

Paladins

THIS DOCUMENT COVERS THE SUBCLASSES of the staunchly loyal and devoted of warriors in Rhyonis; Paladins. Anyone with a strong enough belief in a force, power, cause, or entity, can hone their skills in service of their devotion can become a Paladin. They take up oaths that, in turn, enhance their abilities to make them paragons of their ideologies.

The following Oaths are native to Rhyonis but are compatible with any 5e setting at the DM's discretion: *Arcanobastion*, *Deadeye*, *Dragon Knight*, *Slayer*, *Spirit Walker*, and the *Time Warden*.

All Rhyonis Homebrew content was made by myself, Rhyonis creator, Austin Rose. Thank you for taking a look at my work and I hope you look forward to seeing more! Until next time, remember, in a cold and dark world, we are each other's warmth and light!

OATH OF THE ARCANOBASTION

WALKING WARDS

The Oath of the Arcanobastion is a rare one indeed and only taken on by those who have a connection to arcane magic. This connection can be from a magical bloodline, a previous study with magic, or even an entrustment with magical secrets from an accomplished mage. Many Arcanobastions work alongside mages as devoted defenders and live up to their name as powerful beings of overwhelming magic. These deadly paladins are just as physically imposing as they are magically durable. Very rarely can an Arcanobastion be bested in battle by mage or warrior as they are a seamless blend of the two.

PILLARS OF DEFENSE

If an Arcanobastion comes into the service of another, they are renowned for their ability to defend themselves and cancel the magical abilities of a spellcaster that stands against them. They will work in the pursuit of furthering their understanding of the magical world around them, but also enjoy lending their aid to defend those who have a deeper understanding of the arcane. An Arcanobastion may work for gold or study, lending their skills and prowess to earn their keep or even be taught more magical abilities that they may not otherwise come across.

OATH SPELLS

Upon taking the Oath of the Arcanobastion at level 3, you naturally take on some magical abilities that manifest far differently than those of other oaths. These spells are automatically prepared for you and do not count against the total number of spells you may prepare. If a spell is not normally a Paladin spell, it is considered one for you.

OATH SPELLS

Paladin Level	Oath Spells
3rd	Armor of Agathys, Shield
5th	Arcane Lock, Warding Bond
9th	Counterspell, Glyph of Warding
13th	Fire Shield, Reflect Spell
17th	Force Field, Lazuli's Lotus Halo*

*- Rhyonis Homebrew spell found below

CHANNEL DIVINITY

At 3rd level, you bring forth the magical ability you possess to perform wondrous feats of spellcasting and defend yourself. You may expend a use of your Channel Divinity to perform either of the following actions:
Abjure Self. When you take damage from any source, you can use your Reaction to expend a number of hit dice equal to your Charisma Modifier to reduce the damage you suffer by the total rolled. Afterward, you gain temporary hit points equal to the number of hit dice spent plus your Charisma Modifier. These temporary hit points last until you take a long rest, are depleted through damage, or are replaced by a greater source of temporary hit points.
Ward of the Bastion. As a Bonus Action, you generate a magical ward around you that can absorb damage and regenerate over time. You gain temporary hit points equal to your Charisma Modifier and they are replenished at the start of each of your turns for the next minute. After this minute ends, you lose all persisting temporary hit points, but are healed for the same amount if you are missing any hit points.

AURA OF ABJURATION

Starting at 7th level, while you are concentrating on any Abjuration spell, you also gain resistance to bludgeoning, piercing, and slashing damage. This effect extends to all allies within 10 ft. of you, and at level 18 this range is increased to 30 ft.

ABSORB ABJURATION

Upon reaching 15th level, as a Free Action on your turn, you are able to convert your

temporary hit points into magical healing once per short rest. Additionally, while you have temporary hit points, you deal an additional amount of force damage with your *Divine Smite* equal to your temporary hit points. This additional damage may only be applied once per turn.

ARCANOBASTION

At 20th level, you are able to magically transform yourself into a destructive force of untethered spell energy. As a Bonus Action on your turn, and for one minute after, you gain immunity to force damage, resistance to physical damage, gain a bonus to hit with your melee weapons equal to your Charisma Modifier, and deal additional force damage with your melee weapons equal to your Charisma Modifier. After this effect ends, the rampant energy you took on tears you apart, and you suffer 1d4-1 levels of Exhaustion (Minimum of 1).

