

A PLETHORA OF PALADINS PLUS SOME

HOME BREW

Revisit classic archetypes and explore new horizons in this compendium of sacred oaths and chivalric subclasses for the world's greatest fantasy roleplaying game

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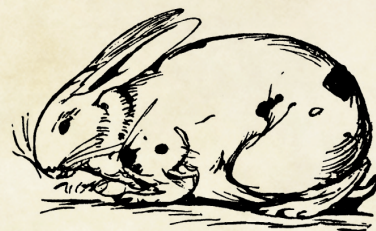
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BETROTHAL

A PALADIN SACRED OATH

To the shock and awe of the slavers he fights, the knight takes blow after blow and refuses even to yield to the supernatural terror of their dragon lord. What they do not know, cannot know, is that he is not motivated by money, as they are, or even his life, as his friends are. He is motivated by love for the witch they've kidnapped, and that love would not let him fail.

During a quiet evening spent in the company of his friends, a wizened Half-Orc reads again the now crumpled, stained, and battle-worn letter. At the concerned glance of one of his fellows, the hedge knight smiles and enters into a story about one of his boys. He misses his dear and growing little ones so much it sometimes feels like his heart will break. But every gold piece sent home is a fortune for his family, and every loose demon struck down is one less to threaten their realm.

"It's not like I LIKE you or anything!" says a tall warrior in scuffed but effective armor. Her wizard companion had noted, a bit curious, that she always went to great lengths to draw their monstrous foes off of him and toward her. She adds, "It's just that - what if we find a magic sword, and you're too unconscious to *identify* it? How will I enjoy my Holy Avenger then?!" To the others in their party, however, the furious blush across her face makes the truth all too obvious.

Though many paladins swear to gods and fellowships, not every oath is so cosmic in nature. Some paladins receive their power from more humble vows: promises made between one mortal and another. Paladins who have sworn the Oath of Betrothal draw their magics from the divine force inherent in their love for another. Whether this oath is made as part of a formal matrimony or engagement or instead is the private declaration of commitment between youth is less important for the oath than the purity of the oathmaker's love.

Called Rose Knights, Devotees, or even Lovebirds by the more disparaging, these paladins find comfort and motivation

in the powerful love they feel, whether they be passionately smitten at first sight or formally sworn to the love of their life.

YOUR BELOVED

Every Paladin of Betrothal has a beloved to whom their heart belongs, and it is to this person they direct and swear their oath. Consider with your DM who your beloved is and how they relate to the campaign. Does the person you love live in your hometown, waiting for you to safely return someday? Do you quest in order to rescue them from an evil that has taken them captive? Do you actively travel with the one with whom you are besotted? It can also be useful to think about what your beloved thinks of your choice to adventure. Do they approve of such heroics? Condemn you for risking your life? By fleshing out your beloved, you can enjoy a vibrant, living character instead of a one-dimensional love interest that exists only for you and contributes little else to the campaign.

Additionally, you may wish to determine the nature of your relationship with your beloved. The Oath of Betrothal can be sworn in many circumstances, from literal marriage to private pining. The following table includes a few ideas for describing the relationship between you and your beloved. You can choose to roll on the table, select an idea, or come up with your own.

d6 Relationship With Your Beloved

- 1 You and your beloved are ecstatic newlyweds. Together, you shall build the rest of your lives.
- 2 Your beloved is presently your espoused; in time, you will be joined forever in matrimony. That special day can't come soon enough!
- 3 In the many years since you were wed, the fires of love and devotion have only burned more brightly. This life you've had together is all you could've asked for.
- 4 New love is filled with anxious thoughts and bubbly feelings, and you and your beloved are familiar with both. But could what you have become even more?
- 5 The love bug has bitten you hard, and you're head over heels for a beloved who hardly knows you. You hope that this love can be requited!
- 6 You have since settled down with your beloved, but there are many happy years yet in the future. And you treasure the family you now rear together beyond gold.

TENETS OF BETROTHAL

As it is the private vow of two partners, the Oath of Betrothal lacks consistent phrasings or axioms. However, the shared themes of such oaths of pure love can be summarized thus:

Affection. Your promise is not one of infatuation or lust, but pure, deep, and abiding love that is more than just a feeling, but is also that which you do for your beloved.

Fidelity. Be true to your beloved in deed, word, and thought. Whether they are near or far, remember your oath, that you may share the joy therein, despite any distance.

Commitment. Yours is no passing fancy, but an everlasting bond. Remember always to deepen your bond, that it may grow strong and last long.

Partnership. Love is unselfish and rejects the ego, and a relationship includes two; each should give 100%, never expecting subservience but rather seeking to serve and uplift.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF BETROTHAL SPELLS

Paladin Level	Spells
3rd	<i>healing word, heroism</i>
5th	<i>enhance ability, warding bond</i>
9th	<i>haste, sending</i>
13th	<i>aura of purity, fire shield</i>
17th	<i>creation, dream</i>

CHANNEL DIVINITY

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

Confess Love. Your loving declaration thunders with power from the depths of your heart. When you hit a creature with a melee weapon attack, you can use your Channel Divinity to invoke the name of your beloved with the attack. When you do so, you gain a number of temporary hit points equal to twice your paladin level, which last for 1 minute, and the creature you hit must make a Strength saving throw. On a failed save, it is knocked prone and takes thunder damage equal to your paladin level. On a successful save, the creature takes half as much damage and is not knocked prone.

To Be True. When you or a creature within 30 feet of you fails a saving throw against being charmed, you can use your reaction to speak a prayer of virtue, using your Channel Divinity, and the affected creature may reroll the saving throw with advantage.

At 13th level, you can also use this Channel Divinity option whenever you or a creature within 30 feet of you fails a saving throw against any enchantment spell.

AURA OF CARE

Beginning at 7th level, your feelings of protection create an aura that mitigates more devastating attacks. When a friendly creature within 10 feet of you is targeted by an attack and the attack roll is made with advantage, you can use your reaction to force the roll to be made without advantage. If the attack still hits, you take all the damage of the attack, which cannot be reduced or resisted in any way.

At 18th level, you can use this feature when the targeted friendly creature is within 30 feet of you.

CONSTANCY OF HEART

Starting at 15th level, the integrity of your love cannot be marred. You can't be affected by any enchantment spell unless you choose to be.

HOPEFUL ROMANTIC

At 20th level, you can use your action to draw upon your love to aid and empower you in battle, leaving wounds and fears forgotten. For 1 minute, you gain the following benefits:

- Dim light shines from you in a 30-foot radius.
- Hostile creatures within 30 feet of you have disadvantage on all attack rolls made against any creature besides you.
- When you roll a 1 on a damage die, you may reroll the die and must use the new roll.
- You are resistant to all damage.
- You can use your Lay on Hands feature as a bonus action.

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

PROFICIENCIES FOR PALADINS

Included alongside the sacred oaths of this compendium are a number of optional features that confer an additional skill or tool proficiency. For interested DMs and players, these can be options to further convey the sacred oaths' themes and are intended to occupy a role of limited mechanical but valuable thematic significance, similar to the Spirit Seeker feature of the Path of the Totem Warrior, the Arcane Archer's Lore feature of the Arcane Archer, or the Bonus Proficiencies feature of the Way of the Drunken Master.

For interested DMs and players, the following optional feature can be included as part of the Oath of Betrothal at 3rd level.

ARTIST

Your lover's heart beats within an artist's soul. Also at 3rd level, you gain proficiency in your choice of one of the following sets of artisan's tools: calligrapher's supplies, glassblower's tools, jeweler's tools, painter's supplies, potter's tools, weaver's tools, or woodcarver's tools.



