

Paladin Spells

1st level - *Gift of Alacrity*, *Faerie Fire* / *Guiding Bolt*

2nd level - *Fortune's Favor*, **Light of the Luxon**

3rd level - **Compelling Fate**, **Legion**, **Shape Light**,

4th level - *Gravity Sinkhole*, **Black Hand**

5th level - *Legend Lore*, **Starfall**

Channel Divinity: Emissary of Peace

Third level Luxon Paladin feature

You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes. Hostile creatures are inclined to listen to you during this time.

Channel Divinity: Banner of Space and Destiny

Third level Luxon Paladin feature

As a bonus action, you may expend a use of your channel divinity to summon a magical banner with a waving flag of the symbol of the Luxon. it emits bright light in a 15ft radius and dim light an additional 15ft. This radius increases to 30 when your paladin aura does. The banner lasts for 10 minutes, and has the following properties.

- It is a +1 magical weapon of your choice.
- You and creature's within the banners bright light have advantage on saving throws against becoming frightened, charmed, or poisoned.
- When a creature within the banners bright light takes damage, you can use your reaction to reduce that damage by up to twice your Paladin level, taking the damage yourself instead.
- Once while holding the lance, you can use a bonus action to shout the command word *Charge!* When you do so, you immediately take the Dash action (no action required) and creature's within the banner's bright light can Dash as a bonus action on their next turn.

Holy Land

6th level Luxon paladin feature

When you roll initiative, you may summon a Beacon within 30 feet of you. The Beacon takes whatever appearance you'd like.

The Beacon has AC 15 + your proficiency bonus and HP = to 5 x your Paladin level. It is treated as if it were affected by the *Immovable Object* spell.

The Beacon lasts for 1 minute, and then disappears. If the Beacon is reduced to 0 hit points, it is destroyed and can't be summoned again until you complete a long rest.

Creature's within 10 feet of your beacon gain the benefits of half cover. In addition, the Beacon effectively reproduces any aura effect that you produce, but only out to a range of your aura of protection. This includes your aura of protection, courage, and any Paladin spells you are concentrating on with "aura" in the name.

Additionally, once on each of your turns you may make an attack as if you were standing in its space. This attack can reach any target within the Beacon's aura and ignores cover and all damage it deals is Radiant damage.

When you summon your Beacon, you may expend a spell slot. For each slot level you expend, the range which you can summon the Beacon is increased by 15 feet, and the aura the beacon gives off is increased by 5 feet.

You can use this feature a number of times equal to your proficiency bonus per long rest.

Across Worlds

6th Level Luxon Paladin feature

You gain the ability to briefly bend space around yourself and your allies.

When you use the *Charge!* Feature of your Banner of Space and Destiny while you have summoned a Banner, you and any willing creatures within 30 feet of you may immediately teleport into any space affected by your Banner. Once you teleport, you may choose to have your Banner swap positions with where you teleported from.

Once you use this feature, you can't use it again until you complete a short rest.

Warrior of Light

10th level Luxon Paladin feature

Your beacon has become a shining mountain upon the battlefield, a safe haven for your allies and woe for your enemies. Your beacon gains the following features:

- On your turn you can move the beacon up to 10 feet. (No action required) and you can

make opportunity attacks against any creature that leaves the beacon's aura.

- If you have the *interception* fighting style, you can use it from the beacon's space, except the range of the feature is the beacon's aura.
- Hostile creatures that enter the Beacon's aura for the first time on a turn, or end their turn there must make a constitution saving throw or take 1d8 radiant damage and have their armor class reduced by 1 while within the beacon's range. This armor class reduction can stack up to a -3 penalty, all of which is removed when a creature leaves the aura.
- If an allied creature starts its turn in the beacon and does not move out of its aura for the entire duration of their turn, they have advantage on any saving throws they would make at the end of each of their turns, or at the start of their next turn.

Visage of the Luxon

14th level Luxon Paladin feature

The Banner you summon is a visage of the Luxon itself, and wields a sliver of the powers granted to you by your god.

Your visage gets its own turn at initiative count 10. It has a movement speed of 10 feet.

At the beginning or end of the visage's turn (your choice), each creature within its radius is healed 1d8 + your proficiency bonus hit points if it is below half its maximum hit points. Otherwise, it gains half that much temporary hit points.

The visage can then cast one of your *Luxon Paladin* spells. The first time it uses this feature each day, it doesn't expend a spell slot, but afterwards it uses your spell slots.

