

Oath of the Stormcalled

Tenets of the Stormcalled

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of the Stormcalled Spells table. Spells marked with an asterisk are new spells described on the spells page.

Oath of the Stormcalled Spells

Paladin Level	Spells
3rd	<i>thunderous smite, thunderwave</i>
5th	<i>misty step, shatter</i>
9th	<i>call lightning, haste</i>
13th	<i>freedom of movement, summon elemental</i>
17th	<i>control winds, steel wind strike</i>

Channel Divinity

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

Destructive Wrath.

You can use your Channel Divinity to wield the power of the storm with unchecked ferocity. When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

Fog Bank.

As an action, you channel the storm to create a thick cloud of fog that surrounds you for 20 feet in all directions. The fog moves with you, remaining centered on you and making its area *heavily obscured*. You and each creature within 5 feet of you instead treat the area as *lightly obscured*. This fog lasts for 10 minutes, spreads around corners, and cannot be dispersed unless you choose to end this effect (no action required).

Rules Tip: Visibility

Fog and other effects can obscure vision for you, your enemies, and your allies. When you heavily obscure an area using your Fog Bank Channel Divinity option, all creatures within the area have their vision completely blocked, and creatures outside the area can't see in. Creatures that can't see automatically fail ability checks that require sight. Also, attack rolls against creatures that can't see have advantage, and their own attack rolls have disadvantage.

Creatures in a lightly obscured area have disadvantage only on Wisdom (Perception) checks that rely on sight. The rules for when your vision is obscured are described completely in the fifth edition core rules.

Sacred Oath feature

At 7th level, you gain a feature granted to you by your Sacred Oath.

Aura of Storm Strike

You emanate an aura that fills you with supernatural power. When you deal lightning or thunder damage to a Large or smaller creature within 10 feet of you, you can also push it up to 10 feet away from you. If pushed into an obstacle or another creature, the pushed creature takes bludgeoning damage equal to your Charisma modifier.

Sacred Oath feature

At 15th level, you gain a feature granted to you by your Sacred Oath.

Storm Crash

At 15th level, you can call on the force of a crashing storm as a reaction whenever a creature moves into or out of your reach. The creature takes 1d12 bludgeoning damage and must succeed on a Strength saving throw against your spell save DC or be knocked prone.

Subclass Feature

Depending on your choice of subclass, you may gain certain subclass features—or meet prerequisites for acquiring them—at this level.

Aura of Storm Strike (18th Level)

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

Sacred Oath feature

At 20th level, you gain a feature granted to you by your Sacred Oath.

Captain of Tempests

At 20th level, you learn to channel the spirits of historic figures to briefly become a paragon of heroic adventure. As an action, you embrace these spirits to gain the following benefits for 1 minute:

- You have advantage on Strength (Athletics) checks and you gain a climbing speed equal to your walking speed. If you already have a climbing speed, it is doubled.
- If you are within 5 feet of a creature and no other creatures are within 5 feet of you, you have advantage on attack rolls against that creature.
- You can take the Dash or Disengage action as a bonus action.
- You have advantage on Dexterity checks and Dexterity saving throws against effects you can see.

Once you use this feature, you can't use it again until you finish a long rest.