**Class Features:**

Paladin Class

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | 1st | 2nd | 3rd | 4th | 5th |
| 1st | +2 | Divine Purpose, Lay on Hands, Oath spells | — | — | — | — | — |
| 2nd | +2 | Fighting Style, Spell Slots, Divine Smite | 2 | — | — | — | — |
| 3rd | +2 | Divine Health, Divine purpose Feature | 3 | — | — | — | — |
| 4th | +2 | Martial Feat | 3 | — | — | — | — |
| 5th | +3 | Divine Fervor, Extra Attack | 4 | 2 | — | — | — |
| 6th | +3 | Aura of Protection | 4 | 2 | — | — | — |
| 7th | +3 | Divine Purpose Feature | 4 | 3 | — | — | — |
| 8th | +3 | Feat | 4 | 3 | — | — | — |
| 9th | +4 | Divine Fervor improvement  (3 slots 1st level) | 4 | 3 | 2 | — | — |
| 10th | +4 | Aura of Courage | 4 | 3 | 2 | — | — |
| 11th | +4 | Improved Divine Smite | 4 | 3 | 3 | — | — |
| 12th | +4 | Martial Feat | 4 | 3 | 3 | — | — |
| 13th | +5 | Divine Fervor improvement  (4 slots 1st level) | 4 | 3 | 3 | 1 | — |
| 14th | +5 | Cleansing Touch | 4 | 3 | 3 | 1 | — |
| 15th | +5 | Divine Purpose Feature | 4 | 3 | 3 | 2 | — |
| 16th | +5 | Feat | 4 | 3 | 3 | 2 | — |
| 17th | +6 | Divine Fervor improvement (4 slots 1st level 2 slots 2ndlevel) | 4 | 3 | 3 | 2 | 1 |
| 18th | +6 | Aura Improvement | 4 | 3 | 3 | 3 | 1 |
| 19th | +6 | Martial Feat | 4 | 3 | 3 | 3 | 2 |
| 20th | +6 | Divine Purpose Feature | 4 | 3 | 3 | 3 | 2 |

As a paladin, you gain the following class features.

**Hit Points**

* Hit Points at 1st Level: 10 + your Constitution modifier
* Hit Points at Higher Levels: Roll 1d10 (**minimum roll of 7**) + your Constitution modifier per paladin level after 1st.

P**roficiencies**:

Class type: Martial. This tag allows this character to gain certain feats at this classes Feat levels.

* Armor: All armor, shields
* Weapons: Simple weapons, martial weapons
* Tools: None

**Saving Throws:** Wisdom, Charisma

**Skills:**  
Choose two from: Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

**Equipment**

You start with the following equipment, in addition to the equipment granted by your background:

1. a martial weapon and a shield or (b) two martial weapons
2. (a) five javelins or (b) any simple melee weapon
3. (a) a priest’s pack or (b) an explorer’s pack
4. (a) a set of heavy armor or (b) a set of medium armor or (c) a set of light armor
5. holy symbol

**Divine Purpose**  
Starting at level 1 select a divine oath to take.

Your choice grants you features at 1st level and again at 3rd, 7th, 15th, and 20th level. Those features include oath spells and the Channel oath feature.  
  
This oath dictates which spells you have access to when you gain spellcasting as part of the second level of this class.  
  
**Lay on Hands**

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level × 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

**Oath Spells**

At 1st level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric or bard does. See Spells Rules for the general rules of spellcasting.  
  
You learn the cantrips listed in the cantrip section of your oath spell list.  
  
Later as you level in this class, the Paladin table shows how many spell slots you have to cast your paladin spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.  
  
Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description as part of the oath spells list.

**Fighting Style**

Starting at 2nd level you gain the fighting style feat.  
  
**Spell Slot's**  
  
Starting at 2nd level the paladin table shows how many spell slots you have to smite with and cast spells.  
  
**Divine Smite**

Starting at 2nd level, **Once Per turn**, when you hit a creature with a **weapon or unarmed strike attack**, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon’s damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.  
  
**Divine Health**

By 3rd level, the divine magic flowing through you makes you immune to disease.

**Channel Oath**Starting at 3rd level your oath allows you to channel divine energy to fuel magical effects. Each Channel oath option provided by your oath explains how to use it.