OATH OF THE DEADEYE

DRIVEN TO PRECISION

Certain sharpshooters obsess over their craft to a near fanatical level. They spend countless hours and arrows looking down the line of their bow, honing their precision and accuracy. While some archers think of the weapon as simply a weapon, Deadeyes consider their bow to be an extension of their very soul. These warriors fire volley after volley, splitting arrows with each strike, proving they earn their name and title.

DEADLY SNIPERS

Deadeyes are unparalleled shots and incredibly deadly when they find a target in their sights. Seemingly against all odds, these archers can deal bursts of severe damage to wipe out their foes. While assassins stick to the shadows and wait for the moment to strike, a Deadeye will have very little patience and time to wait for their prey to find an opportune position for them. No, Deadeyes are much more abrasive, eager to show their skills and bolster their allies' resolve to fell their enemies.

OATH SPELLS

Upon taking the Oath of the Deadeye at level 3, you learn some magic that develops alongside your skills. These spells are automatically prepared for you and do not count against the total number of spells you may prepare. If a spell is not normally a Paladin spell, it is considered one for you.

OATH SPELLS

Paladin Level	Oath Spells
3rd	Hail of Thorns, Hunter's Mark
5th	Acid Arrow, Cordon of Arrows
9th	Fire Arrows, Lightning Arrow
13th	Arcane Eye, Locate Creature
17th	Conjure Valley, Swift Quiver

CHANNEL DIVINITY

At 3rd level, you replace your existing Fighting Style with *Archery*, granting you a +2 bonus to attack rolls. Additionally, you hone in your ire with deadly precision to perform a special ability. You may expend a use of your Channel Divinity to perform either of the following actions:

Focus Ire. As a Bonus Action, you focus your drive into your bow to drive back your enemies. For the next minute, you are able to use *Divine Smite* when you make an attack with a longbow, but you must expend the spell slot as you declare the attack.

Focus Shot. As a Bonus Action, you focus to land every shot you make. For the next minute, you gain advantage on all attack rolls you make with a longbow.

AURA OF PRECISION

At level 7, you and allies within 15 ft. of you gain a bonus to attack rolls equal to half of your Proficiency Bonus. The range of this aura increases to 30 ft. at level 18.

CONSTANT FOCUS

Starting at level 15, you are now always able to use *Divine Smite* with a longbow. Now, when you use your *Focus Ire* Channel Divinity, you do not need to expend the spell slot for your *Divine Smite* until you know the result of the attack roll. Additionally, while your *Focus Ire* is active, your *Divine Smite* deals an additional 1d8 radiant damage.

PERFECT SHOT

At level 20, your devotion to precision is unmatched and you can even turn your failures into success. Once per long rest equal to your Charisma Modifier, when you would miss with an attack made with a longbow, you can choose to hit instead.

OATH OF THE DRAGON KNIGHT

SWORN TO THE WYRMS

It is no secret that dragons are among the most powerful creatures to ever walk the realm of Rhyonis. Throughout the course of time over the realm, these entities have proven to be masters of magic, brilliant creators, fearless leaders, and devastating antagonists. With all their greatness and almighty power, they could not help but draw the adoration of the First People they sought to teach or destroy. Few of these humanoids have proven truly worthy of a Wyrms's aide, but those that do are blessed with truly awesome power. These beings, known as Dragon Knights, are paragons of ancient magic, defenses, and capabilities that reflect the might of their Draconic Idol. It's said that anyone who rises to the rank of Dragon Knight will inevitably lend their hand to the betterment, or collapse, of society.

DWINDLING RANKS

Since the War of Draconic Divergence and the Quelling of the Fire Worn Spires, the total population of dragons through Rhyonis has diminished greatly. It's unknown just how many are left swimming in the Continental Sea, burrowing through the Gravel Way, or soaring through the clouds, but it is known that just as the number of Wyrms has dwindled, so too has the number of Dragon Knights across the realm.