ENLIGHTENMENT

A PALADIN SACRED OATH

The treasure hunters strain against the rubble of the cave-in, and for a moment some seem to lose heart - they lack the strength to escape. One, however, pauses to breathe and looks inward. In a moment, his eyes glow with mystic fire and his limbs bring a supernatural strength to bear as he pushes the rocks aside as easily as a thought.

A paladin shouts a prayer, and the putrid, oozing hag reels with a shriek. Finally having had enough, it disappears in a flash of mist, teleporting to safety. Before her compatriots can groan in frustration, however, the paladin raises a hand, smiles, and points. The hag's mental trail leads that way!

The red dragonscale is nearly impenetrable, and most of her fellow warriors have retreated to protect their magician allies from its elemental minions. The knight, however, has one last trick up her sleeve: a technique taught by her mystic sisterhood. She reaches out with her mind and swings twice with her blade, and its flickering, otherworldly edge cuts not through the dragon's hide, but instead through its mind.

Each of these warriors is a paladin bearing the Oath of Enlightenment, a sacred vow of self-development sworn by servants of psychic gods and orders of mystic practitioners. Called mindwords, these paladins blend their divine magics with rigorous self-discipline to hone unique psionic magic.

Such paladins uphold the virtue of knowledge and acumen, viewing truth as power and cunning as life. By dedicating themselves to ascetic living and ponderous meditation, they unlock powers of the mind to bolster their strength in battle.

TENETS OF ENLIGHTENMENT

The oath of enlightenment rejects the rest of the world, preferring to find might and right in personal development.

Pursue Learning. Every new piece of knowledge is growth for your brain, an increase of what is true power.

Deny the Body. Your sword is not the weapon, and your shield is not the defense. Control all physical appetite.

Turn Inward Instead, hone the true weapon: your mind. Look to yourself for power, rather than the world or others.

Embrace the Emptiness. When you truly unlock the secrets within yourself, the world is shallow in comparison. Embrace the void - it is independence and strength in itself.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF ENLIGHTENMENT SPELLS

Paladin Level	Spells
3rd	<i>command, comprehend languages</i>
5th	<i>*mind spike, misty step</i>
9th	<i>dispel magic, sending</i>
13th	<i>confusion, locate creature</i>
17th	<i>dominate person, telekinesis</i>



CHANNEL DIVINITY

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

Phantom Smite. You can invoke psychic power to cut through a creature's mind instead of its flesh. As a bonus action, you can use your Channel Divinity to choose one creature within 30 feet of you. For 1 minute, you gain a bonus to melee weapon attack rolls against that creature equal to your Charisma modifier (minimum of +1). Additionally, your reach when targeting that creature is considered 5 feet longer, your melee weapon attacks against the creature deal psychic damage instead of their normal damage type, and if you use your Divine Smite with attacks targeting the creature, all the damage of your Divine Smite becomes psychic damage.

Mind Over Matter. As an action, you augment your body with the might of your mind, using your Channel Divinity. For 1 minute, you can add your Charisma modifier to Strength ability checks, Strength saving throws, and damage rolls for melee weapon attacks using Strength you make if you do not already do so.

EXTRASENSORY AURA

Beginning at 7th level, while you are conscious, you and friendly creatures within 10 feet of you have resistance against psychic damage and can telepathically communicate with each other. In order to communicate telepathically in

this way, creatures do not need to share a language, but a creature does need to understand at least one language or be telepathic itself.

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

ALIEN ENDURANCE

At 15th level, you can generate a mental ward to sustain your body in response to danger. As a reaction when you take damage, you can gain resistance to the damage type of the triggering damage until the beginning of your next turn. If you take more than one type of damage, you choose which damage type to resist.

Once you have used this feature a number of times equal to your Charisma modifier, you must complete a long rest before you can use it again.

PARANORMAL ASCENDANCY

At 20th level, your mastery of psionics has unlocked the most potent capacity of your mind. As an action, you gain the following benefits for 1 minute:

- You are immune to psychic damage and cannot be charmed or frightened.
- You gain a flying speed equal to your walking speed.
- You can cast your paladin spells without any verbal, somatic, or material components without a listed cost.
- You automatically succeed on any saving throws made to maintain concentration on a paladin spell you cast.
- You can cast the spell **psychic scream* once without using a spell slot.

After using this feature, you must finish a long rest before you can use it again.

PROFICIENCIES FOR PALADINS

For interested DMs and players, the following optional feature can be included as part of the Oath of Enlightenment at 3rd level.

MENTALIST

You can discern others' feelings through your sixth sense. Also at 3rd level, you gain proficiency in the Insight skill.

PSIONIC SPELLS

The spells *mind spike* and *psychic scream* can be found in *Xanathar's Guide to Everything*.



THE FANTRA

A PALADIN SACRED OATH

The platoon's march through the woods grinds to a crawl. In order to make space for their siege engines, they intended to hew down any tree blocking their path. However, the men are especially sluggish today, each too sapped to work effectively. Their advance would have to wait for morning at the earliest, throwing off the planned invasion. Little did the officers know of the cadre of grizzled, grinning gnomes who had hexed their soldiers with weakness...

An elven maiden jinks to the side, the iron golem's swing now missing entirely. In a burst of unnatural speed, she leaps - no, *flies* through the air to land a devastating blow on the abomination against what it means to be free.

When they first met the woodsman, covered in moss and vegetation as if he'd sprouted right out of the earth himself, the travelers had thought he spent too much time jabbering at the horse and raven he traveled with. However, now that they have been getting consistent intelligence on the inner workings of the alchemist's forest stronghold from a colony of mice, it's become hard to find fault with the man's association with animals... strange though it may be.

Fantra is an ancient word in the Sylvan tongue that is typically taken to mean "guardian," and in practice those paladins who take the Oath of the Fantra see themselves as protectors of freedom and nature against tyranny and control. Such paladins, also known as Fantras, may make such an oath to themselves, a comrade, or to a being of the wilderness, such as a druid or fey. It is also said that the first Fantras swore only to the wilderness itself.

Fantras believe in the freedom of chaos; rules and authority are dangerous things, nothing more than the chains that separate people from each other and bind them down against their own desires. People are best off trusted to make their own decisions and, given freedom, will learn to live peacefully.

In addition to promoting the freedom of individuals, a Fantra also encourages the chaos of the natural world. They dislike the conquest of the wilderness, preferring that people live with nature, not against it. Fantras often distrust wizardly arcana, seeing it as a perversion to control the primal forces of magic. In the eyes of many Fantra, the world was as it was meant to be when it was first made, without the changes wrought by mortal hands.

Believing in the inherent rightness of freedom from rules, Fantras have few scruples, and boisterous examples can be especially revelrous. This carries over into their quest against rigid law, leading them to also be unrelenting adversaries.

TENETS OF THE FANTRA

As advocates against formal rules, there are no uniform tenets followed by Fantras. However, their commitment to chaos can be summarized roughly as follows.

Anarchy. The rigidity of institutions ought be rejected wherever possible. Authority is an agent of separation and oppression, and power is best left in the hands of people.

Relativism. Good and evil are sophistries and opinions, and the only true measure of right is peaceful, free coexistence. People should determine on their own and amongst each other how they ought to conduct themselves, not lawmakers, kings, or judges.

Earth. The natural world is the ultimate symbol of freedom and coexistence, and it must be protected against those agents of law which would abuse and destroy it.

Autonomy. Use your own judgment and encourage others to use theirs. Commit acts that fulfill your oath and acts that please you. Feel no duty to that which accomplishes neither.