When you use your Channel oath, you choose which option to use. You must then finish a short or long rest to use your Channel oath again.

Some Channel oath effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.  
(*See Subclass Guide*)

**Feat**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, Gain a feat.   
  
This class also gains an additional ability score increase of your choice by 1 at 4th and 12th and 19th level. As normal, you can’t increase an ability score above 20 using this feature.

**Martial Versatility**  
Whenever you reach a level in this class that grants the feat feature, you can replace a fighting style you know with another fighting style available to paladins. This replacement represents a shift of focus in your martial practice.  
 **Extra Attack**

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.  
  
**Divine Fervor**  
Beginning at 5th level, level you may spend 5 Minutes to recover all of your **Paladin class features** that recover on a short rest.  
  
Additionally you recover 2 first level spell slots.

* At 9th level the number of first level spell slots recovered from this effect is increased to 3.
* At 13th level the number of first level  
  spell slots recovered from this effect is increased to 4.
* At 17th level you recover second level spell slots in addition to the first level spell slots you recover

During this time, you may not perform any actions, bonus actions, reactions. You cannot climb or swim unless you have a climb speed or swim speed. If you perform an action this will break your recovery and you must start over to gain the benefits of this ability. Once you use this ability you cannot use it again until you finish a long rest.

**Aura of Protection**

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

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

**Aura of Courage**

Starting at 10th level, you and friendly creatures within 10 feet of you can’t be frightened while you are conscious.

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

**Improved Divine Smite**

By 11th level, you are so suffused with righteous might that all your weapon and unarmed strike attack strikes carry divine power with them. Whenever you hit a creature with a weapon or unarmed attack, the creature takes an extra 1d8 radiant damage.

**Cleansing Touch**

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

**Aura Improvements**

At 18th level, the range of your auras increase to 30 feet.

OATH Tenets

#### Optional Class Rule: Loose adherence.

Your oath follows a tenet that you must adhere to, while it is suggested that you follow close to your oath if you take on this optional rule than you may forgo the exactness of your oath for a more general understanding, this allows more freedom in roleplay while forgoing only a small part of class fantasy.

Oath of conquest

Strength above all

You must douse the flames of hope

An Iron fist

Oath of Devotion

Do not lie

Have courage enough for others to share

Duty is Compassion

Oath of Redemption

Patience begets Peace

With wisdom you must guide people forward

Return to Innocence

Oath of the Ancients

Shelter the Light

Bring natures simple beauty to those lost

Be a constant

Oath of the Last Vigil

The Hunt eternal

Vigilance in duty will bring peace everywhere

Discipline saves lives

Oath of Malic

Hatred and Love

Forget all else but those you hate

Remember your support

Oath of Vengeance

Fight Greater Evil

Bring no mercy for the wicked ones

Restitution for misdeeds

Oath - Breaker

Your path Ascendent ignores all for the glory and focus of one’s own beliefs above any oath or any others beliefs, be they gods or otherwise. You have no oath, and you care little.

## Oath of Conquest

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Weight of Character, Oath Spells |
| 3rd | Channel Oath |
| 7th | Aura of Conquest |
| 15th | Scornful Rebuke |
| 20th | Invincible Conqueror |

#### Oath Spells

| **Paladin Level** | **Spells** |
| --- | --- |
| 1st (cantrip) | Thaumaturgy, Punishing Blade |
| 2nd | Armor of Frozen Agony, Bane, Cause Fear, Command, Divine favor, Shield, Zephyr Strike |
| 5th | Enlarge/Reduce, Find Steed, Hold Person, Spiritual Weapon, Suggestion, Warding Bond, Zone of Truth |
| 9th | Bestow Curse, Crusader’s Mantle, Fear, Speak with Dead, Spirit Guardians |
| 13th | Banishment, Dominate Beast, Death Ward, Find Greater Steed, Freedom of Movement, Spirit of Death |
| 17th | Cloudkill, Dominate person, Hold Monster, Holy Weapon |

#### Weight of Character

Starting at 1st level, you gain proficiency with the intimidation skill. If you already had proficiency in this skill double your proficiency bonus with that skill.

#### Channel Oath

Starting at 3rd level, you gain the following two Channel Oath options:

***Conquering Presence.***You can use your Channel Oath to exude a terrifying presence. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

***Guided Strike.*** You can use your Channel Oath to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Oath to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses. A creature hit by this attack takes psychic damage equal to your paladin level.