OATH SPELLS

Upon swearing your Oath to your Draconic Idol at 3rd level, you gain the ability to cast certain magics that reflect the nature of your Idol. These spells count as Paladin spells for you if they are not otherwise, you always have them prepared, and they do not count against the total number of spells you may prepare. Most levels of Oath Spells offer a universal spell and one that may only be cast using your Idol's element. Additionally, each Dragon Knight is taught to harness draconic magic with each of their blows; you learn a special version of the *Green-Flame Blade* cantrip that reflects the damage type of your Draconic Idol.

OATH SPELLS

Paladin Level	General Spells
3rd	Earth Tremor
5th	Dark Vision
9th	Fear, Fly
13th	Compulsion
17th	Seeming

OATH SPELLS

Paladin Level	Idol-Specific** Spells
3rd	Green-Flame Blade
5th	Dragon's Breath
9th	—
13th	Elemental Bane
17th	Summon Draconic Spirit

**Damage type determined by your Idol. A Draconic Idol's associated element will be listed below, and if the spell in question does not normally deal this damage type, it is capable of doing so for you through the power of your devotion to your Idol. Mechanical dragons can be crafted to reflect any other type of dragon depending on how they were made. Work with your DM to build your Idol's story and determine their features based on an existing dragon type.

DRCONIC IDOLS

Idol Color	Damage Type/Green-Flame Blade Variation
Aquarieds	Bludgeoning/Piercing/Slashing, Tidal Torrent Icislake
Cold, Argent-Breath Sweep	
Inferheart	Fire, Ravenous Reaping
Mechanical	Any other of the existing types
Necroserer	Negative, Death Pulse
Prismatic	Radiant, Divine Strike
Temportalon	Lightning, Ozone Arc
Vinrites	Poison, Toxic Touch
Vitrihorn	Acid, Corrosive Slash
Wytych Stone	Psychic, Psionic Spear

CHANNEL DIVINITY

At 3rd level, you can harness your Idol's ferocity through your actions in combat. You may expend a use of your Channel Divinity to perform either of the following actions:

Draconic Smiting. As a Bonus Action, you can cause your *Divine Smite* to deal damage coinciding with your Draconic Idol's color. This damage change lasts until you finish a long rest. Once you reach level 10, while this feature is active, you are considered to have a special version of the *Elemental Adept* feat for your Idol's damage type.

Relentless Endurance. When damage against you would knock you unconscious but not kill you outright, you can expend a use of your Channel Divinity to instead remain conscious with one hit point.

AURA OF THE ASPECT

Starting at 7th level, your connection to your Idol is rather apparent as you project an aura of their essence. The aura has a range of 10 ft, but extends to 30ft. upon reaching level 18 in this class.

Aquarieds, Watery Shield. A shifting bubble of water moves about you to deflect incoming attacks. A number of times per combat equal to your Charisma Modifier, the water moves to impose disadvantage on an attack targeted at you or an ally. This costs no action on your end.

Iciscake, Snow Cloak. A brisk flurry of snow surrounds you, granting resistance to cold damage to you and allies in range. You are additionally covered in a layer of frost that damages melee attackers for an amount of cold damage equal to your Charisma Modifier (Minimum of 1).

Inferheart, Scorching Presence. You swell a powerful warmth with every heart beat. This warmth grants you and all allies within 10 ft. of you resistance to fire damage. You additionally burn to the touch, causing melee attackers to suffer fire damage equal to your Charisma Modifier (Minimum of 1).

Mechanical, Replicating Aura. Your Idol's composition matches that of an existing dragon, determined at the time you choose this subclass.

Necroserer, Death Cloud. Darkness drips off your body and weapons like ink and you leave puddles of evaporating shadow with each step. You and all allies within 10 ft. of you have resistance to necrotic damage. You additionally draw the Life Essence from those who strike you, dealing an amount of necrotic damage equal to your Charisma Modifier (Minimum of 1) to melee attackers.

Prismatic, Glorious Halo. Divine light gathers around your head, granting you a small halo. The halo sheds bright light out 5 ft. and dim light another 5ft. Beyond that. You may dismiss or summon the halo at any time as a free action. You and all allies within 10 ft. of you have resistance to radiant damage. You additionally pour divine light from your wounds, dealing an amount of radiant damage equal to your Charisma Modifier (Minimum of 1) to melee attackers.

