



# SACRED OATHS

**HOMEBREW**

Ten new Sacred Oaths for the Paladin Class  
in the World's Greatest Roleplaying Game

# SACRED OATH

At 3rd level, a paladin gains the Sacred Oath feature. The following options are available to a paladin in along with those found in the *Player's Handbook*: the Oaths of Beauty, the Blade, the Corsair, the Exorcist, Inquisition, Liberty, Mysticism, Prosperity, the Shield, and the Oathless.

## OATH OF BEAUTY

Paladins who swear the Oath of Beauty hold themselves to a lofty standard of excellence, strive to be gleaming beacons of beauty. Some use the power of their graceful visage to inspire the downtrodden. Others become obsessed with their elegant appearance, and use the power of their Oath to manipulate, deceive, and intimidate those they see as beneath them.

### TENETS OF BEAUTY

Whether sworn for altruistic reasons or selfish desires, all who swear this Oath share the following tenets:

**Elegance.** You are to hold yourself to the highest of societal standards and expectations. Reputation can open many doors that remain closed to those of ill repute.

**Grace.** You are a cut above the poor and working class, and you must exemplify that quiet dignity in your combat techniques, leisurely pursuits, and all your public actions.

**Perfection.** Those who swear this Oath should strive always to improve themselves in all areas of their life: not only skill in combat, but also appearance and reputation.

### OATH OF BEAUTY

Paladin Level	Feature
3rd	Channel Divinity, Oath Spells
7th	Aura of Elegance (10 feet)
15th	Imposing Glance
18th	Aura of Elegance (30 feet)
20th	Paragon of Beauty

### CHANNEL DIVINITY

At 3rd level, you gain the following Channel Divinity options:

**Otherworldly Elegance.** As an action, you touch your holy symbol, and divinely enhance your beauty. For the next hour, whenever you make a Deception, Intimidation, or Persuasion check, you can treat a roll of 9 or lower on the d20 as a 10.

**Quell the Defiler.** As a reaction, when a creature you can see within 30 feet attacks you, you can force the attacker to make a Wisdom saving throw. On a failed save, their attack misses, and they are charmed by you until the end of your next turn. The charm ends early if you attack the creature.

### OATH OF THE BEAUTY SPELLS

Paladin Level	Spells
3rd	<i>charm person, disguise self</i>
5th	<i>enthrall, suggestion</i>
9th	<i>fear, hypnotic pattern</i>
13th	<i>charm monster</i> <sup>XGtE</sup> , <i>compulsion</i>
17th	<i>dominate person, seeming</i>



### AURA OF ELEGANCE

Your elegant visage bend others to your whims. Beginning at 7th level, you gain the following effects within 10 feet of you:

- Creatures within range have disadvantage on saving throws to resist your enchantment and illusion spells.
- You have advantage on any Deception, Intimidation, or Persuasion checks that targets creatures within range.

At 18th level these features effect creatures within 30 feet.

### IMPOSING GLANCE

Your beauty has become terrible for your enemies to behold. Starting at 15th level, when you are hit by an attack, you can use your reaction to reveal your divine beauty and gain a bonus to your Armor Class equal to your Charisma modifier (minimum of +1), until the the start of your next turn.

You can use this reaction a number of times equal to your Charisma modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

### PARAGON OF BEAUTY

At 20th level, you can use an action on your turn to reveal the fullness of divine beauty that dwells within your mortal form. For the next minute, you gain the benefits listed below:

- You are immune to the charmed condition.
- When you hit a creature with a weapon attack you deal additional damage equal to your Charisma modifier.
- You can cast *charm person* as a 1st-level spell as a bonus action on each turn, without expending a spell slot.

Once you use this feature, you must finish a long rest before you can use it again, unless you spend a spell slot of 5th-level or higher to use it an additional time.





## OATH OF THE BLADE

Paladins who swear the Oath of the Blade dedicate their lives to becoming masters of combat. Often given the title of *Blade Master*, these paragons of battle strive for mastery with the armaments of war. Some serve as mercenaries, and others as guardians or bodyguards. However, no matter their station Paladins of the Blade always look to test their martial skills.

### TENETS OF THE BLADE

Though Blade Paladins vary in motivation and alignment, they all uphold the same tenets of swordsmanship:

**Fair Play.** True warriors will fight on a level playing field. Do not stoop to crushing enemies and adversaries who are beneath you unless you first level the playing field.

**Respect.** Those who hold to the Tenets of the Blade, and all warriors who prove themselves in combat, deserve your respect as a fellow combatant, no matter their alignment.