Equity. Respect the autonomy and desires of others, their personal chaos. Acknowledge the inherent worth of each mortal and their freedoms. Hierarchy is always the path to tyranny; equity will always restore freedom.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE FANTRA SPELLS

Paladin Level	Spells
3rd	<i>find familiar, hex</i>
5th	<i>blur, spike growth</i>
9th	<i>fly, speak with plants</i>
13th	<i>conjure woodland beings, *guardian of nature</i>
17th	<i>commune with nature, insect plague</i>

CHANNEL DIVINITY

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

Chaos Strike. As a bonus action, you can use your Channel Divinity to call on the powers of primordial chaos, blessing a weapon you touch with volatile potency. For 1 minute, the weapon crackles and fizzes with chaotic power, shedding dim light in a 10-foot radius. The next successful melee weapon attack made using this weapon within this duration inflicts 2d6 extra damage, whereupon the effect ends. Also, choose one of the d6s. The number rolled on that die determines the type of the extra damage, as shown on the table below.

The extra damage increases to 3d6 at 6th level, 4d6 at 10th, 5d6 at 14th, and 6d6 at 18th.

DAMAGE TYPE OF CHAOS STRIKE

d6	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning
5	Poison
6	Thunder

Primeval Speech. By calling on the land's natural forces, you can commune with beasts using your Channel Divinity. As an action, you target a beast within 30 feet of you that you can see. For the next ten minutes, you can comprehend and verbally communicate with this beast. The knowledge and awareness of many beasts is limited by their intelligence, but at a minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a favor for you, at the DM's discretion.

GUARDIAN OF NATURE

The spell *guardian of nature* can be found in *Xanathar's Guide to Everything*.

FIRST EDITION PALADINS AND ALIGNMENT RESTRICTIONS

The Oaths of the Fantra, Lyan, and Paramander in this compendium are primarily inspired by the Fantra, Lyan, and Paramander classes for the first edition of *Dungeons & Dragons* as presented by the article "A Plethora of Paladins" found in *Dragon* #106. Though these oaths are inspired by those classes, they are not strict conversions and are more thematic than mechanical reflections of the original classes.

In early editions of D&D, some classes had alignment restrictions, including the Fantra, Lyan, and Paramander, which were restricted to only chaotic neutral, lawful neutral, and true neutral characters respectively. The general tenets of the Oaths based on these classes are broadly reflective of the respective alignments of the original classes; whether or not this means that only chaotic neutral characters can take the Oath of the Fantra, only lawful neutral characters can take the Oath of the Lyan, or that only true neutral characters can take the Oath of the Paramander is best discussed and decided with your DM or player(s).



AURA OF FREEDOM

Starting at 7th level, you and friendly creatures within 10 feet of you are unaffected by magical and nonmagical difficult terrain while you are conscious.

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

QUICKFOOTED

Beginning at 15th level, you are adept at maneuvering in battle. Whenever you Dash or Disengage as an action, you can make a single weapon attack as a bonus action.

LIMITLESS IMPUNITY

By 20th level, you can use your action to break free of all bonds and restrictions, adopting a mantle of sovereignty. For one minute, you gain a flying speed of 60 feet, experience the effects of the *freedom of movement* spell, and are immune to enchantment spells you do not choose to be affected by. You can also move through other creatures and objects, and each foot of movement through other creatures and objects cost an extra foot of movement. You take 1d10 force damage if you end your turn inside an object.

Additionally, you ignore a creature's resistance or immunity to any damage you inflict on it.

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

GOOD VERSUS EVIL, CHAOS VERSUS LAW

The Fantra's struggle is in behalf of chaos against law, and thus thematically may be disinterested with the conflicts of good and evil and even disregard them. This is reflected in the original Fantra's class features, which included detection of and bonus damage against lawful creatures.

For players and DMs interested in more fully reflecting the Fantra's theme within its mechanics, the following optional features can be included as part of the Fantra Oath when it's taken or as part of the paladin's progression starting from first level:

DETECT LAW

When you use your Divine Sense, you detect the presence of constructs, fiends, and elementals instead of celestials, fiends, and undead.

STRIKE THE INFLEXIBLE

The bite of your blows is focused not on the unholy, but on the obdurate. When you use your Divine Smite, you inflict an extra 1d8 radiant damage against constructs and elementals instead of fiends and undead.



PROFICIENCIES FOR PALADINS

For interested DMs and players, the following optional feature can be included as part of the Oath of the Fantra at 3rd level.

WILDMAN

By 3rd level, you know chaotic environments like the back of your hand. You gain proficiency in the Nature skill.

THE LYAN

A PALADIN SACRED OATH

A tiefling crouches, cradling his head as an angry mob harries him in the street, crying for justice against imagined slights blamed on his infernal heritage. But after a shout and the flash of a sword, the mob suddenly scatters. When he glances up at his rescuer, the tiefling sees a stone-faced woman clad in scuffed but sturdy armor. She knows not if he is innocent, but she does know that a mob does not justly dispense the law.

A burly half-orc, his armor set aside for the time being, fells another tree to the earth. This is the last log needed to help the farmer build his cabin, the first proper home in this new settlement. He briefly indulges in a small grin before beginning the process of sawing off the branches.

Seeing her fellows surrounded on all sides by deceptively-beautiful dryads and nymphs, all part of the forest's efforts to drive them away from their task, an armored woman quiets before suddenly raising her morningstar high and shouting a prayer to her god. As her eyes flash with holy light, the fey flee, turned by her censure.

Deriving its name from the ascending floors of the infinite planar tower known as Arbiter's Edifice, the Lyan is a holy paladin pledged to serve the god of law and order known as the Arbiter in one of its Edifical Churches.

Lyans are sworn to uphold lawfulness in all senses and believe in the value of deference, honor, and trustworthiness, with little interest in matters of good and evil. Such paladins are champions of both civil and religious laws in their appointed jurisdictions and will defend legitimate rule and governance. However, Lyans also preserve law in the abstract: some Lyans are proponents of social traditions and mores, defending such praxis as symbols of law. Others act as settlers and frontiersman, seeing the wilderness as an embodiment of chaos.

For the Lyan, order is the correct state of all things. The Lyan argues that without rules, society crumbles and all life becomes nasty, brutish, and short; without the city or town, existence is uncomfortable and stagnates. Thus, chaos is more than distasteful - it is an existential threat.

Lyan paladins are loyal and duteous, with an unyielding focus on their obligations to their Edifical Church and to smiting chaos. As such, they tend to be severe, even taciturn, in their disposition, but they are no less unfailing in their dedication to hunting and striking down the forces of chaos wherever they stand. Being unconcerned with good and evil, a Lyan is often brutal in their conduct, working within what is lawful to destroy what is not.

TENETS OF THE LYAN

The creed of a Lyan varies between each Edifical Church, but all must be harmonious with the principles of the Arbiter in upholding law and order. In practice, a Lyan can be roughly said to live according to the following tenets.

Order. Be true to Law, and yield to legitimate authority, save it be a threat to order in itself. Strike down chaos where it stands. Act with consistency, and be disciplined in your conduct.



EDIFICAL CHURCH CLERGY

An Edifical Church is any church or otherwise religious organization devoted to the Arbiter. Though not all such churches are identical, they bear some similarities, as each must be harmonious with the Arbiter's principles in order to be blessed with his magics and authorization.

The clergy of an Edifical Church is comprised exclusively of Lyans, or at least squires in training to become Lyans. As such, a Lyan carries the roles of both warrior and minister.

Decorum. Remember the structure and laws of polity. Be courteous, but serious and professional in your manner. Defer to authority and respect subordinates as appropriate to your respective stations. Do not be over-friendly or fond.

Civilization. Respect and honor the town, the barony, the kingdom, the empire. These institutions form the foundation of and are the hope for all meaningful life.

Responsibility. Do not be disorderly in your own conduct. Fulfill your obligations and live up to your word. Perform your duties to the highest letter of the law, and abide by the code of your Edifical Church.