#### Aura of Conquest

Starting at 7th level, you constantly emanate a menacing aura while you’re not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

Creatures have disadvantage on saves against paladin features and paladin spells you cast while within the aura.

If a hostile creature is frightened of you its speed is reduced to 0 while in the aura.

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

#### Scornful Rebuke

Starting at 15th level, those who dare to strike you are psychically punished for their audacity. Whenever a creature hits you with an attack, that creature takes psychic damage equal to your Charisma modifier (minimum of 1) if you’re not incapacitated.

#### Invincible Conqueror

At 20th level, you become a near unstoppable force. While in combat you gain the following abilities:

* Once during each round, refreshing at the start of your turn, you may reduce all damage from a single source to 0. You still suffer other effects from that source as normal. If a source deals damage multiple times you only reduce one instance of that damage to 0.
* Your extra attack improves allowing you to attack three times when you take the attack action on your turn.

## Oath of Devotion

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Devotions Bulwark, Oath Spells |
| 3rd | Channel Oath |
| 7th | Aura of Devotion |
| 15th | Purity of Spirit |
| 20th | Divine Judge |

#### Oath Spells

| **Paladin Level** | **Spells** |
| --- | --- |
| 1st (cantrip) | Blade Ward, Mending, Black-flame Blade |
| 2nd | Absorb Elements, Bless, Expeditious Retreat, Guiding Bolt, Healing word, Protection from Evil and Good, Sanctuary |
| 5th | Borrowed Knowledge, Calm Emotions, Find Steed, Lesser Restoration, Prayer of Healing, Silence, Zone of Truth |
| 9th | Beacon of Hope, Clairvoyance, Create Food and Water, Dispel Magic, Slow, Tongues |
| 13th | Aura of Purity, Compulsion, Dimension Door, Find Greater Steed, Freedom of Movement, Guardian of Faith |
| 17th | Commune, Greater Restoration, Summon Celestial, Wall of Light |

#### Devotions Bulwark

Starting at 1st level, your body gains a symbol blessed by your oath, this grants you the effects of blade ward. These effects last until they reduce a source of damage in which the sigil darkens and you lose the effect. Whenever you finish a short or long rest you regain the sigils effects.

#### Channel Oath

Starting at 3rd level, you gain the following two Channel Oath options.

**Sacred Weapon.** As a bonus action, you can imbue one weapon that you are holding with positive energy, using your Channel Oath. For 1 minute, you add your Charisma modifier to damage rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

**Gilded Words.** Whenever you fail a charisma (persuasion) check or charisma (performance) check, you may expend a use of your Channel Oath feature to reroll that check possibly turning it into a success, you must use the new roll.

#### Aura of Devotion

Starting at 7th level, you and friendly creatures within 10 feet of you can’t be charmed while you are conscious.

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

#### Purity of Spirit

Starting at 15th level, you are always under the effects of a protection from evil and good spell.

#### Divine Judge

Starting at 20th level, whenever you expend a spell slot to fuel your Divine Smite class feature or cast a Spell, count that spell slot as one level higher. (you may expend 1st level spell slots to cast 2nd level spells and so on).   
  
Your Divine Smite now has a maximum of 6d8.

You are always under the effect of the bless spell.

## Oath of Redemption

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Redeem the Flesh, Oath Spells |
| 3rd | Channel Oath |
| 7th | Aura of the Guardian |
| 15th | Protective Spirit |
| 20th | Emissary of Redemption |

#### Oath Domain Spells

| **Paladin Level** | **Spells** |
| --- | --- |
| 1st (cantrip) | Guidance, Resistance, Spare the Dying |
| 2nd | Bless, Charm Person, Cure Wounds, Healing Word, Sanctuary, Shield of Faith, Sleep |
| 5th | Aid, Calm Emotions, Enhance Ability, Find Steed, Hold Person, Lesser Restoration, Misty Step |
| 9th | Antagonize, Catnap, Counterspell, Mass Healing Word, Remove Curse, Revivify |
| 13th | Aura of Life, Compulsion, Death Ward, Find Greater Steed, Polymorph, Stoneskin |
| 17th | Greater Restoration, Geas, Mass Cure Wounds, Raise Dead |

#### Redeem the Flesh

Starting at 1st level, whenever you use your Lay on Hands class feature, a creature affected by this feature gains temporary hp equal to your charisma modifier. If you affect multiple creatures with a single effect, select one of those creatures to receive the temporary hp. This temporary hp lasts until your next short or long rest.

