

CREATE-AN-OATH

A PALADIN OATH CREATION GUIDE



WRITTEN BY MATTHEW GRAVELYN

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A how-to guide for creating your own paladin Oath in 5e



Written by **MATTHEW GRAVELYN**

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Create-An-Oath: A Paladin Oath Creation Guide by Matthew Gravelyn

INTRODUCTION

Davidoff the Brave, as his title would suggest, is renowned as one of the bravest warriors in the kingdom. Never has a fighter of his equal been seen and some say he is the physical embodiment of the god of war. He cannot die in combat, say the faithful, because he was born of combat. Today he steps into the fray, his mace in hand, ready to wage war again.

His mace and shield work in perfect concert, felling foe after foe as he wades effortlessly through the battlefield. The ring of metal punctuates his fluid motion and it seems as if no blade or arrow can touch him. It is truly a divine miracle.

As another soldier falls before Davidoff he turns to engage the next and is halted by a resounding crash as a hammer makes full contact with his shield. White light bursts forth from the contact, momentarily blinding those in the immediate area. Davidoff peers over his shield, meeting the gaze of a glorious warrior, wreathed in holy light and a halo of fire. For the first time in his life, Davidoff is frightened, for he has never until this moment gazed upon the might of a paladin.

TAKING AN OATH

Paladins are a quintessential archetype in fantasy stories, movies, and role-playing games alike. The trope of the holy warriors empowered by gods who maintain their power through dedication and service is a long-standing tradition but can sometimes feel one-note. While there are many materials, both official and otherwise, that cover options for paladins in 5e, it is easy to become bored of playing a paladin.

USING THIS SOURCEBOOK

This book is meant to be a template, a guide to help you create your very own paladin Oath that is compatible with virtually any 5e setting or campaign. In this way, you have virtually limitless potential to entertain yourself and find new ways to bring the paladin to life in your game.

Each section covers an area of Oath creation, including an overview of existing options, concepts to consider during creation, and how to balance the features and spells that go into an Oath.

This book is based on research of the eight official paladin Oath options as well as many other homebrew and self-published options. Using that research as a framework, I created this guide to help you create an Oath as quickly and easily as possible.

EXAMPLES

Included at the end of each section are two example Oaths that I have created following this guide. Feel free to use these Oaths in your game, but their true purpose is to illustrate the practical application of the guide.

Examples are found in blue boxes at the end of each section and detail the choices of that section. Complete versions of the Oath of Stars and Oath of Penance can be found at the end of this guide.

OATH CREATION

Before getting into the nitty gritty of your new Oath, take a minute to think about the theme and tone of the Oath as well as how you see yourself playing the paladin. In the following sections we'll cover how to conceptualize your Oath with a name and tenets that will help direct how you construct the spell list and features.

OATH NAME

This usually follows the form "Oath of Something" where the "Something" is a really bold and impactful word or two for what you believe in. If you want to create a nature-based paladin, you could use something like "Oath of Nature" or "Oath of Balance". If your paladin finds their faith in the heat of battle, go with "Oath of Battle" or "Oath of Chaos".

If you're having trouble with a name, skip ahead to the tenets first and see if that inspires a name.

OATH TENETS

These are the actual oaths that you as a paladin must uphold and exemplify in order to maintain your divine gifts. Choose 2-4 tenets that your faith demands of you, give them a snappy name, and one or two sentences detailing the intent.

It's perfectly fine if these are a little vague and open to interpretation; much of religious doctrine is. Give yourself some wiggle room to play an interesting character without locking yourself into a very rigid playstyle, unless you're into that of course.

If you are at a loss for tenets, consider looking up vows or tenets of current and historic religions to use as a basis for your new Oath. Again, you should be looking for structure and guidance for your paladin without locking them into a rigid and monotonous playstyle.

Example: Oath of Stars

For this Oath I wanted to focus on the theme of astrology, divination, and fate. I chose "Oath of Stars" for the name as it vaguely covers some of the concepts of using stars as both a literal and metaphysical guide, and it also sounds very cool.

These are the tenets for this Oath:

- **See the Signs:** You know that your god gives you guidance in all things. You always look for and interpret signs, especially in stars and other astrological events.
- **Endure Doubt:** You endure the doubt of others whose vision is clouded. You seek to educate those to the glorious gifts granted by your god.
- **Embrace Fate:** You accept that your vision is limited and, even with your divine gifts, the plans of your god are not entirely clear to you. You know to always accept the will of your god even if you don't agree with the course.

Example: Oath of Penance

This Oath is focused on accepting failings and enduring proper punishment as deemed fitting by your god. I called this the "Oath of Penance" and chose the following tenants based on the concept that this paladin is a sort of traveling judge not of human law but of the divine.

