



SACRED OATH

OATH OF WRATH

This oath is taken by paladins who see evil and corruption as a cancer on the world which needs to be burned from existence. To them, fire is the ultimate representation of righteous fervor and the ultimate tool for the eradication of evil. Some paladins following this oath are valiant crusaders, wielding divine flames to purge evil. Others are brutal zealots, ruthlessly burning away those they see as weak or corrupt.

TENETS OF WRATH

The tenets of the Oath of Wrath enforce an unyielding drive to purge evil through righteous fire. How broadly this evil is defined and who is put to the flame depends on the paladin.

Display Your Fervor Through Flame. Fire is the ultimate representation of fervor and devotion. Let yours be reflected through the intensity of your flame.

Purification is Painful. If cleansing corruption were painless, everyone would take up the task. You must be willing to bear the painful burden of purging evil.

Ignite the Righteousness of Others. As a fire ignites its surroundings, so to must your righteous fury ignite the souls of the comrades surrounding you.

Fight the Fire with Fire. Fiends wield mighty flames to achieve their wicked ends. Your flames shall be mightier, and you will show them what it truly means to burn.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF VENGEANCE SPELLS

Paladin Level	Spells
3rd	Burning Hands, Hellish Rebuke
5th	Heat Metal, Continual Flame
9th	Remove Curse, Melf's Minute Meteors
13th	Fire Shield, Wall of Fire
17th	Immolation, Greater Restoration

CHANNEL DIVINITY

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

Flaming Weapon. As a bonus action, you can cause a melee weapon you are holding to light up in righteous fire for 1 minute. During this time, when you make a weapon attack using the enhanced weapon, all creatures of your choice within 10 feet of the attack take 1d4 fire damage as flames rush out from your weapon. This effect ends early if you end your turn without the weapon in hand.

If you use your divine smite or improved divine smite with the flaming weapon, you may change the damage type to fire. If you do so, you may choose to exchange any number of d8s of damage against the primary target for 1d4 fire damage to each creature of your choice within 10 feet of the target per d8 exchanged.

Purge by Fire. When you deal damage to a creature you can see within 120 feet of you using a divine smite or a paladin spell that deals fire damage, you can choose to expend a use of your channel divinity to instantly cast *dispel magic* on that creature without expending a spell slot or requiring components. You can do this even if you do not have *dispel magic* prepared.

If the damage was dealt using a spell or smite that expended a spell slot of 3rd level or greater, the *dispel magic* is cast at the level of the spell slot expended.

BURNING AURA

Starting at 7th level, you gain an aura of cleansing flame that extends 10 feet out from you. You and friendly creatures within the aura gain resistance to fire damage. Additionally, fiends and undead within the aura can't benefit from fire resistance or immunity against your paladin spells and effects.

Enemies within the aura who take fire damage from one of your paladin spells or features catch on fire. While on fire, the creature suffers the following effects.

- At the start of each of its turns it takes fire damage equal to Charisma modifier.
- It cannot gain any benefit from healing effects
- You have advantage on Charisma (Intimidation) and Wisdom (Insight) checks against it.

The creature remains on fire until it leaves the range of your aura or a creature within 5 feet of it uses an action to put it out.

At 18th level the range of this aura extends to 30 feet and deals and it deals fire damage equal to $2d4 + \text{your Charisma modifier}$.

PUNISHING FIRE

You may cast *hellish rebuke* at 1st level without expending a spell slot 5 times per day. You regain all extra uses after completing a long rest. Additionally, at the end of a short rest, you may choose an additional condition that can allow *hellish rebuke* to be cast as a reaction from the following list:

- *Burn the Heretic*: When a creature you can see casts a spell.
- *No Mercy for Cowards*: When a creature you can see disengages, attempts to teleport, turn invisible or uses a dash action to move away from an enemy. If the target is teleporting, you can chose to have the creature take the damage after it completes its teleportation, and you automatically know if this damage kills the creature.

- *Unstoppable Fires*: When a creature forces you to make a saving throw or check that would reduce your movement speed, moves you against your will, or incapacitates you.

ALL CONSUMING FLAMES

At 20th level, you may use a bonus action light yourself in a glorious flame that grows in intensity over time. While wreathed in this flame, you are you gain the following benefits:

- You are under the effects of your Flaming Weapon channel divinity option, except the range of all its effects is extended by 10 feet. The range increases by an additional 10 feet per consecutive turn you end with this effect active.
- You gain a +1 to all saving throws. This bonus increases by an additional +1 for each consecutive turn you finish with this effect active.
- When you take an attack action, you may make an additional weapon attack as part of that action. For every two consecutive turns you finish with this effect active, you may make an additional weapon attack as part of the attack action.

When you end your turn with this effect active, you take $1d6$ fire damage. After each consecutive turn you end with this effect active, the damage increases by an additional $1d6$ fire damage. This damage cannot be reduced in anyway and ignores temporary hit points. You may end this effect as a bonus action.

ART CREDIT

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- Syr Gwyn, Hero of Ashvale - Lie Setiawan, Magic the Gathering.
 - Fiery Temper - Johannes Voss, Magic the Gathering.

