

JUSTICIARS OF TYR



Carl Vandal

A Paladin Archetype for the Forgotten Realms.



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NOTES

All the creatures and magic items detailed in this adventure can be found on www.dndbeyond.com, either in the official monster section or in homebrew. All homebrew monsters and magic items have been created by Carl Vandal.

ABOUT THE AUTHOR:

Carl Vandal has been playing Dungeons & Dragons and other TTRPGs for over forty years. He enjoys playing and DMing and tries to create the scenarios he would like to play in himself.

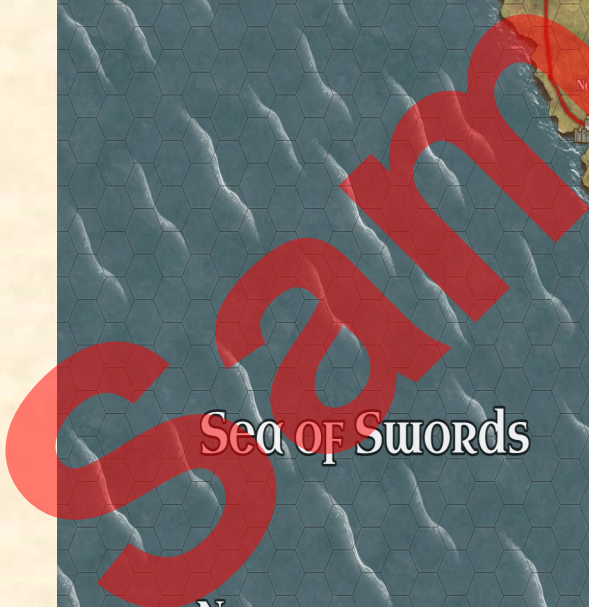
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INTRODUCTION

"Justiciars of Tyr" provides details regarding a new Paladin archetype that can be used in your campaign. Although designed for use in the Forgotten Realms, the Justiciars can be used in any campaign setting.

BACKGROUND

Tyr Grimjaws, Tyr the Evenhanded, Wounded Tyr, the Maimed God, the Blind, Blind Tyr, the Lord of Justice — all of these names speak to the nature of the Faerûnian god of justice. Tyr appears as a noble warrior missing his right hand, which he lost to Kezef the Chaos Hound in an act of bravery and sacrifice, and with his eyes wrapped in cloth to signify his blindness, caused by a wound dealt to him by Ao when he questioned the justice of the Overgod's actions.

Tyr's followers devote themselves to the cause of justice, to the righting of wrongs and the deliverance of vengeance. This devotion isn't necessarily concerned with equality or fairness, but rather the discovery of truth and the punishment of the guilty. Those who favor Tyr tend to be stiff-necked about matters of theology and laws, seeing things in terms of black and white. Tyr's credo of lawfulness and honesty is a demanding one, and his priests remind the faithful not to hold in contempt others who can't live by it — it wouldn't be an honorable calling if everyone could muster the strength of will to follow it.

Many orders of knighthood are devoted to Tyr, including the Knights of Holy Judgment and the Knights of the Merciful Sword. Such knights — as well as judges and priests, clerics, and paladins who worship Tyr — sometimes wear thin strips of diaphanous cloth over their eyes to remind others of the blindness of justice.

THE JUSTICIARS OF TYR

The Justiciars of Tyr are an order of holy warriors that have dedicated themselves to the worship of the god of justice, Tyr. Paladins of this order are referred to as Justiciars of Tyr and are obsessed with the meaning and mechanics of justice. They study justice in all its guises, alongside the priests of Tyr. They then use this knowledge to guide their understanding in battle, yielding a devastating fighting style.

They use their incredible abilities to assist priests of Tyr in spreading the word and worship of Tyr across Faerûn. They zealously defend the temples of Tyr



alongside the priests of the faith. They traverse the Realms meting out justice in the name of Tyr.

TENETS OF JUSTICE

Though the exact words and strictures of the Oath of Justice vary, paladins of this oath share these tenets.

Honesty. Don't lie or cheat. Let your word be your promise.

Honor. Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.

Duty. Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

Fairness. Justice knows no distinctions. It is applied to all to the same degree, regardless of position or status. The lowliest farmer to the highest noble is treated equally in the light of Tyr.

Law. The law is paramount. It is the mortar that holds the stones of civilization together, and it must be respected.