These are the tenets for this Oath:

- **Judge the Sinners:** It is your sacred duty to call out evil and sin when you encounter it. Let no unholy action escape your notice.
- **Decree Penance:** As a conduit for your god, it is your duty to guide sinners back to the righteous path. Declare what sacrifice they must make to be whole.
- **Bear Witness:** You must, whenever needed, be a holy spectator to the penance of others. After witnessing, you should comfort and restore those who have shown their faith to be pure.
- **Be the Hand:** Should it be needed, you must be the hand the doles out punishment. You should encourage others to their own penance, but you will be the hand of god if needed.

OATH SPELLS

The spells granted by your Oath are not only the majority of the abilities granted by your god, but they are almost certainly going to be the ones you use the most. In addition to swinging your hammer you will be casting your paladin spells regularly, both in and out of combat.

SPELL LEVELS

In addition to the spells you can prepare and cast, as determined by your paladin level, these Oath Spells are ones you are granted specifically through your Oath and are always prepared. You gain access to two additional spells at 3rd, 5th, 9th, 13th, and 17th levels.

Since these spells are always prepared and do not count towards your total count of prepared spells, these should be thought of as the cornerstones for your paladin's spellcasting. Not only are they always ready to go but they should thematically enhance the paladin's playstyle by exemplifying their oath.

Oath Spells can be spells from any class's list including the paladin list. The only restrictions on Oath Spell selection is to keep them thematically tied to your Oath and tenets and to make sure they align with the spell levels below:

Paladin Level	Spell Level
3 rd	1 st
5 th	2 nd
9 th	3 rd
13 th	4 th
17 th	5 th

SPELL CHOICES

When selecting the spells for your Oath, do so with the same level of scrutiny and care you might use when adding spells to a wizard's spellbook. These spells are a permanent feature of your Oath and cannot be changed later on a whim.

Consider choosing both an offensive and defensive spell for each Oath Spell level to give yourself some flexibility. Also consider whether spells that heal or boost allies is something your Oath would value. Above all, make sure your spell choices are thematic.

Example: Oath of Stars

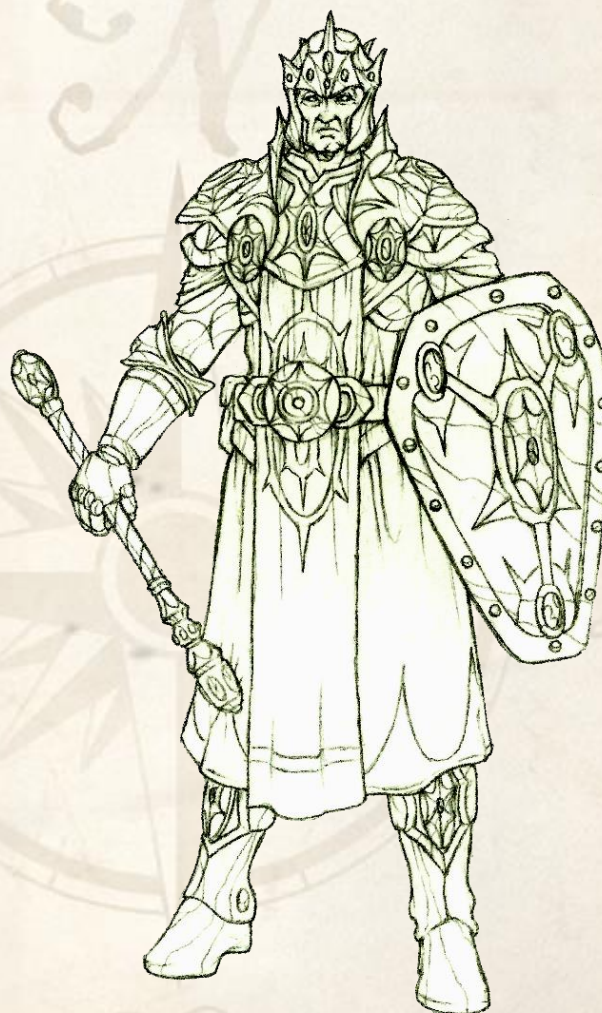
For our paladin pledged to a god of fate and signs, I chose the following spells for this Oath:

- 3rd Level – Detect Magic, Identify
- 5th Level – Augury, Zone of Truth
- 9th Level – Clairvoyance, Nondetection
- 13th Level – Arcane Eye, Divination
- 17th Level – Contact Other Plane, Legend Lore

Example: Oath of Penance

For a god focused on penance and self-actualization, these spells are provided to paladins who take this Oath:

- 3rd Level – Burning Hands, Command
- 5th Level – Detect Thoughts, Hold Person
- 9th Level – Bestow Curse, Remove Curse
- 13th Level – Arcane Eye, Locate Creature
- 17th Level – Dominate Person, Reincarnate



CHANNEL DIVINITY

An innate power of all paladins, Channel Divinity is the ability to call on the powers of your god to create a great effect on the mortal realm.

