



Paladin: Oath of the Radiant Dawn

These paladins are the bulwark of the light in a world full of darkness. Their holy fire cleanses the land from the terrors of the night, and they do their utmost to fight the expansion of the twilight, in the hopes of one day bringing a new dawn. Their blades show no mercy towards the servants of darkness. The divine fire that animates them is often the only beacon of hope in a fallen world,

Oath Spells

You gain oath spells at the paladin levels listed.

OATH OF THE RADIANT DAWN SPELLS

Paladin level	Spells
3rd	<i>faerie fire, guiding bolt</i>
5th	<i>scorching ray, warding bond</i>
9th	<i>condensed daylight*, spirit guardians</i>
13th	<i>guardian of faith, wall of fire</i>
17th	<i>commune, flamestrike</i>

Channel Divinity

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

- **Cleansing Light.** As a bonus action, you brandish your holy symbol. An explosion of light engulfs the battlefield in a 30-foot radius centered on you. Each hostile creature caught in the light must succeed on a Constitution saving throw or

take a number of radiant damage equal to your paladin level and be blinded until the end of your next turn on a failure or take half as much damage and not be blinded on a success. Undeads have disadvantage on this saving throw.

Divine Armament. As an action, you can bolster your allies with the power of the light. Choose a number of creatures within 30 feet of you equal to your Charisma modifier, for the following minute their weapon attacks and unarmed strikes deal an additional 1d4 radiant damage. You need to concentrate on this effect as you would concentrate on a spell. At level 11 this damage increases to 2d4.

Aura of protection

At 7th level, allied creatures within 10 feet of you gain temporary Hit Points equal to 1d4 plus your Charisma modifier at the start of each of their turns.

Wings of Light

At 15th level, as a bonus action you can create wings made of pure light, which grant you a flying speed of 30 feet. These wings shed bright light in a 30-foot radius, and dim light 30 feet beyond that. The light these wings create is visible even in magical darkness.

Hero of the Light

At 20th level, the divine light that you wield embodies you, and turns you into a radiant being of justice. You can use your action to gain the following benefits for 10 minutes.

- You have resistance to radiant and necrotic damage.
- You have advantage on Constitution saving throws, as do your allies within 30 feet of you.
- The light created by your Wings of Light ability automatically dispels any magical darkness that was created by a spell of 8th level or lower. Additionally allies located in that light gain a flying speed of 30 feet.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.