### OATH OF THE BLADE FEATURES

#### Paladin Level Feature

3rd	Channel Divinity, Martial Superiority, Oath Spells
7th	Masterful Technique
15th	Counterattack
18th	Masterful Technique Improvement
20th	Warrior of Legend

### CHANNEL DIVINITY

At 3rd level, you gain the following Channel Divinity option:

**Sacred Duel.** As bonus action, you can hold aloft your holy symbol and initiate a sacred duel between you and a creature within 30 feet who agrees to the duel, marking you both as duelists. For the duration, both duelists have resistance to all damage, except for damage from the other duelist, and they can only target each other with attacks and spells.

This sacred duel lasts for one minute, or until one of the creatures who entered into the duel falls unconscious.

### MARTIAL SUPERIORITY

When you swear this Oath at 3rd level, you gain advanced martial training and gain the following features:

**Maneuvers.** You learn two Maneuvers of your choice from the list of Maneuvers available to the Battle Master Archetype in the *Player's Handbook*. You can use only one Maneuver per attack. Each time you gain a paladin level you can replace a Maneuver you know with another Maneuver of your choice.

**Superiority Dice.** You gain three Superiority Dice, which are d6s. To use one of your Maneuvers you must spend one of your Superiority Dice, and you regain all of your expended Superiority Dice each time you finish a short or long rest.

**Saving Throws.** Some of your Maneuvers require your target to make a saving throw to resist a Maneuver's effects. The saving throw DC is calculated as follows:

$$\text{Maneuver save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

### OATH OF THE BLADE SPELLS

Paladin Level	Spells
3rd	<i>zephyr strike</i> <sup>XGtE</sup>
5th	<i>cloud of daggers</i>
9th	<i>haste</i>
13th	<i>freedom of movement</i>
17th	<i>steel wind strike</i> <sup>XGtE</sup>

### MASTERFUL TECHNIQUE

Upon reaching 7th level, you gain one additional Superiority Die, and all of your Superiority Dice become d8s. You also learn two additional Maneuvers of your choice.

At 18th level, your skills increase further, rivaling warriors of legend. You gain another Superiority Die (for a total of five), and all of your Superiority Dice become d10s. You also learn two additional Maneuvers of your choice (for a total of six).

### COUNTERATTACK

At 15th level, you learn to strike back at those who strike you. As a reaction when a creature within 5 feet of you hits you with an attack, you can make a melee weapon attack against that creature, with advantage on your attack roll.

### WARRIOR OF LEGEND

At 20th level, you can use a bonus action to enter a trance that enhances your combat skills to legendary levels. For the next minute, each time you make a melee weapon attack you can use one of the Maneuvers you know, rolling a d6 in place of expending a Superiority Die.

This feature ends early if you are incapacitated. Once you use this feature, you must finish a long rest before you can use it again, unless you spend a spell slot of 5th-level or higher to use it an additional time.

### ADDITIONAL MANEUVERS

For a more expansive list of Maneuvers than those in the *Player's Handbook*, see [The Alternate Fighter Class](#) and the list of Martial Exploits included there.



## OATH OF THE CORSAIR

Fearsome warriors of the high seas, Corsair Paladins, swear an Oath to themselves and their crew, and will do whatever it takes to maintain their freedom. Chaotic by nature, these scallywags abhor any laws that aren't their own. While most paladins follow the law of the land or the tenets of their deity, Corsairs follow only laws they have personally agree to.

### TENETS OF THE CORSAIR

Corsairs follow a strict code, and to earn their trust, their allies and followers must also swear to the Corsair's Code.

**Bravery.** To be a coward is worse than death. Those who don't defend themselves deserve whatever comes. Live in such a way that all will sing of your deeds for years to come.

**Freedom.** Mortal creatures are meant to be free. Like the fish of the sea, no one should be forced to follow rules that they did not personally agree to or have a voice in creating.

**Loyalty.** Those that betray their allies are the lowest of low creatures. Traitors must be dealt with swift judgment. Loyal allies are rewarded with glory, prestige, and treasure.

### OATH OF THE CORSAIR FEATURES

Paladin Level	Feature
3rd	Channel Divinity, Oath Spells
7th	Aura of Gallantry (10 feet)
15th	Fury of the Seas
18th	Aura of Gallantry (30 feet)
20th	Grand Captain

### CHANNEL DIVINITY

At 3rd level, you gain the following Channel Divinity options:

**All Hands on Deck.** As a bonus action, you hold aloft your holy symbol and bellow an order to your crew. A number of creatures of your choice equal to your Charisma modifier (minimum of 1), within 30 feet, that can see or hear you, can use their reaction to move up to their full movement speed without provoking any opportunity attacks.