You will ultimately select two options for this feature. Your paladin can only call on this feature a limited number of times each day. In that regard, these abilities should be potent and usable in a variety of situations to get the most out of them.

Below are a few suggestions for the types of options you can include in your Channel Divinity feature. As with all aspects of your Oath, if you want to think outside the norms, go for it! Remember to consider theme and balance.

TURN

A common feature of official paladin Oaths, and a common trope in historic and fictional accounts of holy warriors, is the ability to force those who are unholy or nonbelievers to flee before them. If you want to include this option in your Oath, make sure to include the following aspects:

- **Target:** Choose 1-2 groups that would be affected by your holy presence. This can be any group that is considered unholy or “evil” by your god. Some examples are undead, fiends, or characters aligned as Evil.
- **Range:** The default range is 30 feet from the paladin and usually requires the paladin to see the target, the target to see the paladin, or the target to hear the paladin. This reinforces how the paladin’s holy presence affects the target.
- **Save:** Turning usually requires the target or targets to make a Wisdom saving throw against the paladin’s spellcasting DC. On a success, they are unaffected and cannot be affected by this ability for up to 24 hours. On a failure, they are turned and act accordingly.

TURN FORMAT

Use the following format as a starting point to create an ability that turns creatures:

As an action, you flavor text. Each type(s) within range that can see/hear you must make a Wisdom saving throw against your paladin spellcasting DC. On a failure, the creature is turned for duration or until it takes damage.

Ex. As an action, you call forth the holy light of your god. Each fiend within 30 feet that can see you must make a Wisdom saving throw against your paladin spellcasting DC. On a failure, the creature is turned for 1 minute.

INFLECT CONDITIONS

A variation of turning, sometimes the paladin calls on their holy power to induce more mundane responses like fear, paralysis, or other conditions.

When creating this effect, follow the same structure as Turn but instead of defining a group the effect is limited to a single target, a number of targets, or targets in a certain range. The effect can be any reasonable condition but the most common are Charmed, Frightened, Incapacitated, Paralyzed, or Restrained.

These targets still have the opportunity to perform a saving throw to avoid the effects. Make this saving throw an appropriate skill, like Strength to fight off grappling vines, Wisdom to keep their wits about them, or Constitution to endure a great force.

INFLECT CONDITIONS FORMAT

Use the following format as a starting point to create an ability that inflicts conditions:

As an action, you flavor text. Targets within range that can see/hear you must make a skill saving throw against your paladin spellcasting DC. On a failure, they become condition for duration.

Ex: As an action, you exude holy fire in an imposing display of divine fury. All creatures within 30 feet of you that can see you must succeed a Wisdom saving throw against your paladin spellcasting DC. On a failure, they become Frightened of you for 1 minute.

ROLL BONUS

An immediate and substantial boon your god could grant to you can come in the form of augmenting your action rolls.

- **Roll Type:** Choose one: attack, spellcasting, saving throw, or skill check.
- **Bonus:** Grant between +5 and +10 to a single roll made by the paladin or an ally. Alternatively, grant between +1 and +3 to all rolls of this type made by the target for up to 1 minute, or use the paladin’s Charisma modifier as the bonus.

ROLL BONUS FORMAT

Use the following format as a starting point to create an ability that provides a roll bonus:

You can use your Channel Divinity to gain bonus on roll type for duration.

Ex. You can use your Channel Divinity to add your Charisma modifier to ranged attack rolls for 1 minute.

Ex. You can use your Channel Divinity to gain +10 to a spellcasting roll.

HEALING

Restoring HP to allies or yourself is the ultimate divine intervention.

For balancing, decide if it makes sense to provide more healing to a single target or less healing to multiple targets. Targets can be defined by either choosing targets, defining allies of the paladin, those that share a faith or alignment, creatures within a certain range, or some combination of these options.

You can also provide balance by defining this ability as an action or a bonus action. Actions should impart more healing than bonus actions.

When deciding the amount to heal, a good place to start is 1d4 or 1d6 for multiple targets and 1d8 or 1d10 for a single target. You can optionally augment this with the paladin's Charisma modifier or level.

As a general rule, I start at 1d6 for bonus actions and 1d10

Finally, consider if there are any restrictions on this healing, such as being below half HP, unconscious, or just being hit.

HEALING FORMAT

Use the following format as a starting point to create an ability that heals:

As a action type, you flavor text. Targets/range regain hit points equal to amount.

Ex. As a bonus action, you channel the healing presence of your god into those around you. Allies within 30 feet of you each regain hit points equal to 1d4 + your Charisma modifier.

Ex. As a bonus action, you fill a believer with the holy spirit. One creature you touch regains hit points equal to 1d10 + your paladin level.