#### Channel Oath

Starting at 3rd level, you gain the following two Channel Oath options.

***Emissary of Peace.*** You can use your Channel Oath to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

***Rebuke the Violent.*** You can use your Channel Oath to rebuke those who use violence. Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

#### Aura of the Guardian

Starting at 7th level, you can shield others from harm at the cost of your own health. When a creature within 10 feet of you takes damage, you can use your reaction to magically take that damage, instead of that creature taking it. This feature doesn’t transfer any other effects that might accompany the damage, and this damage can’t be reduced in any way.  
  
If you us your Rebuke the Violent channel oath you may use this feature as part of that reaction regardless of how far they are from you.

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

#### Protective Spirit

Starting at 15th level, a holy presence mends your wounds from battle. You regain hit points equal to 1d6 + half your paladin level if you end your turn in combat (or every 6 seconds outside of combat) with fewer than half of your hit points remaining and you aren’t incapacitated.

#### Emissary of Redemption

At 20th level, you become an avatar of peace, which gives you two benefits:

* You have resistance to all damage dealt by other creatures (their attacks, spells, and other effects).
* Whenever a creature hits you with an attack, it takes radiant damage equal to half the damage you take from the attack.

If you attack a creature, cast a spell on it, or deal damage to it by any means but this feature, neither benefit works against that creature until you finish a long rest.

Your maximum hp increases by 10 X your charisma modifier (minimum of 1).

You gain an additional reaction each round, this reaction can only be used on your Aura of the Guardian class feature.

## Oath of the Ancients

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Ancient Seal, Oath Spells |
| 3rd | Channel Oath |
| 7th | Aura of Warding |
| 15th | Planar Anchor |
| 20th | Undying Sentinel |

#### Oath Domain Spells

| **Paladin Level** | **Spells** |
| --- | --- |
| 1st (cantrip) | Druidcraft, Magic Stone, Primal Savagery |
| 2nd | Absorb Elements, Comprehend Languages, Detect Poison and Disease, Earth Tremor, Ensnaring Strike, Entangle, Goodberry |
| 5th | Find Steed, Healing Spirit, Moonbeam, Protection from Poison, See Invisibility, Warding wind, Web |
| 9th | Elemental Weapon, Erupting Earth, Meld into Stone, Plant Growth, Protection from Energy, Remove Curse |
| 13th | Charm Monster, Control Water, Elemental Bane, Find Greater Steed, Grasping Vine, Summon Elemental |
| 17th | Awaken, Tree Stride, Telekinesis, Wrath of Nature |

#### Ancient Seal

Starting at 1st level, you carry a seal deep in your very soul, this may or may not manifest itself on your body (your choice). If it manifests it takes the form of a small growing tree branch with one or more leaves, your skin may become mildly like bark, you may sweat sap, or your hair may take the form of willow branches. This seal grants you any or all of the following features and you may choose if and when these features take effect, cease to effect, or begin to affect you again.

* Your body ceases to age.
* You cannot be aged magically.
* You suffer none of the drawbacks of old age.

If you choose to have your body cease to age any growths of plant matter created by this feature may still bely your age and continue to grow, talk with your DM on how this may affect you.

Other features of your body while still go through cycles of growth such as hair, nails, etc.

#### Channel Oath

Starting at 3rd level, you gain the following two Channel Oath options.

**Boon of the Elder Beast.** You may use your Channel Oath as a bonus action and draw upon the primal energy rooted in your very soul to augment your body gaining **one** of the following effects:

* Your weapon or hands become covered in thorns. Your attacks gain +1 to hit and damage rolls (to a maximum of +3 on your weapon or unarmed strikes). The thorns grow from your body and continue to grow and cover any weapon you pick up or use.
* At the start of each of your turns, you gain temporary hp equal to your charisma modifier.
* Your movement speed increases by 10ft.

This effect lasts until you begin your next short or long rest.