Allegiance. Your first pledge is to Law. Your second is to the Arbiter, your third to your Edifical Church. You should have no other allegiances. Consider the whole before the self.

PROFICIENCIES FOR PALADINS

For interested DMs and players, the following optional feature can be included as part of the Oath of the Lyan at 3rd level.

PIONEER

You have become skilled at overcoming the chaos of the wilderness. At 3rd level, you gain proficiency in the Survival skill.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE LYAN SPELLS

Paladin Level Spells

3rd	<i>guiding bolt, sanctuary</i>
5th	<i>arcane lock, hold person</i>
9th	<i>protection from energy, spirit guardians</i>
13th	<i>compulsion, Otiluke's resilient sphere</i>
17th	<i>*commune with civilization, hallow</i>

CHANNEL DIVINITY

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

Blessed Settlement. With your Channel Divinity, you sanctify a space against the wilderness's chaos and encroachment. As an action, you speak an incantation to bless a circular area within a 15-foot radius centered on a point you touch, the edge of which is visibly marked by a faintly glowing silver-colored line, and you choose one of the following two effects to apply.

Trailblazer. While within the radius, you and friendly creatures can add an extra amount of radiant damage equal to your Charisma modifier (minimum of 1) to the damage roll of a successful attack. An affected creature can only benefit from this bonus once per turn, and the creature can wait until

after it rolls the damage before deciding to add the bonus, but must decide before the DM adjudicates the results of the damage. This effect lasts for 1 minute.

Encampment. You are magically made aware if any hostile creature is within the radius or enters the radius. You do not automatically know where they are or how many there are. If you are sleeping at the time, you are magically awoken and may use a reaction to stand. Alternatively, you may choose a different creature when you use this option to be awoken with the same effect if they are sleeping in this space. This effect lasts for 8 hours or until you leave the blessed radius.

Turn the Unlawful. As an action, you can utter a prayer that is painful to creatures of chaos. You display your holy symbol and speak your condemnatory prayer, using your Channel Divinity. Each aberration, demon, or fey that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF CLARITY

By 7th level, the blessing of the Arbiter dispels confusion and disarray. You and friendly creatures within 10 feet of you cannot be blinded, deafened, affected by the *confusion* spell, or affected by effects similar to the *confusion* spell while you are conscious.

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

LYAN SPELLS

The spell *commune with civilization* can be found in the [Rule of Law](#) homebrew supplement and is described on the following page.

The spell *mighty fortress* can be found in *Xanathar's Guide to Everything*.





GOOD VERSUS EVIL, LAW VERSUS CHAOS

The Lyan's struggle is in behalf of law against chaos, and thus thematically may often be unconcerned, even flippant, with the conflicts of good and evil. This is reflected in the original Lyan's class features, which included detection of and bonus damage against chaotic creatures.

For players and DMs interested in more fully reflecting the Lyan's theme within its mechanics, the following optional features can be included as part of the Lyan Oath when it's taken or as part of the paladin's progression starting from first level:

DETECT CHAOS

When you use your Divine Sense, you detect the presence of aberrations, celestials, and fey instead of celestials, fiends, and undead.

SCOURGE THE CHAOTIC

The bite of your blows is focused not on the unholy, but on the lawless. When you use your Divine Smite, you inflict an extra 1d8 radiant damage against aberrations and fey instead of fiends and undead.

COMMUNE WITH CIVILIZATION

5th-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Instantaneous

You briefly become one with civilization and gain knowledge of the surrounding territory. In a civilized area, the spell gives you knowledge of the area within 3 miles of you. The spell doesn't function where there is no construction, such as in the wilderness.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- road layouts and landmarks
- prevalent goods, services, factions, or cultures
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- building types of your choice

For example, you could determine the fastest route to the city center, the popular local foods, and the location of any blacksmiths in the area.

LAWMAN'S VIGOR

Beginning at 15th level, the divine essence of your magics can shore up your own frame. Whenever you cast a paladin spell, you gain temporary hit points equal to your paladin level plus the level of the spell.

Additionally, you have advantage on Charisma (Persuasion) checks made to interact with people involved in government and law, such as judges, constabulary, royalty, or bureaucrats.

PILLAR OF SOCIETY

At 20th level, you can use an action to become an inspiring avatar of cosmic law whose steps claim the earth for civilization. For 1 minute, your body looks as if it burns with a holy fire, and you gain the following benefits:

- Whenever you or a friendly creature within 30 feet of you hits with an attack, the attack inflicts an extra 1d6 radiant damage.
- Each hostile creature within 30 feet of you must subtract 1d6 from any ability check, attack roll, or saving throw it makes.
- You have advantage on saving throws against spells and magical effects from aberrations and fey.

Alternatively, you can cast the spell **mighty fortress* once without expending a spell slot or the material components.

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

THE PARAMANDER

A PALADIN SACRED OATH

An almost conspicuously unadorned knight hushes his wizardly colleague in the middle of their conversion. He points a bit to the south, and now the wizard also sees the troop of hill giants marching against the horizon. The knight scowls a bit at the appearance of creatures so monstrously extreme, prepared to ride against them in battle if necessary.

His halberd at the ready, an iron-clad dwarf murmurs a mystic prayer of comfort, countering the fearsome dragon's aura of menace. As his allies catch their breath and ready their offense, the dwarf utters but one syllable. Yet it is this secret word that sears its way through the dragon's mind, nearly forcing it into retreat. Suddenly the drake understands that the conflict before him is far greater than he'd thought.

A smiling half-orc shares in the merriment of her colleagues, laughing with them at their minstrel friend's absurd tales. She quests with them in the hopes of striking down the rising demilich. She'd had no quarrel with the magus before, but in its ascension to lichdom the power dynamic of the realm had shifted too much. It was time for her to set things aright.

Many *Dungeons & Dragons* worlds are surrounded by the grand struggles of cosmic forces representing good, evil, law, and chaos. Those paladins who take on the Oath of the Paramander are paladins who choose to step back from this conflict, viewing alliance with any extreme to be dangerous and disrespectful to the truth of the universe. These paladins are often referred to as Secret Finders, Impartialists, or, more simply, Paramanders.

Paramanders uphold parity between cosmic ideology as the greatest virtue: just as the evil of a tyrant should not overpower the good of a knightly order, so too should the law of that knightly order not overpower the druid circle's chaos. Those who take upon the Paramander's oath distrust extremity and believe that wholehearted support of any philosophical alignment only blinds a person to the harsh realities of the world. The tyrant is only evil to the knights, their law is only just to themselves, and so forth.

In their quest for balance, Paramanders see truth as an object of ultimate objectivity, and many devote themselves to uncovering lost lore or forgotten secrets. For similar reasons, many also have a great respect for arcane magic, as such power is born out of the artificial manipulation of a natural force - a neutral meeting of two contrasting notions - and is no respecter of belief. The power of arcana is as impartial as a Paramander hopes to be.

Being merely mortal, a Paramander cannot literally fight the very forces of cosmic ethics. However, it is common for such warriors to target monsters they see as the physical incarnations of extremity, and dragons and giants especially earn a Paramander's ire for how their violent tendencies and disproportionate strength can affect the surrounding world.

TENETS OF THE PARAMANDER

The Oath of the Paramander may be sworn by servants of arcane gods, pantheons of knowledge, or worldly fellowships. Though the exact requirements may vary, the oath's core principles are unchanging.



Uphold the Balance. Distance yourself from all extremes and the strife inherent to such division. The world is what it is, and each player has their part. Strike against that which would threaten this harmony.

Moderate Your Passion. Intense emotion is the birthplace of the conflicts you seek to quell. As in all things, be sober and employ your mind over your heart.

