

Oath of Enterite



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*A PALADIN OATH FOR THE
TACTICAL TEAM PLAYER*



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ON THE COVER

A group of Oath of Entente Paladins gather to swap stories, share trade secrets, and plan their next campaign.

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Oath of Entente

The Oath of Entente is sworn to stand in solidarity, be it as a community, nation, or even devotion to a deity. The paladins that swear these oaths dedicate their lives to working together with others to accomplish their goals, finding a greater weight of glory in leading a team or federation than in just simply winning the day. In their eyes, lasting victory is born of a new forged sense of cooperation and commonality, not a slain foe.



Tenets of Entente

A paladin who takes this oath emblazons these tenets on shield or armor for all to see.

Stand Together. Or we fall alone. Lone victory is but another form of defeat.

Build Together. Coalitions do not come together by themselves. They must be forged carefully and patiently by those who understand their value.

Live Together. Live with and in the manner of your allies. A paladin is no better than the people they serve.

Paladin Spells

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>Sanctuary, Longstrider</i>
5th	<i>Enhance Ability, Calm Emotion</i>
9th	<i>Lesser Restoration, Dispel Magic</i>
13th	<i>Freedom of Movement, Compulsion</i>
17th	<i>Dominate Monster, Wall of Force</i>

Channel Divinity: Tactical Mind

Entente Paladins use their divine endowments to fuel tactical cooperation among allies. When you take this oath at 3rd level, you may choose two tactical maneuvers from the list that you can use as a channel divinity. You may choose 1 more at the 7th and 15th level.

Hold the Line: Designate a 60 foot line. It can be any shape, even a circle. For 1 minute, if a hostile creature uses their movement to cross the line, any willing creature you choose may use their reaction to move up to 15 feet and make an attack or other similar action. If the attack is successful, the creature's speed is reduced to 0 for the rest of their turn.

Coordinated March: Willing creatures within 30 feet may use their reaction to move up to half their speed in a direction you choose for 1 minute.

Mount Charge: Willing creatures within 30 feet may use their reaction to move up to their speed in the same direction and take the attack action. If they move 20 feet or more, you may add your wisdom modifier to their damage rolls, and targets must make a DC 11 strength saving roll or fall prone.

Order Barrage: Willing creatures with ranged attacks within 30 feet may use their reaction to simultaneously attack targets of your choice. Attacks can be made up to the maximum range without disadvantage and ignore half and three quarters cover.

Wall of Spears: Hostile creatures provoke opportunity attacks from your allies when they attack one of your allies for 2 minute

Guerrilla Tactics: Creatures of your choice within 60 feet can take the dodge, disengage, or dash action as a bonus action on their turn for 2 minutes.

Common Resolve. Ready an action with a trigger. For 5 minutes, if the action is triggered, all willing allies within 30 feet can use their reaction to do the same action.

Sow Confusion

Starting at level 7, you learn 2 new tactical maneuvers to use as a channel divinity that sow confusion in enemy ranks from the following list. You learn another 1 at the 17th level.

You may use channel divinity twice per short or long rest.

Infiltrate: One ally of your choice is wreathed in an aura of unimportance for 1 minute. Other creatures can see the them, but will either ignore them or treat them as the lowest priority in combat or social situations unless they do something to make them think otherwise (i.e. attack, etc.). Because of this disinterest, they don't provoke opportunity attacks.

Sabotage Morale: Your tactics suggest insider information and sow distrust in enemy ranks. For 2 minute, hostile creatures within 60 feet of you have disadvantage on attacks or charisma

checks as long as they have an ally within 5 feet of them.

Bait Ball: Enemies fear to face you and your allies alone. For 1 minute, enemies within 60 feet have disadvantage on attacks, charisma checks, and perception checks unless they have an ally within 5 feet.

Chain of Command: Through your maneuvering, creatures hostile to you become convinced that a target creature from among them of your choosing is crucial to your plans. They act to protect that target at all costs, ignoring any commands to the contrary.

Common Defense

Starting at the 15th level, your tactical acumen helps you anticipate your enemies' strategies and forestall them. As long as you are within 5 feet of an ally, you may use your reaction to create the effect of the shield spell on yourself or them. You may use this ability a number of times equal to your spellcasting modifier per long rest.

Divine Plenipotentiary

Starting at the 20th level, you become an invincible wizard of strategy. You may channel divinity a number of times equal to your spellcasting modifier at once. Once you use this feature, you can't use it again until you finish a long rest.