



OATH OF THE ELDRITCH HUNT

The Oath of the Eldritch Hunt is sworn to the eradication of the unnatural, the aberrant, and the alien. These hunters tread a fine line, enhancing themselves with their prey’s powers whilst trying to maintain their sanity. Unfortunately, this frenzied hunger drives many to madness, and it is no rare occurrence for these paladins to have to hunt their own.

This oath is found most frequently among paladins of the Radiant Order. Known as grey knights, witch hunters, and knights aberrant, these oft-deformed warriors devote themselves to obliterating the scourge and its creations.

Tenets of the Eldritch Hunt

Resolve. Through willpower and tenacity the strain of the hunt is endured, aching limbs and ailing minds are no reason to fall short.

Respect. Take life only when doing so protects others. Kill only when necessary, lest the bloodshed enslave your soul and hunter becomes beast.

Responsibility. Many rely on your talent to survive the moonlit nights. No matter the circumstances, do not fail them. Sacrifice your own body so that others can retain the sanctity of their own, untainted forms.

Oath Spells

You gain oath spells at the paladin levels listed.

OATH OF THE ELDRITCH HUNT SPELLS

PALADIN LEVEL	SPELLS
3	hellish rebuke, faerie fire
5	moonbeam, hold person
9	displacing maw*, vampiric touch
13	black tentacles, bone maiden*
17	contact other plane, hold monster

Channel Divinity

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

Hunt the Prey. As a bonus action you can call upon the sanctified hunt. You designate a creature within 60 feet of you as your prey, marking the target for 1 minute. As part of casting this channel divinity, and as a bonus action on subsequent turns, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the marked target. To teleport in this way, you must be able to see the marked target.

Stolen Eldritch Gift. As a bonus action, you use your channel divinity to enhance your body beyond your mortal limits. For 10 minutes you can add your Charisma modifier to any Athletics, Acrobatics and Perception checks that you make.

Sharpened Senses

At level 7, You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, within that range, no creature can hide from you.

At level 18, this range increases to 30 feet.

Find Weakness

At 15th level, you have learned to read your prey to find any flaws they might possess. When you deal damage to a creature, you learn any damage resistances, immunities or vulnerabilities that it has.

In addition whenever you use your Hunt the Prey channel divinity, you can make a single weapon attack against the marked target when you reappear, as part of the same bonus action.

Perfect Hunter

At level 20, you are the embodiment of the eldritch hunt. None can get in the way of your kill. You activate the power of the true hunter as a bonus action. For 1 minute, you gain the following benefits:

- You become invisible.
- You cannot be grappled, restrained, or paralyzed
- Your weapon attacks deal an additional 1d8 necrotic damage, which bypasses resistance.

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

SPELLS

Displacing maw

3rd level conjuration
(warlock, wizard)

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

Your rib cage opens up violently, trying to devour an enemy in range. The creature must succeed a Strength saving throw or be devoured by the maw formed by your rib bones, taking 4d8 piercing damage and be transported through magic to a point of your choice on the ground within 60 feet of you, where the maw reappears and regurgitates them. On a success they take half as much damage and are not transported.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 and the teleportation range by 10ft for each slot level above 3rd.

Bone Maiden

4th level conjuration
(warlock, wizard)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a virgin's carpal bone)
Duration: 10 minutes

A target in range must succeed a Charisma Saving Throw or be banished inside an iron maiden formed of bone that appears in its space. They are considered restrained and incapacitated, immune to all damage coming from the outside, and take 2d6 piercing damage at the start of each of their turn, as spikes of bones dig in their body. At the end of each of its turns a trapped creature can repeat the saving throw, escaping on a success. The bone maiden has AC 13, 80 hit point, immunity to psychic and poison damage, and vulnerability to bludgeoning damage. If the maiden is destroyed the creature trapped inside is freed.