

SUBCLASS

SACRED OATH

OATH OF PURIFICATION

The Oath of Purification requires a steadfast commitment to truth, regardless of what others, including those in positions of authority, view to be right and just. Paladins who dedicate themselves to this oath believe in revealing the truth by any means necessary, and purging the world of those who would obscure it.

Sometimes referred to as Truth Knights, Sanctifiers, or Emberblades, those who swear this oath seek first to offer their foes a chance at redemption—often via a fiery penance. All beings can make amends for their past nefarious deeds and come to the light, attest such paladins, and the world is better off the more in it that are committed to that ideal.

TENETS OF PURIFICATION

Paladins who take this oath often emblazon the tenets of purification upon their shield or weapon as a forthright display to others of what they fight for.

Bring the Truth to Light. Be not clouded by the laws and expectations of others. You seek truth, no matter how challenging.

Purify the Wicked. Rehabilitation is preferred. A fiery death for the unrepentant is an acceptable alternative.

Defend the Undefined. Those who remain clean from the toxic path of evil are worthy of your protection. Safeguard their purity.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of Purification Spells

Paladin Level	Spells
3rd	<i>burning hands, faerie fire</i>
5th	<i>moonbeam, zone of truth</i>
9th	<i>clairvoyance, fireball</i>
13th	<i>fire shield, wall of fire</i>
17th	<i>flame strike, legend lore</i>

CHANNEL DIVINITY

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

Trial by Fire. As an action, you present your holy symbol and censure your foe, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Dexterity saving throw. Fiends and undead have disadvantage on this saving throw.

The target takes fire damage equal to 2d10 + your paladin level on a failed save, or half as much on a successful one. On a failed save, the target also burns for up to 1 minute. The burning target sheds bright light in a 20-foot

radius and dim light for an additional 20 feet.

While burning, all fire and radiant damage dealt to the target ignores resistance to those types, including against the initial fire damage dealt by this Channel Divinity. At the end of each of its turns, the target repeats the saving throw. It takes fire damage equal to your Charisma modifier on a failed save, and the effect ends on a successful one.

These magical flames can't be extinguished by nonmagical means. If damage from this effect kills a target, it has been deemed unclean and is turned to ash.

Oculus of Truth. You can use your Channel Divinity to enhance your intuition and discerning eye. As an action, you grant yourself a +5 bonus to Intelligence (Investigation), Wisdom (Insight), and Wisdom (Perception) checks for the next 10 minutes.

AURA OF CLEANSING

At 7th level, you gain resistance to fire damage. In addition, while you are conscious, you radiate a purifying aura within 10 feet of you. At 18th level, the range of this aura increases to 30 feet.

The range of your Lay on Hands feature extends to match the range of this aura. As an action, you can expend 5 points from your pool of healing to end one effect causing a creature within the aura to be blinded, deafened, or paralyzed. You can cure multiple diseases, neutralize multiple poisons, and end multiple effects causing blindness, deafness, or paralysis with a single use of Lay on Hands, expending hit points separately for each one.

AGONIZING RETRIBUTION

Starting at 15th level, whenever a creature you can see deals damage to you or an ally in your Aura of Cleansing, you can use your reaction to conjure a brief conflagration around that creature, causing it to take fire damage equal to half your paladin level (rounded down).

PARAGON OF PURIFICATION

When you reach 20th level, you have become an exemplar of truth and purity. As an action, you can shroud yourself in sanctifying fire, gaining the following benefits for 1 minute:

- You gain immunity to fire and radiant damage.
- As a bonus action, you can purge all diseases and poisons from a creature that you can see within 60 feet.
- Once on each of your turns, you can deal extra fire damage to one target when you damage it with an attack or a spell. The extra fire damage equals your level.
- Whenever you deal fire or radiant damage to a creature, it ignores the target's resistance or immunity to those types.

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