



PALADIN OATH

OATH OF PURGATION

The Oath of Purgation is dedicated to burning away the unclean, saving society from its foulest elements and then sealing the rot with fire. Their quest is never-ending, for corruption never ceases to spread; but a paladin of Purgation is up to the challenge, their hearts burning with a zealous flame equal to their armaments.

The Oath of Purgation may have different interpretations, of course. Some of its adherents purify the damned or the undead; others focus on psionicists or tainted sorcerers. Still others may interpret their oath through a nationalist lens, purging revolutionaries or other enemies of the state.

TENETS OF PURGATION

Paladins who swear the Oath of Purgation vow to burn away the evils that cripple society.

- **Spare Not the Flame.** Let no trace of evil remain in your wake.
- **Unceasing Zeal.** Be steadfast in your hunt, for even the noblest hearts can hide villainy.
- **Seal the Wound.** Leave no trace of rot unburnt, lest it spring back fouler than before.

OATH OF PURGATION FEATURES

Paladin Level Features

3rd	Oath Spells, Channel Divinity
7th	Aura of Immolation
15th	Cleansing Flames
20th	Flaming Zeal

OATH OF PURGATION SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. The spell counts as a paladin spell for you, but it doesn't count against the number of paladin spells you can prepare.

Paladin Level Spells

3rd	<i>burning hands, protection from evil and good</i>
5th	<i>burning strike^K, enkindle*</i>
9th	<i>remove curse, whirling conflagration^K</i>
13th	<i>fire shield, wall of fire</i>
17th	<i>dawn, holy weapon</i>

Spells marked with a * are custom spells included in an appendix at the end of this document. Spells marked with a K are by KibblesTasty and also included in the appendix.

CHANNEL DIVINITY

You gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

FIRE OF TRUTH

You can use your Channel Divinity to expose foulness for what it is. As a bonus action, you summon a 30-foot radius ring of fire, which lasts for 1 minute. Within the ring, no creature can take the Hide action, and all illusion spells of a level less than or equal to your proficiency bonus are instantly dispelled. Additionally, every creature within the ring must make a Charisma saving throw, or every other creature in the ring knows its alignment.

Any creature moving into or out of the ring on its turn suffers fire damage equal to your paladin level.

PURGE

After you hit a creature with a weapon attack, you can use your Channel Divinity to envelop them in flames. The target must make a Charisma saving throw or be engulfed in holy fire for 1 minute. At the start of each of its turns, it takes fire damage equal to half your paladin level, and it loses any resistance to fire damage it has. At the end of each of its turns, it can reattempt the saving throw, ending the effect on a success.

AURA OF IMMOLATION

Starting at 7th level, you emanate an aura of searing heat. When a hostile creature within 10 feet of you takes fire damage, the damage is increased by an amount equal to your Charisma modifier. A creature can only take this damage once per round. Additionally, you and all allies within 10 feet gain resistance to fire damage.

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

CLEANSING FLAMES

At 15th level, you can channel your holy fire to heal as well as harm. As a reaction after a creature within 30 feet fails a saving throw, you can envelop that creature in healing flames. That creature gains the following benefits:

- They gain temporary hit points equal to your paladin level.
- They may immediately end one condition affecting themselves.

You can use this ability a number of times equal to your Charisma modifier, regaining all uses after a long rest.

FLAMING ZEAL

At 20th level, as a bonus action, you can ignite the fire of your oath and envelop yourself in holy flames. For 1 minute, you gain the following benefits:

- Your movement speed increases by 10 feet, and you can jump a distance equal to your full movement speed.
- The damage of your Purge and Aura of Immolation are doubled. Creatures can now take damage from your Aura of Immolation as many times as they suffer fire damage.
- As a reaction when a creature within your aura attempts a Wisdom or Charisma saving throw, you may force them to reroll the die, keeping the new result.

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

CLEANSING LIGHT

Anytime a creature is enveloped in fire due to any ability of a Purgation paladin, you can consider them to cast light as if they were holding a torch.

OATH OF PURGATION QUIRKS

The following are some optional quirks for a player of this Oath to choose from.

d6 Quirk

- 1 You address even casual acquaintances as "heretic" or "unbeliever".
- 2 You cannot stand spicy food.
- 3 Your pupils occasionally reflect a flickering fire, even when there is no flame around.
- 4 You hate to back down from an argument, and you hate to admit when you are wrong.
- 5 You hate to back down from an argument, and you have definitely never, ever been wrong.
- 6 You like to relax with a glass of ice water.



APPENDIX 1: SPELLS

BURNING STRIKE

2nd-level transmutation

Classes: Paladin, Ranger

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon, imbuing it with licking magic flames. The first time you attack with the empowered item, it bursts into brilliant flames. On a hit, the target takes an additional 4d4 fire damage and begins to burn. On a miss, the target takes half as much damage and does not start to burn.

The burning target sheds bright light in a 10-foot radius and dim light for an additional 10 feet and takes 1d4 fire damage at the end of its turns unless a creature uses their action to put the flames out.

Once an attack has been made with the piece of ammunition or weapon, the spell ends. If you touch a weapon with the Light property, you can immediately make a single weapon attack with it as part of the same action as casting the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, both the initial and ongoing burn damage are increased by 1d4 damage.

ENKINDLE

2nd-level transmutation

Classes: Bard, Druid

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (an unlit candle)

Duration: Concentration, 1 minute

Replaces: *Heat Metal*

You choose a Medium or smaller object not being worn within range, and cause it to rapidly heat to unbearable temperatures. If the object is metal or otherwise not flammable, it glows white-hot; if it is flammable, it is engulfed in flame but not destroyed. If a creature is holding the object, they make a Constitution saving throw at the start of each of their turns, taking 2d4 fire damage on a failure and suffering disadvantage on any ability checks or attack rolls using the item. If they succeed on the saving throw, they take half as much damage and suffer no other effects.

If you maintain concentration for the full 1-minute duration, a non-magical item is melted, reduced to ash, or otherwise destroyed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the fire damage increases by 1d4 for each slot level above 2nd.

WHIRLING CONFLAGRATION

3rd-level transmutation

Classes: Ranger

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, M (a melee weapon you are proficient with worth at least 1 cp)

Duration: Instantaneous

You flourish the weapon used in the casting and then whirl it around, igniting it in whirling conflagration. Make a melee weapon attack against each creature within 15 feet. (Using the same roll against each creature) Each target takes 6d6 fire damage on hit, or half as much on a miss

At Higher Levels. When you cast this spell using a spell slot of 4th Level or higher, it deals an additional 1d6 damage to each target on hit for each slot level above 3rd.

CHANGE LOG

V0.2

- Nerfed Aura of Immolation
- Reworked Cleansing Flames to better fit paladin 15th template
- Swapped in remove curse on the spell list

V0.1.1

- Added a note about torchlight

V0.1

- Rough Draft

CREDITS & REFERENCES:

- Oath of Purgation created by somanyrobots

Spells

- Enkindle by somanyrobots
- Burning Strike & Whirling Conflagration by KibblesTasty

Art

- All art © Wizards of the Coast LLC
- Ash Zealot, by Eric Deschamps
- Legion Guildmage, by Zack Stella

Background Image Stains

- [/u/flamableconcrete](https://watercolors.giantsoup.com/),
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