

Alan Venic's Redbook

TOME OF THE PALADIN



**A pack of new class options for the paladin
of the world's greatest role playing game**



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INTRODUCTION

The RPG is a game that promotes imagination and logical reasoning, developing creativity, interpersonal relationship, and mutual cooperation. As pioneer of this game style, D&D brings an atmosphere of mysticism and fantasy to DM and players, allowing them to create and live epic stories and adventures worthy to be told in books or even in movies.

Several memorable and epic sagas known can be revived and even take a different course in the hands of an experienced DM and dedicated players. However, the game is not about only will and storytelling. There are factors that must not be decided only by the desire of the DM or the players.

The game rules are fundamental to keep a level of coherency and logic on game tables. A player may want his character knock a huge iron door to the ground with a kick, but the success or the failure of this action is impacted by the physical strength of the character and a die roll.

The D&D 5th edition core books present the basic rules to act in an universe create by a DM or in the official campaign setting, like *Forgotten Realms*. Whereas the core rulebooks are limited in the diversification of races, classes, items, spells, feats, monsters and so on, I decide to create a pack of supplemental rulebooks to expand the options presented on the basic books.

To have better use of the supplemental rulebooks of the *AlanVenic's Redbook* line, you need the three D&D 5th edition core rulebooks: *The Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*. In certain moments, some features presented here, will

refer a given chapter of this books, or just the book itself. When you are consult this supplemental rulebook, you should have access to the determined book to delve into the topic discussed by the given feature.

At this specific supplemental rulebook will be approached the paladin class. Here we have a brief discuss of his abilities and powers, focusing on class gameplay. Additionally, are presented here new class options to players that consider the class options presented in the *Player's Handbook* doesn't fit on the concept they pictured to their characters.

You would like to play as a pious dwarf paladin worshiper of Moradin that decides to become a hammer of Moradin. You also can be a paladin that consider itself above all, and decide to do not have physical contact with other creatures cause they are impure, swearing the Oath of Purity. Or you could be a paladin that discover the farce of the deities through the Oath of Reason, and have the duty to show this farce to everyone. Or you could be a paladin that uses terror as weapon, filling the heart of their foes with fear through the Oath of Damnation.

At this supplemental rulebook are presented ten new sacred oaths. Certainly, one of than will fit the concept you imagine for your paladin. Explore all the possibilities and have fun.

Long live to the RPG!

AlanVenic Gonçalves
March 2016

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THE PALADIN

Wearing a shining armor and raising its hand wielding a sword, this proud knight makes a motivational speech in battlefront. The tired soldiers from endless days of fight listen to the knight. Its words inflame the hearts of the listeners that recover their breath and led by the knight, charge against the horde of creatures of the Abyss.

The role of a paladin it's not just to punish the evildoers, but motivate and give hope to desperate people, and protect the weak and afflicted. A sacred champion does so, but the actions of a knight of justice can drastically vary depending the order he join.

CLASS FEATURES

As a paladin, you has features that exalts the spirit of justice and kindness. You are a sacred warrior with moderate caster ability to help you in your endless battle against evil.

DIVINE SENSE

Raising your hand, you can feel the presence of beings of evil essence. Creatures of the lower planes, upper planes, and the walking dead cannot pass unnoticed before your sixth sense.

LAY ON HANDS

You can recover the wounds of any living being you touch. Your hands can channel the blessed energy granted to you by the gods and celestial forces.

FIGHTING STYLE

As a warrior, you choose a fighting style that better suit your way to fight evil. Your fighting style prioritizes the melee combat, since most of your fight and magical skills are focus on this sort of combat.

SPELLCASTING

As a secondary spellcaster, your spells are not the main source of your power. Your spells are used to aid and to amplify your utility, instead of serve as your primal resource. You are a proficient warrior that use spells in crucial moments to resolve difficult situation as fast as possible.

DIVINE SMITE

You can unleash powerful strikes imbued with sacred energy against your most challenging enemies. The power of this attack is greater against creatures essentially evil.

DIVINE HEALTH

Thanks to the bless of the gods or other celestial beings that watch for you, your health is perfect and no illness can take you down.

SACRED OATH

The sacred oath of a paladin differs entirely the beliefs and action among the paladin orders. The tenets you follow are like a code of conduct that directs your actions and world's view. In the *Player's Handbook* are presented three oaths. Here are presented ten new oaths of this class feature, bringing a huge variety for the kind of paladin you want to be. The new sacred oaths are presented in the final of this brief description of the paladin class features.

