

# Oath of the Golden Light



*Positively peaceful paladins of the purest heart pledge themselves to the Golden Light; an opulent obcordate oath deeply dedicated to the preservation of people and all living things. They astutely avoid virile, vicious violence and spend their time meandering through the multiverse curing creatures of deathly diseases and healing the helpless and hopeless.*

## Golden Light Tenets

- **Protect the weak.** You must protect all those who cannot protect themselves and make sure they are not exploited by evil's callous, creeping claw.
- **Be the light in the dark.** When surrounded by evil you should always strive for good and righting the wrongs done by those whose light has gone dim.
- **Guide the lost.** You are to be the light that guides a wayward soul back to the path of good when it has strayed to evil.
- **Violence is a last resort.** When faced with a problem, violence should be your last option, never your first. You should never escalate a situation.

## Oath Spells

You gain oath spells at the paladin levels listed. These spells do count against the number of spells you know and can prepare and are always prepared for you. If a spell listed does not appear on the paladin spell list, it is nonetheless a paladin spell for you.

Golden Light Spells	
Paladin Level	Spells
3 <sup>rd</sup>	Healing Word, Protection from Evil and Good
5 <sup>th</sup>	Lesser Restoration, Calm Emotions
9 <sup>th</sup>	Remove Curse, Dispel Magic
13 <sup>th</sup>	Aura of Life, Aura of Purity
17 <sup>th</sup>	Mass Cure Wounds, Greater Restoration

# Channel Divinity

At 3<sup>rd</sup> level you gain access to the following two channel divinity options:

## Kindling Light

When a creature within 30 ft of you that you can see makes an attack roll, ability check, or saving throw you may use your reaction to add your Charisma Modifier to the roll. You can do this before or after the roll but not before knowing the results of the roll.

## Pure of Body

Your touch becomes a holy conduit that can cure others. As an action you may reach out and touch one creature within your reach. The creature you touch is cured of all diseases and any poisons afflicting it. Additionally, a creature that you cure is resistant to poison damage, has advantage on saves against poison, and cannot contract diseases for the next hour.

## Brilliant Aura

At 7<sup>th</sup> level you resplendently radiate a radical golden gleam. This aura extends to a 10 ft. radius around and generates bright light out to an additional 10 ft. You may cease emitting light at any point (no action required) and may begin emitting light again at no action. Any creature within the aura cannot have its HP maximum reduced by any means and creatures of your choice that regain hit points in any way receive additional healing equal to your Charisma modifier. At 18<sup>th</sup> level the aura increases to 30 ft. and the light emitted extends for an additional 30 ft. beyond the aura.

## Golden Sentinel

You have become auspiciously adept at finding and eliminating evil in all its forms. Beginning at 15<sup>th</sup> level any evil aligned creature in your Brilliant Aura cannot lie to you, as if under the effects of Zone of Truth. Additionally, when you use your Divine Sense you also are able to detect the alignment of a creature. Using this you may detect if a creature is good, neutral, or evil but not how lawful or chaotic they are.

## Celestial Form

Beginning at 20<sup>th</sup> level you become an aureate angel of absolution. As a bonus action you can become more delightfully, dutifully divine in appearance. This transformation lasts 1 minute and while you are under its effects you gain the following benefits:

- Your walking speed increases to 60 ft. and you gain a flying speed of 60 ft.
- If you use your Lay on Hands to heal a creature other than yourself, you expend only half the amount of points you normally would have (rounded up).
- Your melee weapon attacks deal an extra 2d4 radiant damage and you gain an extra 1d8 when using your Divine Smite against any evil aligned creature
- Healing spells you cast always roll the maximum amount of healing.

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

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