Temporalon, Ozone Globe. The electricity in your body constantly has the hair of all around you rise as you draw in electricity. You and all allies within 10 ft. of you gain resistance to lightning damage, and you additionally shock melee attackers, dealing lightning damage equal to your Charisma Modifier (Min. 1).

Vinrites, Anti-Toxin. You purify the deadly nature of poisons and toxins around you. You and allies within 10 ft. of you have resistance to poison damage. You additionally bleed a corrosive poison, dealing an amount of poison damage equal to your Charisma Modifier (Minimum of 1) to melee attackers.

Vitrihorn, Biting Being. You and all within 10 ft. of you gain resistance to acid damage as clouds of noxious fumes swirl around and out from you. Enemies that strike you with melee attacks take acid damage equal to your Charisma Modifier (Minimum of 1).

Wytych Stone, Crystalline Mind. Your mind pulses berating energy waves, causing the air to hum around you. You and all allies within 10 ft. of you have resistance to psychic damage. You additionally psychically strike back against assailants, dealing an amount of psychic damage equal to your Charisma Modifier (Minimum of 1) to melee attackers.

WYRM'S RESILIENCE

At 15th level, your Idol has bestowed upon you some of their greatest defensive capabilities. Once per long rest, you gain a single Legendary Resistance point, allowing you to choose to succeed a saving throw in the event you fail one.

DRACONIC MIGHT

At 20th level, your ferocity is matched only by that of your Idol. Once per long rest, you may use your Bonus Action to enter a devastating Draconic Rage. This rage functions like that of the Barbarian class feature but with the following changes:

- This rage does not break concentration on a spell you are concentrating on at the time of activating this ability.
- You may still cast spells while raging in this manner but they must be from your Oath Spell list.
- You gain immunity to your Idol's element type.
- You deal an additional amount of damage with your melee attacks equal to your Charisma Modifier corresponding damage type of your Idol.

OATH OF THE SLAYER

SCOURGES OF THE DAMNED AND CURSED

For one reason or another, those who take on the Oath of the Slayer vow to hunt those who would prey upon the innocent. These forces take the form of many horrible creatures, but those that are of a fiendish, undead, or lycanthropic nature are considered particularly atrocious. Slayers will pit their lives against these creatures selflessly and fight with a zealous fervor to ensure their darkness won't spread. Running the full scale of intensity, Slayers are known to be brutal warriors that laugh in the face of danger and seek to purify the world of the beings they hunt, which also hunt them.

HUNTED BY THEIR HUNTED

Across the world, the brave souls that take up the Oath of the Slayer invite darkness into their lives and, willingly, throw themselves headfirst as a durable line of defense against these creatures. While the wheelhouse of the Slayer is vast and mighty, the foes they face are just as daunting. It's incredibly rare to find a Slayer that hasn't been brought within an inch of their life while fighting in the line of duty. Those who manage to survive long enough often carve out a name for themselves as fierce bastions of defense that are a frightening sight to behold. Those are few and far between, though, and most Slayers become little more than a footnote in the lengthy legacy of the evil of the realm.

OATH SPELLS

Upon taking the Oath of the Slayer at level 3, you naturally take on some magical prowess that can be used to drive back the forces you seek the eradicate from the face of the earth. These spells are automatically prepared for you and do not count against the total number of spells you may prepare. If a spell is not normally a Paladin spell, it is considered one for you.

OATH SPELLS

Paladin Level	Oath Spells
3rd	Hunter's Mark, Alarm
5th	Gentle Repose, Lesser Restoration
9th	Daylight, Magic Circle
13th	Aura of Life, Locate Creature
17th	Dawn, Greater Restoration

CHANNEL DIVINITY

At 3rd level, you invoke the power of your determination to cleanse the world of the creatures that lurk in the dark. You may expend a use of your Channel Divinity to perform either of the following actions:

Devoted Assault. As a Bonus Action, you harness your devotion to your cause into deadly force against your foes. For the next minute, against fiends, undead, and lycans, you gain a bonus to attack and damage rolls equal to your Proficiency Bonus.

Battle the Darkness. As an Action, you steel your nerves and brace yourself for the perils ahead. For the next minute, you gain resistance to necrotic damage, your hit point maximum cannot be reduced, and you have advantage in saving throws against fear and charm, nor can you be affected by curses or diseases. Furthermore, if you are charmed or frightened

when you cast this feature, it immediately ends the effect on you.

