

# Oath of the Witch-Blade



*Paladins of the Witch-Blade are deeply and diligently devoted to both mystifying magic mixed with melee might. They use their knowledge of the occult to excellently empower and enhance themselves and allies alike. They powerfully protect practitioners of magic and seek to spread secrets of the arcane to all who will lovingly and lawfully learn while dauntlessly disciplining derelict wizards who woefully misuse magic.*

## Witch-Blade Tenets

- **Strength of mind and body.** The strength of your mind should be equal to the strength of your body. Both are your weapons and should be honed to perfection.
- **Magic's might shall not be abused.** Magic and its flow are powerful forces of nature that the wicked would waste. You are not to allow the arcane to be abused by the forces of evil.
- **Knowledge should be shared.** The secrets of magic are not only for the elite. Knowledge in all forms should be given to the masses as everyone benefits when knowledge is plentiful.

## 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.

Witch-Blade Spells	
Paladin Level	Spells
3 <sup>rd</sup>	Detect Magic, Guiding Bolt
5 <sup>th</sup>	Magic Weapon, Misty Step
9 <sup>th</sup>	Intellect Fortress, Counterspell
13 <sup>th</sup>	Guardian of Faith, Find Greater Steed
17 <sup>th</sup>	Holy Weapon, Steel Wind Strike

## Arcane Secrets

When you choose this oath at 3<sup>rd</sup> level you gain proficiency in both Arcana and History and can select two cantrips from the Wizard spell list. These spells count as paladin spells for you.

## Channel Divinity

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

### Aegis

As a reaction while being attacked you can present your holy symbol and create a magical shield to protect you. Your AC increases by an amount equal to your Charisma modifier until the end of your next turn and attack rolls against you have disadvantage for this same duration.

### Excalibur

You can use your Channel Divinity to guide your strikes and empower your weapon. As a reaction after making a weapon attack roll you can add +10 to the roll. You can do this after the roll, but before you know the results. If the attack hits, it deals bonus force damage equal to your Charisma modifier.

## Arcane Aura

At 7<sup>th</sup> level magical energy emanates from you out to a 10 ft. radius. Creatures of your choice within this aura have advantage on saving throws against spells and other magical effects. Additionally, attacks made with weapons are considered magical for the purposes of overcoming resistances and immunities when made from within this aura. This aura extends to 30 ft. at 18<sup>th</sup> level.

## Mage Knight

At 15<sup>th</sup> level you become adept at both magic and melee combat. When you use your action to cast a spell you may use your bonus action to make one melee attack against a creature and any cantrips you cast deal extra damage equal to your Charisma modifier.

# Enhanced Channel Divinity

Also at 15<sup>th</sup> level you learn to use your divine magic to empower your allies. When using your Channel Divinity feature, you may now use it in the following two ways:

## Far Aegis

You may now intervene in the assault of one of your allies. As a reaction when an ally within 30 ft. that you can see is attacked, you may grant them the benefit of your Aegis feature.

## Distant Excalibur

You may now guide and empower your allies strikes. As a reaction when an ally within 30 ft. that you can see makes a weapon attack roll you can give them the benefits of your Excalibur feature.

# Arcane Sentinel

Beginning at 20<sup>th</sup> level you can use your bonus action to become empowered by arcane energy. This transformation lasts 1 minute and while you are under its affects you gain the following benefits:

- You and allied creatures within 30 ft. of you have advantage on spell attack rolls.
- You and allied creatures within 30 ft. of you gain a +1 bonus to their spell save DC.
- You can add your Charisma modifier to spell and weapon damage you deal.
- When you or creatures allied with you succeed on a saving throw against a spell, they may gain temporary hit points equal to the level of the spell.

Once you use this ability you can't do so again until you finish a long rest.



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