

OATH OF THE RELICS

Unearth, Protect, and Sunder Magical Artifacts

Those who swear to the Oath of the Relics believe the power contained in these vestiges can be used to turn the tide of any battle or lead to the fall of any kingdom. They vow to be the ultimate guardians of these ancient magical items and destroyers of the cursed artifacts of the worlds. These people are often archaeologists, treasure hunters, or knightly protectors who wish to keep peace in the world by regulating the most powerful weapons within them.

To those who follow this oath, the past unlocks secrets of the future, and magical items tell the grandest tales.

These paladins share the following tenets:

- Do not let relics fall into hands of evil.
- Certain relics of the past belong in museums.
- The world has no place for cursed items.

LEVEL 3: OATH OF THE RELICS SPELLS

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of the Relics Spells table, you thereafter always have the listed spells prepared.

RELIC SPELLS

Paladin Level	Spells
3	<i>False Life, Protection from Evil and Good</i>
5	<i>Arcanist's Magic Aura, Suggestion</i>
9	<i>Nondetection, Haste</i>
13	<i>Banishment, Locate Creature</i>
17	<i>Contact Other Plane, Hallow</i>

LEVEL 3: EMPOWER ITEM

As a Bonus Action, you can expend a use of your Channel Divinity to imbue a nonmagical object you are touching with magic. The item becomes magical and gains a bonus depending on the item for the next hour. If the object is a weapon, it becomes a +1 Weapon; if it is a Shield or suit of armor, it becomes a +1 Shield or set of armor; if it is a piece of ammunition, it becomes a piece of +1 Ammunition and retains its magic after it has been fired and cannot be destroyed.

Starting at Paladin level 10, these bonuses increase to +2 and increase to +3 at Paladin level 18.

LEVEL 3: SUNDER ENCHANTMENT

You can expend a use of your Channel Divinity to attempt to sunder a magic item that you are holding. The item cannot be an Artifact, currently attuned to a creature, or sentient. As a Magic action, make a Charisma check against the magic item's Rarity DC. If you succeed, any curse is removed from the item and the item becomes nonmagical. If you fail the check, you take Psychic damage equal to a number of d6's equal to half item's rarity DC.

Item Rarity	Rarity DC
Common	12
Uncommon	16
Rare	22
Very Rare	26
Legendary	30

LEVEL 7: AURA OF ENCHANTMENT

Whenever you, or an ally in your Aura of Protection, deals damage with an Unarmed Strike or a nonmagical melee weapon, it can deal your choice of Force damage or its normal damage type.

LEVEL 15: UNIVERSAL ACTIVATION

You ignore all class, species, and level requirements on the use of magic items, and can attune to a fourth magic item. You can also expend a use of your Channel Divinity to allow another creature to be able to attune to a fourth magic item for 1 hour. When you grant this bonus, the creature can choose to instantly attune to a magic item they are holding.



ART:
CLAUDIO COCCOLI

LEVEL 20: ARTIFACT MAKER

You can empower yourself and your equipment. As a Bonus Action, you gain the benefits below for 10 minutes. Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

Holy Weapon. Any weapon you are holding grants a +3 bonus to attack and damage rolls. If the weapon already grants a bonus to attack and damage rolls it is replaced with a +3 bonus.

Vestige of Myth. Any armor you are wearing grants a +3 bonus to its AC. If the armor already grants a bonus to its AC it is replaced with a +3 bonus.

Arcane Protection. You have Resistance to Force damage and damage from spells.

Artifact Maker. One magical item you are attuned to gains a random special property from the following table while you are attuned to that item.

1d100 Special Property

- | | |
|-------|---|
| 01–20 | One of your ability scores increases by 2, to a maximum of 24 (your choice) |
| 21–30 | You regain 1d6 Hit Points at the start of each of your turns if you have at least 1 Hit Point. |
| 31–40 | When you hit with an attack roll, the target takes an extra 1d6 Force damage. |
| 41–50 | Your Speed increases by 10 feet. |
| 51–60 | You can cast a level 4 spell from the Bard, Cleric, Druid, Wizard or Sorcerer spell (your choice) from the item without expending a spell slot. After you cast the spell, roll 1d6. On a 1–5, you cannot cast this spell again. |
| 61–70 | As 51–60 above, except the spell is level 5. |
| 71–80 | As 51–60 above, except the spell is level 6. |
| 81–90 | As 51–60 above, except the spell is level 7. |
| 91–00 | You have Immunity to the Blinded, Deafened, Petrified, and Stunned conditions. |

ART:
MYREL, SHIELD OF ARGIVE
RYAN PANCOAST

