



Oath of the Templar

Paladin Subclass for Dungeons & Dragons 5E.

Magic in this world is fantastical and relatively plentiful, but the means to counteract a malevolent caster is comparably scarce. Mystra, the knowing mistress and goddess of magic, understands the damage a single caster can cause and the need for a swift solution. A paladin which swears the Oath of a Templar dedicates themselves to magical defence in order to counteract the efforts of any malevolent mage and to protect the innocent from the dangers of magic. Paladins who undertake this oath can be found outside magical institutes to keep watch over aspiring mages, or out in the world hunting rogue casters who have chosen a more wicked purpose for their magic. The conflicting perceptions of magic as a curse and gift is common debate, but for a Templar, magic is a reality which requires a constant vigil.

Tenets of the Templar

Vigilance. Be wary, the abuse of magic is a risk of all casters, including yourself.

Judgement. Wisely decide which casters are a risk to others, and which can be redeemed.

Courage. Your actions protect others from the horrors magic can inflict, you are their shield and only effective as long as you stand against foul use of magic.

Efficiency. The collateral damage of magic is vast. Aim to shutdown foul use of magic with as little damage to the innocent as possible.

Oath of the Templar Spells

Paladin Level	Spells
3 rd	<i>Shield, Absorb Elements</i>
5 th	<i>Hold Person, Spiritual Weapon</i>
9 th	<i>Counterspell, Dispel Magic</i>
13 th	<i>Guardian of Faith, Freedom of Movement</i>
17 th	<i>Hold Monster, Commune</i>

Channel Divinity

Magic Cleanse. As an action, you present your holy symbol and speak a prayer to cleanse the weave of magic, sending a wave of dispelling energy around you. All spells whose level is equal to or lower than your charisma modifier within 15 feet of you is dispelled. Magic casters within range who are concentrating on spells at higher levels must make a DC 10 concentration check.

Disrupt Conjunction. As an action, you present your holy symbol and speak a prayer to disrupt the weave of magic which surrounds magically conjured or summoned creatures within your vicinity. Each magically summoned creature or construct of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is stunned for 1 round.

Aura of Magic Disorientation

Beginning at 7th level, your presence disorients the arcane and divine weaves of hostile magic casters. All magic users of your choice within 15 feet of you suffer a 1d4 penalty to their spell attacks. As a reaction, you can add 1d4 to your or an ally's saving throw against a spell within the aura. You can add this bonus after rolling the saving throw but before the result is applied. At 18th level, the penalty and bonus increases to 2d4. These effects do not stack with another Aura of Magic Disorientation.

Mental Fortress

Beginning at 15th level you gain resistance against all spell damage and can no longer be charmed by spells such as Suggestion or Charm Person.

Eldritch Arbiter

At 20th level, as an action, you temporarily distort the weave of all magics within your vicinity. For 1 minute you gain the following benefits:

- Upon activating this feature, all active spells of your choice within 15 feet of you are dispelled.
- After taking damage from your smite, the target loses all magical resistances and protection from spells such as Shield, Mage Armour, and Barkskin, until the start of your next turn.
- Magic casters suffer an additional damage die from your smite.
- Once per turn, after taking damage from you, an enemy caster must make a spellcaster ability check against your spellcasting DC. If the caster fails, they cannot cast a spell as an action on their next turn.

Once you use this feature, you cannot use it again until you finish a long rest.