ABILITY SCORE IMPROVEMENT

As a paladin, your most influent ability is Charisma. Since you are a born leader, a high Charisma score allow you to convince the people more efficiently. However, in time of combat a high Strength and Constitution scores are indispensable. Nevertheless, you can find some feats that can expand even more your versatility, or improves the focus in some aspect you wish to exalt on your character (see chapter 6 on *Player's Handbook*).

EXTRA ATTACK

When you reach certain level of experience in combat, you can wield your sword faster without accuracy loss. Your attacks become even more wasting when imbued with divine energy.

AURA OF PROTECTION

Your self-confidence and influence are granted to your allies through an aura that improves the defenses of everyone near you.

AURA OF COURAGE

While with you, I fear no evil. These are the words of the allies of a paladin, full of courage while are led by him.

IMPROVED DIVINE SMITE

An experienced paladin improves its ability to smite foes with powerful attacks imbued with sacred energy.

CLEANSING TOUCH

Your touch not only close wound but also can remove magical effects your allies are suffering. While you are watching them, your allies has nothing to fear.

SACRED OATHS

At this supplemental rulebook are presented ten new sacred oaths you can choose instead of the sacred oaths presented in the *Player's Handbook*. The Oath of Balance, the Oath of Brotherhood, the Oath of Conflict, the Oath of Damnation, the Oath of Freedom, the Oath of Mercy, the Oath of Ordination, the Oath of Purity, the Oath of Reason, the Oath of the Hammer.

OATH OF BALANCE

The Oath of Balance seek keeps the scales of the multiverse always balanced. Neither good nor evil must win the endless battle they fight. If this scales shaken, the likely fate is the domination of the winner kind, or worst – the destruction of the multiverse. As a paladin of the scales, as are known a paladin that take this oath, you must keep the balance wherever you go. Either by legal or illegal means. The justice of the man means nothing to you. The greater good of keep the balance of the multiverse overcome any law made by ordinary mortals.

TENETS OF BALANCE

The tenets of the Oath of Balance seek just keeps the scales of the multiverse.

Seek for Balance. The scales of the multiverse must be balanced. I cannot allow the forces of good or evil overcome each another.

Avoid Extermination. For each life taken, one must be kept. I cannot allow a race or kind of creature to be exterminated.

Hold Expansion. No civilization must detain global power. I must prevent a realm or creature to achieve domination or control of all resources of a place.

Spread Wealth. Everyone has right of a decent life. I cannot allow that a few makes wealth with the misery of many.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF BALANCE SPELLS

Paladin Level	Spells
3rd	<i>protection against evil and good, sanctuary</i>
5th	<i>augury, warding bond</i>
9th	<i>spirit guardians, revivify</i>
13th	<i>banishment, guardian of faith</i>
17th	<i>dispel evil and good, raise dead</i>

CHANNEL DIVINITY

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

Single Combat. You can challenge an enemy to fight you in a single combat, demotivating other to join this man-to-man fight.

As an action, you can use your Channel Divinity and choose a hostile creature that you can see within 60 feet of you. You and the target gain advantage on attack rolls against one another and both of you cause half damage with attacks and spells against any creature different of you both for 1 minute. Additionally, any creature different of you both cause only half damage with attacks and spells against you both for the duration.

Glorious Sacrifice. You can sacrifice your life energy to keep your party standing when needed. As an action, you can use your Channel Divinity to activate an aura of vital flow between you and any friendly creature within 30 feet of you for 1 minute. While the aura remain, you lose 1d4 hit points and each friendly

creature within the aura recover 2 hit points at the end of each of your turns.

You can end this effect on your turn as part of any other action. If you fall unconscious, this effect ends.

AURA OF FAIRNESS

Starting at 7th level, an aura of fairness emanates from you. You and any creatures within 10 feet of you, both friendly and hostile, lose any damage resistance it could have and cannot gain resistance or immunity to damage. If the creature has immunity to damage, it loses this immunity and gain damage resistance to the same type of damage while remain inside the aura.

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

EGALITARIAN SMITE

At 15th level, when you use your divine smite, you cause 3d8 force damage when you expend a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 6d8. You cause no extra damage if the target is an undead or a fiend.

BRING BALANCE

At 20th level, when you are badly wounded, you can touch an enemy to try to balance the clash. If you are with less than half your hit point maximum, you can use an action to make a melee spell attack against a hostile creature. If you hit, your current hit points rise to half your hit point maximum and the target must be successful in a Constitution saving throw or its hit point maximum is halved. A target successful in the save takes 10d6 necrotic damage.

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

OATH OF BROTHERHOOD

Paladins that join the Brotherhood of Justice swear the Oath of Brotherhood. This order accepts only the most noble and honored paladins willing to sacrifice themselves for their friends or brothers. While on the order, these paladins are taught to defend and honor their friends. They learn to unconditionally respect and love who deserve their confidence, and are willing to die at any moment for the well of their party.