**Nature’s Warden.** As an action you can channel the natural magics found everywhere around you to draw upon nature to aid you. You can use your Channel Oath to cast one of the following spells:

* Animal Friendship
* Beast Bond
* Speak with Animals
* Beast Sense

These spells do not have their normal duration and last until you begin your next short or long rest instead of their usual duration.

#### Aura of Warding

Beginning at 7th level, ancient magic lies so heavily upon you that it forms an eldritch ward. You and friendly creatures within 10 feet of you have resistance to damage from spells.

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

#### Planar Anchor

Starting at 15th level, if a creature attempts to use any method of extradimensional movement, including teleportation or travel to a different plane of existence, you may use your reaction to block that effect. That creature remains blocked from attempting to travel or teleport until the start of your next turn.  
  
If a creature used a spell slot, ability or effect with limited uses is blocked in this way it is not consumed. (However, the creature still loses any actions used in the attempt.)  
  
You cannot prevent the creature from passing-through an interdimensional portal.

If you perform a one-hour ritual upon a creature who is restrained or willing you block any method of extradimensional movement, including teleportation or travel to a different plane of existence the creature attempts. This effect lasts until you end it as an action, until 48 hours pass, or until the creature moves over 250 feet away from you. If a creature is affected by this effect, you cannot use your reaction to block a creature from attempting such travel.

#### Undying Sentinel

Starting at 20th level, your body defies death, while you are reduced to 0 hit points and are not killed outright you do not fall unconscious. You no longer need to make death saves.  
  
While you have 0 hp you gain the following effects:

* You have disadvantage on all strength and dexterity ability checks.
* You have disadvantage on saving throws against spells and effects that would paralyze or restrain you.
* You cannot attack more than once per turn.
* You cannot cast leveled spells.
* An Ancient seal Appears on your forehead (resembling your ancient seal on your soul).
* You can be killed outright if you suffer damage in a single turn (not just one single attack, effect, or spell) equal to your maximum hp.
* If you would gain temporary hp you regain hp instead.
* You cannot take short or long rests

If your body would be destroyed, dismembered, or become beyond repair it reforms within 1-minute from the largest piece (unless you are killed outright). Even spells like Disintegrate do not destroy your body permanently (you will reform within 1 minute).

**Ritual of the Seal.** While you are restrained or willing (or stuck in some way) and at 0 hp a creature with the proper knowledge can perform a 1-hour ritual consuming 100gp worth of incense and a Dimond worth 200gp to end your undying vigil causing you to die. Certain spells such as legend lore can reveal the details of this ritual. It may also be found at the location in which you undertook this oath. It may also be found in such places like ancient texts or gained from a deity’s instruction. This ritual fails if you move more than 5 feet from the creature performing the ritual.

## Oath of the Last Vigil

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Vigils Training, Oath Spells |
| 3rd | Channel Oath |
| 7th | Blessing of Alacrity |
| 15th | Defender of the Last |
| 20th | Legend of the las Vigil |

#### Oath Domain Spells

| **Paladin Level** | **Spells** |
| --- | --- |
| 1st (cantrip) | Minor Illusion, Elemental Ammunition |
| 2nd | Alarm, Feather Fall, Hail of Thorns, Hunter’s Mark, Jump, Purify Food and Drink, Silent Image |
| 5th | Borrowed Knowledge, Enhance Ability, Find steed, Invisibility, Silence, Summon Beast, Vortex Warp |
| 9th | Lightning Munition, Nondetection, Revivify, Speak with Dead, Tiny Hut, Water Breathing |
| 13th | Find Greater Steed, Freedom of Movement, Fabricate, Hallucinatory Terrain, Locate Creature, Secret Chest |
| 17th | Conjure Volley, Mislead, Passwall, Wall of Stone |

#### Vigils Training

You ignore Complex Loading on ranged weapons.

You gain proficiency in athletics or stealth. If you already had proficiency in this skill double your proficiency bonus with that skill.

#### Channel Oath

Starting at 3rd level, you gain the following two Channel Oath options.

**Vigils Hunt.** You use your channel oath as an action to start the ancient hunt and bolster yourself. You gain the ability to see in magical darkness, darkness, and dim light as though it was bright light. You do not have disadvantage on ranged attacks while creatures are within 5 ft of you. This effect lasts until you finish a short or long rest.

