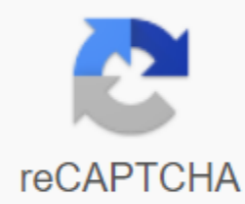




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## Escape the bathroom walkthrough text

When it comes to playing a paladin in Dungeons and Dragons, class-specific features are enough to build a character around. That said, the paladin vows that come into play offer a lot of flavor and options. Let's dive into our rankings and choose the best subclass for you with Paladin Oaths 5E Guide. Best Paladin Oaths 5E Rankings Maybe it's just class strength in general, but there are a lot of bad options when it comes to paladin archetypes. While it's fun to make those rankings, I struggled with that a bit. The good news is that you can do any of these working classes, so choosing the oath that suits your character best is a great idea. Another thing that stands out is that these subclasses are more situational than other classes. It makes sense, given that the basic paladin features are good across the board. That means, however, that the best subclass in one campaign might not be the best in another campaign. Your choice for the best subclass will vary if you expect to face hordes of undead versus a bunch of humanoid cannon feed.

- The Oath of Revenge** At the top of our list is the Oath of Revenge. This subclass is great against a single powerful enemy, and also excels at preventing a hostile from fleeing the battle. Bane. Hurry. The snowy step. Paralysis. Even lower-level spells are fantastic. Vengeance Paladins have some of the best oath spells available, although there are a few situational options. At higher levels, the characteristics of the subclass focus on attacking and tracking enemies that are fleeing. Boosed reaction attacks are great, and your divinity channel A Vow of Enmity gives you a full minute of advantage against a target. Big stuff.
- The Oath of Conquest** A second close was the Oath of Conquest. In some cases, this oath blows other options out of the water. In others, its features are of little use. Depends on the purpose of your campaign. Fear is the focal point of this paladin archetype. You can not only use the channel domain to scare the creatures in your presence, but at higher levels you can stop the movement and cause psychic damage to frightened creatures as well. The downside is if you play a campaign that is the undead or other creatures immune to fear. The major weakness of the subclass is the vows. There are some nice options, but these spells are not excellent fit, which comes with a revenge paladin. This is not enough to beat the Oath of Conquest from our second position, though.
- Oathbreaker Paladin** Realistic, Oathbreaker Paladin should probably be higher on the list. It comes with powers and large damage, among other things. But the main problem with an Oathbreaker is that they are a poor theme fit for most campaigns. After all, Oathbreakers are dark figures that rely heavily on the rise of the undead. This will be a hard sell for many parties. The other players don't care much about your story that makes sense. Strigo control can add muscle to your party in the right situation. At higher levels, you get permanent stone skin and huge buffs melee damage, among others. This is a strong subclass.
- The oath of devotion** The oath of devotion is often beaten as the vanilla option for paladins. It doesn't have an interesting hook like fear of conquest paladins or one-on-one fight for revenge paladins. That said, it's a powerful class that improves the abilities of the paladin class. Because of this, it is useful in the widest range of campaigns. The sacred weapon and undead turn are great for low devotional paladins, but things just get better as you level up. The purity of the Spirit and Saint Nimbus are incredible options, especially against hordes of undead. The vows for this subclass are not the greatest. There are several options that are situational and others that are simply not useful. That said, the top-level spells, such as the Common and the Guardian of Faith, are cool.
- Oath of Redemption** This could be dropped on the list in terms of optimization, but the Redemption Oath is a fantastic role-playing option. The central theme of the Redemption Oath is nonviolence. While this is antithetical to the concept of many players of a paladin, the class is ripe with spells and abilities that allow you to resolve nonviolent conflict. The oath spells are excellent and all fit the theme. You have access to some defensive classics, such as Stoneskin and Counterspell, and low-level options are also powerful. The class undoubtedly has the best one-two punch of channel deities, too, with a great buff at persuasion checks and a way to do damage against harsh opponents. In fact, there is little in the subclass that does not match the theme. The major problem is that you are limited in what you can do, especially in battles where your opponent will not be discouraged from fighting.
- Crown Oath** If you want to play a defender with a decent flair, the Crown Oath is for you. Unfortunately, if you want to do a lot of everything else, you probably don't. What makes the Crown's oath exceptionally good is to fire a hostile fire. You have access to unique mockery with the divinity of your channel that forces your enemies to focus on you. There are also a few nice oath spells like Forced Duel and Power Circle. A major disadvantage of the subclass is that while you have several options for absorbing damages, the Crown Oath does little for actually boosting the tank.