**Wrath of the Sea.** When you use your Divine Smite, you can invoke this Channel Divinity. All weapon and Divine Smite damage becomes cold, lightning, or thunder damage (your choice), and you can roll each of your damage dice for this attack twice and use the higher of the two rolls.

### OATH OF THE CORSAIR SPELLS

Paladin Level	Spells
3rd	<i>fog cloud</i> , <i>zephyr strike</i> <sup>XGE</sup>
5th	<i>arcane lock</i> , <i>warding wind</i> <sup>XGE</sup>
9th	<i>thunder step</i> <sup>XGE</sup> , <i>tidal wave</i> <sup>XGE</sup>
13th	<i>control water</i> , <i>storm sphere</i> <sup>XGE</sup>
17th	<i>control winds</i> <sup>XGE</sup> , <i>maelstrom</i> <sup>XGE</sup>

### AURA OF GALLANTRY

Starting at 7th level you, and friendly creatures within 10 feet of you, have advantage saving throws to resist being grappled, knocked prone, or moved against their will.

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



### FURY OF THE SEAS

At 15th level, those who strike you are punished for their mutinous actions. When a creature hits you with a melee attack, they take cold, lightning, or thunder damage (your choice) equal to your Charisma modifier (minimum of 1).

### GRAND CAPTAIN

At 20th level, you can embody the wrath of the high seas. As a bonus action, you can transform, becoming terrible as a storm, gaining the following benefits for 1 minute.

- You are immune to cold, lightning, and thunder damage.
- You can cast *command* as a 1st-level spell, as a bonus action on each turn without expending a spell slot.
- When you hit an enemy creature with a melee attack, they must make a Strength saving throw or be knocked prone.

Once you use this feature, you must finish a long rest before you can use it again, unless you spend a spell slot of 5th-level or higher to use it an additional time.

### MARINER FIGHTING STYLE

The Mariner Fighting Style can be made available to paladins who want to take the Oath of the Corsair:

**Mariner.** As long as you are not wearing medium or heavy armor or using a shield, you have a swimming speed equal to your movement speed, and you gain a +1 bonus to your Armor Class.





## OATH OF THE EXORCIST

Since the dawn of time the mortal world has been plagued by the scourge that is undeath. As ancient as this threat itself, a Brotherhood of paladin,s known as Exorcists, have protected the living from the dead. These warriors taint their soul with the foul magic of undeath, and once mastered, they use their dark power to drive back the darkness itself. Giving up any chance of a normal life, Exorcists work tirelessly to prevent the tide of undeath from overwhelming the living.

### TENETS OF THE EXORCIST

All those who swear this Oath and join the Brotherhood of Exorcists live their lives by a strict code of conduct:

**Protect the Living.** Life is a precious gift given to mortals. All life, especially the innocent, is to be protected at all costs.

**Destroy Undeath.** The foul monsters created by the dark magics of necromancy are a cruel mockery of life and must be hunted down and destroyed wherever they exist.

**Selfless Vigil** Those who swear the Oath of the Exorcist renounce their rights to a normal life. They bear no titles or honors, inherit no lands, and have no family or children.

### OATH OF THE EXORCIST FEATURES

Paladin Level	Feature
3rd	Channel Divinity, Oath Spells
7th	Spectral Form
15th	Sundering Strike
18th	Improved Spectral Form
20th	Sacrificial Offering

### CHANNEL DIVINITY

At 3rd level, you gain the following Channel Divinity options:

**Sinister Insights.** As an action, you can grasp your holy symbol to enhance your knowledge of undead creatures. For the next hour, you have advantage on any ability checks you make related to undead creatures or necromancy magic.

**Warrior of the Dawn.** You can draw forth radiant power from your soul to strike your foes. As a bonus action, you can touch your holy symbol and choose a creature within 30 feet. For the next minute, each time you hit that creature with a weapon attack, you deal an additional 1d4 radiant damage.