PROTECTION

This type of ability can grant divine protection to you or an ally. This can take the form of imbuing a target's clothing or armor with energy or a deity providing unseen protection.

When determining what a creature would be protected from, you can either choose a damage type, like piercing or lightning, an attack type, like melee or range, or a source type, like weapon or spell damage.

A good place to start is to grant resistance to the selected type, but you can also reduce damage by a set amount, like the paladin's Charisma modifier or level. You can also grant a bonus to a target's AC by 1-2 if that makes more sense.

The duration of such protection is usually up to 1 minute but could also be for the duration of combat or until the target rests.

PROTECTION FORMAT

Use the following format as a starting point to create an ability that provides protection:

As an action, you grant target/range bonus against damage type for duration.

Ex. As an action, you grant a creature you can see within 30 feet resistance to lightning and thunder damage for 1 minute.

Ex. As an action, you grant a creature you touch with +2 AC for the duration of combat.

DAMAGE

Some paladins may derive combat potency from the connection with their god. If your Oath focuses on combat, punishment, or physical prowess, creating a Channel Divinity ability that focuses on increasing combat and spell damage, or dealing additional damage could be very thematic.

As mentioned before, you will only get to use Channel Divinity once per long rest at early levels, so make sure these damage values are comparable. Remember, this is your god helping you smite your foes, so don't be afraid to pack a punch here.

Here is a loose framework for creating a damage-based ability:

- **Target:** Often this should be the paladin themselves, but if your Oath is centered around helping others it could make sense to grant this bonus to an ally.
- **Damage Type:** Radiant damage is a classic default for a paladin's wrath, but other types may make sense depending on the theme of your Oath, like necrotic or lightning.

- **Qualifiers:** Consider whether this ability affects melee and ranged attacks differently, whether this would boost spell damage or attack damage, or if some other criteria is required to receive the damage boost.
- **Damage Amount:** This can vary, but some examples are doubling an attacks damage, rolling an additional die, or adding a set amount. This set amount could be a flat number, the paladin's level and/or Charisma modifier, or another die roll, like 1d10.
- **Increase vs. Additional:** Typically, this will be an increase to existing damage, but sometimes it might make sense to deal damage in addition to the attack. For example, if your god imbues your weapon with lightning, it could make sense to do the weapon damage as it's normal amount and type, and then add the additional damage separately as lightning.

DAMAGE FORMAT

Use the following format as a starting point to create an ability that deals damage:

When target condition, you can use Channel Divinity to increase the damage dealt by amount type damage equal to amount.

Ex. When you deal damage with a melee weapon, you can use Channel Divinity to increase the damage dealt by 1d10 radiant damage.

Ex. When an ally deals damage with a spell, you can use Channel Divinity to additionally deal radiant damage equal to 1d6 + your Charisma modifier.

ADDITIONAL FEATURES

There are virtually no limits to the types of abilities you could offer for Channel Divinity. For inspiration, look at other class features or spells that you think would be thematic and useful for paladins of your Oath and craft them into an ability for this feature.

Example: Oath of Stars

For followers of fate and signs, this Oath allows the paladin to discern meaning from chaos and interpret the will of their god. This Oath offers the following options for Channel Divinity:

See the Path: You have foreseen the coming events. You can use Channel Divinity to add your paladin level to any one attack, saving throw, or ability check roll. You may do this after rolling but before the DM declares success or failure.

Not Your Time: You know that your god has more planned for you. If you are below fewer than half your max hit points, you can use Channel Divinity to regain hit points equal to 1d8 + your Charisma modifier.

Example: Oath of Penance

As a judge and arbiter of divine will, this Oath will offer the paladin the ability to call on their god's powers of control and need for self-sacrifice. This Oath offers the following options for Channel Divinity:

Demand Order: As an action, your voice rings with divine might as you call for silence and stillness. All creatures within 30 feet that can hear you must make a Wisdom saving throw. On a failure, the creature becomes paralyzed for 1 minute.

Reward the Faithful: When you heal a creature who has performed penance or received divine punishment, you can use Channel Divinity to increase the amount healed by 1d6 + your paladin level.

FEATURES

In addition to spells, each Oath offers three features that are available at 7th, 15th, and 20th level. These abilities offer a variety of options for paladins to extend their reach, improve their battle prowess, aid their allies, or stymie their foes.

After reviewing the existing options for paladin Oaths, I found a few commonalities among them that can help guide you in creating your own paladin Oath. That said, if you want to completely change up a feature to offer alternative benefits, you should feel empowered to as long as it is balanced for the level and is in keeping with the Oath's themes and tenets.

AURA

Most paladin Oaths offer an aura or other area of effect for the 7th-level feature. The effects of the aura are limited to a specified area around the paladin but are always active. The default radius for these auras is 10 feet around the paladin, but typically increase to 30 feet around 18th level.