TENETS OF BROTHERHOOD

The tenets of the Oath of Brotherhood exalts the fellowship and friendship between your sworn brothers and allies from your party.

Friendship above All. My friends are what really matters. Worth dying for my companions.

Second Chance. If a friend of mine lose my confidence, I must give him a second chance. Fail a third time and you become my enemy.

Fair Friends. I must choose only good people as my allies. I should not have unfair or vile beings with me.

Help the Loved Ones. I must help my brothers and friends. I shouldn't say no for a cry for help from a beloved one.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF BROTHERHOOD SPELLS

Paladin Level	Spells
3rd	<i>bless, shield of faith</i>
5th	<i>aid, warding bond</i>
9th	<i>glyph of warding, protection from energy</i>
13th	<i>guardian of faith, death ward</i>
17th	<i>contact other plane, mass healing word</i>

CHANNEL DIVINITY

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

Aid Strike. When you hit a creature with an attack, you can use your Channel Divinity to guide your allies. Any creature friendly to you gain a bonus on attack rolls and damage rolls against the creature you hit equal to your Charisma modifier (minimum of +1).

Pact of Confidence. You can seal a pact of confidence with an ally of yours.

As a bonus action, you can use your Channel Divinity to touch a willing creature. For 1 minute, you reduce any damage you take by half (rounded up). The target takes the other half of the damage. For the duration, any spell you cast on yourself also target the creature you made the pact.

You can end this effect on your turn as part of any other action. If you fall unconscious, this effect ends.

AURA OF FELLOWSHIP

Starting at 7th level, you emanates an aura that strengthens your bonds with your friends. You and any friendly creature within 10 feet of you can use the Help action as a bonus action.

Alternatively, a creature affected by this aura can use its reaction to give advantage on the attack roll of a

friendly creature it can see within 5 feet of it when this friendly creature makes a melee attack.

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

STEADFAST FRIENDSHIP

At 15th level, when a creature friendly to you that you can see and that can hear you within 60 feet of you is charmed or frightened, you can finish the charmed or frightened condition with an action.

UNITY IS STRENGTH

At 20th level, when a friendly creature that you can see within 60 feet of you takes damage, you can use your reaction to halves the damage it takes. You take the other half of the damage. Additionally, you and the friendly creature you protects gain advantage on attack rolls against the attacker until the end of the attacker next turn.

OATH OF CONFLICT

The Oath of Conflict is sworn by paladins that abdicate their duties as guardians and protectors of justice and follow a life of endless combat and war. To the knights of slaughter, the only thing that matters is war. They are forged on the battlefield and their only concern in their career is find a foe strong enough to defeat them. In the world, only the strong prevails, and only the strong has the right to rule.

TENETS OF CONFLICT

The tenets of the Oath of Conflict exalts the war and strife as way of life for its members.

Strength makes Right. Only a strong ruler deserve to rule. Weak rulers must be challenged and overthrow.

No Mercy. A defeated enemy is a dead enemy. I never take prisoners.

Never Retreat. I must not run away from a worthy opponent. Once in a fight, I shouldn't retreat in face of an enemy.

Man-to-Man. I should face my enemies with honor. I shouldn't use ranged weapons.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF CONFLICT SPELLS

Paladin Level	Spells
3rd	<i>compelled duel, hellish rebuke</i>
5th	<i>enlarge/reduce, spiritual weapon</i>
9th	<i>counterspell, haste</i>
13th	<i>fire shield, staggering smite</i>
17th	<i>flame strike, planar binding</i>

CHANNEL DIVINITY

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

Combat Mastery. You can amplify your combat ability by channeling divine power. You can use your Channel Divinity to make a melee weapon attack as a bonus action for 1 minute.

No Retreat. You can prevent your enemies from run away from the battlefield.

When a hostile creature use the Disengage action or provokes an attack of opportunity from you, you can use your Channel Divinity with your reaction to make a melee weapon attack against this creature. You gain advantage on your attack roll and, if you hit, the target must be successful in a Charisma saving throw or is restrained for 1 minute. The target can repeat the save at the end of its turns, ending the restrained condition with a successful one.

AURA OF DEFIANCE

Starting at 7th level, an aura that compels your enemies to fight emanates from you. Any hostile creature within 10 feet of you, must make a Wisdom saving throw at the start of each of its turns. A creature that fail it save, must move in your direction until is within 5 feet of you and must use its action to take the Attack action with a melee weapon against you.

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

WARLORD

At 15th level, your attacks are imbued with destructive power. Whenever you hit a creature with a melee weapon attack, you cause 1d8 extra damage of the same type of the weapon.