Seek After Truth. Of all things that are, truth is the greatest of them all. Its objectivity enables reason and reveals the blindness of vehement dogma.

Guide the Lost. Though you be a conqueror of imbalance, you sow only sectarianism if you forget to be an aid to those without your insight. Offer your respect to those who do not understand the virtues of balance. In time, your companionship will turn them to your cause.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE PARAMANDER SPELLS

Paladin Level	Spells
3rd	<i>detect magic, identify</i>
5th	<i>blur, calm emotions</i>
9th	<i>clairvoyance, magic circle</i>
13th	<i>banishment, *elemental bane</i>
17th	<i>contact other plane, legend lore</i>



CHANNEL DIVINITY

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

Channel Arcana. You can use your Channel Divinity to tap into a well of arcane power. You can choose a spell from the wizard spell list and cast it using a spell slot. The spell you choose must be of a level you are capable of casting and must be cast with an action or bonus action.

Turn the Extreme. As an action, you speak an ancient word of power that drives away cosmic imbalance, using your Channel Divinity. Each dragon or giant that is not of a true neutral or unaligned alignment within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF DETACHMENT

Starting at 7th level, your mind is disconnected from the petty quarrels and shifting opinions of the world. You gain proficiency in Intelligence saving throws, and your alignment cannot be changed by magic unless you choose to be affected. If you are already proficient in Intelligence saving throws, you instead gain proficiency in Charisma saving throws.

You also radiate a calming aura. While you are conscious, when a hostile creature starts its turn within 10 feet of you, it must succeed on a Charisma saving throw against your paladin spell save DC or become indifferent toward creatures

PROFICIENCIES FOR PALADINS

For interested DMs and players, the following optional feature can be included as part of the Oath of the Paramancer at 3rd level.

OCCULTIST

By 3rd level, you have thoroughly plied arcane lore as a student of magic. You gain proficiency in the Arcana skill.

ELEMENTAL BANE

The spell *elemental bane* is found in the *Elemental Evil Player's Companion* and in *Xanathar's Guide to Everything*.

of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell, if it witnesses any of its friends being harmed, when it is no longer within 10 feet of you, or when it succeeds on the saving throw. When this effect ends on a creature, it becomes immune to the aura for 24 hours.

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



For example, a 15th level paladin casting a 1st level spell with a 1st level spell slot could spend 30 Lay on Hands points and cast the spell as if they were using a 4th level spell slot.

IMPOSE COMPROMISE

At 20th level, as an action, you can emanate an aura of moderation, forcing others to see the error of their cause and weakening their will to fight. For one minute, creatures of your choice that you can see within 30 feet of you have disadvantage on all attack rolls. An affected creature can end this effect on itself by succeeding on a Charisma saving throw against your paladin spell save DC as an action, and it cannot be subjected to this effect again for 24 hours.

Additionally, you gain the following benefits for the duration:

- You have truesight out to 60 feet.
- You have resistance to all bludgeoning, piercing, and slashing damage.
- You are capable of maintaining concentration on two paladins spells simultaneously. The sum of the levels of the spell slots you use to cast both spells must be less than or equal to 5. You cannot concentrate on more than two spells at the same time, and if you fail a concentration check while concentrating on two spells, you lose your concentration on both spells.

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

CONSECRATED CASTING

Starting at 15th level, you can channel holy energy into your spells, empowering them beyond your normal abilities. When you expend a spell slot to cast a spell, you can raise the level of the spell slot by spending Lay on Hands points. You must spend 10 Lay on Hands points per level of increase, and the spell's effects reflect the slot's new level.

You cannot increase a slot beyond the highest level spell slot you are capable of casting.

YOU JUST HAD TO PICK A FIGHT WITH EVERYBODY, DIDN'T YOU?

The Paramander believes in the virtue of neutrality, and thus does not side with either good or evil or law or chaos. This is reflected in the original Paramander's class features, which included detection of and bonus damage against creatures that are not neutral.

For players and DMs interested in more fully reflecting the Paramander's theme within its mechanics, the following optional features can be included as part of the Paramander Oath when it's taken or as part of the paladin's progression starting from first level:

DETECT IMBALANCE

When you use your Divine Sense, you detect the presence of dragons, giants, and undead instead of celestials, fiends, and undead.

SMITE THE RADICAL

The bite of your blows is focused not on the unholy, but on the extreme. When you use your Divine Smite, you inflict an extra 1d8 radiant damage against dragons and giants instead of fiends and undead.





TOMORROW

A PALADIN SACRED OATH

Her mind swirling with brand new ideas, a tiefling races to hammer iron into the desired shape while it's still hot. She's nearly finished as it begins to stiffen, solidify, and she grits her teeth. With a gesture and a sacred incantation, the metal flares hot again. Her envisioned invention shall come to pass.

The vampire screeches, stepping back and away as the human whose blood it just drank suddenly sparks like a lightning storm, striking it painfully. The armored man scowls at the ancient creature and rubs at his bloody wound. With a word of prayer, his hammer sparks to electric life as well.

A water genasi expounds to an eager crowd on the wonders of the newest technologies and philosophies. Out of the corner of her eye, she sees local soldiers down the road, on their way to arrest her for heretical experiments. She dismisses the crowd with a gesture, and as the soldiers approach, her flesh shifts into impenetrable metal: her "heresy" would be put to the test.

To some, the age of a world is marked by its changes, the advancements and progress made in thought, machinery, and life. The club gives way to the spear, then the sword; crude sorceries and pacts give way to wizardly arcana; and the wandering tribe becomes a village, then a city, then an empire. Society itself grows, shaking off yesterday's technology and tinkering with new mechanics, new magics, new lives.

Those who swear the oath of tomorrow believe in the virtue of this progress and strive to push the world forward, opposing reactionaries who would stand against such. They are guardians of universities, inquisitive natural philosophers, and advocates for the power of machinery and other forms of artificial locomotion.

In many circles of thinkers, these paladins are called philosopher-knights and tomorrowbringers, and they may follow gods of technology, such as Gond or Murlynd, or swear fealty to deities of logic and progress, like Draxis. Others yet may worship none, instead espousing pure reason as greater than faith. Be they pure machinists or fiery advocates for social rearrangement, these paladins wield powers from their personal vision of the future as they quest to put an end to the most recent chapter of history.

TENETS OF TOMORROW

The tenets of tomorrow are a newly crafted vow, often mutating to better fit the rapidly progressing world philosopher-knights and tomorrowbringers seek after.

Effect Change. Stagnation is death. Always drive experimentation, new ways of thinking, and cultural progress.

Pure Reason. Mortals should be rational beings. The power of your reason will unlock secrets to greater futures.

Mortals are Limitless. Defy the irrational chains placed upon what mortal civilization can and cannot accomplish. There is a future grandeur just waiting to be achieved.

Kill the Past. The society of the past did not know what you do now. It is a scar reminding mortals of what they thought they couldn't do. Let history die in its cobwebs.

PROFICIENCIES FOR PALADINS

For interested DMs and players, the following optional feature can be included as part of the Oath of Tomorrow at 3rd level.

MECHANIST

You have envisioned a mechanical future and labor to bring it to pass. At 3rd level, you gain proficiency in tinker's tools.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF TOMORROW SPELLS

Paladin Level	Spells
3rd	<i>bane, grease</i>
5th	<i>heat metal, searing smite</i>
9th	<i>lightning bolt, *tiny servant</i>
13th	<i>fabricate, polymorph</i>
17th	<i>animate objects, reincarnate</i>

CHANNEL DIVINITY

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

Empower Invention. As an action, you can imbue one weapon that you touch with electricity, using your Channel Divinity. For 1 minute, attacks made with that weapon inflict extra lightning damage equal to your Charisma modifier (minimum of +1). The weapon also emits bright light in a 10-foot radius and dim light 10 feet beyond that, and if the weapon is not already magical, it becomes magical for the duration.

