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Oath of the Golden Throne

Paladin Subclass



Warhammer 40K Edition

Oath of the Golden Throne

Paladins who swear the Oath of the Golden Throne bind themselves to the undying will of the God Emperor. They are golden bulwarks against corruption, executioners of heresy, and living manifestations of divine authority. Where they stand, faith hardens into law and corruption recoils beneath radiant judgment.

These paladins do not inspire comfort. They inspire obedience.

Tenets of the Golden Throne

Suffer Not the Heretic. Corruption is not debated. It is eradicated.

The Emperor Protects. Fear is treason. You do not yield.

Humanity Above All. Your strength exists to shield mankind, even from itself.

Obedience Is Salvation. Discipline is divine. Doubt is decay.

Oath Spells

You gain oath spells at the paladin levels listed.

- **3rd**: *shield of faith, command*
- **5th**: *hold person, zone of truth*
- **9th**: *counterspell, spirit guardians*
- **13th**: *banishment, aura of purity*
- **17th**: *wall of force, flame strike* (radiant damage only)

These spells are always prepared and do not count against the number of spells you can prepare.

When you cast *spirit guardians*, its damage is radiant and its spirits appear as golden warriors, burning

sigils, or radiant imperial manifestations.

Channel Divinity

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

Edict of the Throne

As a bonus action, you present your holy symbol and brand one creature you can see within 60 feet with Imperial Judgment for 1 minute. The effect ends early if the creature drops to 0 hit points or you fall unconscious. While branded:

- The creature cannot benefit from advantage on attack rolls.
- The first time each turn it deals damage, that damage is reduced by your Charisma modifier (minimum reduction of 1).
- When you hit the creature with Divine Smite, it takes additional radiant damage equal to your proficiency bonus.

If the target is a fiend, undead, aberration, or is concentrating on a spell, it has disadvantage on the first saving throw it makes against your spells or class features each round.

Aegis of Terra

As an action, you manifest a 10-foot golden psychic barrier centered on you that lasts for 1 minute (concentration). While active:

- You and allied creatures have resistance to psychic damage.
- You and those allies have advantage on saving throws against being charmed or frightened.
- When a creature within the aura

succeeds on a saving throw against being charmed or frightened, it may immediately end one spell or magical effect currently causing it to be charmed or frightened.

Once during this duration, when an ally within the aura would be reduced to 0 hit points, you can use your reaction to cause that creature to drop to 1 hit point instead.

At 18th level, the range of this aura increases to 30 feet.

Aura of Unbreakable Will

Starting at 7th level, your presence suppresses weakness and defies arcane manipulation. Hostile creatures within 10 feet of you:

- Have disadvantage on Constitution saving throws made to maintain concentration.
- Cannot teleport unless they succeed on a Charisma saving throw against your spell save DC.

In addition, when you succeed on a saving throw, you can deal radiant damage equal to your Charisma modifier to one hostile creature within 10 feet of you.

At 18th level, the range of this aura increases to 30 feet.

Living Martyr of the Throne

At 15th level, your body refuses to fall while your duty remains unfinished.

The first time you would be reduced to 0 hit points each long rest, you instead drop to 1 hit point and unleash a psychic shockwave. Hostile creatures of your choice

within 20 feet must make a Constitution saving throw against your spell save DC.

- On a failure, a creature takes 4d10 radiant damage, is knocked prone, and automatically loses concentration if it was concentrating on a spell.
- On a success, a creature takes half as much damage and is not knocked prone.

Additionally, while you are below half your hit point maximum, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Avatar of the Golden Throne

At 20th level, as an action, you assume the Emperor's Aspect for 1 minute. You emit bright light in a 30-foot radius and dim light for an additional 30 feet. For the duration:

- You gain a flying speed of 40 feet.
- You are immune to being charmed, frightened, or stunned.
- You have resistance to damage from spells.
- Hostile creatures within 30 feet of you take radiant damage equal to your Charisma modifier the first time each turn they cast a spell.

You can also inflict Judgment Marks on enemies. Each time a hostile creature within 30 feet of you casts a spell, it gains one Judgment Mark (maximum of 3). When a creature reaches 3 Judgment Marks, it must make a Constitution saving throw against your spell save DC.

- On a failure, it is stunned until the end of its next turn.

- On a success, it takes 6d8 radiant damage.

After this saving throw, all Judgment Marks on that creature end.

Additionally, once per turn when you hit a creature with Divine Smite, you can force that creature to make a Charisma saving throw against your spell save DC.

On a failure:

- The creature cannot cast spells until the end of its next turn.
- If the creature is a fiend, undead, or aberration, it is also restrained by radiant chains until the end of its next turn.

Once you use this feature, you cannot use it again until you finish a long rest.