First determine if the aura affects the paladin and their allies, or if it affects enemies or other creatures. Generally, auras that affect allies are boons like increased protection and damage, while auras that affect enemies are often harmful, dealing damage or granting advantage on attacks against them.

The range of the aura may have additional limitations, such as being blocked by partial or full cover, or not being able to go through walls or obstacles. The aura may require line of sight as well.

Auras require the paladin to be conscious for the benefits to take effect and sometimes may also require the paladin to be free from other conditions, like being incapacitated or paralyzed.

Benefits imparted by auras can be varied. Look to the theme and tenets of your Oath for inspiration. If your Oath asks you to protect those less capable than yourself, it makes sense for your aura to be one of protection, perhaps granting damage resistance or allowing you to take damage on their behalf.

ALTERNATE AURAS

In lieu of a traditional aura, which is an area with a passive effect felt by many creatures, you can instead craft a feature that allows your paladin to perform a bonus action or reaction in a certain area when a condition is met. For example, a paladin focused on protection may not issue an aura, but instead can deflect blows against allies within 5 feet.

AURA FORMAT

Use the following format as a starting point to create an aura feature:

Starting at 7th level, you flavor text. Target(s) within range gain benefit.

Ex. Starting at 7th level, you have an aura of strength and confidence. Allies within 10 feet of you gain +1 on all attack rolls.

Example: Oath of Stars

This Oath is focused on seeing the true nature of things. I have created an aura that helps the paladin and allies see through falsehoods:

Aura of Clarity: Starting at 7th level, you have seen enough truth to exude an aura of clarity. You and allies within 10 feet of you are immune to the effects of illusion spells. This effect requires you to be conscious and not stunned. The range of this aura increases to 30 feet at 18th level.

Example: Oath of Penance

The paladins of this Oath use pain to purify their souls, and do not shy away from doling out punishment to those they deem in need of purification. This Oath offers this aura:

Direct Punishment: Starting at 7th level, you wield harm like a tool. When an enemy would do damage to you, you can use your reaction to direct the damage to another creature of your choice within 5 feet of the attacker. This effect requires you to be conscious and not incapacitated in any way.

PASSIVE

At 15th level, Oaths typically reward the paladin with a passive effect that is always functioning to bolster and protect the paladin. This is the main point of difference between a passive feature and an aura: this feature typically only impacts the paladin.

There is actually very little structure to this feature, which can be daunting but also very exciting when creating a new Oath. Think about the themes and tenets of your Oath and what benefit your paladin could use to further bring glory to their god. This can be anything from dealing extra damage, gaining resistances, or always operating under the effects of a spell.

The one piece of advice I would offer is to keep this mechanically simple as possible. Utilize existing rules, like making a roll or adding a modifier, to keep this neat and easy.

PASSIVE FORMAT

There isn't a single format for this feature. Keep it concise and focused on the theme of the Oath.

Ex. Starting at 15th level, you have advantage on all saving throws against being charmed or frightened.

Ex. Starting at 15th level, any time an enemy enters your reach you may make an attack of opportunity against them.

Example: Oath of Stars

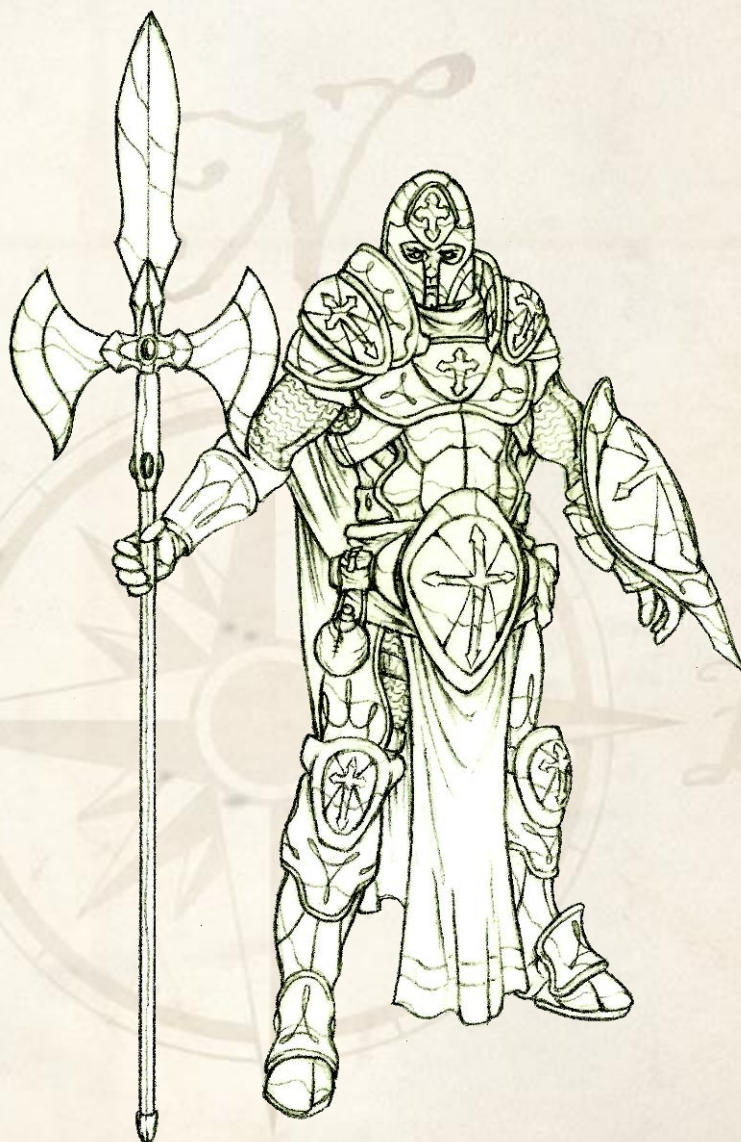
To further reinforce the concept of peering into the heart of fate, the passive feature for this Oath is as follows:

Supreme Guidance: Starting at 15th level, you are always under the effects of the Guidance spell.

Example: Oath of Penance

For paladins who follow a path of penance, physical pain purifies their soul and brings forth their god's grace. This passive feature shows how their god rewards them:

Pain for Pain: Starting at 15th level, creatures that deal melee damage to you take radiant damage equal to your Charisma modifier.



TRANSFORMATION

When a paladin reaches the pinnacle of their divine power at 20th level, they gain the ability to transform, becoming a paragon of their deity and wielding immense power.

As far as the physical transformation goes, this can be anything that you feel is appropriate for the theme of your Oath. A paladin following a god of war might become wreathed in flames whereas a paladin sworn to uphold the balance of nature could sprout antlers and vines. Alternatively, there could be no visible transformation. Your paladin could even become invisible if that fits the theme of your Oath.

Choose 2-3 benefits that are always active when you are transformed. In a way, these are like the benefits of your aura or passive feature, but more potent and combined with other effects. Consider benefits like adding damage resistances, modifying attack rolls, dealing damage, or gaining movement.

The duration for this transformation is usually 1 minute but could be as much as 1 hour if the benefits are more passive or are focused on long-term action. Other options include for the duration of a combat or until you have fulfilled a divine purpose.

There is a wide variety of benefits you could assign to your ultimate transformation, and with that freedom can come indecision. Below are a few common types of benefits that could be associated with a paladin's transformation. Consider how these benefits manifest. Dealing additional damage could come occur because you are literally covered in fire.

TRANSFORMATION FORMAT

Use the following format as a starting point to create a transformation feature:

At 20th level, as an action, you flavor text. You gain the following benefits for duration.

- Benefit
- Benefit
- Benefit

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

Ex. At 20th level, as an action, you transform into the avatar of charity and healing. A large halo forms around your head and golden feathers float about you. You gain the following benefits for 1 minute.

- *Allies who start their turn within 10 feet of you regain hit points equal to 1d10 + your Charisma modifier.*
- *Allies within 10 feet of you have advantage on death saving throws.*
- *Paladin healing spells with a casting time of 1 action can be cast as a bonus action.*

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

DAMAGE INCREASE

For paladins that follow vengeful or warrior gods, it is almost certain that their final transformation would include bonuses to combat damage. This can be further customized to only include damage done from certain sources, like melee vs. ranged or weapons vs. spells.

Alternatively, instead of boosting the damage done, you can augment your paladin's combat potential by changing the way they attack, granting an extra attack action or dealing damage when the paladin is struck.

DAMAGE INCREASE EXAMPLES

Ex. When you deal damage with a paladin spell, the target or targets take additional damage equal to 1d10 + your Charisma modifier.

Ex. When you take the attack action with a melee weapon, you can make one additional attack.

Ex. When you are damaged by a melee attack, the attacker takes 10 radiant damage.

IMPROVING ROLLS

This type of benefit offers you improvement to a whole slew of actions including attack, saving throw, or skill check rolls. This benefit could also give you bonuses to more obscure rolls like death saves or could even increase your spellcasting DC. Alternatively, this benefit could reduce the DC of an action the paladin is trying to perform.

IMPROVING ROLLS EXAMPLES

Ex. You have advantage on all attacks, saving throws, and skill checks against undead or fiends.

Ex. Enemy creatures within 10 feet of you have disadvantage on saving throws against you.

PROTECTION

There are many ways to gain protection during your transformation. This can be something as simple as increasing your paladin's AC or gaining resistance to damage types, to something more complex like reducing damage types by some amount or redirecting damage to other targets.

PROTECTION EXAMPLES

Ex. You gain resistance to all nonmagical damage.