**Vigilant Path.** You use your channel oath as an action to call upon the last vigils ancestors to travel quickly and quietly. You and a number of other creatures equal to 2 x your charisma modifier can travel at a normal pace while traveling stealthily. This effect lasts until you finish a short or long rest. In addition, if you would be surprised in combat, you may end this effect early to act normally on the first turn in that combat.

#### Blessing of Alacrity

Beginning at 7th level, your walking speed increases by 10ft.

Additionally, you may use an action to bless a creature other than yourself and enhance its movement. You may use this feature a number of times to your charisma bonus.

Each creature affected by this blessing increase their walking speed by 10ft.  
  
This blessing lasts until you choose to end the effect on the creature (no action required), the blessed creature dies, or you die. If the effect of the blessing ends on a creature for any reason you recover that expended use of this feature.  
  
At 18th level this effect enhances increasing the movement speed granted by this feature to 20ft. (instead of 10 for you and creatures you bless with this feature)

#### Defender of the Last

Starting at 15th level, you can defend your allies and yourself with the spirits of the vigil. When you or another creature you can see within the range of your weapon is hit by an attack roll you can grant that creature a bonus to their AC against that attack, potentially causing it to miss. This bonus equals your charisma modifier (minimum of +1).  
  
Then as part of that reaction you make one weapon attack against that creature.  
  
You can use this feature a number of times equal to your charisma modifier (minimum of once). You regain all uses of this ability when you finish a short or long rest.

#### Legend of the Last Vigil

Starting at 20th level, you follow in the steps of your forbears leading the hunt. You are always under the effects of the Freedom of Movement spell. You increase your [Strength or Dexterity] and your charisma by 2, your maximum for those scores is now 22. Once on each of your turns when you make a weapon attack and miss, you can cause that attack to hit instead.

## Oath of Malice

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Minor Corruption, Oath Spells |
| 3rd | Channel Oath, Paladin of Dark or Self-Serving oaths |
| 7th | Aura of Hate |
| 15th | Dark Will |
| 20th | Dread Lord |

#### Oath Domain Spells

| **Paladin Level** | **Spells** |
| --- | --- |
| 1st (cantrip) | Vicious Mockery |
| 2nd | Bane, Disguise Self, Fog Cloud, Hellish Rebuke, Inflict wounds, Longstrider, Ray of sickness |
| 5th | Crown of Madness, Detect thoughts, Enthrall, Find Steed, Mind Spike, Phantasmal Force, Spiritual Weapon |
| 9th | Bestow Curse, Fear, Feign Death, Fly, Speak with Dead, Summon Undead |
| 13th | Black Tentacles, Blight, Confusion, Find Greater Steed, Shadow of Moil |
| 17th | Contagion, Infernal Calling, Modify Memory, Raise Dead. |

(Note: if an ability of this subclass effects a “corrupted creature” it only effects creatures under the effects of your minor corruption you gain at 1st level.)

#### Minor Corruption

Starting at 1st level, you gain proficiency in deception.

When you finish a long rest, you can corrupt a number of willing creatures in addition to yourself equal to your charisma modifier (minimum of 1) providing them a dark blessing. This blessing lasts until your next long rest.

While corrupted in this way they gain the following benefits:

* They may use your deception skill bonus in place of their own if they are within 30ft of you.
* When a creature gains this blessing, they gain 1d4+ your charisma bonus as maximum hp. They heal for that same amount of hp. This hp lasts until the creature loses this blessing. (roll only once when you bestow corruption and apply it to all affected creatures).

#### Channel Oath

Starting at 3rd level, you gain the following two Channel Oath options.

**Dark Presence.** As an action you may expend a use of your channel oath. You become wreathed in shadows that defend you and lash out at those who oppose you, you gain the following benefits:

* You gain +2 to your Ac.
* Whenever you cast Hellish Rebuke, it does not require somatic components and it counts as though you cast it one level higher than the spell slot you expended. You may have it deal its damage as radiant or necrotic damage instead of fire damage (your choice).

This feature lasts for one minute or until you choose to end it (no action required).

