

A paladin can put their faith in a god and be rewarded with magic to do as their god wills, and sometimes their own will - good, evil or other. Paladins can also put their faith in the people, and through belief in the people, create magic within themselves to better serve the people.

And some paladin's put faith in singular attribute within themselves. Their utter devotion to this aspect of themselves leads them along a new path. With no gods to guide their hand, no moral compass inflicted by civilisation. Unwavering, undeterred, unbending. This, is Zaltanna's oath: Bloody Revenge.

Tenets of Bloody Revenge

Wrath. Hatred and anger are powerful allies, use them to your full advantage.

Cull the Sheep. Those that follow your targets of revenge are no better and should be dealt with.

Dedication. Those that follow you are to be protected, because revenge can be done for you and as well as by you.

Survival. Do whatever it takes to ensure your survival, because revenge for the fallen cannot be done by the fallen - it is your sacred duty.

Oath of the Bloody Revenge

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3 rd	Bane, Compelled Duel
5 th	Hold Person, Warding Bond
9 th	Haste, Dispel Magic
13 th	Blight, Guardian of Faith
17 th	Hold Monster, Flame Strike

Channel Divinity (Short Rest)

When you take this oath at 3rd level you gain the following three Channel Divinity options.

Wrack With Guilt – You can use your Channel Divinity to cause enemies within a 20 foot radius to be wracked with unbearable pain. The targets must succeed a Charisma save or suffer Disadvantage to all rolls and move at half movement while in the affected area. This lasts for a number of rounds equal to the Paladin's level.

Vow of Enmity - As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Divine Wrath - Your rage against your enemies goes deeper than any mere mortal, including yourself, can comprehend. You tap into an anger so pure, it's divine wrath.

Levels	Bonus Divine Wrath Damage	
1-8	+2	Divine Wrath lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then.
9-15	+3	
16-20	+4	Whilst channeling, you have advantage on Strength checks and Strength saving throws. If you are able to cast spells, you can't cast them or concentrate on them while raging.

Can't Touch Us – At 7th level you emit an aura that causes yourself and any friendly targets within 10 feet to gain Advantage on saves against any hold spells or those that hinder movement. At 14th level aura makes those within it immune to hold spells and the radius is increased to 30 feet

Unstoppable – Starting at 15th level, when are dropped to 0 HP you can restore life to yourself as a reaction. You can pull the life force from a living target within 15 feet. The target must succeed a Constitution save or take 3d4 damage, and restoring half that amount to you as HP. If the target succeeds they suffer no damage and you are only healed for 1 HP. Once you use this ability, you must take a long rest before you can utilize it again.

Additionally you cease aging and no longer suffer any of the drawbacks of old age, and cannot be aged magically.

Your Own Avatar - At 20th level, you can tap into your well of god like powers, momentarily allowing you to transform into Vengeance herself and you are surrounded with dark energies. You become surrounded by a thick miasma that spreads out for 30 feet, and gain the following benefits for 1 minute:

- At the beginning of your transformation you are instantly healed for 3d8+20 HP.
- Become resistant to damage from magical weapons, and three targets that you can see..
- Any hostile creature that starts their turn in the aura of your godly miasma takes 3d6 damage.