### OATH OF THE EXORCIST SPELLS

#### Paladin Level Spell

3rd	<i>protection from evil and good, sanctuary</i>
5th	<i>invisibility, see invisibility</i>
9th	<i>magic circle, spirit guardians</i>
13th	<i>banishment, greater invisibility</i>
17th	<i>dispel evil and good, holy weapon</i> <sup>XGE</sup>

### SPECTRAL FORM

Beginning at 7th level, you can use a bonus action to enter a ghostlike state that lasts until the end of your turn. While in this state, you are resistant to all bludgeoning, piercing, and slashing damage, and you can move through solid objects as if they were difficult terrain. If you end your movement inside an object, you are shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet you traveled.

Once you use this feature you must finish a short or long rest before you can use it again, unless you spend a spell slot of 2nd-level or higher to use this feature again.

When you reach 18th level in this class, you can use this feature each turn without expending a use or spell slot.

### SUNDERING STRIKE

Beginning at 15th level, when you deal radiant damage to a creature, that creature cannot regain hit points or become incorporeal until the beginning of your next turn.

### SACRIFICIAL OFFERING

You can sacrifice your own vitality to resist the grasp of death. Upon reaching 20th level, when you would fall to 0 hit points but are not killed outright, you can expend one of your Hit Dice to drop to 1 hit point instead.

### BLOOD HUNTER, DISSECTED

The **Blood Hunter** class contains many mechanics that are hard to manage, especially for new players. The Oath of the Exorcist attempts to capture the Blood Hunter's Order of the Ghostslayer while staying in line with the design philosophy of 5e.





## OATH OF INQUISITION

Truth. All dedicated paladins who become Inquisitors have the same goal: reveal what is hidden, and purge the planes of those who obscure the truth. Those who swear this Oath will stop at nothing to accomplish their goals, and no matter how ruthless their actions, they believe they are justified.

Above all else they despise creatures that hide their true intentions or forms. Fiend, celestial, or fey; it matters not to the Inquisitor paladin. Any creature, no matter its goals, that uses its power to deceive mortals, has forfeited their life.

### TENETS OF INQUISITION

Inquisitor paladins will stop at nothing to discover the truth, and refuse to hide who they are, or what their purpose is.

**Absolute Truth.** The truth is out there, and you must do whatever it takes to bring it to light. Those who obscure the truth deserve punishment, and you will deliver that justice.

**Immutable Forms** All creatures of the multiverse have a natural form. Those that would seek to physically alter their form or obscure it with magic must be reprimanded.

**Swift Retribution.** Those who break the laws of the multiverse deserve a punishment to fit their crime. A thief may lose a hand, but an oathbreaker may forfeit their life.

## OATH OF INQUISITION FEATURES

### Paladin Level Feature

3rd Channel Divinity, Oath Spells

7th Unstoppable Inquisition

15th Iron Will

18th Improved Unstoppable Inquisition

20th Grand Inquisitor

### CHANNEL DIVINITY

At 3rd level you gain the following Channel Divinity options:

**Divine Interrogation.** As an action, you can grasp your holy symbol and force a creature you can see within 10 feet, to make a Charisma saving throw. On a failed save, you learn the true name of the creature and it has disadvantage on the first Intelligence, Wisdom, or Charisma saving throw you force it to make within the next minute.

**Unexpected Inquisition.** On your first turn after rolling initiative, you can use a bonus action to hold aloft your holy symbol and force a number of creatures of your choice equal to your Charisma modifier (minimum of 1) within 60 feet to make a Wisdom saving throw. On a failed save, creatures that have not yet taken a turn since rolling initiative are surprised.

## OATH OF INQUISITION SPELLS

### Paladin Level Spells

3rd *charm person, command*

5th *moonbeam, zone of truth*

9th *clairvoyance, magic circle*

13th *arcane eye, charm monster*<sup>XGtE</sup>

17th *legend lore, scrying*

### UNSTOPPABLE INQUISITION

Beginning at 7th level, you do not tolerate those who would stand in the way of your quest for truth. Once per turn, when you hit a Large or smaller creature with a melee attack, you can force them to make a Strength saving throw. On a failure, they are knocked prone, in addition to the normal damage.

At 18th level, this ability can also effect Huge creatures.

### IRON WILL

You have honed your mind to resist any effects that would restrict your agency or obscure the truth for you. Starting at 15th level, you are immune to the charmed condition.

### GRAND INQUISITOR

Upon reaching 20th level, you can use your action to become a divine embodiment of absolute Truth and Law. When you do so, you gain the benefits listed below for one minute:

- You gain truesight out to a 120-foot radius.
- All of your attacks trigger your Unstoppable Inquisition.
- Any shapechanger hit by one of your attacks reverts to its original form and takes an additional 2d8 radiant damage.

