



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 THE CHALICE

The Oath of the Chalice is a blood oath sworn on a gate to our world from the farthest of planes. These paladins recognize the threat posed by the Lower Planes, and see the monstrous designs other outsiders have on our world. Their intentions are simple: defend the world at all costs, destroy any planar gate that is opened, and eviscerate any fiend foolish enough to come through.

TENETS OF THE CHALICE

Paladins of this oath swear a blood oath against all denizens of the Lower Planes and all others that might infringe on the Material Plane, and promise to live by the following principles:

Fight the Scourge. Demons threaten the world, and are infinite in number. There will always be more to kill.

Defend the Realm. The material world is constantly threatened by denizens of other planes. Strive to help those who are not equipped to help themselves.

Seek the Light. Celestials are powerful allies in the war against evil, and often walk the Material to combat the scourge. Seek out and assist them at any opportunity.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>detect magic, protection from evil and good</i>
5th	<i>blur, see invisibility</i>
9th	<i>protection from energy, slow</i>
13th	<i>banishment, stoneskin</i>
17th	<i>hallow, hold monster</i>

CHANNEL DIVINITY

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

Censure Fiends. As an action, you present your holy symbol and speak a prayer censuring evil outsiders. Each fiend that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Expel Influence. You can use your Channel Divinity as an action to end all charm and possession effects within 30 feet of you. For the next hour, no creature can be charmed or possessed in this area.

FIENDSLAYER

Starting at 7th level, you and friendly creatures within 10 feet of you take no additional damage from critical hits.

Additionally, once per turn when you deal radiant damage to a fiend, you can burn it with your holy light. It must make Constitution saving throw or be stunned until the beginning of your next turn.

At 18th level, the range of this aura increases to 30 feet.

CONSECRATED CASTING

At 15th level, you have advantage on concentration checks, and fiends are at disadvantage on saving throws against spells you cast.

CRUSH THE UNHOLY

Starting at 20th level, you can use your action to wreath yourself in divine energy and trap your infernal foes. For the next hour, creatures can't teleport into the area or use portals, such as those created by the *gate* spell, to enter the area within 1 mile of you. This area is proofed against planar travel, and therefore creatures cannot access it by way of the Astral Plane, Ethereal Plane, Feywild, Shadowfell, or the *plane shift* spell.

You are also surrounded with an aura of divine retribution. When you are attacked by a creature within 5 feet, it takes 1d8 radiant damage. Additionally, when you take the Attack action on your turn you can make one additional attack. This additional attack has advantage if the target is a fiend.

Once you use this ability, you must complete a long rest before using it again.