Ex. You gain +5 to your AC.

Ex. Ranged attacks against you are made with disadvantage.

HEALING

These benefits are the manifestation of your paladin's deity not wanting them to fall just yet. These benefits can be bonus healing that instantly occurs on the start of your turn or it can be a bonus to healing spells cast by the paladin.

While benefits of your paladin's transformation almost exclusively affect the paladin, there are instances when it makes sense for these effects to extend to allies, such as healing. Make sure to set discrete timing, ranges, and balanced amounts as this sort of passive mass healing can be very powerful.

HEALING EXAMPLES

Ex. At the start of each of your turns, regain 10 hit points.

Ex. Allies who start their turn within 10 feet of you regain hit points equal to 1d6 + your Charisma modifier.

OTHER BENEFITS

As mentioned, the types of benefits granted by your paladin's ultimate transformation are limitless. Think deeply about the theme and intent of the Oath and what types of physical attributes or bonuses would help the paladin to achieve their tenets.

OTHER EXAMPLES

Ex. You grow long, white wings, granting you a flying speed of 40 feet.

Ex. Two additional arms sprout from your torso, granting you the ability to dual wield with no penalty or wield 4 weapons, 2 receiving dual wield penalties.

Example: Oath of Stars

The final form of the paladin of fate is an astral being that can see clearly the coming events and walks freely through space.

Astral Being: At 20th level, as an action, you transform into a being of pure divination, becoming a silhouette filled with blackness and stars. You gain the following benefits for 1 minute.

- You have advantage on all saving throws.
- You can use your movement to instead teleport to an empty space you can see within 40 feet.
- As a bonus action you can become invisible. You reappear if you attack, deal damage, or take damage, or you can reappear as a free action.

Example: Oath of Penance

Becoming the ultimate judge and jury for their god's will, this Oath's final transformation is an imposing presence filled with command and discipline.

Archon of Pain: At 20th level, as an action, you become the embodiment of your god's will. Your eyes glow white and your mere presence demands obedience from the faithful and terror from the unholy. You gain the following benefits for 1 minute.

- Enemy creatures that start their turn within 10 feet of you must make a Wisdom saving throw. On a failure, they become paralyzed for duration of your transformation.
- When you deal damage to an enemy, you regain hit points equal to half the damage dealt.
- You can use Divine Smite without expending a spell slot.

OATH OF STARS

TENETS OF THE STARS

The tenets of the Oath of Stars have been passed down in an oral tradition for countless decades. Followers of this Oath believe in a divine plan and spend their lives working to understand the wills of fate.

- **See the Signs:** You know that your god gives you guidance in all things. You always look for and interpret signs, especially in stars and other astrological events.
- **Endure Doubt:** You endure the doubt of others whose vision is clouded. You seek to educate those to the glorious gifts granted by your god.
- **Embrace Fate:** You accept that your vision is limited and, even with your divine gifts, the plans of your god are not entirely clear to you. You know to always accept the will of your god even if you don't agree with the course.

OATH SPELLS

Level	Spell Level
3 rd	Detect Magic, Identify
5 th	Augury, Zone of Truth
9 th	Clairvoyance, Nondetection
13 th	Arcane Eye, Divination
17 th	Contact Other Plane, Legend Lore

CHANNEL DIVINITY

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

- **See the Path:** You have foreseen the coming events. You can use Channel Divinity to add your paladin level to any one attack, saving throw, or ability check roll. You may do this after rolling but before the DM declares success or failure.
- **Not Your Time:** You know that your god has more planned for you. If you are below fewer than half your max hit points, you can use Channel Divinity to regain hit points equal to 1d8 + your Charisma modifier.

AURA OF CLARITY

Starting at 7th level, you have seen enough truth to exude an aura of clarity. You and allies within 10 feet of you are immune to the effects of illusion spells. This effect requires you to be conscious and not stunned. The range of this aura increases to 30 feet at 18th level.

