

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 STORMS

The Oath of Storms is as ancient as the storm gods themselves. Paladins who swear this oath are sometimes known as Storm Knights, Gale Knights, or Booming Templars. In the eternal struggle between law and chaos, good and evil, paladins of the storm channel the chaos of the untamed bolero that throbs in the skies above, and understand that life can flourish even out of great destruction. Their armor is often adorned with lightning bolts and thunderclouds. In some paladin orders that practice this oath, they offer up a physical sacrifice to the tempestuous gods who govern their lives. Such sacrifices could be an eye, or an elaborate pattern of ritualized scars or tattoos.

TENETS OF THE STORM

The power of the storm is thine to command, now hear thy tenets, oh warrior of thunder.

Gale. You have a duty to the winds and the sky. Though you may call the lands your home, the winds will ever call you to serve your duty as far as the sky's reach. Do not hesitate, but serve their bidding with joy.

Thunder. Be the voice for the voiceless. Speak for the downtrodden and the oppressed.

Lightning. When the corruption of the earth grows, the burden of honor will fall to thee. You will be the guardian of the realms of men and the vanguard of the realms of the divine.

Downpour. In word, deed, and action, cultivate the joy of life in the world. When the wars are over and the evils are done, light and laughter will flourish once more. Prepare the world for this time.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>fog cloud, thunderwave</i>
5th	<i>shatter, volting blade</i>
9th	<i>call lightning, fly</i>
13th	<i>ice storm, storm sphere</i>
17th	<i>cone of cold, conjure elemental</i>

CHANNEL DIVINITY

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

Calm the Storm. Your oath gives you the ability to mantle the power of storms, and also to banish storms themselves. As an action, you present your holy symbol and speak words of warding. Any natural storm within 1



mile of you dissipates, taking 1 minute to fully disperse. Magical storms cannot be dispelled with this Channel Divinity.

Thunderous Revenge. When you take damage from a creature within 5 feet of you, you can use your reaction to halve the damage. Lightning arcs out from your body, and the creature who damaged you takes lightning damage equal to 2d10 + your paladin level.

AURA OF STORMS

Starting at 7th level, you and friendly creatures within 10 feet of you gain resistance to lightning and thunder damage. In addition, as a bonus action, you can cause a strong wind to whirl around you until you dismiss it (no action required), causing the following effects:

- Unprotected flames, torch-sized or smaller, are extinguished.
- The area counts as difficult terrain. You can choose any number of creatures to be immune to this effect.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.

At 18th level, the radius of this aura extends to 30 feet.

IMPROVED AURA OF STORMS

Starting at 15th level, whenever a hostile creature within your aura attacks you and you are not incapacitated, it takes lightning damage equal to your Charisma modifier.

THUNDER GOD

At 20th level, as an action, you can mantle the powers of a tempest deity. For 1 minute, your body crackles with thunder and lightning, and your eyes glow blue, revealing the raging storm within. You gain the following benefits:

- You are immune to lightning and thunder damage.
- You have a fly speed of 60 feet. While you are flying, you deal 1d8 lightning damage to a hostile creature when you enter its reach, and 1d8 thunder damage when you leave its reach. You can deal this damage to a creature when you enter and leave its reach only once per turn.
- Lightning and thunder damage you deal ignores resistance and immunity to lightning or thunder damage. Creatures cannot benefit from the Lightning Absorption trait from damage you deal.

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

NEW SPELL

This spell is available to paladins of the storm.

VOLTING BLADE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You speak ancient words of thunderous might, calling forth a bolt of lightning from the heavens, and fashioning it into a stormy blade. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 lightning damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you are flying, or when you are in stormy weather, you make the attack roll with advantage.

If you drop the weapon, or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d8. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d8. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d8.