BATTLE FURY

At 20th level, you can urge your allies to enter a blood frenzy state. As an action, you can make you and any willing creature friendly to you within 30 feet of you to frenzy for 1 minute. A frenzied creature gain advantage on melee attack rolls and gain a bonus damage on melee weapon damage rolls equal to your Charisma modifier (minimum of +1).

The frenzy ends early on a creature if it make a ranged attack or cast a spell.

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

OATH OF DAMNATION

The Oath of Damntion is sworn by few devoted paladins that try to use fear as a weapon against the unfair and unfaithful. Known as dark knights or hexblades, these paladins usually wear menacing armors to urge the greatest fear on their foes, defeating them mentally instead of physically. These paladins suffered great traumas on their lives but overcome these traumas and use their own fears to haunt those who deserve punishment or must be led to justice.

TENETS OF DAMNATION

The tenets of the Oath of Damnation show an unusual vein of resentment on its paladins.

Virtue to Innocent. I shouldn't scare the innocents. While I'm in a civilized place, I must show the good side of life to those who are fair and kind.

Dread to Unfair. I must bring the greatest fears to my enemies. Those who show unfear and cruel must suffer the same mental traumas they make the innocent suffer.

Death to Vile. Beings of black heart must be annihilated. If has no way to achieve redemption, the soul must be send to judgment.

Face the Fear. I must fight against my inner fears all the time. I cannot let fear take care of my actions or prevent me to make justice.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF DAMNATION SPELLS

Paladin Level	Spells
3rd	<i>bane, hellish rebuke</i>
5th	<i>crown of madness, hold person</i>
9th	<i>bestow curse, fear</i>
13th	<i>confusion, phantasmal killer</i>
17th	<i>dream, hold monster</i>

CHANNEL DIVINITY

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

Hexblade. As an action, you imbue your weapon with crippling energy, using your Channel Divinity.

Your weapon remain enchanted this way for 1 minute. Whenever you hit a creature with a melee attack with this weapon, roll a d6. The target suffer a penalty equal to the number rolled on weapon attack rolls and weapon damage rolls until the start of your next turn.

Numbing Fear. You can incite a dreadful fear effect that freeze the movements of your target. As an action, you use your Channel Divinity to choose a creature you can see within 10 feet of you. The target must be successful in a Wisdom saving throw or become frightened toward you for 1 minute. While is frightened this way, the target's speed is reduced to 0. The target can make a new saving throw at the end of each of its turns. If you or a creature friendly to you attack the target, it can move on its next turn, but the fear effect

remain for the duration or until the target succeed on its save.

You can end this effect on your turn as part of any other action. If you fall unconscious, this effect ends.

AURA OF DOOM

Starting at 7th level, you emanate an aura of dread that let your enemies shaken. Any creature hostile to you or to your allies within 10 feet of you cannot take reactions and suffer a penalty on saving throws against being frightened equal to your Charisma modifier (minimum of -1).

A creature immune to the frightened condition with a challenge rating equal or lower your paladin level lose its immunity while is under effect of your Aura of Doom. However, such creatures gain advantage on saving throws against effects that can frightened them.

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

NIGHTMARE WITHIN

At 15th level, you can bring to life the most secret fears of an enemy, forcing it to believe its ally is this fear. As an action, you can choose a creature within 60 feet of you and another creature friendly of the first target within 30 feet of the first target that it can see. The first target must be successful in a Wisdom saving throw or take 4d10 psychic damage and become frightened toward its chosen ally for 1 minute. A successful on the save halves the damage and ignore the fear effect. A creature that fail the save is frightened and takes 1d10 psychic damage at the start of each of its turns. The target can make a new saving throw at the end of each of its turns, ending the fear effect with a successful one.

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

ITERANT FEAR

At 20th level, you can scare any creature that already become frightened toward you just with your presence. As a bonus action, you assume a scaring form, visible only by the creatures that already become frightened toward you for 1 minute. During this time, such creatures suffer disadvantage on attack rolls and ability checks.

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

OATH OF FREEDOM

The Oath of Freedom is sworn by paladins with adventurer spirit. They love travel, exploring the world and show to everyone that the most precious blessing for a being is its freedom. The power to decide your life and fate without give satisfaction to an oppressor chief or ruler is priceless. Although believe on freedom as greater good, the paladins of freedom propagates kindness and don't let anyone take evil acts with the justification of be practicing its right of freedom. The freedom of someone is limited by the welfare of the others.

TENETS OF FREEDOM

The tenets of the Oath of Freedom emphasizes the aversion against all kind of unfair restriction to the freedom of any being.

Free the Innocent. Everyone deserve a fair judgment. I must help the needy to prove their innocence if they are unjustly imprisoned.