Alternatively, you can touch one friendly construct. For 1 minute, its weapon attacks inflict extra lightning damage equal to your Charisma modifier (minimum of +1). Also, the construct emits bright light in a 10-foot radius and dim light 10 feet beyond that, and if its weapon attack is not already magical, 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.

Turn the Antiquated. As an action, you offer an indictment of that which would hold back progress, using your Channel Divinity. Each aberration or dragon that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF PROGRESS

Starting at 7th level, you radiate divine advancement, shielding creatures against stupor and stagnation. You and friendly creatures within 10 feet of you are immune to being paralyzed or stunned while you are conscious.

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

ELECTRIC FEEDBACK

Beginning at 15th level, whenever a creature hits you with a melee attack, it takes lightning damage equal to your Charisma modifier (minimum of 1).

AVANT GUARDIAN

By 20th level, your advocacy for progress manifests in your own visage, fusing flesh, magic, and steel. As an action, you can adopt the following traits:

- Your grow to large size, and your equipment grows with you, doubling your reach.
- You are immune to poison, psychic, and lightning damage.
- You are immune to being charmed, exhausted, frightened, petrified, or poisoned, and magic cannot put you to sleep.
- You are resistant to nonmagical bludgeoning, piercing, and slashing damage inflicted by weapons that are not made of adamantite.
- Your melee weapon attacks inflict an additional die of damage and count as magical if they do not already.

This effect lasts for 1 minute. After using this feature, you must finish a long rest before you can use it again.

TINY SERVANT

The spell *tiny servant* can be found in *Xanathar's Guide to Everything*.



TRADITION

A PALADIN SACRED OATH

As she swings her axe in battle, a half-orc sings and shouts the traditional war chants of her people, battle commands and mythic stories alike, passed down through generations. With a final warcry, ethereal figures appear at the side of her and her compatriots: the spirits of old rise to fight again.

The elf scribes without needing to look at his page, instead focusing on the elder human speaking before him. As a young lad, he fell in love with humanity and swore an oath to write a book of remembrance on their behalf. For 500 years he has scribed these forgotten stories - upon paper and heart alike.

"I will not be forgotten alone!" the dracolich screams, and it exhales decay and rot at the library's shelves - the last remnant of this dead civilization. To its shock, however, they do not wither - the oathsworn knight near the books has protected them by simply being there, and he will not abandon them to this undead horror.

The world survives on the foundation of what has gone before: Today's peace was hewn won by forebears' blood, and today's world was hewn by yesterday's kings. Every mortal springs forth from this foundation of history, born to parents, growing through society, and learning from the mistakes and successes of yore. Despite this, the past is an ephemeral thing, surviving on the merits of fragile archives and errant memory. And when a mortal dies, they are removed from this plane, doomed to be forgotten if care is not taken.

Those whom swear the Oath of Tradition recognize the value of history, of lore, of the past. Called knight-chroniclers or yoreguards by some, these paladins are protectors of traditional institutions as well as keepers of those stories that would otherwise be forgotten, be it the grand epic of a dead empire, recorded on but one surviving manuscript, or the joyful memories of an elder recollecting the first harvest festival of a village no longer so young.

These paladins can be found in service to gods of home and civilization, such as Estanna or Erathis, under the

authority of grand archives and keepers of history, or in temples and shrines dedicated to the remembrance and veneration of deceased ancestry. Many can be found questing through the world in search for stories that would otherwise be forgotten. Others travel in order to stand in opposition to forces that threaten to destroy what came before.

TENETS OF TRADITION

Different cultures vary slightly in how each articulates the oath of tradition. Nevertheless, it is universally handed down from effectively antiquity, no matter the place or time of its bearer.

Heritage. Carry on the old traditions, yesterday's way of life, connecting the past to the present and enlivening both.

Remembrance. Write the stories of people and cultures and places upon both crude matter and upon your mind. By remembering these tales, that which is gone yet lives.

Joy. Celebrate successful preservation, revel in surviving legends, and savor traditions still observed. When heritage is respected, all become part of something more.

Sorrow. When history is lost, when stories are forgotten, when cultures die, and when traditions are trampled, weep. Mourn ancient beauty and horror alike, for it mattered.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF TRADITION SPELLS

Paladin Level	Spells
3rd	*ceremony, unseen servant
5th	gentle repose, silence
9th	sleet storm, speak with dead
13th	guardian of faith, stonewall
17th	commune, legend lore

PROFICIENCIES FOR PALADINS

For interested DMs and players, the following optional feature can be included as part of the Oath of Tradition at 3rd level.

HISTORIAN

By 3rd level, you are keenly familiar with the world of the past and its stories. You gain proficiency in the History skill.

CHANNEL DIVINITY

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

Invoke Legacy. You call upon the spirits of those who have passed, using your Channel Divinity. As a bonus action, choose a number of creatures up to your Charisma modifier (minimum of one creature) that you can see within 60 feet of you. Each creature gains advantage on the next ability check or attack roll it makes within 1 minute.

Alternatively, you can touch one creature as an action and grant it advantage on Intelligence (History) checks for the next 10 minutes.

CEREMONY

The spell *ceremony* can be found in *Xanathar's Guide to Everything*.

Turn Machination. As an action, you use your Channel Divinity to abjure fabricated locomotion. Each construct or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF REVERENCE

Beginning at 7th level, your presence wards against desecration and decay. While you are conscious, dead creatures within 10 feet of you cannot be reanimated as undead, and written material cannot be destroyed unless you permit it. Additionally, whenever you or a friendly creature within 10 feet of you takes necrotic damage, you can use your reaction to grant that creature immunity to that instance of necrotic damage.

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

THE OLD WAYS

At 15th level, your connection to the past has deepened enough that you can recover expended magic therefrom. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than a quarter of your paladin level (rounded up), and none of the slots can be 4th level or higher.

You also can read all writing and can perfectly recall any name that you learn.

BRIDGE TO THE PAST

Beginning at 20th level, you can use your action to channel the legacy of history. For 1 minute, you are surrounded by spirit beings who confer the following benefits:

- You can touch and make melee attacks against creatures within 30 feet of you.
- When you take the attack action, you can make one additional attack as part of that action.
- You gain the benefit of three-quarters cover against all ranged attacks targeting you and of half-cover against all melee attacks targeting you.
- Space within 30 feet of you is considered difficult terrain for hostile creatures.

After using this feature, you must finish a long rest before you can use it again.



THE FAITH

A DRUID CIRCLE

A forest gnome in rough, well-used leathers leads a bounty hunting band through the forest, a wooden token of a unicorn around his neck. Having been warned by a colony of moles about the presence of an orc warband, he advances purposefully, gripping a wooden club enchanted with divine power, prepared for battle against the fell invaders.

Shouting a prayer, an aasimar of burning radiance invokes the power of the old gods, and her quarterstaff flashes with the light of divine power. As she swings through and into the spectral shadows that afflict her colleagues, her weapon strikes true, burning through their unlit hide.

Idly feeding her horse companion with one hand, a young battle nun garbed in robes of white - a symbol of spiritual purity among her people - stands watch in the dim fire glow. Calming and hushing her steed's whicker with a gentle rub, she maintains her vigil with a shepherd's diligence.

Druids are often seen as priests of the old faith, guardians of the earth's natural harmony and mortality's relationship to it. Certain druids adopt this faithful mantle such that it defines their entire being, existing as martial priests like unto paladins and cavaliers. By abiding by sacred vows, druids of the Circle of the Faith rely on the divine for aid as much as they do primeval magic, fighting as warriors among druids.

