

# Oath of the Hunt



*Roving ruthless hunters, persistently pursuing prey; this is the immediate image commonly and consistently conjured by most multiversal people when thinking of the Oath of the Hunt. They are primal paladins that protect nature and all its beautiful, booming bounties. They seldom stick in one place often and are rarely found in large, lavish cities, preferring picturesque places they can be in the environment's enchanting embrace and hold little compassion for what they consider weak. Many who take this oath join the wicked, wily Wild Hunt and are always awaiting its callous, captivating call.*

## Hunt Tenets

- **No prey escapes:** After your prey has been selected, it cannot escape. For the hunter to be outsmarted by the quarry is inexcusable.
- **Survival of the Fittest:** Only the strong can survive and the weak must adapt and evolve.
- **Respect nature and its bounties:** Nature provides you many things but it can take them all away if not shown proper respect.

## 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.

Paladin Level	Spells
3	Hunter's Mark, Ensnaring Strike
5	Locate Animals or Plants, Blur
9	Haste, Summon Fey
13	Guardian of Nature, Locate Creature
17	Commune with Nature, Wrath of Nature

# Channel Divinity

At 3<sup>rd</sup> level you gain the following two Channel Divinity options:

## Call the Hunt

You deftly, daringly draw on the power of the Wild Hunt to aid you. As an action you summon a fey creature that has a CR equal to  $\frac{1}{4}$  your current Paladin level (rounded down). The fey you summon lasts until it dies or until the end of your next long rest and is loyal to you and your companions. In combat it rolls its initiative separately and acts of its own will.

## Prey's Bane

As a bonus action you present your holy symbol and select your potentially palatable prey. For the next minute you have advantage on attack rolls against that creature. Additionally, for the next 24 hours you know the location of that creature while it is on the same plane of existence as you. You also know if it leaves to a new plane and which plane it leaves to.

## Hunter's Aura

At 7<sup>th</sup> level the wildlife warmly watches your every step, silently securing your survival. Creatures of your choice within 10 ft. of you can no longer suffer disadvantage on their Dexterity (Stealth) rolls and gain a bonus to their Dexterity (Stealth) rolls equal to your Charisma modifier. This aura extends to 30 ft at 18<sup>th</sup> level.

## Eagle Eyes

At 15<sup>th</sup> level your star-studded senses have become sharpened to near palpable, praiseworthy perfection. Your Passive Perception increases by 5 and as a bonus action you may cast the See Invisibility spell without any components. After you cast it in this way you cannot do so again until you finish a long rest. You can also cast this spell using any spell slots you have of the appropriate level.

## Apex Hunter

Beginning at 20<sup>th</sup> level you can use your bonus action to become more bestial in appearance and your senses heighten beyond that of normal. This transformation lasts 1 hour and while you are under its effects you gain the following benefits:

- You have advantage on Dexterity (Stealth) and Wisdom (Perception) checks
- As a bonus action you can summon fey spirits to aid your hunt. You make a ranged spell attack against one creature within 30 ft. of you. On a hit you deal force damage equal to  $4d10 +$  your Charisma modifier. On a hit a target must also make a Strength Saving Throw or be restrained for 1 minute. A creature may repeat the saving throw at the end of their turns, ending the effect on a success. You may only restrain one creature at a time in this way
- Creatures within 30 ft of you can't benefit from invisibility and you gain Blind Sense out to 30 ft

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

# Oath of the Hunt

Roving ruthless hunters, persistently pursuing prey; this is the immediate image commonly and consistently conjured by most multiversal people when thinking of the Oath of the Hunt. They are primal paladins that protect nature and all its beautiful, booming bounties. They seldom stick in one place often and are rarely found in large, lavish cities, preferring picturesque places they can be in the environment's enchanting embrace and hold little compassion for what they consider weak. Many who take this oath join the wicked, wily Wild Hunt and are always awaiting its callous, captivating call.

## Hunt Tenets

- **No prey escapes:** After your prey has been selected, it cannot escape. For the hunter to be outsmarted by the quarry is inexcusable.
- **Survival of the Fittest:** Only the strong can survive and the weak must adapt and evolve.
- **Respect nature and its bounties:** Nature provides you many things but it can take them all away if not shown proper respect.

## 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.

Paladin Level	Spells
3	Hunter's Mark, Ensnaring Strike
5	Locate Animals or Plants, Blur
9	Haste, Summon Fey
13	Guardian of Nature, Locate Creature
17	Commune with Nature, Wrath of Nature

# Channel Divinity

At 3<sup>rd</sup> level you gain the following two Channel Divinity options:

## Call the Hunt

You deftly, daringly draw on the power of the Wild Hunt to aid you. As an action you summon a fey creature that has a CR equal to  $\frac{1}{4}$  your current Paladin level (rounded down). The fey you summon lasts until it dies or until the end of your next long rest and is loyal to you and your companions. In combat it rolls its initiative separately and acts of its own will.

## Prey's Bane

As a bonus action you present your holy symbol and select your potentially palatable prey. For the next minute you have advantage on attack rolls against that creature. Additionally, for the next 24 hours you know the location of that creature while it is on the same plane of existence as you. You also know if it leaves to a new plane and which plane it leaves to.

## Hunter's Aura

At 7<sup>th</sup> level the wildlife warmly watches your every step, silently securing your survival. Creatures of your choice within 10 ft. of you can no longer suffer disadvantage on their Dexterity (Stealth) rolls and gain a bonus to their Dexterity (Stealth) rolls equal to your Charisma modifier. This aura extends to 30 ft at 18<sup>th</sup> level.

## Eagle Eyes

At 15<sup>th</sup> level your star-studded senses have become sharpened to near palpable, praiseworthy perfection. Your Passive Perception increases by 5 and as a bonus action you may cast the See Invisibility spell without any components. After you cast it in this way you cannot do so again until you finish a long rest. You can also cast this spell using any spell slots you have of the appropriate level.

# Apex Hunter

Beginning at 20<sup>th</sup> level you can use your bonus action to become more bestial in appearance and your senses heighten beyond that of normal. This transformation lasts 1 hour and while you are under its affects you gain the following benefits:

- You have advantage on Dexterity (Stealth) and Wisdom (Perception) checks
- As a bonus action you can summon fey sprits to aid your hunt. You make a ranged spell attack against one creature within 30 ft. of you. On a hit you deal force damage equal to 4d10 + your Charisma modifier. On a hit a target must also make a Strength Saving Throw or be restrained for 1 minute. A creature may repeat the saving throw at the end of their turns, ending the effect on a success. You may only restrain one creature at a time in this way
- Creatures within 30 ft of you can't benefit from invisibility and you gain Blind Sense out to 30 ft

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