Expunge the Tyranny. Tyrant leaders must be ousted. I must strongly oppose against leaders that oppress and mistreat its subjects.

No Jail. No living being must be held captive without a reason. I must free any animal or being caged for selfish motivation.

Travel is Necessary. I born to be free. I must keep me always on the road, never remaining in a place for a long time.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF FREEDOM SPELLS

Paladin Level	Spells
3rd	<i>expeditious retreat, grease</i>
5th	<i>longstride, spider climb</i>
9th	<i>blink, water walk</i>
13th	<i>dimension door, freedom of movement</i>
17th	<i>awaken, passwall</i>

CHANNEL DIVINITY

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

Anarchic Mantle. As an action, you can surround yourself in a mantle of chaotic energy that protects you or improves your attacks, using your Channel Divinity. For 1 minute, you can gain a bonus on your CA or your melee weapon attack rolls. At the start of your turn, roll a d6. If the number rolled is odd, you gain add that number as a bonus to your CA, if the number rolled is even, you add that number as a bonus to your melee weapon attack rolls until the start of your next turn.

You can end this effect on your turn as part of any other action. If you fall unconscious, this effect ends.

Liberator Touch. You can use your Channel Divinity to remove a negative effect from a creature. As an action, you can touch a friendly creature to remove one of the following conditions, at your choice: charmed, frightened, paralyzed, restrained, or stunned. Additionally, the target gain immunity to the chosen

condition for 1 minute. If you are under the effect of one of these conditions, you can activate your Liberator Touch on yourself as an action, even if the effect prevents you to take actions.

AURA OF LIBERATION

Starting at 7th level, your effort to keep yourself unimpeded magically extends to your allies. You and any friendly creature within 10 feet of you gain advantage on saving throws and ability checks against being grappled, paralyzed, or restrained while you are conscious.

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

FREE SPIRIT

At 15th level, you spirit prevents your mind and body to become restrained. You are always under the effect of a *freedom of movement* spell.

TRAVELING THE WORLDS

At 20th level, you become an avatar of freedom and are able to come and go where and when you want. You can expend a 5th level spell slot to cast a *teleport* or *plane shift* spell.

Alternatively, you can expend a 5th level spell slot to open a gate to the Feywild, the Beastlands, Arborea, or Ysgard and cry for help from beings that dwell these planes. A beast, celestial, or fey with a challenge rating equal or lower of 10, at DM's discretion, that dwell the chosen plane exit the gate and help you as best as it can. The creature is friendly to you and to your companions, and obey your verbal commands if you share a language with it. The creature remains with you for 1 minute, or until you dismiss it (a bonus action is required from you) or it drops to 0 hit point.

OATH OF MERCY

The Oath of Mercy has as basic premise the value of life above anything. All living beings has the right to live and nobody can steal it from them. On the other hand, the creatures that exists through undeath must be exterminated without hesitating. Some call these paladin holy templars, knights of life, or white knights.

TENETS OF MERCY

The tenets of the Oath of Mercy are simple and straight as the goals of its followers.

Preserve the Life. All creatures deserve to live. I will never take a life that I could spare.

Bane the Undeath. The undead cannot exist. I must free all beings from a profane existence.

Promote the Health. The sick must be healed. I must help infirm and wounded people to heal their illness.

Do not Use Poison. Poison attacks the victims from inside. I shouldn't use a lethal thing that I can't control.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF MERCY SPELLS

Paladin Level	Spells
3rd	<i>healing word, sanctuary</i>
5th	<i>blindness/deafness, warding bond</i>
9th	<i>beacon of hope, mass healing word</i>
13th	<i>guardian of faith, stonесkin</i>
17th	<i>greater restoration, hallow</i>

CHANNEL DIVINITY

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

Merciful Attack. As an action, you can surround your weapon and the weapons of your allies within 30 feet of you with radiant energy that is nonlethal to living creatures using your Channel Divinity. For 1 minute, you can convert all damage deal by weapon attacks to radiant damage, and these attacks cause 1d6 extra radiant damage against undead. The enchanted weapons emits a faint light that create dim light in a 10-foot radius.

Additionally, any living creature that drop to 0 hit points after an attack made with a weapon under this effect, stabilize automatically. If a living creature takes damage enough to be killed by such attack, it drops to 0 hit points and become stable instead.

You can end this effect on your turn as part of any other action. If you fall unconscious, this effect ends.

Guardian of Life. You can use your Channel Divinity to grant resistance to bludgeoning, piercing, and slashing damage to a willing creature you touch for 1 minute. Whenever the target takes bludgeoning, piercing, or slashing damage, you can take an equal amount of damage.