Light of the Luxon

2nd level divination, Cleric, Druid, Ranger, Wizard

Casting time: 1 action

Range: 30 feet

Components: V,S

Duration: 1 hour

Unseen and unnoticed things are illuminated by faint shafts of light. For the duration, each creature you choose within 30 feet of you (including you) gains a +5 bonus to perception and investigation checks. The moonlight highlights that which is hidden or holds a useful clue. A creature that receives this bonus cannot be surprised.

Compelling fate

3rd level divination, Wizard

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You view the actions of a single creature you can see through the influences of the stars, and you read what is written there. If the target creature fails a Charisma saving throw, you can predict that creature's actions. On a successful saving throw, you gain these benefits until the end of your next turn and the spell ends.

This has the following effects:

- You and creatures of your choice that can hear you have advantage on attack rolls against the creature.
- You and creatures of your choice that can hear you have advantage on any saving throws caused by that creature.
- For every 5 feet the creature moves, you can move 5 feet (up to your normal movement) on the creature's turn. This is deducted from your next turn's movement, and does not use your reaction.
- As a reaction when the creature attacks you or one of your allies, you can call out a warning right before it strikes. The target creature gets a bonus to its armor class against the creature's next attack that would hit it before the start of its next turn equal to your proficiency bonus.

Legion

3rd-level conjuration, Sorcerer, Warlock, Wizard

Casting time: 1 action

Range: 60 feet

Components: V,S,M- a toy soldier

Duration: 1 minute

You call down a legion of shadow soldiers in a 15-foot cube. They are conjured from the Shadowfell and their features resemble a mockery of once-living creatures.

When a creature that enters the cube for the first time on a turn or ends its turn there, the conjured shades make an attack using your spell attack bonus; if it hits, the target takes 3d8 necrotic damage.

The space inside the cube is difficult terrain. As a bonus action on your turn, you can march the legion up to 20 feet in a direction of your choice.

Shape Light

3rd-level transmutation (Babaylan, Bard, Cleric, Paladin, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a visible light source and a shard of clear crystal)

Duration: Concentration, 1 minute

You implore the spirits of light for aid, guiding them into a form of your choosing. When you cast this spell, choose one of the following manifestations of light.

Moonlight. Choose one nonmagical weapon within range. For the duration of the spell, the weapon becomes a magic weapon, and attacks made with the weapon deal an additional 1d8 radiant damage. Additionally, the wielder of the weapon gains the benefits of half cover, as the hazy moonlight protects them.

Starlight. You create a wall of shimmering starlight that mimics the night sky. The wall is made up of five semi-opaque 5-foot-by-5-foot panels. Each panel must be contiguous with at least one other panel. One side of the wall, which you designate when casting the spell, swirls with light and distorts visions. Creatures making ranged attacks from that side of the wall must subtract 1d4 from the attack roll. Additionally, creatures who enter the wall's space or begin their turn there must make a Constitution saving throw, taking 2d8 radiant damage on a failure and half as much on a success.

Sunlight. A 5-foot sphere of brilliant sunlight appears at a point you choose within range. The sphere sheds bright light in a 15-foot radius and dim light for an additional 30 feet. Any creature who begins their turn within 15 feet of the sphere must make a Constitution saving throw. On a failure, a creature takes 3d8 radiant damage and is blinded. On a success, the creature takes half as much damage and isn't blinded.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each spell slot above 3rd.

Black hand

4th level necromancy, Warlock, Wizard

Casting time: 1 action

Range: 30 feet

Components: V,S

Duration: Concentration, up to 1 minute

You gather vampiric powers of darkness into your hand and fling dark flame at a target within range. The target makes a Charisma saving throw, on a failure the target has disadvantage, and you have advantage on d20 rolls made with Strength, Dexterity, or Constitution. An affected target makes a Charisma save at the end of its turn, ending the effect on a success.

Starfall

5th-level evocation, Wizard

Casting time: 1 action

Range: 60 feet

Components: V,S

Duration: Instantaneous

You cause bolts of shimmering starlight to fall from the heavens, striking up to five different targets within range that you can see. Each bolt strikes a single creature, a targeted creature must succeed on a Dexterity saving throw or take 6d6 radiant damage, be knocked prone, and blinded until the start of your next turn, or half as much damage and avoid being knocked prone and blinded. If there are fewer than five targets, you can impose disadvantage on one target's saving throw for each excess bolt.

At higher levels. When you cast this spell using a spell slot of 6th level or higher, you create one additional bolt for each slot level above 5th.