Once you use this feature, you must finish a long rest before you can use it again, unless you spend a spell slot of 5th-level or higher to use it an additional time.





## OATH OF LIBERTY

The Oath of Liberty calls paladins to use their power to stand with the oppressed against tyranny. It is not enough to enact justice, but to see that justice is fairly applied to all. Paladins of Liberty are often despised by those who have seized power through nefarious means. Seen as threats to the established order, those who swear this Oath and are often persecuted.

### TENETS OF LIBERTY

A paladin of Liberty often emblazons their oath upon their shield and refuses to hide or obscure what they stand for.

**Equality.** Birth, wealth, and status do not matter. Everyone is equal in your eyes. The mighty should be made low, and the lowly raised up. All people should have access to their basic needs, regardless of their birth, status, or wealth.

**Freedom.** Every creature has a right to be free and equal under the law of the land. Bring freedom to those who are enslaved and bring justice to those who abuse their power.

### OATH OF LIBERTY FEATURES

Paladin Level	Feature
3rd	Channel Divinity, Oath Spells
7th	Aura of Solidarity (10 feet)
15th	Shelter the Innocent
18th	Aura of Solidarity (30 feet)
20th	Heroic Sacrifice

### CHANNEL DIVINITY

At 3rd level you gain the following Channel Divinity options:

**Admonish the Tyrannical.** As a reaction when a creature deals damage to a creature within 30 feet, you can grasp your holy symbol to rebuke them. For the next minute, the attacker has disadvantage on any attack roll that doesn't target you.

**Shield the Meek.** As a reaction when a creature within 30 feet is hit by an attack, you can grasp your holy symbol, and grant it a bonus to their Armor Class equal to your Charisma modifier (minimum of +1), possibly turning the attack into a miss. This bonus lasts until the beginning of your next turn.

### OATH OF LIBERTY SPELLS

#### Paladin Level Spells

3rd	<i>heroism, shield of faith</i>
5th	<i>prayer of healing, warding bond</i>
9th	<i>life transference</i> <sup>XGE</sup> , <i>revivify</i>
13th	<i>aura of purity, freedom of movement</i>
17th	<i>mass cure wounds, skill empowerment</i> <sup>XGE</sup>

### AURA OF SOLIDARITY

The strength of your convictions protects those who stand alongside you. Starting at 7th level, when an allied creature within 10 feet of you takes damage, the damage is reduced by an amount equal to your Charisma modifier (minimum of 1).

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

### SHELTER THE INNOCENT

Starting at 15th level, you can take the Help action as a bonus action, so long as you target a within your Aura of Solidarity.

### HEROIC SACRIFICE

You can enact the ultimate sacrifice, laying down your life for your allies. At 20th level, you can use an action to distribute your remaining hit points and spell slots among creatures within 60 feet of you, following the rules below:

- You can divide hit points and spell slots in any increment, among any creatures of your choice within range.
- Any hit points you give to creatures that go over their hit point maximum become temporary hit points for them.
- For a creature to receive one of your spell slots, they must have expended a spell slot of the same level or lower.

Immediately after you distribute your remaining hit points and spell slots you fall to zero hit points, and are unconscious but stabilized. Once you use this ability you must finish a long rest before you can use it again.





## OATH OF MYSTICISM

Where most paladins swear Oaths to a divine cause or ideal, some swear an Oath to themselves, vowing to awaken their own inner power. Known as Mystic Knights, these paladins spend years in secluded places, mastering the psionic power that lies dormant within their own mind. Once their mind has been awakened, these psionic warriors venture out into the world looking to bring enlightenment to all they meet.

### TENETS OF MYSTICISM

Mystic Knights are extremely disciplined, and live their lives by a strict ascetic code in order to awaken their inner power:

**Asceticism.** In order to draw out the full psionic potential of your mind you must forgo all worldly attachments. Family ties, material wealth, all stand in they way of the mystical.

**Enlightenment.** You must always strive to become the best version of yourself. True enlightenment is realizing your full potential, and helping others to discover their true selves.

**Knowledge.** The ability to reason is what separates mortals from beasts and monsters. Knowledge is the only treasure that can bring one closer to true enlightenment.

### OATH OF MYSTICISM FEATURES

Paladin Level	Feature
3rd	Channel Divinity, Oath Spells
7th	Aura of Enlightenment (10 feet)
15th	Psionic Rebuke
18th	Aura of Enlightenment (30 feet)
20th	Mystic Ascension

### CHANNEL DIVINITY

At 3rd level, you gain the following Channel Divinity options:

**Enlightened Spell.** When you cast one of your Oath of Mysticism Spells, you can invoke this Channel Divinity to cast it without providing verbal or somatic components, and only material components if they are consumed by the spell.