Alternatively, you can touch an undead to target it with this ability. The target must make a Charisma saving throw or gain vulnerability against bludgeoning, piercing, and slashing damage for 1 minute. An undead

affected can make a new saving throw at the end of each of its turns, ending the effect with a successful save.

AURA OF RESILIENCE

Starting at 7th level, your tenacity protecting the life gives you a divine aura. You and any friendly creature within 10 feet of you gain resistance to poison and necrotic damage while you are conscious. Additionally, any creature under effect of this aura that drops to 0 hit points, stabilizes automatically.

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

VIRTUE OF LIFE

At 15th level, you are blessed with the supreme gift of life. You can cast a *heal* spell once.

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

SACRIFICE OF THE MARTYR

At 20th level, you can accept to sacrifice your own vital force to restore your allies. As an action, you can release a pulse of radiant energy in a 30-foot sphere centered on you. You takes 10d8 damage and any living creature friendly to you in the area recover a number of hit points equal to the damage you take. Fiends and undead in the area must make a Dexterity saving throw. A creature takes an amount of damage equal to the damage you take on a failed save, or half as much damage on a successful one.

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

OATH OF ORDINATION

The Oath of Ordination is followed by paladins known as justicars. These paladins follow the orders of their commanders and local authorities without questioning, being perfect tools for maintenance of the law and order where they are. The justicars tirelessly hunt lawbreakers, take this outlaws to being judged according to law. A justicar has no personal code, he follow the orders given to him and ensure the laws are being fulfilled having as single paradigm the legitimacy of these laws and authorities.

TENETS OF ORDINATION

The tenets of the Oath of Ordination exalts moral uprightness and full loyalty to the laws.

Loyalty to Authorities. I shouldn't challenge decisions of a true authority. The orders of an authority that is in the law must be strictly followed.

Subdue the Lawbreakers. I shouldn't bring justice with my own hands. Any criminal deserve a fair judgment.

Fulfill the Law. I shouldn't breaches and current law. Follow the law and make it to be followed is the only way to keep peace and civility.

Disprove the Tyranny. I must oppose fake authorities. I shouldn't condone with tyrants or obey any order against the law.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF ORDINATION SPELLS

Paladin Level	Spells
3rd	<i>bane, command</i>
5th	<i>calm emotions, zone of truth</i>
9th	<i>crusader's mantle, glyph of warding</i>
13th	<i>banishment, locate creature</i>
17th	<i>geas, planar binding</i>

CHANNEL DIVINITY

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

Encourage the Party. You can encourage your allies to keep fighting in name of justice.

As an action, you use your Channel Divinity to issue encouraging words to any friendly creature within 30 feet of you that can hear you. The affected creatures gain a bonus on weapon damage rolls equal to your Charisma bonus (minimum of +1) for 1 minute.

You can end this effect on your turn as part of any other action. If you fall unconscious, this effect ends.

Imperious Forbiddance. You can prohibit a creature to take a particular action for a time. As an action, you use your Channel Divinity and choose a creature you can see within 60 feet of you. The target must be successful in a Charisma saving throw or be target of one of the following effects of your choice for 1 minute:

- **Mute.** The target cannot speak or cast spells with verbal component.
- **Freeze.** The target is restrained.

- **Quiet.** The target cannot attack or cast spells with somatic component.

At the end of each of the target's turns, it can make a new saving throw, ending the effect of forbiddance with a successful one.

You can end this effect on your turn as part of any other action. If you fall unconscious, this effect ends.

AURA OF AUTHORITY

Starting at 7th level, you emits a powerful aura of authority. Any creature hostile to you or to your allies within 10 feet of you suffer disadvantage on Charisma checks and Charisma saving throws.

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

INDOMITABLE WILL

At 15th level, you become an incorruptible bulwark.

You are immune to the charmed conditions.

Additionally, you cannot be target of spells or magical effects that can control or induce you to act against your will, as spells like *command*, *confusion*, *crown of madness*, *Tasha's hideous laughter*, etc.

DEATH SENTENCE

At 20th level, you become an exemplar of the law and order, gaining the right to judge, sentence, and execute creature that has committed a capital crime. As an action, choose a creature you can see within 60 feet of you that you know has committed a crime punish with death. If the target has 100 hit points or less, it must be successful on a Charisma saving throw or drops to 0 hit points. A creature with more than 100 hit points or that haven't committed a crime punishable with death are immune to this effect.

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

OATH OF PURITY

The Oath of Purity binds a paladin to a life of chastity and abstinence. The puritan paladins avoid physical contact with others that don't follow its tenets or that don't have the blood blessed by beings of the Upper Planes. In true, these paladins try to follow the steps of celestial creatures in order of someday ascend ho heaven as a being of pure kindness and light. As superior beings they think they are, puritans should stay away from trivial mortal pleasures, and must seek to elevate their rename by acts of kindness and bravery.

