



# OATH OF ASCENSION

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**FURIEL V. LUNA**

A new oath for paladins who vow to uphold the tenants of the angels  
for the world's greatest roleplaying game

# PALADIN

## SACRED OATH

### OATH OF ASCENSION

The Oath of Ascension is taken on by paladins who serve the angelic forces of good. They've sworn their souls to ascend above evil and chaos, to uplift the innocent suffering in the darkness, to serve like an angel.

With their holy tools, these paladins have crafted mechanical wings onto their armor. Appearing as plated angels on the battlefield, they use their wings to protect the meek and rain down holy power from above on those who would attempt to corrupt and destroy the divine and the holy.

### TENETS OF ASCENSION

The tenets of the Oath of Ascension are descended from angels and given unto paladins who take the vow to become winged-servants of righteousness and adhere themselves to the following:

**Good.** Good over evil, no matter the cost to oneself.

**Truth.** Never defile the ability to communicate.

**Elevation.** Only look down to help others up.

**Perfection.** Seek to be a servant of light without flaws.

### OATH OF ASCENSION FEATURES

#### Paladin Level Feature

3rd	Oath Spells, Holy Tools, Wings of Ascension, Channel Divinity: Radiant Flight
7th	Plumage of Protection
15th	Holy Feathers
20th	Angelic Radiance

### OATH SPELLS

You gain oath spells at the paladin levels listed.

### OATH OF ASCENSION SPELLS

#### Paladin Level Spells

3rd	<i>protection from good and evil, shield of faith</i>
5th	<i>branding smite, zone of truth</i>
9th	<i>blinding smite, counterspell</i>
13th	<i>aura of purity, death ward</i>
17th	<i>destructive wave, steel wind strike</i>

### HOLY TOOLS

The paladin gains proficiency with the smith's tools. The paladin can use these tools as their holy symbol and the tools take on an angelic design when in the paladin's possession.

### WINGS OF ASCENSION

The paladin's pursuit to become an angelic presence in the material plane and beyond has led them to craft a pair of mechanical wings called the Wings of Ascension.

The paladin is proficient with these wings, and with the paladin's Holy Tools in-hand, the wings can be fitted to a suit of armor during a long rest or made into a small object for carry and travel during a short rest.

The Wings of Ascension don't grant the paladin flight, but grant the following when fitted to a suit of armor the paladin is donning:

- As a bonus action, the paladin can use their wings as a shield, granting the paladin a +2 bonus to their AC until the start of their next turn, as long as the paladin is not flying, gliding, or attacking with their wings at the time.
- As a bonus action, the paladin's wings can count as wielding a hands-free melee weapon with the martial and finesse properties. With their action, the paladin's wings can strike a creature within 5 feet of the paladin; on hit, the creature takes 2d4 slashing damage.
- The paladin can use their wings to slow their fall or allow them to glide. When the paladin falls and isn't incapacitated, they can subtract up to 100 feet from their fall when calculating falling damage, and the paladin can move up to 2 feet horizontally for every 1 foot they descend.

### CHANNEL DIVINITY: RADIANT FLIGHT

When the paladin takes this oath at 3rd level, as an action, the paladin can channel their divinity into their Wings of Ascension for 1 minute.

The paladin's divine faith brings their mechanical wings to life and grants the paladin the following:

- The paladin gains a flying speed equal to their walking speed.
- The paladin gains the ability to hover in place.
- The paladin's wings radiate bright light in a 30-foot radius and dim light for an additional 30 feet.
- When the paladin makes a melee attack with their wings, the reach is increased from 5 feet to 10 feet and creatures hit take 2d8 radiant damage, instead of 2d4 slashing damage.

## **PLUMAGE OF PROTECTION**

Starting at 7th level, the paladin can provide cover to others from harm with their wings.

As a reaction, the paladin can grant all allies within a 5-foot radius of themselves half cover until the start of the paladin's next turn.

Additionally, during Channel Divinity: Radiant Flight, the range of protection is increased to 10 feet.

Lastly, if the paladin is using their wings as a shield and chooses to use their reaction to protect others, the paladin's +2 bonus to their AC ends.

## **HOLY FEATHERS**

By 15th level, the paladin gains resistance to radiant damage.

Additionally, as an action, the paladin can shoot feathers from their wings in a 30-foot cone. Creatures in the cone must make a Dexterity saving throw or take 2d4 piercing damage, or half damage on a successful saving throw.

Lastly, during Channel Divinity: Radiant Flight, the paladin becomes immune to radiant damage and damage from the paladin's feathers increases from 2d4 piercing damage to 2d6 radiant damage.

## **ANGELIC RADIANCE**

At 20th level, the paladin's Channel Divinity: Radiant Flight's duration increases to 1 hour.

Additionally, as an action, the paladin can project a radiant aura that grants allies of the paladin's choice within 30 feet resistance to radiant damage and a flying speed equal to their walking speed for 1 minute.

Allies who gain these benefits in this manner must start their turn within 30 feet of the paladin or lose their flying speed and resistance to radiant damage instantly.

Once the paladin uses this feature, the paladin can't use it again until they finish a short or long rest.