

ARCANE EMPORIUM, Vol. XIV

WELCOME TO THIS MONTH'S EDITION OF Arcane Emporium, a monthly publication presented by Dungeon Master's Workshop. Arcane Emporium is a catalogue of homebrew rules, weapons, spells, monsters, and much more. Our mission is to provide the best content for Dungeons & Dragons, and roleplaying in general.

The feature article this month is **Paladin Orders**. Included in this article you will find three new options for paladins: the Oath of Inquisition, the Oath of Radiance, and the Oath of the Storm.

This month's volume is available entirely for free. To support us to produce more content, please consider pledging on our [Patreon](#). Even just \$1 a month helps us to continue creating new material for your enjoyment.

We're also happy to announce that we are working on a new adventure that will be available for sale. The adventure will be set in the Forgotten Realms and will build on the Tyranny of Dragons storyline. Stay tuned for more information.

As well, don't forget to check out our sponsor, **Wyrnwood**. Wyrnwood offers many high-quality gaming accessories, ranging from dice vaults to card deck boxes, and they now have game master screens available for pre-order. If you see anything you like, you can use the coupon code 'DMW' to get free domestic shipping on your purchase.

Dungeon Master's Workshop is also accepting submissions for new content from the community. If you wish to become a contributor, either to this periodical or to the main website, reach out to us at dungeonmastersworkshop@gmail.com.

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CREDITS

This volume was made possible by our dedicated readers and patrons, as well as the sponsorship of Wyrnwood. The following art has been used in this volume:

- "Bretonia" by Rado Javor
- "Elspeth" by Michael Komarck

PALADIN ORDERS

The following Sacred Oaths are available in addition to those presented in the *Player's Handbook*.

OATH OF INQUISITION

Paladins who have taken the Oath of Inquisition, often called Inquisitors, specialize in fighting spellcasters. Usually found in places where certain kinds of magic are outlawed, they train extensively to gain potent abilities that aid them in their task of defeating their sworn foes.

TENETS OF INQUISITION

The exact words of this oath are often tailored to a particular faith, but some orders exist outside formal religions. No matter the specifics, paladins of this oath share these tenets.

Valour. My foes wield power that can sunder nations. I must be strong enough to face them or to contain the consequences of their success.

Enmity. My foes can turn my own thoughts against me. No matter what, I must not open myself to their influence.

Absolutes. I can't allow my qualms to get in the way of protecting the world against my enemies. The cost of failure is greater than any cost to success.

Atonement. Should I fail to protect those harmed by my enemies, I must help alleviate their suffering.

OATH OF INQUISITION FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Warding (10 ft.)
15th	Spellguard
18th	Aura of Warding (30 ft.)
20th	Spellbreaker

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Inquisition Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF INQUISITION SPELLS

Paladin Level	Spells
3rd	<i>bane, protection from evil and good</i>
5th	<i>hold person, lesser restoration</i>
9th	<i>counterspell, protection from energy</i>
13th	<i>banishment, Otiluke's resilient sphere</i>
17th	<i>dispel evil and good, hold monster</i>

CHANNEL DIVINITY

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

Cleanse Mind. As an action, you can use your Channel Divinity to end one magical effect on a creature you touch that is causing the target to be charmed or frightened.

Disrupt Magic. You can use your Channel Divinity to disrupt ongoing magical effects. As an action, you force each creature within of your choice that you can see within 30 feet of you to make a Constitution saving throw against your spell save DC to maintain concentration on any ongoing spells.

AURA OF WARDING

Beginning at 7th level, the power of your oath hangs over you, forming an eldritch ward. You and friendly creatures within 10 feet of you have resistance to damage from spells.

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

SPELLGUARD

Starting at 15th level, your defences against magic become especially potent. You have advantage on saving throws against spells and you cannot be charmed.

SPELLBREAKER

At 20th level, you become a harbinger of death for spellcasters. You gain the following benefits:

- When you are subjected to a spell that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- When a creature starts its turn within 5 feet of you, it must succeed a DC 10 Constitution saving throw to maintain concentration on any ongoing spells. If it is the target of such a spell cast by another creature, the caster must also succeed a DC 10 Constitution saving throw to maintain concentration on the spell.

OATH OF RADIANCE

The Oath of Radiance calls to paladins who seek to triumph over evil's darkness with holy light. They are the archetypal holy warriors, devoting themselves to rooting out all trace of evil wherever they can find it.

Paladins of this oath believe that evil is a cancer that thrives in the absence of mercy, and must be burned out to free people from despair. They have learned to channel the power of light to aid in their quest.

TENETS OF RADIANCE

A paladin who takes this oath is held to these hallowed tenets.

Be the Light. Let your faith and courage be a beacon of hope for those who live in despair and a scorching blast against those who carry darkness in their hearts.