TENETS OF PURITY

The tenets of the Oath of Purity reflects the primal features of a chaste and pure paladin.

Have no Contact with Impure. I shouldn't willingly touch a impure. I must have physical contact only with other pure beings like celestials or other puritan paladin.

Annihilate the Impure. My greater obligation is exterminate the foulness of the world. I must smite who has the heart blackened by evil.

Vow of Sobriety. I shouldn't drunk alcoholic drinks or any kind of substance that can drug my body and mind.

Avoid the Taint. I must avoid the use of impure materials. I shouldn't wear an item that a impure creature wear without such item have being sanctified by a celestial or through a *hallow* spell.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF PURITY SPELLS

Paladin Level	Spells
3rd	<i>healing word, hunter's mark</i>
5th	<i>cordon of arrows, levitate</i>
9th	<i>lightning arrow, mass healing word</i>
13th	<i>freedom of movement, guardian of faith</i>
17th	<i>swift quiver, mass cure wounds</i>

CHANNEL DIVINITY

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

Far Strikes. As an action, you can turn your weapon attacks in attacks or raw energy using your Channel Divinity. For 1 minute, your melee weapon attacks count as ranged weapon attacks with a range of 30 feet. The damage type change to radiant and you can use your Divine Smite or any spell that require a melee attack as a ranged attack for the duration. If you are wielding a ranged weapon, you can keep the normal range of this weapon if its range is longer than 30 feet.

You can end this effect on your turn as part of any other action. If you fall unconscious, this effect ends.

Keep the Purity. You can cast your beneficial spells from a safe distance. As a bonus action, you can use your Channel Divinity to use any beneficial spell with touch range or your Lay on Hands as it has a range of 60 feet for 1 minute.

AURA OF INTEGRITY

Starting at 7th level, you emits a shining aura with 10-foot radius that prevent impure creature to get closer to you and to your allies under its effect. Any creature other than your allies and a celestial that try to enter the aura for the first time on its turn, must be successful on a Charisma saving throw or cannot enter the area of the aura this round. If a creature succeed on the save to enter your aura, it become immune to the effect of the aura until you finish a short rest. Fiends and undead has disadvantage on this saving throw.

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

DIVINE RISING

At 15th level, you can release angellike feather wings keeping on highs, away from the impure. When you use your Channel Divinity, you gain fly speed with 50 feet for 1 minute.

KILLER ARROW

At 20th level, you can use a bow or crossbow to shot a deadly missile against a creature other than a celestial. As an action, make a ranged attack roll with an ammunition weapon you wielding. If you hit, the target must be successful in a Constitution saving throw or drops to 0 hit points instantaneously. If the target is successful on the save, it takes the normal damage of the attack and 6d10 extra radiant damage, or 8d10 if the target is a fiend or undead.

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

OATH OF REASON

The Oath of Reason open the eyes of the paladins that follow it to the final true – mysticism is a fraud created by the self-titled gods. Both divine and arcane spell, come from knowledge and manipulation of invisible but real forces that pervade the multiverse. The deities in true, are powerful beings that can manipulate the energy of their followers given them a small portion of this power in return.

The knights of reason, as are known the paladins that swear this oath, have the moral obligation to show everyone the fraud of the gods through knowledge and study.

TENETS OF REASON

The tenets of the Oath of Reason prizes the constant seeking of lore and the extinction of ignorance and superstition.

Seek of Lore. I must seek for lore. Books, tomes, scrolls, and all kind of work that contain knowledge must be preserved.

Spread the Knowledge. I must spread the reason wherever I go. The knowledge and reason must be spread to all beings.

Reject the Deities. I must refute believes and faith. The gods doesn't exists, they are just powerful beings dependents of the mortals to survive.

Technocracy. The magic has a logical explanation. The superstition and mysticism has no place in a world where science are responsible for magic.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF REASON SPELLS

Paladin Level	Spells
3rd	<i>command, identify</i>
5th	<i>calm emotions, detect thoughts</i>
9th	<i>clairvoyance, tongues</i>
13th	<i>compulsion, divination</i>
17th	<i>legend lore, scrying</i>

CHANNEL DIVINITY

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

Reality Check. As an action, you can use your Channel Divinity to show the real world to a creature. Choose a creature you can see within 60 feet of you. The target must be successful in an Intelligence saving throw or take 4d8 psychic damage and are stunned until the end of your next turn. With a successful save, the target takes half as much damage and are not stunned.

Bring to Reason. You can disbelief a creature about the authority of the gods and the magical system with scathing arguments.