JUSTICIAR OF TYR

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	Divine Sense, Lay On Hands	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Divine Smite	2	—	—	—	—
3rd	+2	Divine Health, <i>Oath of Justice</i>	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Extra Attack	4	2	—	—	—
6th	+3	Aura of Protection	4	2	—	—	—
7th	+3	<i>Aura Of Justice</i>	4	3	—	—	—
8th	+3	Ability Score Improvement	4	3	—	—	—
9th	+4	—	4	3	2	—	—
10th	+4	Aura of Courage	4	3	2	—	—
11th	+4	Improved Divine Smite	4	3	3	—	—
12th	+4	Ability Score Improvement	4	3	3	—	—
13th	+5	—	4	3	3	1	—
14th	+5	Cleansing Touch	4	3	3	1	—
15th	+5	<i>Defense Of The Just</i>	4	3	3	2	—
16th	+5	Ability Score Improvement	4	3	3	2	—
17th	+6	—	4	3	3	3	1
18th	+6	Aura Improvements	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	<i>Angel Of Justice</i>	4	3	3	3	2

OATH OF JUSTICE

Oath Spells

Justiciars of Tyr gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>command, sanctuary</i>
5th	<i>hold person, zone of truth</i>
9th	<i>beacon of hope, counterspell</i>
13th	<i>aura of purity, banishment</i>
17th	<i>geas, scrying</i>

Channel Divinity

When a Justiciar takes this oath at 3rd level, they gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Justiciar's Challenge. As a bonus action, you issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving

throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are [incapacitated](#) or die or if the creature is more than 30 feet away from you.

Vow of Justice. As a bonus action, you can utter a vow of justice 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](#).

Aura Of Justice

Beginning at 7th level, Tyr's blessing lies so heavily upon the Justiciar that it forms a protective ward. The Justiciar and friendly creatures within 10 feet of them have resistance to damage from spells.

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

Defense Of The Just

The Justiciar can turn defense into a sudden strike. When they or another creature they can see within 10 feet of them is hit by an attack roll, they can use

their reaction to grant a bonus to the target's AC against that attack, potentially causing it to miss. The bonus equals their Charisma modifier (minimum of +1). If the attack misses, they can make one weapon attack against the attacker as part of this reaction, provided the attacker is within their weapon's range.

The Justiciar can use this feature a number of times equal to their Charisma modifier (minimum of once), and they regain all expended uses when they finish a long rest.