**Psionic Smite.** When you use your Divine Smite, you can invoke this Channel Divinity. The additional damage of Divine Smite becomes psychic damage, and the creature must make an Intelligence saving throw. On a failure, its speed is halved and it cannot take reactions until the start of your next turn.

### OATH OF MYSTICISM SPELLS

Paladin Level	Spells
3rd	catapult <sup>XGE</sup> , dissonant whispers
5th	detect thoughts, levitate
9th	clairvoyance, slow
13th	confusion, phantasmal killer
17th	telekinesis, wall of force

### AURA OF ENLIGHTENMENT

Your awakened mind exudes a psionic ward. Beginning at 7th level, friendly creatures of your choice within 10 feet of you gain resistance to psychic damage, and have advantage on saving throws to resist being charmed or frightened.

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

### PSIONIC REBUKE

Starting at 15th level, when a creature within your Aura of Enlightenment hits you with an attack, they take psychic damage equal to your Charisma modifier (minimum of 1).

### MYSTIC ASCENSION

At 20th level, you can use your action to briefly unleash your mind and take on an ascended luminous form. When you do so, you gain the following benefits for one minute:

- You become translucent and emit otherworldly bright light, in a 5-foot radius, and dim light 5 feet beyond that.
- You gain a flying speed equal to your movement speed.
- You gain immunity to psychic damage.
- You can move through other creatures and objects as if they were difficult terrain. If you end your movement inside another object or creature, you are immediately shunted to the nearest unoccupied space, taking 1d10 force damage for every 5 feet you were forced to travel.

Once you use this feature, you must finish a long rest before you can use it again, unless you spend a spell slot of 5th-level or higher to use it an additional time.

### OPTIONAL RULE: PSIONIC SPELLCASTING

For mechanics to match the fantasy of a paladin who uses their inner psionic power to cast spells, replace your Charisma saving throw proficiency, spellcasting ability, multiclassing prerequisites, and any other Charisma-based features from your class or the Oath of Mysticism with Intelligence.





## OATH OF PROSPERITY

Not all paladins pursue lives of virtue or nobility. Some more worldly paladins swear an Oath of Prosperity and dedicate their lives to amassing great material wealth. Often hailing from the merchant class, or acting in the service of a great dragon, Prosperity paladins value gold over all else. To them, each action, decision, and even each life, has a value in gold.

While all those who follow the Oath of Prosperity do look out for themselves, not all operate for entirely selfish reasons. Some see material wealth, and the power that comes with it, as the most direct path to enacting change in the world.

### TENETS OF PROSPERITY

Paladins who swear this Oath adhere to a code that allows them to generate wealth. While some strictly follow the code, others have a more loose view of what constitutes wealth.

**Benefit.** Before you act, you must analyze any possible benefits you could gain, whether material wealth or favors.

**Investment.** View everything you do as an investment. Your actions should have a pay off for you at some point in the future. Debt is a powerful force to wield over another.

**Profit.** Never enter into a bad deal. Each agreement that you take part in must eventually increase your ability to grow your power, influence, wealth, or overall standing in society.

### OATH OF PROSPERITY FEATURES

Paladin Level	Feature
3rd	Channel Divinity, Oath Spells
7th	Aura of Prosperity (10 feet)
15th	Fortunate Defense
18th	Aura of Prosperity (30 feet)
20th	Golden Guardian

### CHANNEL DIVINITY

At 3rd level, you gain the following Channel Divinity options:

**Distilled Fortune.** As an action, you can touch your holy symbol to a Large or smaller non-magical object, that is not being worn or carried. It is transfigured into a tiny precious gemstone worth the exact monetary value of the item.

As an action, a creature can crush the gemstone, causing the object to reappear on an empty flat surface within 5 feet.

You can have a total number of objects transfigured in this way equal to your Charisma modifier (minimum of 1), and you can't use this Channel Divinity while at your maximum.

**Vault of Prosperity.** When you cast a spell that requires a material component with a gold cost, you can invoke this Channel Divinity to reduce the required cost of the material component by an amount of gold equal to 50 times your level.