TENETS OF THE FAITH

Druids of the Circle of the Faith draw inspiration from knights of devotion for their sacred oaths.

Act in Harmony. Reflect the balance of the natural world through peaceful conduct and wise countenance.

Live with Virtue. Maintain honest and honorable conduct, rejecting base foible and cruel misdeed alike.

Seek to Serve. The duty of any priest is to the congregation, and a disciple of the earth must serve the world.

IMPROVED SHILLELAGH

When you choose this circle at 2nd level, you learn the *shillelagh* cantrip if you do not already know it, and it doesn't count toward the number of druid cantrips you know. When you cast *shillelagh*, its duration is 1 hour instead of 1 minute. When you cast *shillelagh* on a quarterstaff and wield it with two hands, its damage die becomes a d10.

MANTLE OF HONOR

At 2nd level, you can expend a use your Wild Shape feature as a bonus action to radiate holy power instead of transforming. When you do so, you gain a number of temporary hit points equal to your druid level, and your melee weapon attacks inflict an extra 1d4 radiant damage. Also, you gain the benefit of one of the following auras of your choice:

Courage. You and friendly creatures within 5 feet of you have advantage on saving throws against being frightened while you are conscious.

Clarity. You and friendly creatures within 5 feet of you have advantage on saving throws against being blinded or deafened while you are conscious.



Devotion. You and friendly creatures within 5 feet of you have advantage on saving throws against being charmed while you are conscious.

This effect lasts for 10 minutes or until you expend a use of your Wild Shape again.

At 10th level, the extra radiant damage increases to 1d6, and the radius of the auras increases to 10 feet.

HEDGE PRIEST

Also at 2nd level, you can use a holy symbol as a spellcasting focus to cast your druid spells.

CIRCLE SPELLS

You learn how to cast divine magics through faithful devotion. At 3rd, 5th, 7th, and 9th level you gain access to circle spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF THE FAITH SPELLS

Druid Level Circle Spells

3rd	<i>find steed, zone of truth</i>
5th	<i>blinding smite, crusader's mantle</i>
7th	<i>aura of life, staggering smite</i>
9th	<i>dispel evil and good, *holy weapon</i>

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you would take the Attack action on your turn.

AURA OF SANCTITY

At 10th level, you and friendly creatures within 10 feet of you have resistance against poison damage and are immune to being poisoned while you are conscious.

BATTLE MAGIC

At 14th level, when you use your action to cast a druid spell, you can make a single weapon attack as a bonus action.



KNIGHT-ERRANT

A FIGHTER MARTIAL ARCHETYPE

An armored man sings prayers of joy and odes of praise as his sword flashes with light between each spell he casts. A skeletal wizard attempts to lay him low with a spell of crippling fear, but the spell only sloughs off the knight's divine mantle, and he shatters the foe with another swing.

A half-orc kneels in prayer, hands laid over her magician comrade who sits with arms and hands restrained. After a baleful curse, he has been maddened with unnatural evil, and this is the conclusion of an anointing with powdered silver given in the hopes of restoring the mage to his old self. As she closes the divine invocation, her companion jolts, starts, blinks - and sees clearly once more.

With armor that gleams against the shine of the noonday sun, a knight booms a challenge against the horde of screaming, slaving ogres. As they yield to her supernatural invitation, she readies herself with a prayer to the heavens, invoking all the blessings of the divine upon her noble fight. Hidden nearby in the bushes, a lanky halfling clad in rough leathers just rolls his eyes and prepares to pick away at the ogres. He admits the boisterous knight does make pretty good bait.

There are many types of militant divines who act in service to celestial deities. Classically, these warriors are makers and keepers of oaths, divine covenants that pour out blessings of power in exchange for righteous conduct and virtuous living, and a great many of these adopt the moniker of paladin. Others, however, are less formal in their vow-keeping, less structured in their praxis, and less trained in their divine arts.

Knight-Errants are those fighters whom adopt the life of a battle-priest in service to deity and bound by oath in a fashion driven less by formal vow than by noble passion. Romantics among fighters, those of the knight-errant archetype aspire to noble grandeur as well as divine service. They are dedicated to god and liege, but also to courtly love, to honorable mercy,

to humble polity, and to legendary heroism fit for bardic retelling. To such a fighter, heroic accomplishment is best accompanied by sacred living, and the dedicated pursuit of that ideal is rewarded with divine magics. With honor as their shield and courage as their sword, those of the Knight-Errant archetype bring righteousness to bear as they strive to live up to their noble goals.

TENETS OF KNIGHT-ERRANTS

Any given Knight-Errant may be motivated by myriad desires, be they living worthily of noble love or rising up to a holy calling. The following tenets, however, still broadly reflect the frame of mind of the archetypal Knight-Errant.

Noble. Your cause is not of this world, and you must also abstain from its vices. Seek instead what is upright and pure.

Selfless. Live for others, not for yourself. May your last breath be for the sake of the innocent and defenseless.

Pious. Stay true to your faith, your loyalties, and your code.

Unshakable. Act out of principle and not out of fear. See your responsibilities through to the end.

SPELLCASTING

When you reach third level, you begin to practice holy magics in addition to your martial skills. See PHB chapter 10 for the general rules of spellcasting and chapter 11 for a selection of cleric spells.

Cantrips. You learn two cantrips from the cleric spell list. You learn an additional cantrip of your choice from the cleric spell list at 10th level.

Spell Slots. The Knight-Errant Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you have the 1st-level spell *sanctuary* prepared, and you have a 1st-level and a 2nd-level spell slot available, you can cast *sanctuary* using either slot.

Preparing and Casting Spells. You prepare the list of spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + one third of your fighter level, rounded down (minimum of 1 spell), only one of which can be from a school of magic other than abjuration and enchantment. The spells must be of a level for which you have spell slots. The number of cleric spells you can prepare from any school of magic increases to 2 at 8th level, 3 at 14th level, and 4 at 20th level.

For example, when you reach 10th level in this class, you have four 1st-level and three 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, four of which must be abjuration or enchantment spells, in any combination. If you prepare the 1st-level spell *command*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your spells because you draw power from your spiritual devotion. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell Attack modifier = your proficiency bonus + your Wisdom modifier

MINOR SMITE

Starting at 7th level, when you expend a spell slot to cast a spell, the next weapon attack you hit with before the end of your next turn inflicts an extra 1d10 radiant damage.

CHANNEL DIVINITY

At 10th level, you gain the ability to channel divine energy to fuel magical effects, which are detailed below: *Champion Challenge* and *Turn the Unholy*.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your knight-errant spell save DC.

Champion Challenge. As a bonus action, you issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is more than 30 feet away from you.

Turn the Unholy. As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom

KNIGHT-ERRANT SPELLCASTING

— Spell Slots per Spell Level —

Fighter Level	Cantrips Known	1st	2nd	3rd	4th
3rd	2	2	—	—	—
4th	2	3	—	—	—
5th	2	3	—	—	—
6th	2	3	—	—	—
7th	2	4	2	—	—
8th	2	4	2	—	—
9th	2	4	2	—	—
10th	3	4	3	—	—
11th	3	4	3	—	—
12th	3	4	3	—	—
13th	3	4	3	2	—
14th	3	4	3	2	—
15th	3	4	3	2	—
16th	3	4	3	3	—
17th	3	4	3	3	—
18th	3	4	3	3	—
19th	3	4	3	3	1
20th	3	4	3	3	1

saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF CHIVALRY

At 15th level, you and friendly creatures within 10 feet of you are immune to being charmed or frightened while you are conscious.