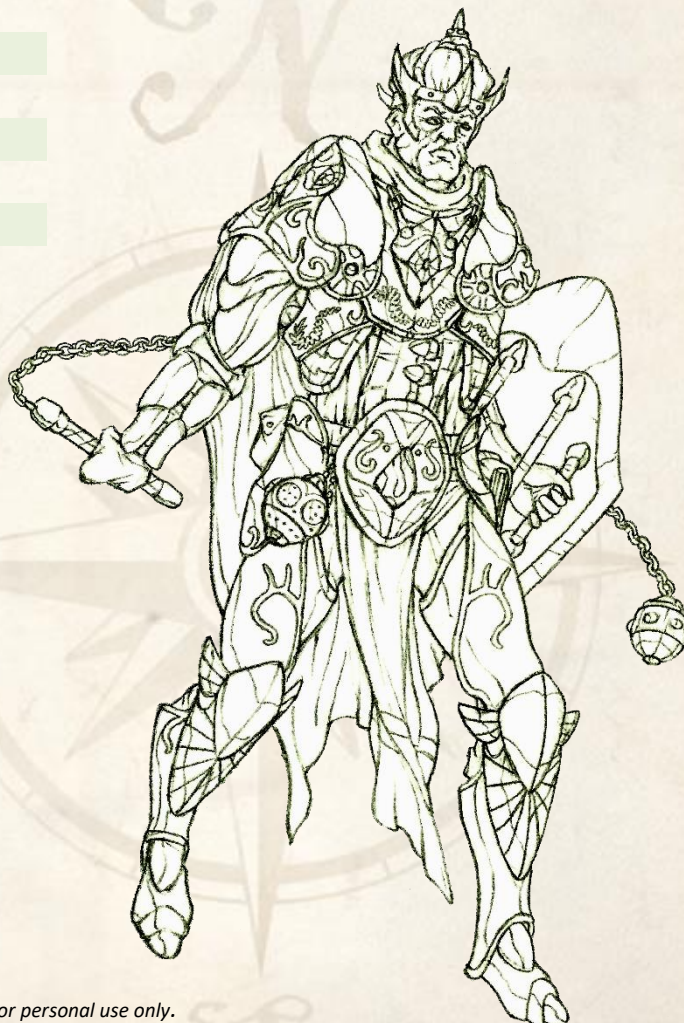
SUPREME GUIDANCE

Starting at 15th level, you are always under the effects of the Guidance spell.

ASTRAL BEING

At 20th level, as an action, you transform into a being of pure divination, becoming a silhouette filled with blackness and stars. You gain the following benefits for 1 minute.

- You have advantage on all saving throws.
- You can use your movement to instead teleport to an empty space you can see within 40 feet.
- As a bonus action you can become invisible. You reappear if you attack, deal damage, or take damage, or you can reappear as a free action.



OATH OF PENANCE

TENETS OF PENANCE

The tenets of the Oath of Penance are ironclad and absolute. Paladins of this faith are bound to server as judge for the divine law of their god.

- **Judge the Sinners:** It is your sacred duty to call out evil and sin when you encounter it. Let no unholy action escape your notice.
- **Decree Penance:** As a conduit for your god, it is your duty to guide sinners back to the righteous path. Declare what sacrifice they must make to be whole.
- **Bear Witness:** You must, whenever needed, be a holy spectator to the penance of others. After witnessing, you should comfort and restore those who have shown their faith to be pure.
- **Be the Hand:** Should it be needed, you must be the hand the doles out punishment. You should encourage others to their own penance, but you will be the hand of god if needed.

OATH SPELLS

Level	Spell Level
3 rd	Burning Hands, Command
5 th	Detect Thoughts, Hold Person
9 th	Bestow Curse, Remove Curse
13 th	Arcane Eye, Locate Creature
17 th	Dominate Person, Reincarnate

CHANNEL DIVINITY

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

- **Demand Order:** As an action, your voice rings with divine might as you call for silence and stillness. All creatures within 30 feet that can hear you must make a Wisdom saving throw. On a failure, the creature becomes paralyzed for 1 minute.
- **Reward the Faithful:** When you heal a creature who has performed penance or received divine punishment, you can use Channel Divinity to increase the amount healed by 1d6 + your paladin level.

DIRECT PUNISHMENT

Starting at 7th level, you wield harm like a tool. When an enemy would do damage to you, you can use your reaction to direct the damage to another creature of your choice within 5 feet of the attacker. This effect requires you to be conscious and not incapacitated in any way.

PAIN FOR PAIN

Starting at 15th level, creatures that deal melee damage to you take radiant damage equal to your Charisma modifier.

ARCHON OF PAIN

At 20th level, as an action, you become the embodiment of your god's will. Your eyes glow white and your mere presence demands obedience from the faithful and terror from the unholy. You gain the following benefits for 1 minute.

- Enemy creatures that start their turn within 10 feet of you must make a Wisdom saving throw. On a failure, they become paralyzed for duration of your transformation.
- When you deal damage to an enemy, you regain hit points equal to half the damage dealt.
- You can use Divine Smite without expending a spell slot.



CREDITS

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This sourcebook is release as pay-what-you-want (PWYW) on DMs Guild. Please consider supporting my work by paying for this sourcebook, leaving a review on DMs Guild, and sharing it with your friends and social networks. Please feel free to tag me online @mrmatthew if you do share it on Twitter. Thank you!

FEEDBACK

Thank you for purchasing this sourcebook! It was a lot of fun to create.

If you have any feedback or suggestions for this sourcebook, please send it to me via email at matthew@gravelyn.com with the subject line "Create-An-Oath Feedback". Your input will help to make this sourcebook even better for future players!

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