- The Oath of the Ancients** (PHB) Wonder Woman - DC Comics Theme: For this paladin, nothing is more valuable than loyalty to life itself. The ancient oath works with all kinds of nature to defeat those who would sow evil in other peaceful places. Game Mechanics: Additional spells with a nature accent, work to control movement and interact with plants and animals. They can turn to the nature of rooting enemies instead, or to turn fey Fey Friends. At later levels, they gain a strong aura to reduce all half spell damage, and eventually gain the ability to return from 0 hp. Play-style: You like the idea of playing on an oath that is above society and people. You like the nature-loving side of the druids, but want to use weapons and armor with just a dash of magic spells. The Oath of Revenge (PHB) Batman - DC Comics Theme: Perseverant and persistent, paladin of revenge will break any obstacle to finding justice, punishing those who have wronged them or others. Game Mechanics: Focus central skills on scary and reducing enemies ability to move, or enhance the ability to catch up with opponents. At higher levels, this paladin can move with opportunity attacks and, at the highest level, are able to fly. Play-style: You want to play the unstoppable force that is determined to get their goal. Whether it's by strengthening your skills or preventing your opponent, the focus is always on closing the gap between you and the goal. Crown Oath (SCAG) Judge Dredd - Dredd Theme: Vowed to maintain the law and sense of order, the crown paladin is determined to find the most diplomatic way for everyone to understand and, if they can not, to appease those who favor rebellion. In the worst of circumstances, this paladin will sacrifice itself for the good of others. Game Mechanics: Possibly the most tank-like Paladin, this class has the ability to prevent enemies from moving away from them, healing their allies, and taking damage that would otherwise hurt their friends. At later levels, they have an advantage of being paralyzed or amazed, and gain a significant amount of saving throw advantages at the highest level. Play-style: You like to play someone who can drive: someone who will seek the truth and place for peace between people. In battle, you like to think about the strengths and weaknesses of the whole team as a whole rather than individual. Oath of Conquest (XG) Sauron - Lord of the Rings Theme: Fear is the greatest weapon. Conquering others is easy if they already defeat themselves desperately. This paladin lives for the subjugation of their enemies. Game Mechanics: Heavy concentration on scary opponents, with the ability to sometimes secure a single shot becomes a massive attack bonus. Additional spells revolve around manipulating others. Higher levels include the ability to hurt others to attack you, and a phenomenal power boost at level 20 where you have resistance to all damage, an extra attack, and critical hits on 19. Play-style: More fun for you to scare your enemies than defeat them. When your opponents resist your fear, you want to have a multitude of tools to play with their resilience. If the ability to intimidate is the first thing that intrigues you in this game, then you should be picking this oath. Oath of (XG) Ogier Dane - French Folklore Theme: Peaceful, Paladin Redemption has the ability to completely close violent confrontations, either by magical coercion or pure power. Game Mechanics: Various utility spells help stop combat skills. This paladin becomes the ability to have a long time with charisma bonuses. But if it comes to fighting, they can take the damage inflicted by their opponents and make it back to them. At later levels, you will be able to take intended damage to your allies, heal yourself at every step, and eventually have resistance to all damage. Play-style: A stark contrast from paladin of conquest, you enjoy diplomacy and questioning others. For you, violence and physical confrontation mean failure. However, if you need to defend your friends, you want to see yourself as the equal and opposite force of the enemy. Oathbreaker (DMG) Darth Vader - Star Wars Theme: It's oathbreakers' ambition to have power over life itself. People are just obstacles to being rejected from your path of domination. Game Mechanics: Additional spells have a heavy focus on attacking and animating the dead. They can emit an aura of fear to turn opponents. At later levels, the oathbreaker can do additional melee damage, awarding this bonus to their allies (e.g. summoned undead). At higher levels, the oath breaker gains resistance to some forms of damage and, in a strong aura, can cause a growing darkness to surround them and harm those who dare to try to attack. Play-style: Although intended as a class of villains to use undead to attack enemies, a player may be able to focus more on the element of using the dead as allies in battle forever. In both cases, you want to focus paladin spells on the attack, and have a regiment of undead on your side. The part.

