shall be shown toward any party in a court of law; each shall get what they deserve, whether a king has wronged a beggar or a beggar wronged a king.

Speak as the Lawgivers. Your judgments and thoughts are deeply and profoundly influenced by the law and history you've studied, and you hesitate to give a judgment that strays from those precepts.

Swift Sentencing. As one charged with divine power, you see to it that your judgments are carried out personally, such as laying a curse on a drunkard to never be drunk again, or swinging an executioner's sword as soon as a murderer's guilt is made apparent to you.

LEARNED IN THE LAW

Whenever you make an Intelligence (History) check related to legal matters, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

CHANNEL DIVINITY

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

Rope of Three Strands. Why should one ally suffer from grievous wounds when another does not? Your divinely-granted power lets you distribute damage among your allies more evenly. As a bonus action, choose one willing creature, and then up to two more; add their current HPs together, divide that sum by the number of creatures you selected, and the HP of all affected creatures becomes the quotient. If this would bring a creature's HP above their max HP, it brings them to their max HP instead.

For example, if the first creature you choose was a level 3 wizard with 10 current HP and 16 maximum hit points, the second creature you choose was a level 3 fighter with 22 current HP and 30 max HP, and the third creature you chose was a level 3 druid with 18 current HP and 20 max HP, the HP of the level 3 Wizard would become 16, and the fighter and druid's HP would become 17.

May You Find Eternal Rest. You often act as judge, jury, and executioner, and your deity strengthens your deathblows against creatures you deem guilty of death. Choose one creature that has taken damage this combat; the next attack roll you make against it has advantage, and if you do hit, any radiant damage dealt by that attack is doubled.

OATH SPELLS

You gain oath spells at the paladin level listed.

OATH OF THE EVEN HAND SPELLS

Paladin Level Spells

3rd	<i>command, sanctuary</i>
5th	<i>calm emotions, zone of truth</i>
9th	<i>bestow curse, magic circle</i>
13th	<i>banishment, guardian of faith</i>
17th	<i>legend lore, dispel evil and good</i>

AURA OF THE JUDGE

Starting at 7th level, you radiate a power that prevents your foes from dismissing your presence. Opportunity attacks made against foes within 10 feet of you have advantage, and creatures that take the Disengage action still provoke opportunity attacks.

This aura increases to 30 feet at 18th level.

STAND TRIAL

Starting at 15th level, your zeal for making sure justice is delivered gives you the ability to summon spectral chains to imprison wrongdoers. When a creature moves, you can use your reaction to make up to three creatures within 60 feet of you you can see make a Wisdom saving throw. On a failure, the following effects apply for 60 seconds: their speed becomes 0, they can't benefit from any bonuses to their speed and they can't cast spells that would change a creature's location. On a success, their speed is halved, and they can't benefit from any bonuses to their speed.

Creatures affected by this ability make saving throws and attacks as normal. Flying creatures that fail this saving throw do not fall, but remain fixed in mid-air.

AVATAR OF THE LAW

At 20th level, you can use your action to channel divine power and become a flaming angel of judgment. For one hour, you gain the following benefits.

- You have Truesight out to 120 ft.
- You immediately know whenever any creature lies or attempts to mislead you.
- You have resistance to damage from magical sources, and automatically succeed on saving throws to evade or resist magical effects.

These effects end early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.