

SACRED OATH

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF THE SEEKER

Paladins who swear the Oath of the Seeker believe that powerful magic items are a key component of any struggle, and in the right hands can change history. Seekers vow to find and use such items, or destroy those used by their enemies. They actively hunt down both holy and unholy magic items – both to use them for their cause, and to secure them from evil hands.

TENETS OF THE SEEKER

The exact oath sworn by seekers varies greatly, but all consider the following directives:

Recover Lost Relics. Items of great power should be found and used for the right causes, not left to lie forgotten from history.

Destroy Dangerous Items. Items that can only be used against your cause should be destroyed. Locking an item in a vault or in the depths of a dungeon only delays its use, but does not prevent it.

Worthy Bearers. Powerful items should be wielded by the right hands. You must be worthy of using magic items, and make sure no item around you falls into unworthy hands.

OATH SPELLS

You gain oath spells at the paladin levels listed.

| Paladin Level | Spells |
|---------------|--|
| 3rd | <i>detect magic, identify</i> |
| 5th | <i>locate object, magic weapon</i> |
| 9th | <i>elemental weapon, remove curse</i> |
| 13th | <i>fabricate, Leomund's secret chest</i> |
| 17th | <i>animate objects, legend lore</i> |

CHANNEL DIVINITY

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

Empower Item. As a bonus action, expending your Channel Divinity, you can instill magical energies into a nonmagic item you wield. For the next hour, the item



becomes a magic item, and cannot be destroyed, damaged, or disarmed from its wielder. If it is a weapon, it gains a +1 bonus to its attack and damage rolls for the duration; if it is a shield or suit of armor, it grants a +1 bonus to AC for the duration.

Sunder Item. You can use an action and expend your Channel Divinity to attempt to destroy a magic item within your reach. Make a Charisma check (DC equals 10 + 2 for each point of the item's rarity; IE, 2 for Common, 4 for Uncommon, and so on). On a success, the item is destroyed. At the DM's discretion, destroying a magic item might cause some kind of magical backlash effect.

You must be at least 5th level to destroy a Rare item, 11th level to destroy a Very Rare item, and 17th level to destroy a Legendary item. You can't use this ability to destroy artifacts.

AURA OF ENHANCEMENT

Starting at 7th level, attacks made by you or your allies within 10 feet of you are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, while within your aura, you and your allies require only 10 minutes to attune to a magic item.

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

USE MAGIC DEVICE

At 15th level, you ignore all class, race, and level requirements on the use of magic items. You can't use this feature to use or attune to an item of an alignment opposite to your own (such as a sentient item of an opposing alignment, or items meant specifically for use by characters or creatures of opposing alignment).

Additionally, you can attune to 5 magic items at one time, rather than 3.

RELIC LEGACY

Starting at 20th level, you can use your action to empower yourself and your equipment. For 1 minute, weapons you wield gain a +3 bonus to attack and damage rolls, while armor you wear grants a +3 bonus to AC. In addition, for that time you are immune to bludgeoning, piercing, and slashing damage from non-magical weapons. Once you use this ability, you can't use it again until you finish a long rest.