

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 SERAPH

Paladins who take the Oath of the Seraph are known for making grand destinies for themselves. Their deeds are known far and wide, and every paladin who takes this Oath has the goal of eventually assuming the mantle of divinity.

TENETS OF THE SERAPH

The tenets of the Oath of the Seraph are held by those paladins who seek to make the world a better place. They hold a universal hatred of evil, and seek personal perfection as a path to divinity. These paladins justify their quest for personal ascension by claiming that they will renew the world, eliminating evil.

Illumination. I will bring the light of the heavens to the mortals of the world, and they shall come to know the gods through me.

Elimination. I am a warrior, and I dedicate my life to the divine celestials; I will fell their foes like trees in a forest.

Perfection. I will hone myself, bringing glory to the gods by becoming a perfect being. Those around me will be struck with awe and wonder by my similarity to the gods.

Ascension. I dedicate my life to one day joining the gods. To this end, I shall do all things in my power to ensure that my life is measured in great deeds, that if I die, it is in a blaze of heroism worthy of the gods. This is my solemn Oath, my Vow of Ascension.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>command, shield of faith</i>
5th	<i>continual flame, moonbeam</i>
9th	<i>daylight, spirit guardians</i>
13th	<i>death ward, freedom of movement</i>
17th	<i>flame strike, hold monster</i>



CHANNEL DIVINITY

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

Seraph Sword. As a bonus action, you present a melee weapon to the heavens and charge the weapon with the power of your soul. Your weapon is transmuted by the power of the divines, and it deals 2d8 radiant damage for 1 minute, instead of its normal damage.

Holier Than Thou. You can present your holy symbol as a bonus action to gain divine insight into the words of other creatures. Creatures within 30 feet of you must make a Charisma saving throw. On a failed save, a creature who attempts to lie to you has disadvantage on all Charisma (Deception) checks that they attempt to do so. This effect lasts for 10 minutes, and requires your concentration as if you were concentrating on a spell. Creatures who are immune to the charmed condition are immune to this effect.

AURA OF IMMUNIZATION

Starting at 7th level, you generate an aura of divine health. You and your allies within 10 feet of you are immune to the poisoned condition, and have advantage on saving throws made against spells and other magical effects that deal poison damage.

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

CELESTIAL SENSES

Starting at 15th level, you are always under the effects of your Divine Sense. You can also present your holy symbol as an action and grant yourself truesight within a 30-foot radius for 1 minute. Once you use this ability, you can't use this ability again until you finish a long rest.

In addition, you gain the following Channel Divinity option.

Divine Revelation. As an action, you can present your holy symbol. Any creature within 120 feet of you that is shapechanged reverts to its true form.

SERAPH'S ASCENT

At 20th level, you can use your action to awaken the divine energy within your soul. For 1 minute, you become godlike in power, gaining the following benefits:

- Your weapon is transmuted into your Seraph Sword without expending your Channel Divinity.
- Attacks you make with your Seraph Sword have advantage.
- Hostile creatures within 30 feet of you take radiant damage equal to your Charisma modifier whenever you make a melee attack.

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