Angel Of Justice

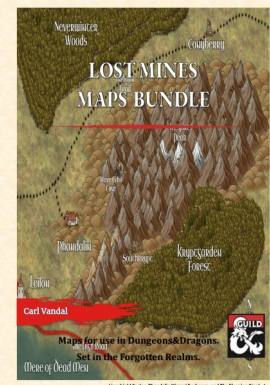
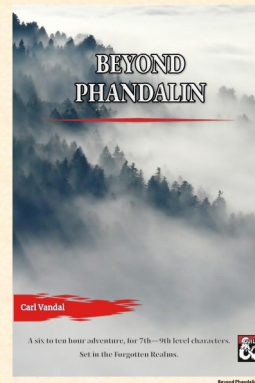
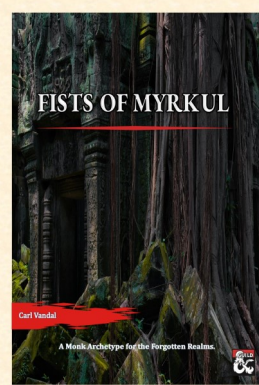
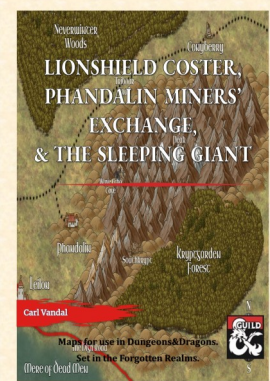
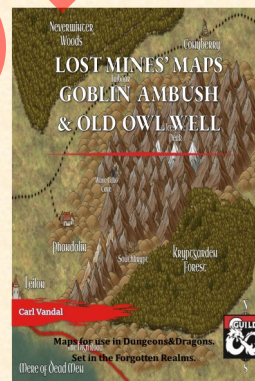
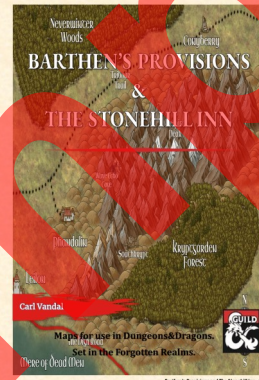
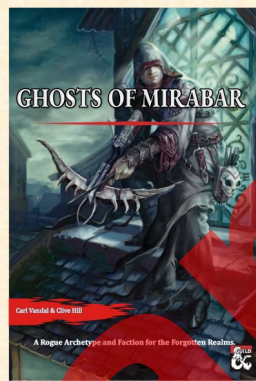
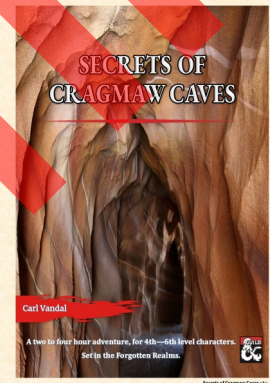
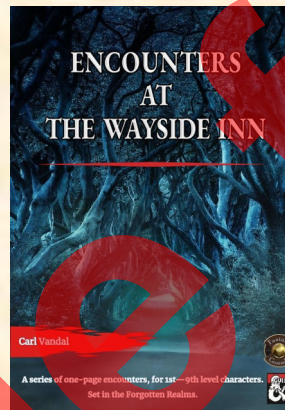
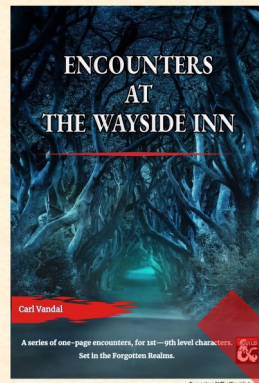
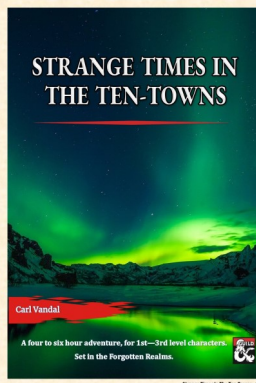
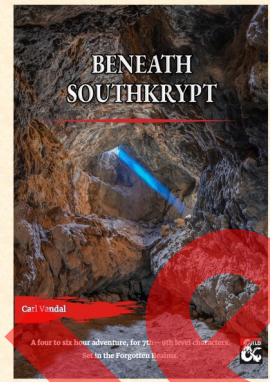
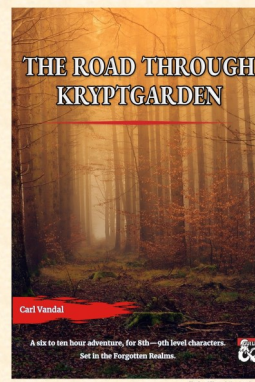
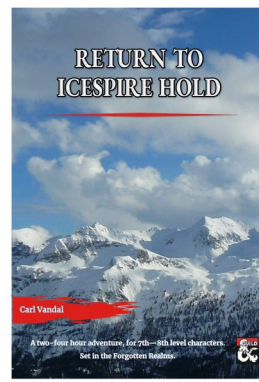
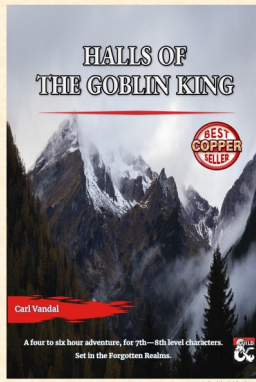
At 20th level, the Justiciar can assume the form of an angelic being of justice. Using their action, they undergo a transformation. For 1 hour, they gain the following benefits:

- Wings sprout from their back and grant them a flying speed of 60 feet.
- They have resistance to all damage dealt by other creatures (their attacks, spells, and other effects).
- Once on each of their turns when they make a weapon attack and miss, they can cause that attack to hit instead.

Once the Justiciar uses this feature, they can't use it again until they finish a long rest.



MY OTHER WORKS



This, and other works, can be found on www.DMsGuild.com

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A unique Paladin Archetype for use in the Forgotten Realms.

Serving Tyr, the god of justice, the Justiciars act as temple guardians, priestly protectors, and the striking arm of the faith.