### OATH OF PROSPERITY SPELLS

Paladin Level	Spells
3rd	<i>alarm, identify</i>
5th	<i>arcane lock, locate object</i>
9th	<i>glyph of warding, tiny servant</i> <sup>XGE</sup>
13th	<i>fabricate, secret chest</i>
17th	<i>animate objects, legend lore</i>



### AURA OF PROSPERITY

Your presence increases the value of spells that aid allies you are invested in. Beginning at 7th level, when a creature within 10 feet of you is targeted by a spell of 1st-level or higher that restores hit points, or grants them temporary hit points, they gain additional hit points, or temporary hit points, equal to your Charisma modifier (minimum of +1).

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

### FORTUNATE DEFENSE

Starting at 15th level, you can liquidate your investments to protect you from harm. As a reaction when you take damage from a creature you can see, you can crush a gem you gained from *Distilled Fortune*, and reduce the incoming damage by 1d10 for each 100 gold the *Distilled Fortune* gem is worth.

For example, a *Distilled Fortune* gem that is worth 500 gold would reduce the incoming damage by 5d10.

### GOLDEN GUARDIAN

At 20th level, you can use your action to take on the form of a Golden Guardian, a true paragon of Prosperity. When you do so, you gain the following benefits for one minute:

- You gain temporary hit points equal to your paladin level.
- As a bonus action on each turn, you can grant a creature within your Aura of Prosperity temporary hit points equal to your Charisma modifier (minimum of 1).
- While you, or any creature, has temporary hit points from this feature they gain a golden sheen and are resistant to all bludgeoning, piercing, and slashing damage.

Once you use this feature, you must finish a long rest before you can use it again, unless you spend a spell slot of 5th-level or higher to use it an additional time.



## OATH OF THE SHIELD

While most paladins are known for the wrath they pour out upon their foes, those who swear the Oath of the shield use their power to defend. Known as Divine Shields, these noble warriors stand as protectors of the innocent and defenseless. Bravely placing themselves between their allies and danger, a Shield paladin is an invaluable ally to have on the battlefield.

### TENETS OF THE SHIELD

Paladins of the Shield become one with the armament from which they draw their name, and their Oath reflects that:

**Immovable Bastion.** When you make a choice, you must stand by your decision. When you vow to defend another, you must stand by them no matter the dangers you may face.

**Shield the Innocent.** You are a shield for the defenseless. Power has been given to you so that you may protect those who cannot protect themselves, especially those who don't know how to fight or are unjustly made victims of violence.

### OATH OF THE SHIELD FEATURES

Paladin Level	Feature
3rd	Channel Divinity, Oath Spells
7th	Aura of Defense (10 feet)
15th	Adamant Stance
18th	Aura of Defense (30 feet)
20th	Divine Bulwark

### CHANNEL DIVINITY

At 3rd level you gain the following Channel Divinity options:

**Divine Aegis.** As an action, you can hold aloft your holy symbol and project a shining protective aura that extends in a 10-foot radius from you, which lasts until you move. Any creature within this radius gains the benefits of half cover.

**Holy Abjuration.** As a reaction when you take damage from a spell or another magical effect, you can grasp your holy symbol and invoke this Channel Divinity. The damage you would take from the spell or magical effect is reduced by an amount equal to your paladin level + your Charisma modifier (minimum of 1). If this reduces the damage of the spell or effect to zero, the entire spell or effect is dispelled.

### OATH OF THE SHIELD SPELLS

Paladin Level	Spells
3rd	<i>absorb elements</i> <sup>XGtE</sup> , <i>shield of faith</i>
5th	<i>aid</i> , <i>warding bond</i>
9th	<i>protection from energy</i> , <i>tiny hut</i>
13th	<i>fire shield</i> , <i>resilient sphere</i>
17th	<i>circle of power</i> , <i>wall of stone</i>

### AURA OF DEFENSE

Your force of will can deflect blows that would harm those who fight by your side. Starting at 7th level, when a creature within 10 feet of you is hit by an attack, you can use your reaction to add your Charisma modifier (minimum of +1) to the creature's Armor Class against the triggering attack.

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



### ADAMANT STANCE

Once you take your stand there is nothing that can force you to move. Starting at 15th level, you cannot be moved against your will. Also, when you are forced to make an ability check to resist being grappled you can add your Charisma modifier (minimum of +1) to the result of your ability check.

### DIVINE BULWARK

At 20th level, you can use your action to exude the ultimate Divine Aegis of protection in a 30-foot radius from you. When you do so, you gain the following benefits for one minute:

- You gain temporary hit points equal to your paladin level.
- As a bonus action on your turn, you can grant yourself temporary hit points equal to your paladin level.
- Creatures within range gain the benefits of half cover.
- When a creature within range takes damage, you can choose to take the damage in place of them.