Embrace the Light. Delight in what goodness can be found, for if you allow the light in your heart to be snuffed, you become blind to its grace.

Protect the Light. Goodness and love are powerful forces in the fight against evil. Protect it wherever it may be found.

Shine the Light. Kindle the light in others through acts of benevolence, compassion, and grace.



OATH OF RADIANCE FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Light (10 ft.)
15th	Blazing Intervention
18th	Aura of Light (30 ft.)
20th	Holy Beacon

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Radiance Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF RADIANCE SPELLS

Paladin Level	Spells
3rd	<i>burning hands, faerie fire</i>
5th	<i>branding smite, scorching ray</i>
9th	<i>daylight, fireball</i>
13th	<i>guardian of faith, sickening radiance</i>
17th	<i>flame strike, wall of light</i>

CHANNEL DIVINITY

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

Holy Light. As an action, you present your holy symbol and call upon the light to banish the darkness, shedding bright light in a 30-foot radius that lasts for 1 minute. Magical darkness touched by this light is dispelled, and invisible creatures within the area are revealed. Shapechangers and

creatures transformed by magic are forced back to their true forms while in the area.

Sacred Weapon. As an action, you can imbue one weapon that you are holding with radiant energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carryign this weapon, or if you fall unconscious, this effect ends.

AURA OF LIGHT

Beginning at 7th level, you can call on holy radiance in battle. When a creature within 10 feet of you makes an attack roll, you can use a reaction to impose disadvantage on that attack.

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

BLAZING INTERVENTION

Starting at 15th level, when you use your Aura of Light to impose disadvantage on a creature's attack roll, that creature takes radiant damage equal to your paladin level.

HOLY BEACON

At 20th level, as an action, you can emanate an aura of holy radiance. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that. The aura also confers the following effects:

- Whenever an enemy creature in the bright light is hit by an attack, it takes radiant damage equal to your Charisma modifier.
- Damage that creatures friendly to you (including yourself) in the bright light take is reduced by an amount equal to your Charisma modifier.

- Creatures in the bright light cannot benefit from resistance or immunity to fire or radiant damage.

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

OATH OF THE STORM

Paladins who follow the Oath of the Storm seek to overcome their foes in a manner fit for the gods. They inspire fear in the common folk so as to keep them on the path of righteousness and terror in their enemies to break their will.

Paladins of this oath value strength over all else, believing that those blessed with strength are most fit to rule and defend those around them. Their oath compels them to protect those who cannot protect themselves and surround themselves with wisdom to inform their leadership, or offer sound counsel to a strong leader. More than any other oath, the Oath of the Storm attracts paladins of chaotic alignment.

TENETS OF THE STORM

The Oath of the Storm is a calling for a select few and, like the storm, it cannot be contained in words. Regardless of how a paladin emulates the ideals of their oath, they share the following tenets.

Change. As new life grows abundant from the ashes of a fire, so should I respect opportunities wherever they appear.

Fury. The storm is implacable, and those who do not bow before it will break. Those who oppose me shall feel that wrath.

Persistence. Only a fool fights the wind. I must weather the storm and accept where the winds take me.

OATH OF THE STORM FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of the Tempest (10 ft.)
15th	Storm's Fury
18th	Aura of the Tempest (30 ft.)
20th	Avatar of the Storm

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Storm Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE STORM SPELLS

Paladin Level	Spells
3rd	<i>thunderous smite, thunderwave</i>
5th	<i>gust of wind, shatter</i>
9th	<i>call lightning, lightning bolt</i>
13th	<i>elemental bane, storm sphere</i>
17th	<i>destructive wave, steel wind strike</i>

CHANNEL DIVINITY

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

Destructive Wrath. You can use your Channel Divinity to wield the power of the storm with unchecked ferocity. When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage instead of rolling.

AURA OF THE TEMPEST

Beginning at 7th level, you and allies within 10 feet gain resistance to lightning and thunder damage. In addition, whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take lightning or thunder damage (choose each time this ability activates) equal to half your paladin level.

At 18th level, the range of both of these effects increases to 30 feet.

STORM'S FURY

Starting at 15th level, when you are hit by a melee attack, you can use your reaction to deal lightning damage to the attacker. The damage equals your paladin level. The attacker must also make a Strength saving throw against your paladin spell save DC. On a failed save, the attacker is pushed in a straight line up to 20 feet away from you.

AVATAR OF THE STORM

At 20th level, as an action, you can become a living storm, unleashing your wrath on your enemies. For 1 minute, you gain the following benefits:

- You have resistance to all damage.
- You have a flying speed equal to your current walking speed.
- When you take the Attack action, you can make one additional attack as part of that action.

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

Disclaimer: Dungeon Master's Workshop is not responsible for accidental electrocution, combustion, incineration, or other injury associated with the powers invoked by these paladin oaths. Please smite responsibly.

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