

Oath of the Righteous Hunt

Paladins who pledge allegiance to the Oath of the Righteous Hunt are devoted to protecting their land and their people from perilous threats that no other can face. Armed with martial prowess and unwavering faith they never falter. Perhaps they are hunting one of the unleashed Plagues, or perhaps a mage drunk on power on the loose. Thus these paladins have developed technique to track down and hunt all who stray.

Some paladins take their oath too far, and lead the charge for zealous witch hunts without any evidence to back their claims; simply for the thrill of the hunt. These soldiers who stray from the path are punished with righteous might. The hunter becomes the hunted.

Beware the beast within.

Tenets of the Righteous Hunt

A paladin who assumes the Oath of the Righteous Hunt swears to defend mortals from heretical monsters.

Chase: The threats you hunt are powerful and cunning, never loose your prey.

Efficiency: The longer a hunt is, the more time your prey has to come out on top. Be swift, be silent, be deadly.

Protection: The reason you hunt is so others don't have to. Keep your comrades safe, always.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Righteous Hunt Spells

Paladin Level	Spells
3rd	hunter's mark, faerie fire
5th	pass without a trace, enhance ability
9th	clairvoyance, magic circle
13th	arcane eye, locate creature
17th	hallow, scrying

Channel Divinity

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

- **Track the Prey.** You can use your channel divinity to track down your foes. As an action, you present your holy symbol. You then envision a creature you've damaged before, or present a body part of it, lock of hair, bit of nail, or the like. For the next hour you sense the direction to the creature's location, as long as that creature is on the same plane of existence as you. If the creature is moving, you know the direction of its movement. A creature hidden behind 1 inch of lead or more is undetectable.

Art by Dean Spencer



- **Detect Weakness.** You can use your channel divinity to read your foes weakness. As a bonus action you present your holy symbol, and point to a creature within 60 feet of you. You learn the following attributes about the target: Damage Vulnerabilities, Damage Resistances, Damage Immunities, and Condition Immunities. In addition, for 1 minute, whenever that creature attacks a creature other than you, you can use your reaction to make one melee attack against it.

Aura of the Hunt

At 7th level, you constantly emanate a staggering aura while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

Enemies that enter your aura for the first time on a turn or start their turn there must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine power. It cannot move further away than 10 feet from you or use teleportation spells or effects. While affected by this aura, an enemy that tries to attack a creature other than you takes radiant damage equal to half your paladin level.

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

Hunter's Eyes

At 15th level, your tracking capabilities are flawless. You gain truesight out to 60 feet and blindsight out to 10 feet.

Apex Predator

Starting at level 20, your talent is honed to perfection. As an action, you can magically become an avatar of the hunt, gaining the following benefits for 1 minute:

- You can use a bonus action to teleport behind any creature that you can see within 120 feet of you and make one melee weapon attack against them.
- Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20.
- Damage you deal to creatures ignores resistances, and treats immunity as resistance.

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

