



D&D 5TH EDITION

# PALADIN SACRED OATH: OATH OF THE SUN

By PedroMoura and PedroCunha



## OATH OF THE SUN

The Oath of the Sun binds a Paladin to become a beacon of hope in the life of others. Sometimes called Sun Knights and Lightbringers, they are sent to the darkest corners of the land, to fight despair and hopelessness. Always doing their best to hold their heads high, these paladins nurture even the slightest glimpse of hope. For this feeling may grow from a small flickering flame to a raging bonfire.

They are often devout followers of gods of light, hope, and protection, such as Lathander, Helm, Ilmater, and Torm. However, they may dedicate their devotion to helping the victims of catastrophes or wars. Nevertheless, these paladins are symbols of courage. They often engrave their armors and helms with images of the sun or flames, and, at dawn, they can be found in prayer, facing the rising sun.

### TENETS OF THE SUN

The tenets of the Oath of the Sun focus on inspiring others and dissipating darkness. Passed down in tomes and prayers, they are divided into five base tenets:

**Light the Beacons.** Take your flame to the darkest places and inspire those around you to come together for the greater good.

**Find Light In The Darkness.** Those at their worse are those in greater need of guidance and hope.

**Guiding Light.** Lead the doubtful ones, be bold and take the first step.

**Pass The Torch.** Know when to nurture the light in others and let them shine. Lend them your flame.

**Shining Life.** Life is the greatest gift of all and has no meaning without light in it. Share this gift through laughter, beauty, or kindness.

### OATH SPELLS

You gain oath spells at the paladin levels listed.

#### OATH OF THE SUN SPELLS

Paladin Level	Spells
3rd	<i>faerie fire, guiding bolt</i>
5th	<i>calm emotions, pyrotechnics</i>
9th	<i>daylight, melf's minute meteors</i>
13th	<i>fire shield, guardian of faith</i>
17th	<i>wall of light, flamestrike</i>

PALADIN BLINDING HIS FOE USING HIS CHANNEL DIVINITY *Nova*.

### CHANNEL DIVINITY

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

**Light the Beacons.** As an action, you enchant a number of weapons and ammunition you can see within 30 feet of you. The amount of melee weapons you can target with this feature is equal to your Charisma modifier. For each melee weapon you would enchant, you can instead enchant 2 pieces of ammunition. For 1 minute, each enchanted weapon and piece of ammunition sheds bright light in a 20-foot radius and dim light for an additional 20 feet and deals an extra 1d4 fire damage on a hit.

**Nova.** As an action, you present your holy symbol which bursts in scorching light. All creatures within 30 feet of you must succeed on a Constitution saving throw or become blinded for 1 minute. Creatures that lack eyes or that have their eyes covered automatically succeed in this saving throw. The blinded creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

### CHARISMA

This oath can greatly benefit a Paladin with high Charisma, making it viable for a Paladin to focus on it instead of Strength or Dexterity.

- Using the *Blessed Warrior* fighting style from Tasha's can work especially well since at 7th level you get access to *flame blade* which uses Charisma for attacks and damage.
- Your channel divinity *Light the Beacons* affects more weapons the higher your Charisma.



## FIRE WARRIOR

At 7th level, you know the spell *flame blade*. This spell counts as a Paladin spell that you always have prepared, and does not count against the number of spells you can prepare each day.

When you cast this spell it gains some extra benefits:

- The spell does not require concentration.
- You add your Charisma modifier to its damage rolls.
- When you take the attack action, you can replace any weapon attack with the Flameblade's spell attack. This is considered a one-handed melee weapon and can benefit from the Divine Smite and Improved Divine Smite features.

### ONE-HANDED FLAME BLADE

Because it is considered a one-handed melee weapon, its damage can benefit from the *Dueling* fighting style and similar features.