AURA OF REPOSE

Starting at 7th level, you and allies within 10 ft. of you are immune to effects that would turn you into an undead or lycan creature, as well as the effects of decay. This aura ends if you die and you decay as normal. At level 18, the range of this effect extends to 30 ft.

SLAYER'S SMITE

At 15th level, when you use *Divine Smite* against a fiend, undead, or lycan, you reroll 1s and 2s rolled for your *Divine Smite*.

PURIFYING PARAGON

At 20th level, when you slay a fiend, undead, or lycan with *Divine Smite*, you instead purify its soul, knocking it unconscious and returning it to its cleansed, humanoid state.

OATH OF THE SPIRIT WALKER

POWERFUL CHANNELERS

Spirit Walkers are Paladins who find themselves drawn to their guiding spirits, be they ancestors or just friendly entities that have begun to take a liking to the Paladin. Though it isn't necromantic magic that draws the spirits to the Paladin, some are perturbed by the manifestation of spirits. Very rarely do Spirit Walker Paladins come into the world who wish to do harm with their spirits. Most, if not all, are benevolent and work with the spirits that guide them to protect and aid their allies. Even the Spirit Walkers who do lean more towards a chaotic or evil nature are playful-natured channelers and work with their spirits to cause their enemies to fumble, reveling in a little bit of disorder.

BLESSED MEDIUMS

Many Spirit Walker Paladins are sought out to commune with the dead for the living who have not found peace with their grief. They are often believed to be chosen by the spirits who flock to them for their pure hearts and good nature while, in some cases, Spirit Walkers are chosen by the spirits as a sort of penance for misdeeds they have performed during their lifetime. In this case, the spirits aim to save the soul of the Paladin before it is truly lost. Whatever the purpose is behind the Spirit Walker being targeted, it is incredibly rare to find an entity more in tune with the dead and capable of channeling their spirits to the land of the living.

OATH SPELLS

Upon taking the Oath of the Spirit Walker at level 3, you naturally take on some magical prowess that can be used to call upon fallen spirits. These spells are automatically prepared for you and do not count against the total number of spells you may prepare. If a spell is not normally a Paladin spell, it is considered one for you.

OATH SPELLS

Paladin Level	Oath Spells
3rd	Bane, Unseen Servant
5th	Healing Spirit, Spiritual Weapon
9th	Speak With Dead, Spiritual Guardians
13th	Guardian of Faith, Arcane Eye
17th	Dominate Person, Steel Wind Strike

CHANNEL DIVINITY

At 3rd level, you invoke the spirits you walk alongside to perform a special ability. You may expend a use of your *Channel Divinity* to perform either of the following actions:

Spiritual Rebuke. When you, or an ally within 60 ft of you, is damaged by a hostile creature, you can use your Reaction to have the spirits protecting you attack the foe. The foe is forced to make a Dexterity saving throw using your Paladin spell save DC, or take damage equal to the damage dealt by the triggering effect, or half as much on a successful save.

Phantasmal Protectors. As an Action on your turn, you can cause your spirits to manifest and cause spectral images of you to appear, casting *Mirror Image*.

AURA OF WARDING SPIRITS

At level 7, the spirits that defend you bolster your defenses, pushing back attacks that would hit you and nearby allies. You and allies within 10 ft. of you have a bonus to AC equal to $\frac{1}{2}$ your Proficiency Bonus, rounded up.

POSSESSING GLANCE

Starting at level 15, you can cause one of your spirits to take control over an enemy you can see within 30 ft. of you. The target must make a Charisma saving throw versus your spell save DC or be under the effects of a Ghost's *Possession* ability, acting under your control and following your commands.

SPECTRAL FORM

At level 20, you gain the ability to temporarily shed your physical form to take on the qualities of the spirits you walk with. You gain all special abilities, traits, and actions of a Ghost. Also, while in this form, you do not count as undead and retain the use of all of your Paladin abilities, including Spellcasting. This ability lasts for a number of hours equal to your Charisma Modifier (min. 1), is a Bonus Action to activate, and can be canceled early as a Bonus Action. Once you use this feature, you may not do so again until you complete a long rest.

