

PALADIN OATH OF PURITY

The oath of purity is a sacred claim to following the principles of absolute purity. Paladins of purity are usually quick to trust, but slow to forgive, and do not believe especially in redemption or mistakes. Similarly, an individual that is seen as defiled is not easily redeemed. Paladins that fail this oath are quick to be removed from any form of council among its current adherents.

TENETS OF PURITY

The oath of purity is a claim to abstain from defilement and to persevere purity in the community— or world— at large.

- **Nonviolence.** Never steal, cheat, or hurt an innocent.
- **Abstinence.** Never consume alcohol or other intoxicating substances. Never lie or gamble.
- **Unworthiness.** Individuals who have failed at the above are excluded from this oath. They cannot repent to become worthy of it.
- **Remember the Past.** Always consider an individual or group's past actions when considering their trustworthiness. Those with immoral pasts are likely immoral still.
- **Seek and Protect Purity.** When individuals, natural elements, and artifacts that are beautiful and good are found, they deserve protection and preservation.

OATH SPELLS

You gain oath spells at the level listed.

OATH OF PURITY SPELLS

Ranger Level	Spell
3rd	Hellish Rebuke, Sanctuary
5th	Arcane Lock, Moonbeam
9th	Dispel Magic, Glyph of Warding
13th	Gate Seal, Stoneskin
17th	Cloudkill, Hallow

CHANNEL DIVINITY

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

- **Consecrate the Good.** As an action, you may designate a creature, object, or structure. For the next minute, as long as you are conscious, whenever a creature damages the target, it takes 2d4 radiant damage. At the beginning of each of your turns while this effect persists, the target regains a number of hit points equal to 1d10 + your paladin level. You may end this effect at any time, no action required.

- **Annihilate the Evil.** As an action, you may choose any number of creatures within 30 feet of you that you know have violated the Nonviolence or Unworthiness tenets of the Oath of Purity within the last minute. Each of those creatures makes a Dexterity saving throw. Each creature that fails the save takes radiant damage equal to 1d6 + your paladin level. If any designated creature has not actually violated the Nonviolence or Unworthiness tenets of the Oath of Purity within the last minute, this ability fails.

AURA OF CLEANSING

Beginning with 7th level, you begin to emanate an aura that cleanses your surroundings by eliminating the impure. Whenever a creature within 10 feet of you starts its turn, if it is hostile to you, it takes damage equal to your Charisma modifier (minimum of 1).

At 18th level, this aura's range increases to 30 feet.

OBLITERATE UNHOLINESS

Starting with level 15, once between long rests, when you hit a creature with a weapon attack, if it has violated the Nonviolence or Abstinence tenets of the Oath of Purity, you may roll 1d100. If the result is greater than the creature's current hit points, it dies.

PENULTIMATE PURIFIER

At level 20, you gain the ability to enter a form of preservation as an action on your turn, once per long rest. This form lasts a minute. While in this form, as a bonus action on your turn, you may heal any target creature, object, or structure you can see within 120 feet of you for 4d6 + your paladin level hit points. In addition, hostile creatures within 60 feet of you take 1d10 radiant damage whenever they are hit by a weapon or spell attack.