HIGH ELF PALADIN CASTING  
*guiding bolt.*



## BLINDING LIGHT

Beginning at 15th level, whenever you damage a creature with your *divine smite* feature, you can attempt to blind it. The creature must succeed on a Constitution saving throw or become blinded for 1 minute. The blinded creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Additionally, you have learned to turn fire into a holy flame. Whenever you deal fire damage with an attack or spell, you can change the damage type to radiant.

## SUPERNOVA

At 20th level, as a bonus action, your body explodes in blinding light for 1 minute. For the duration, you gain the following benefits:

- You shed bright light in a 150-foot radius and dim light for an additional 150 feet. This light is sunlight and dispels magical darkness.
- Your light is so intense, that despite knowing your location, creatures within 150 feet of you can't perceive you. A creature that looks at you, can only see a 10-foot sphere of light. You can't be the target of spells and abilities that require targeting a creature in view.
- Creatures of your choice ending their turn within 30 feet of you, regain hit points equal to your Charisma modifier (minimum of 1). These creatures are also immune to the blindness condition caused by this feature.
- Creatures within 30 feet of you that don't avoid looking at you are blinded for 1 minute. A blinded creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

## INSPIRATIONS

---

Looking through existing Cleric Domains and comparing them to existing Paladin Oaths, I noticed there was no Oath dedicated to light. Straight ahead ideas of blinding light and flaming blades popped into my head. This is the result of a Paladin driven by lighting the flame of hope and courage throughout the world.

## DEVELOPMENT

---

To make this Oath different from others we looked to make it flavorfully focused on charisma and teamwork.

Its channel divinities were developed to give the player an interesting and exciting interaction with the party through Light the Beacons. *Nova* brought some crowd-control and status afflictions which aren't typical for a Paladin. To make it more reliable and less focused on explosions and damage, instead of the usual *fireball* or *scorching rays*, we gave the player *pyrotechnics* (giving options for blinding and tactical movement) and *Melf's minute meteors* (for continuous use and more bonus actions).

*Flame blade* is a personal favorite and seemed like a perfect option for a Paladin, but because of how weak it is for a melee class, we gave it some added benefits. These benefits shouldn't be easily taken advantage of with multiclass, since they require at least 7 levels in this subclass.

At the 20th level, we struggled with balancing the last feature. Having it initially cast a free *sunbeam*, it seemed too strong and chaotic. So, in line with the flavor of a great leader and comparing it to other 20th level abilities, we decided to give it a healing aura along with other more defensive and battlefield-control features, which would be balanced for the level.

## CREDITS

---

**Designer:** Pedro Moura

**Document Editing and Flavor Text:** Pedro Cunha

**Design QA:** Pedro Cunha

Edited with homebrewery.

## ABOUT ME

---

### Pedro Moura

I'm a 28-year-old Portuguese game designer and I've been a DM for 9 years, starting in 4th edition and continuing to 5th edition. As DM I have made many mistakes and learned a lot. I've mastered games for characters level 1 to 20, and will continue making even more games!

DnD is my main creative outlet. Without it, I would have a big itch to scratch. I love making content in stories and mechanics for my players to explore and discover!

I love bringing many spells and abilities from DnD and other board games and making a statistical analysis of their effects! Connecting their perception to their mathematical use, making my own balancing homebrews. Now, I'll be using the Dungeon Masters Guild to share them.

### Pedro Cunha

I'm a 27-year-old biologist that fell into the world of Dungeons and Dragons in 2011, along with Pedro Moura and our other friends. We grew together as players and Dungeon Masters, but Moura and I were the two that most enjoyed the process of character creation and world-building.

Lately, Moura has often asked me for help in designing and creating new homebrew content. At first, I was just giving some input and extra ideas, but as I dug deeper I started enjoying myself more and now we're here: creating awesome content together, for us and you!

# THANK YOU FOR READING!

BY PEDRO MOURA AND PEDRO CUNHA



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2019 by PedroMoura and published under the Community Content Agreement for Dungeon Masters Guild.