As an action, you can use you Channel Divinity to choose a creature you can see that can hear you within 60 feet of you. If the target understand your language, it must be successful in an Intelligence saving throw or is unable to cast spells for 1 minute. The target can

make a new save at the end of each of its turns, ending the effect with a successful save.

AURA OF REASONABLENESS

Starting at 7th level, you emits an aura that expand the mind of your allies. You and any friendly creature within 10 feet of you has advantage on Intelligence and Wisdom saving throws.

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

EXPANDED LORE

At 15th level, you full expand your general knowledge. You can add half your proficiency bonus (round up) in any check you make using the skills Arcana, History, Nature, or Religion, regardless if you are proficient or not.

Additionally, any creature that understand a language can understand what you say.

CONVERT ZEALOT

At 20th level, you can issue a brief speech that convince an enemy to go to your side. As an action, you can choose a creature you can see that can hear you within 60 feet of you. The target must be successful in an Intelligence saving throw or be charmed by you for 24 hours or until you or your companions do anything harmful to it.

While charmed this way, the target regards you as a leader. You can issue verbal command to it (require no action from you) while you are conscious, and the target obey your commands as best as it can.

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

OATH OF THE HAMMER

Within the halls of Citadel Abdar in the icy North, a paladin order stands ready to defend the dwarven people against the enemies of Moradin. Called the hammers of Moradin, the paladins that swear the Oath of the Hammer serve as pious guardians against the onslaught of fell giants, dark elves, and goblinoids that try to invade Citadel Abdar and other dwarven cities spread around Faerûn.

RESTRICTION: DWARVES ONLY

Only dwarves can choose the oath of the hammer. This oath represents the devotion and attempt to follow the plans of the god of the dwarves, Moradin.

Your DM can fit the race restriction to other race bond to a different god on its setting. The restriction reflects the devotion and worship of the dwarves to its patron deity, but it can apply to other god of another race of your DM's setting. The name of this sacred oath and the features of it must fit the chosen god of the setting.

TENETS OF THE HAMMER

The tenets of the Oath of the Hammer reflects the features of a pious servant of Moradin.

Punish the Enemies. The enemies of Moradin must be bane. I must exterminate evil drow, orcs, goblinoids, and giants with no mercy.

Protect the Heritage. I must protect Moradin's offspring. Dwarves and all its history and goods must be preserved.

Hammer of Justice. I always must wield Moradin's favored weapon. I must fight only with hammers or weapons alike.

Honor the Elders. I must honor the elders of dwarven race. I shouldn't disobey the orders of the leaders of dwarven clans, as the orders of Moradin itself.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE HAMMER SPELLS

Paladin Level	Spells
3rd	<i>shield of faith, thunderwave</i>
5th	<i>knock, spiritual weapon</i>
9th	<i>meld into stone, spirit guardians</i>
13th	<i>guardian of faith, stoneskin</i>
17th	<i>passwall, wall of stone</i>

CHANNEL DIVINITY

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

Hammer of Return. As a bonus action, you can turn a warhammer or a maul into a weapon or return using your Channel Divinity. For 1 minute, the weapon gain the property thrown (range 20/60) and when you hit a ranged attack using this weapon it cause 1d8 extra damage. Immediately after the attack, the weapon flies back to your hand. If the weapon is not already magic, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you fall unconscious, this effect ends.

Moradin's Enemy. You can make a devastating strike against the enemies of Moradin. When you hit a creature with a light hammer, warhammer, or maul, you can use your Channel Divinity to cause 2d10 extra thunder damage as a bonus action. The target must be successful in a Constitution saving throw or is stunned until the end of your next turn.

If the target is an elf (drow), orc, goblinoid, or giant, the extra thunder damage increases by 1d10 and it suffer disadvantage on its saving throw against being stunned.

AURA OF ENDURANCE

Starting at 7th level, you emits a powerful aura that hardens the skin of your allies and yourself. You and any friendly creature within 10 feet of you reduce a number of bludgeoning, piercing, and slashing damage from nonmagical attacks equal to your Charisma modifier (minimum of 1).

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

QUAKE

At 15th level, you can make a powerful strike on the ground that trembles the earth. As an action, you can strike the ground with a warhammer or a maul to make the earth tremble in a 60-foot cone from you in a direction you choose. All creatures in the area must make a Dexterity saving throw. A creature takes 8d8 force damage and is knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one.

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

MORADIN'S AVATAR

At 20th level, you can assume the form of a giant dwarf made of metal and stone. As an action, you undergo a transformation. For 1 hour, you gain the following benefits:

- Your size change to Large, if you are not already large or bigger.
- Your weapon attacks cause 1d6 extra damage.
- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

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