

Art: Midjourney



Justiciar's Retribution

Set Items

1/5 PG

Judge and Justice, Twin Swords of Conviction

Weapons (longswords), legendary (requires attunement by a paladin)

Longswords composed of pulsating red energy, Judge and Justice are said to represent the divine concepts of judgment and justice respectively. They are a true bane to the wicked.

Judge. This longsword, constructed mostly of red energy, has the light and finesse properties. As an action, you can speak the command word, forcing a creature you can see within 60 feet to make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature is unable to lie for 1 minute. You deal an extra 1d10 radiant damage to the judged creature during this time. You regain the use of this property at dawn.

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Justice. This twin of Judge also has the light and finesse properties. Once per turn, when you hit a creature with Justice, you can choose to deal an additional 3d10 radiant damage.

Bond of the Twins. Judge and Justice are bound together by an unbreakable bond. If separated by more than 60 feet, both swords will teleport toward each other, ending up in the same unoccupied square. If there is no unoccupied space, they teleport to the one who is attuned to them. If they do not have anyone attuned to them, they plane shift to an unknown location. You cannot attune to one without also attuning to the other.

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Set Items

Justiciar's Plate

Armor (plate), legendary (requires attunement by a paladin)

Bearing the sacred markings of celestial order, this divinely forged plate armor shines with brilliant silver. The accompanying cloak is woven from the very essence of shadow, cloaking your visage in darkness. Yet through this obscurity, a distinct, glowing red line descends, akin to a beacon of judgement cutting through the abyss.

While wearing this armor, your Divine Sense ability is always active, allowing you to constantly detect the presence of strong evil and powerful good.

Additionally, your Lay on Hands pool increases by an amount equal to your Paladin level times 5. When you heal a creature using Lay on Hands, you can also choose to end one spell of your choice on the creature.

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Set Items

3-Set Bonus: Veil of Retribution

With Judge, Justice, and the Justiciar's Plate equipped, you can use an action to speak the set's command word, invoking the Veil of Retribution. For the next minute, when a creature hits you with a melee attack, they must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failure, they take radiant damage equal to half the damage they dealt to you (rounded down, minimum 1).

Justiciar's Retribution

5/5 PG

Set Items