

Eldritch Grimoire: Paladin

This is Supplemental Material

Sacred Oath

When a paladin reaches 3rd level, they swear an oath that binds them as a paladin forever. This is an option written by Odvaskar for that feature: The Oath of the Solstice.

Oath of the Solstice

The Oath of the solstice is an ancient oath that few paladins take or even have knowledge of. It is said that a paladin of the solstice will only appear when the cosmic balance between light and darkness is threatened. Either as a champion of light, darkness, or both. There can only one paladin of the solstice at a time as the forces of balance only require a singular champion. When the time comes for the passing of the torch the previous paladin of the solstice searches for a suitable replacement.

Tenets of the Solstice

The tenets of the Oath of the Solstice are sworn during a solar or lunar eclipse on a winter or summer solstice.

Balance. Reality relies on the struggle between light and darkness. One side must not completely eradicate the other.

Morality. Morality is not important when the cosmic balance is threatened.

Perspective. There are two sides to each coin, just like there are two sides to each conflict. Understand the actions and consequences of each side before passing judgement.

Oath Spells

3rd-level Oath of the Solstice feature

You gain oath spells at the paladin levels listed.

Oath of the Solstice Spells

Paladin Level	Spells
3rd	<i>Bane, Bless</i>
5th	<i>Branding Smite, Pass without Trace</i>
9th	<i>Mass Healing Word, Spirit Guardians</i>
13th	<i>Banishment, Blight</i>
17th	<i>Dispel Evil and Good, Hallow</i>

Channel Divinities:

Beacon of Light

3rd-level Oath of the Solstice feature

You can use your Channel Divinity to summon a sphere of light around you. As an action you can cast the *Daylight* spell on yourself for 10 minutes. In addition, choose a number of creatures equal to your Charisma modifier within 30 feet of you that you can see. Each chosen creature and you deal extra radiant equal to your Charisma modifier with weapon attacks while within the bright light radius of the spell.

Herald of Darkness

3rd-level Oath of the Solstice feature

You can use your Channel Divinity to summon a sphere of darkness from the void. As an action you can cast the *Darkness* spell for 10 minutes. In addition, choose a number of creatures equal to your Charisma modifier within 30 feet of you that you can see. Each chosen creature and you can see through the darkness of this feature.

Auras of the Solstice

7th-level Oath of the Solstice feature

Starting at 7th level, you call upon light and darkness to protect you and your allies. As an action, you can switch between these two auras:

Aura of Darkness. Darkness surrounds you. You and friendly creatures with 10 feet of you have resistance to necrotic damage. Additionally, when you use your divine smite feature, it deals necrotic damage instead of radiant damage.

Aura of Light. Holy light radiates from you. You and friendly creatures with 10 feet of you have resistance to radiant damage. Additionally, whenever you cast a healing spell you regain number of lay on hands points equal to the level of the spell slot level used.

When you reach 18th level in this class, the range of each aura increases to 30 feet.

Harbinger of the Solstice

15th-level Oath of the Solstice feature

At 15th level, you are able to store radiant and necrotic energy in orbs that surround you for later use. Whenever you kill a creature with a divine smite while your Aura of Darkness is active or while your Aura of Light is active you gain an orb of light (Aura of Light) or an orb of darkness (Aura of Darkness). You can store a maximum number of each orb equal to your Proficiency Bonus. Whenever you finish a long rest, the orbs vanish.

Once per turn, when you cast a healing spell of 1st level or higher you can spend one orb of light to have the spell restore extra hit points equal to your Proficiency Bonus.

Once per turn, when you use your divine smite while your aura of darkness is active you can spend an orb of darkness to deal extra necrotic damage equal to your Proficiency Bonus.

Avatar of the Eclipse

20th-level Oath of the Solstice feature

You can assume a form made of both light and darkness. As an action, you gain the following benefits for 10 minutes:

- You gain a flying (hover) speed of 60 feet.
- You are immune to radiant and necrotic damage.
- Both your auras of the solstice are active at once. You can choose if your divine smite deal radiant or necrotic damage.
- At the start of each of your turns you gain 1 orb of light and orb of darkness.