DUALINK

Oath of the Windrunner

Subclass



Stormlight Archive Edition

Oath of the Windrunner

Windrunners are guardians above all else. Bound by honor and driven by their oaths, they protect those who cannot protect themselves. With the power of Stormlight and the bond of a windspren, they move like the wind across the battlefield, shielding allies and striking with radiant force.

Tenets of the Windrunner

Life Before Death, Strength Before Weakness, Journey Before Destination

This is the First Ideal, the foundation of all Radiants. You must value life, act with purpose, and honor the path you walk.

I Will Protect Those Who Cannot Protect Themselves

You must stand as a shield for the weak and the vulnerable, regardless of the cost.

I Will Protect Even Those I Hate, So Long As It Is Right

Protection is not limited to those you care for. You must rise above personal feelings and do what is just.

I Will Protect Myself, So That I May Continue to Protect Others

You are not expendable. Preserving your own life ensures you can continue to fulfill your duty.

Oath Spells

You gain oath spells at the paladin levels listed.

- 3rd: *feather fall, shield of faith*
- 5th: *gust of wind, warding bond*
- 9th: *fly, spirit guardians*

- 13th: *freedom of movement, guardian of faith*
- 17th: *greater restoration, steel wind strike*

Channel Divinity

At 3rd level, you gain the following two Channel Divinity options.

Gravitation Surge

As a bonus action, you channel Stormlight into your movement for 1 minute:

- Your jump distance is tripled
- You can move across vertical surfaces during your turn without falling
- Opportunity attacks against you are made with disadvantage

Protector's Call

As a reaction when a creature within 30 feet of you takes damage, you reduce that damage by 2d10 + your paladin level, then move up to your speed toward that creature without provoking opportunity attacks.

Windrunner Surges

At 3rd level, you gain access to the Surges of Adhesion and Gravitation, allowing you to reshape your Divine Smite into manifestations of Stormlight.

When you hit a creature with a melee weapon attack and use your Divine Smite, you can choose one of the following Surge options. You still expend a spell slot as normal.

Adhesion: Full Lashing

Your Divine Smite deals force damage instead of radiant damage.

The target must succeed on a Strength saving throw against your

spell save DC or become restrained until the end of your next turn.

A restrained creature can repeat the saving throw at the end of its turn, ending the effect on a success.

Gravitation: Reverse Lashing

Your Divine Smite deals thunder damage instead of radiant damage.

A 30-foot radius area centered on the target becomes warped by gravity until the start of your next turn.

- The area is difficult terrain
- When a creature starts its turn in the area, it must succeed on a Strength saving throw or be pulled 10 feet toward the target

Aura of Gravitation

Starting at 7th level, you project a field of altered gravity that repels your enemies.

While you are conscious, hostile creatures within 10 feet of you are affected by your aura:

- When a hostile creature starts its turn in the aura, it must succeed on a Strength saving throw against your spell save DC or be pushed 10 feet directly away from you
- Ranged attack rolls against you are made with disadvantage

A creature that succeeds on the saving throw is immune to the forced movement of this aura until the start of its next turn.

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

Stormlight Resilience

At 15th level, Stormlight reinforces your body and spirit. You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. Additionally, at the start of each of your turns, if you have at least 1 hit point, you regain hit points equal to your Charisma modifier

Windrunner Ascendant

At 20th level, you fully embody the ideals of protection and motion.

As an action, you enter a radiant state that lasts for 1 minute:

- You gain a flying speed equal to twice your walking speed and can hover
- When a creature within 30 feet of you takes damage, you can use your reaction to reduce that damage by 1d10 + your Charisma modifier
- When you hit a creature with a weapon attack, you can move it up to 10 feet in any direction

Once you use this feature, you cannot use it again until you finish a long rest.