TIME WARDEN SACRED OATH

WANDERING RIFTS

A Time Warden has not walked the realm of Rhyonis since Malirica's destruction at the hand of The Mistress. The entirety of the Clergy of Malirica vanished alongside the Deity of Time, as well as all their knowledge and teachings. Time Wardens were the boldest of the Clergy, having the ability to expedite their allies or hamper their foes with just their presence. Their devotion to Malirica had been rewarded with seamless movement through the fabric of time, but even that wasn't enough to save them from sharing the fate of the Time Architect. As they ebb and weave through timelines, Time Wardens can briefly vanish to escape danger or gain the jump on a fearsome foe.

OATH SPELLS

When you take on the Oath of the Time Warden at level 3, your faith in Malirica provides you with two spells per level that count as Oath spells for you. This means they are always prepared and do not count against the number of spells you may prepare, and they count as Paladin spells for you if they otherwise are not.

OATH SPELLS

Spell Level	Spells
1st	Bless, Bane
2nd	Misty Step, Mirror Image
3rd	Haste, Slow
4th	Banishment, Dimension Door
5th	Anomaly*, Far Step

*- Rhyonis Homebrew spell found below

CHANNEL DIVINITY

At level 3, you gain the ability to expend your use of *Channel Divinity* to perform one of the following abilities:

Time Flux. At the call for initiative, you can expend your *Channel Divinity* to grant yourself and a number of allies equal to your Charisma Modifier (Minimum of 1) advantage on your Initiative rolls.

Shunt. As an Action on your turn, you can cause a target within 30 ft. of you to make a Charisma saving throw against your spell save DC or be sent into a pocket dimension until the end of its next turn.

UNSTABLE AURA

At level 7, you project an unstable aura that alters the flow of time around you slightly. You and allies that start their turn within 10 ft. of you gain a bonus 10 ft. to movement speed until the end of their turn. Additionally, enemies that start their turn within 10 ft. of you have a penalty of 10 to their movement speed until the end of their turn. The range of this aura extends to 30 ft. at level 18.

MIRACULOUS LUCK

Starting at level 15, you are able to thread realities like child's play. You gain the *Lucky* feat with a number of Luck points equal to your Charisma Modifier.

TIME WARDEN

At level 20, you are a paragon of Malirica, and you no longer age, nor can you be aged magically. Additionally, you can become a minor aspect of Malirica for one minute. This persists for 1 minute, so long as you remain alive. While transformed, you become a timeless ephemeral form with the following effects:

- Your weapon attacks deal an additional amount of force damage equal to your Charisma Modifier.
- You are under the effects of the *Anomaly** and *Foresight* spells.
- You recover 20 hit points at the start of each of your turns.

*- Rhyonis Homebrew spell found below

ANOMALY

4th-level Conjuration

Casting Time: 1 action

Range: Self

Components: S, V

Duration: 1 Minute

You draw a sigil in the air around you that dissipates and casts a faint, blurry aura around your form. Starting at the beginning of the next round, you may take your turn at any point during the initiative order, except during someone else's turn. If you have used your reaction for this Round, after shifting your turn

with *Anomaly*, you reset your reaction for this Round of combat, resetting again at the top of the order or your next use of *Anomaly*. After the spell ends, you return to your original spot in the order.

LAZULI'S LOTUS HALO

5th-level Abjuration

Casting Time: Action

Range: Self

Components: V, S, M (a piece of Sand of St. Nihaan)

Duration: 1 Hour

A halo in the form of a lotus radiates from the back of your head. It has eight petals that each glow with a particular color of light and reflects a damage type it grants you resistance to. Red, fire; Orange, lightning; Yellow, thunder; Green, acid; Blue, cold; Indigo, force; Violet, psychic; and White, radiant. For the duration of the spell, this halo exists around your head and sheds bright light out to 15 ft. and dim light 15 ft. beyond that. The first time you take damage of a given type, you have resistance to that source of damage and the associated petal fades and wilts from the halo. You also have advantage on all saving throws during the duration of the spell but the first time you make the associated save, you lose the advantage for that particular saving throw unless you have advantage from another source. The spell ends early if all of the petals are used and wilt.

Casting this spell at higher levels:. If you cast this spell using a spell slot of 6th level or higher, you may affect one additional target within 30 ft. for each spell level beyond 5th.