**Castigation.** You may expend a use of your channel oath as a reaction whenever you see a friendly corrupted creature within 60ft take damage from a hostile creature you can see. You may teleport to an unoccupied space within 5 ft of the friendly creature or teleport up to 120ft to an unoccupied space within 5ft of the hostile creature that was the source of the damage. After you teleport in this way each creature of your choice within 10ft of you takes damage equal to your paladin level as psychic damage**.**

This teleportation does not trigger attacks of opportunity.

#### Paladin of Dark or Self-serving Oaths

Starting at 3rd level, whenever a paladin feature deals radiant damage, you may have that feature deal the necrotic damage instead. (You must choose which damage type before rolling or applying damage)

#### Aura of Hate

Starting at 7th level, the paladin, as well any corrupted creatures within 10 feet of the paladin, gains a bonus to unarmed strikes and weapon damage rolls equal to the paladin’s Charisma modifier (minimum of +1).

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

#### Dark Will

Starting at 15th level, you are always under the effect Dark Presence channel oath feature.   
You may choose whether or not wreathed in shadow (you may choose this at any time, no action required).  
  
Whenever you make a weapon attack or unarmed strike and expend a spell slot to fuel your divine smite feature, creatures delt damage by that attack cannot regain hp until the end of your next turn.

You become immune to the charmed condition.

#### Dread Lord

Starting at 20th level, you control the shadows the surround you and creatures blessed by your corruption. You may use a bonus action to cause the shadows to attack a creature that the paladin can see (no maximum range). You make a melee spell attack, if that attack hits the target takes radiant or necrotic damage equal to 3d10 + your charisma modifier. Creatures delt damage by this attack suffer the effects of the bane spell for one minute (no concentration required).

You become immune to radiant and necrotic damage.

Your auras always apply to creatures effected by your corruption regardless of distance. (though as usual you must remain conscious)

If you would drop to 0 hp a corrupted creature can sacrifice some of their life force expending an amount of hp of their choice. Your hp becomes equal to the expended hp (this is not healing). That corrupted creature cannot use this feature again until they finish a long rest.

## Oath of Vengeance

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Vengeful Spirit, Oath Spells |
| 3rd | Channel Oath |
| 7th | Relentless Focus |
| 15th | Eternal Vengeance |
| 20th | Avenging Angel |

#### Oath Domain Spells

| **Paladin Level** | **Spells** |
| --- | --- |
| 1st (cantrip) | Thaumaturgy, Word of Suffering |
| 2nd | Compelled Duel, Cure Wounds, Detect Magic Guiding Bolt, Hex, Shield, Snare |
| 5th | Find Steed, Hold Person, Knock, Locate Object, Misty Step, Vortex Warp, Zone of Truth |
| 9th | Elemental Weapon, Haste, Mass Healing Word, Sending, Slow, Summon Shadowspawn |
| 13th | Death Ward, Dimension Door, Find Greater Steed, Psychic Lance, Wall of Fire |
| 17th | Geas, Greater restoration, Hold Monster, Scrying |

#### Vengeful Spirit

Starting at 1st level, if you are reduced to 0 hp your very spirit retaliates against creatures that caused you harm. Whenever you make a death saving throw your spirit uses that roll to make a spell attack using a spiritual weapon of your choice (see chart below). When a creature makes a weapon or spell attack against you while you are at 0 hp your spirit retaliates. After the creature makes the attack roll against you, you make a spell attack roll using a spiritual weapon of your choice (see chart below) against the creature. If you would die as a result of an attack or death save your spirit still makes the attack and then disappears.   
  
Spiritual weapons use your charisma modifier for attack and damage rolls.

| **Spiritual weapon** | **Damage** | **Range** |
| --- | --- | --- |
| Greatsword | 2d6 + Charisma Modifier Radiant damage | **5ft** |
| Bow or Javelin | 1d6 + Charisma Modifier Radiant damage | 60ft |
| Glaive | 1d10 + Charisma Modifier Radiant damage | 10ft |

#### Channel Oath

Starting at 3rd level, you gain the following two Channel Oath options.

**Abjure Enemy.** As an action, you present your holy symbol and speak a prayer of denunciation, using your Channel Oath. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Creatures effected by you hex spell have disadvantage on this saving throw.

On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature’s speed is 0, and it can’t benefit from any bonus to its speed.

On a successful save, the creature’s speed is halved for 1 minute or until the creature takes any damage.

