DUALINK

Oath of Sunlight

Paladin Subclass



Dark Souls Edition

Oath of Sunlight

Paladin Sacred Oath

Paladins of the Oath of Sunlight are warriors who walk toward a light they may never reach, and who refuse to walk alone. They leave golden signs for strangers, answer every call, and hurl spears of lightning into the dark. To them, a fight shared is already half won.

Tenets of Sunlight

Jolly Cooperation. Answer those who call for aid. No one should face the dark alone.

Seek Your Sun. Hold to the purpose that drives you, even when the road offers no reason to.

Stand Together. Fight beside your allies, and never leave one behind while you can still stand.

Praise the Sun. Meet despair with joy. Cheer is a light others can carry.

Oath Spells

When you take this oath at 3rd level, you begin gaining oath spells at the paladin levels listed below.

3rd: *guiding bolt, shield of faith*
5th: *aid, flaming sphere*
9th: *daylight, lightning bolt*
13th: *guardian of faith, storm sphere*
17th: *dawn, flame strike*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Lightning Spear. As an action, you hurl a spear of lightning at a creature you can see within 120 feet of you. Make a ranged spell attack. On a hit,

the target takes lightning damage equal to 2d10 + your paladin level.

Golden Sign. As a reaction when another friendly creature you can see within 60 feet of you is hit by an attack, you teleport to an unoccupied space within 5 feet of that creature. If the attacker is within your reach, you can make one melee weapon attack against it as part of this reaction.

Aura of Jolly Cooperation

Starting at 7th level, while you are conscious, you and friendly creatures within 10 feet of you fight as one. Once per turn, when a creature in the aura hits a creature that is within 5 feet of another friendly creature, the attack deals an extra 1d4 lightning damage.

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

Never Alone

Beginning at 15th level, you have resistance to lightning damage. When you use Golden Sign, the triggering attack deals half damage to its target. When you arrive, each hostile creature within 5 feet of you takes lightning damage equal to your Charisma modifier (minimum of 1). You can also use Golden Sign without expending a use of Channel Divinity a number of times equal to your Charisma modifier (minimum of 1), regaining all expended uses when you finish a long rest.

Become the Sun

At 20th level, as an action, you blaze with the light you have been chasing.

For 1 minute, you gain the following benefits:

- You shed bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.
- The extra damage from Aura of Jolly Cooperation increases to 1d8.
- As a bonus action on each of your turns, you can hurl a Sunlight Spear. Make a ranged spell attack against a creature you can see within 120 feet of you. On a hit, the target takes 4d10 + your Charisma modifier lightning damage.

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