

Paladin - Oath of the Flame

- Oath Spells (3rd Level)
 - *Bane, Detect Magic*
 - *Silence, Blindness/Deafness*
 - *Dispel Magic, Counterspell*
 - *Banishment, Resilient Sphere*
 - *Modify Memory, Wall of Force*
- Channel Divinity (3rd Level)
 - **Eyes of the Truth:** As a bonus action, you instill powers into yourself such that no creature can hide from you. For 10 minutes, you can see invisible creatures and through illusions for 30ft.
 - **Mage's Bane:** As an action, you can muddle a heretic's ability to cast spells. Choose one creature within 30ft that you can see, that target must make a Charisma save against your spell save DC. On a failure, the target loses the ability to cast any spell other than cantrips for 1 minute.
- Spellscar Smite (3rd Level)
 - When you use your Divine Smite feature, you can choose for it to do fire damage rather than radiant damage.
- Aura of the Plague (7th Level)
 - You emanate an aura of the very essence of the Spellplague in a 10ft radius around you. When a creature in your aura attempts to cast a spell you can use your reaction to cause blue flames to arc from your Spellscar to the creature. The creature takes 1d8 fire damage and must make a Constitution saving throw against your spell save DC. On a fail, the spell dissipates without taking effect and the spell slot is consumed. On a success, the creature only takes fire damage.
 - You can use this feature a number of times equal to your Charisma modifier (minimum of 1). When you finish a long rest, you regain all expended uses.
 - When you reach 18th level, the range of the aura becomes 30ft and the damage increases to 2d8.
- Firestorm (15th Level)
 - You can call forth the power of your Spellscar, as a reaction whenever a creature willingly enters or exits your melee range. The creature takes 1d12 fire damage and must succeed a Strength saving throw or be knocked prone.
- Improved Aura of Plague (18th Level)
 - The range of this aura increases to 30ft
- Avatar of the Holy Flame (20th Level)
 - You are immune to fire damage.
 - When you make an attack with a weapon that does bludgeoning, piercing, or slashing damage, you can choose to replace the damage type with fire.
 - When you attack a creature that is concentrating on a spell they have disadvantage on the Constitution save to maintain concentration.

- You can replace one of your attacks with the effects of the [*Dispel Magic*](#) spell (at 3rd level). This does not consume a spell slot.