**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.

#### Relentless Focus

Starting at 7th level, you emit an aura of alertness while you aren’t incapacitated. When you and any creatures of your choice within 10 feet of you roll initiative, you all gain a bonus to initiative equal to your proficiency bonus.

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

#### Eternal Vengeance

Starting at 15th level, you gain 3 additional uses of your channel oath feature between rests.

Whenever you take an attack of opportunity instead of making a single weapon attack you take an action. If you take the attack action you take two attacks as part of that action.

#### Avenging Angel

At 20th level, you assume the form of an angelic avenger. You gain the following features:

* Wings sprout from your back and grant you a flying speed of 60 feet.
* Your Vow of Enmity channel oath range increases to 60ft. Whenever you use your Vow of Enmity you also effect the creature you target with the effects of your Abjure Enemy channel oath (this still costs only one channel oath).
* Whenever you expend a spell slot to cast a spell or fuel a class feature you regain hp equal to four times the level of the spell slot.
* Whenever your Vengeful Spirit class feature hits with its spiritual weapon attack you may expend spell slots to use your Divine Smite class feature with that attack.

## Oath-Breaker

Features

|  |  |
| --- | --- |
| Cleric Level | Feature |
| 1st | Force of Ascension |
| 3rd | Channel Oath, Paladin of Dark of Self-Serving Oaths |
| 7th | Aura of Liberation |
| 15th | Ascendents Resistance |
| 20th | Path to Godhood |

#### Oath Domain Spells

| **Paladin Level** | **Spells** |
| --- | --- |
| 1st (cantrip) | Thaumaturgy, One Cantrip of your choice from any spell list (*it counts as a paladin spell for you*) |
| 2nd | Bless, Charm Person, Comprehend Languages, Feather Fall, Healing word, Longstrider, Shield |
| 5th | Aid, Borrowed Knowledge, Calm Emotions, Detect Thoughts, Find Steed, Invisibility, Spiritual Weapon |
| 9th | Call Lightning, Dispel Magic, Fear, Haste, Remove Curse, Water Breathing |
| 13th | Aura of Purity, Dimension Door, Dominate Beast, Find Greater Steed, Polymorph |
| 17th | Dominate Person, Raise Dead, Mass Cure Wounds, Scrying |

#### Force of Ascension

Starting at 1st level or when you undertake this subclass, gain a first level feature of another paladin subclass that is not its [oath spell list], or retain the [non-oath spell list]; first level feature of your previous subclass.  
  
In addition to that feature you infuse yourself with your own divine energy and forgo the tenets of any oath drawing on the path of ascension that other beings before you have tread. You may cast thaumaturgy without verbal, somatic, or material components.

#### Channel Oath

Starting at 3rd level, you gain the following two Channel Oath options.

**Ascendents Focus.** As a bonus action you may expend a use of your channel oath. For the next 1 minute choose Strength, Dexterity, or Charisma. You have +5 to all ability checks you make with that ability modifier.

**Battle Pressure.** As a bonus action, you channel your inner power to bolster your attacks for 1 minute. Once per turn for the duration, when you hit a creature with a weapon attack, you can choose to push the target 10 feet away from you. If pushed into an obstacle or another creature, the target takes bludgeoning damage equal to your Charisma modifier.

#### Paladin of Dark or Self-serving Oaths

Starting at 3rd level, whenever a paladin feature deals radiant damage, you may have that feature deal the necrotic damage instead. (You must choose which damage type before rolling or applying damage)

#### Aura of Liberation

Starting at 7th level, you fill nearby creatures with the energy of movement. While you’re not incapacitated, you and creatures of your choice within 10 feet of you cannot be grappled or restrained, and ignore penalties on movement and attacks due to naturally occurring/ nonmagical environments, such as dense foliage, blizzards, underwater, heavy winds, or another natural phenomenon.

Creatures that are already grappled or restrained when they enter the aura can spend 5 feet of movement to automatically escape unless they are bound by magic restraints.

When you reach 18th level in this class, the aura affects creatures within 30 feet of you.

#### Ascendants Resistance

Starting at 15th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

#### Path to Godhood

Starting at 20th level, you gain a divine spark allowing you to attempt the ritual of ascension.

Additionally, you gain 1 legendary resistance that recovers upon finishing a short or long rest. You have advantage on all attack rolls. You have truesight with a range of 120 feet.