Once you use this feature, you must finish a long rest before you can use it again, unless you spend a spell slot of 5th-level or higher to use it an additional time.

### SHIELD WARRIOR FIGHTING STYLE

The Shield Warrior Fighting Style is available to paladins who wish to take the Oath of the Shield:

**Shield Warrior.** Shields count as martial melee weapons for you. On hit, they deal bludgeoning damage equal to 2d4 + your Strength modifier. If you are wielding a shield and nothing in your other hand, you gain a +1 bonus to your Armor Class and to damage rolls with your shield attacks.





## THE OATHLESS

Not all paladins are able to hold to their Sacred Oaths. Some break their Oath and fall into evil, becoming Blackguards and Oathbreakers, but not all who falter become paragons of evil. Known as the Oathless, paladins who abandon their divinely appointed cause for reasons other than evil still retain some of their power. They wander the wilds as lost warriors, often becoming bandits and mercenaries. Some quest for purpose, seeking to renew their Oath, while others fall into despair.

### TENETS OF THE OATHLESS

An Oathless paladin owes allegiance to no one. They hold to no tenets and are loyal to nothing but themselves. Oathless paladins are often selfish, with their own safety and power being their only concern. These lost warriors won't hesitate to obtain what they desire, even at the expense of others.

### BREAKING A SACRED OATH

The difficulty of breaking a Sacred Oath can vary by table and style of play. Depending on the paladin's transgression, a small ritual or penance may be all that is needed to keep their power, but other times their Oath has been broken beyond forgiveness.

When a Paladin breaks their Sacred Oath in such a definitive manner, there are only two options to move forward as a paladin: turn to evil and become an Oathbreaker or blackguard, or remain neutral, or even good, as the Oathless paladin detailed here.

## OATHLESS FEATURES

Paladin Level	Feature
3rd	Channel Divinity, Oathless Spells
7th	Devious Counter
15th	Forceful Will
18th	Devious Counter Improvement
20th	Grand Captain

## CHANNEL DIVINITY

At 3rd level, you gain the following Channel Divinity options:

**Coward's Escape.** As a bonus action, you grasp your holy symbol and force a creature you can see within 60 feet of you to make a Wisdom saving throw. On a failed save, the target cannot perceive you in any way for up to 1 minute. They can't see, hear, smell, or sense your presence in any way. This ends early if you attack the creature or target them with a spell.

**Selfish Restoration.** When you begin your turn you can invoke this Channel Divinity (no action required) to end one of the following conditions currently affecting you: charmed, frightened, paralyzed, poisoned, or stunned. Alternatively, you can choose to immediately regain hit points equal to your paladin level + your Charisma modifier (minimum of +1).

## OATHLESS SPELLS

Paladin Level	Spells
3rd	<i>charm person, false life</i>
5th	<i>invisibility, suggestion</i>
9th	<i>gaseous form, vampiric touch</i>
13th	<i>charm monster</i> <sup>XGE</sup> , <i>greater invisibility</i>
17th	<i>geas, passwall</i>

## DEVIOUS COUNTER

You have learned to disable foes who threaten you. Starting at 7th level, when a creature misses you with an attack, you can use your reaction to force it to make a Dexterity saving throw. On a failure, it is knocked prone and its movement speed is reduced to zero until the start of your next turn.

Upon reaching 18th level, you can use this feature an unlimited amount of times without using your reaction.

## FORCEFUL WILL

Beginning at 15th level, when you force a creature within 15 feet of you to make a saving throw to resist the effects of an enchantment spell, they have disadvantage on their roll.

## PARAGON OF DISHONOR

At 20th level, you can use an action to become a shade of a righteous paladin, gaining the benefits below for 1 minute:

- You become invisible.
- You can take the Dash or Hide action as a bonus action.
- When a creature misses you with an attack, you can force it to repeat its attack against another creature of your choice within the normal range of its attack.

Once you use this feature, you must finish a long rest before you can use it again, unless you spend a spell slot of 5th-level or higher to use it an additional time.





# SACRED OATHS

Stand as a Champion of the Oath that guides your cause with ten new Sacred Oaths for the Paladin class in 5e!

*Sacred Oaths:*

*Beauty - the Blade - the Corsair  
the Exorcist - Inquisition - Liberty  
Mysticism - Prosperity - the Shield  
The Oathless*

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