



PALADIN - OATH OF THE SCHOLAR



A paladin subclass for 5e tabletop games
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OATH OF THE SCHOLAR

Blessed with the ability to cast spells, paladins are warriors who channel the divine powers to a highly effective level. However, there are some who wish to expand their gifts beyond the divine. Those who take the Oath of the Scholar expand their knowledge, tapping into the very ether of arcane energies, and channel them forth to not only be an effective combatant with the blade, but to be a powerful font of arcana itself.

TENETS OF THE SCHOLAR

The tenets of the Oath of the Scholar are vital; as one broadens their knowledge of magic, it is important to understand the dangers behind such power. This oath focuses not only on the comprehension of the arcane, but also the responsibility of such power.

Expand your Mind. Great comfort can be found staying within defined limits - however, you must shatter beyond what is comfortable to acquire greater knowledge.

Faith in Research. As a warrior of faith, you must place your devout nature into your studies, to always strive to learn more.

Respect the Ether. The ether is a powerful source of arcane energy, but with it can bring devastation in careless hands. To protect yourself and those around you, remain accountable when controlling such might.

Learn Responsibly. Investing yourself in studies beyond your faith is a valiant calling, but put the wellbeing of others before your pursuit of knowledge. Never sacrifice the prosperities of another for that purpose.



EXPANDED SPELLS

Your study of the arcane has expanded your knowledge beyond your paladin's spells.

Cantrips. You learn True Strike and one other cantrip from the following options : Fire Bolt, Ray of Frost, or Shocking Grasp. You learn any wizard cantrip of your choice at 10th level.

Spells Known of 1st Level or Higher. You know three 1st-level wizard spells of your choice, which you must choose from the divination and evocation spells on the wizard spell list.

The Additional Spells Known column of the Oath of the Scholar Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be a divination or evocation spell of your choice, and must be of a level for which you have spell slots.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a divination or evocation spell.

ADDITIONAL SPELLS KNOWN

Oath of the Scholar Level	Wizard Spells Known (divination or evocation only)
3rd	3
4th	4
5th	5
8th	6
9th	7
10th	8
12th	9
13th	10
16th	11
17th	12
20th	13



CHANNEL DIVINITY

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

Evocating Embodiment. As a bonus action, using your Channel Divinity, you control the elements into your Divine Smite. Choose one of the following element types : fire, cold, lightning, thunder, acid. For 1 minute, whenever you use your Divine Smite class feature, instead of dealing bonus radiant damage, you instead deal damage of the chosen element type. In addition, during the duration, you gain resistance to the chosen element type.

Ether Casting. When you cast a spell, instead of using a spell slot, you can instead choose to use your Channel Divinity. When casting spells this way, it is always cast as if you used the highest available spell slot you are capable of casting spells from.

AURA OF FOCUS

Starting at 7th level, you and any willing creature of your choice has advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage. If you have the War Caster feat, you provide a bonus to Constitution saving throws made this way equal to your proficiency bonus.

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

ETHER STRIKE

Starting at 15th level, whenever you successfully deal damage with Divine Smite or a melee spell attack or a ranged spell attack, you may draw power from your Lay on Hands pool to deal an additional number of hit points damage to that creature, up to your Charisma modifier.

ETHER AVATAR

At 20th level, you become a font of ether, turning into a pure warrior of the arcane. As a bonus action, you gain the following benefits for 1 minute:

- Your ranged attack spells double in range.
- When you cast a spell that targets only one creature and doesn't have a range of self, you may target a second creature in range with the same spell without spending an additional spell slot. The spell must be incapable of targeting more than one creature (for example, magic missile and scorching ray aren't eligible).
- You do not spend spell slots when using your Divine Smite up to 2nd Level. In addition, you may instead deal fire, cold, lightning, thunder, or acid damage instead of radiant damage.





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