PALADIN

By 18th level, you adopt a mantle of righteousness that overwhelms opposition and evil. You are always under the effects of a *protection from evil and good* spell and gain temporary hit points equal to your Wisdom modifier at the beginning of each of your turns while you are conscious.



OATHKEEPER

A RANGER ARCHETYPE

A gray-haired human crouches atop a sheer crag overlooking a gorge infested by undead. Somewhere down there is the priest of Orcus, animating the corpses of the fallen. While his company rests for the night, he prays to his god for deliverance against such foul design and strength to carry out his divine charge.

Kneeling before her mentor who gently touches a sheathe to each of her shoulders, the no-longer-apprentice repeats the sacred vow of their fellowship. As she does so, she can feel the sacred magic she has practiced for so long become reinforced within her, no longer a tool to wield, but a part of her being.

The firbolg gives a might swing, and her radiant blade crashes against the vampire's arm, drawing more ichorous, rotten blood. It snarls in pain, forced to watch as its unholy spawn reel against the holy power they cannot resist. Today, the firbolg knows, the forest shall be free of this disease.

The primal magic of nature is part and parcel to a ranger's toolkit, and certain rangers expand on that, choosing to also call on the divine for strength and aid. Oathkeepers are rangers who swear sacred vows, committing themselves to felling unholy monsters and pursuing virtuous living.

Some rangers of this archetype make their oaths with a god or church, whilst other do so as part of fellowships and conclaves of other rangers. Oathkeepers are the hedge knights among wilderness warriors, guardians of virtue and faith who stand as bastions against the tide of evil and wrong.

TENETS OF OATHKEEPERS

Like a paladin, an Oathkeeper draws divine power from holy vows. By rejecting evil and impurity, oathkeepers find what they describe as true strength.

Truth. Never deceive another for personal gain. Your word should be your bond.

Zeal Fear not to do good, for that is when evil wins.

Protection. Yours is not a personal fight, but a fight for all mortalkind. Protect the weak from the evil, whether it spring from the city or the wild.

Integrity. Live a life of honor and virtue; seek to do good by others, strive to serve, and take responsibility for your duties.

OATHKEEPER MAGIC

You gain access to additional spells at 3rd, 5th, 9th, 13th, and 17th level. Once you gain an Oathkeeper spell, it counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

OATHKEEPER SPELLS

Ranger Level	Spells
3rd	<i>protection from evil and good</i>
5th	<i>lesser restoration</i>
9th	<i>dispel magic</i>
13th	<i>death ward</i>
17th	<i>*holy weapon</i>

SMITE THE HORDE

Beginning when you choose this archetype at 3rd level, you learn how to infuse your attacks with holy radiance. When you hit a creature with a weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d4 for a 1st-level spell slot, plus 1d4 for each spell level higher than 1st, to a maximum of 5d4. The damage increases by 1d4 if the target is an undead or a fiend.

Additionally, hostile creatures within 10 feet of the target must make a Dexterity saving throw against your Ranger spell save DC. A creature takes the same amount of radiant damage on a failed save or half as much damage on a successful save.

BONUS FAVORED ENEMY

Also at 3rd level, you learn to track and destroy blasphemous monsters of undeath. Undead now count as an additional favored enemy for you. If you chose undead as your favored enemy at 1st level, you learn to track and destroy blasphemous monsters of the lower planes. Fiends now count as an additional favored enemy for you.

THE REVISED RANGER

If you are using the Unearthed Arcana Revised Ranger class, include the following feature for this class at 5th level.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

TURN ENEMIES

At 3rd level, as an action, you can draw on divine powers to command the creatures you hunt to yield. Each creature of a type you have chosen for your Favored Enemy feature that can see or hear you within 30 feet of you must make a Wisdom saving throw against your ranger spell save DC. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from

an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

After you use this feature, you must finish a short or long rest before you can use it again.

AURA OF BRAVERY

Starting at 7th level, you and friendly creatures within 10 feet of you have advantage on saving throws against being frightened while you are conscious.

WEAPON OF VIRTUE

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage.

PURITY OF SPIRIT

Beginning at 15th level, you are always under the effects of a *protection from evil and good* spell.

HOLY WEAPON

The spell *holy weapon* can be found in *Xanathar's Guide to Everything*.





APPENDIX A: THE ARCANIST

A WARLOCK OTHERWORLDLY PATRON

Tracing her fingers across stone worn smooth by the ages, a young Tiefling concentrates as she recognizes the vague imprints left behind by what were once runes of mystic power. Suddenly, she smiles, having now found the ancient spell archive her benefactor was searching for.

A Half-Elf grimaces a bit as he spends his late night watch idly flipping through the pages of his Book of Shadows, a not-too-shabby imitation of the grand arcane tome his master possesses. At some point, he would have to just get over the agony of indecision and choose what spells he would face the morrow with.

As the pitch of battle turns against her allies, a grizzled Halfling focuses inward and breaks down her magic - in this circumstance, less is more. By the end of half a minute, her barrage of spells has left their ogre foes in retreat. It still leaves her a bit breathless sometimes, how in four years she has accumulated more magical ability than her master did in forty.

Though they may not be physical gods or extraplanar leviathans, the most powerful spellcasters can approach a level of skill and raw might that well exceeds the typical mortal experience. In the quest for enlightenment and true understanding of the cosmos, certain of these mages find themselves in need of other, lowlier agents to go about the physical world whilst their consciousnesses swim through ethereal seas.

You have made a pact with one such arcanist, receiving a portion of their unfathomable power in exchange for a service rendered, loyalty given, or otherwise fulfilling one of the mage's needs. Your patron may be a court wizard in need of eyes across the empire while they spend their time researching. Or perhaps a secretive lich sold you a seed of their ability in exchange for the last holy relic needed to complete their phylactery. Whoever your patron is, they have given you a shortcut in arcana that they may have never had, which could be either a sign of goodwill... or an omen of inevitable envy.

EXPANDED SPELL LIST

The Arcanist lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

THE ARCANIST EXPANDED SPELLS

Spell Level	Spells
1st	<i>color spray, identify</i>
2nd	<i>blindness/deafness, rope trick</i>
3rd	<i>glyph of warding, sending</i>
4th	<i>greater invisibility, *watery sphere</i>
5th	<i>Bigby's hand, cloudkill</i>



DAILY ARCANA

Beginning at 1st level, your patron has taught you techniques for flexible spell preparation. You prepare a list of warlock spells that are available for you to cast, in addition to your spells known. To do so, choose two spells from your warlock spell list. The spells you choose must be of a level you are capable of casting using spell slots from your Pact Magic feature.

For example, if you're a 3rd-level warlock, you have two 2nd level spell slots. Your list of prepared spells can include two spells of 1st or 2nd level, in any combination, chosen from your warlock spell list. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of warlock spells requires time spent communing with your patron and memorizing the incantations and gestures you must make to cast the spells: at least 1 minute per spell level for each spell on your list.

The number of spells you can prepare for your list increases as you gain levels in this class. Beginning at 6th level, you can select up to three spells for your list of prepared spells, and at 14th level you can select up to four spells for your list.

SWAY SPELLCASTING

At 6th level, whenever you or a creature within 60 feet of you makes a saving throw against a spell, you can use your reaction to grant either a bonus or a penalty to the roll equal to your Charisma modifier. You can choose to use this feature after the creature makes its roll, but before it is determined whether the saving throw succeeds or fails.

After using this feature, you must complete a short or long rest before you can use it again.

WEIRD CONSTITUTION

By 10th level your patron's influence rests so heavily on you that it partially nullifies hostile magic. You gain resistance against damage from spells.

Also, you add your proficiency bonus to saving throws made to maintain concentration on your warlock spells if you do not already do so.

ELDRITCH DECONSTRUCTION

Beginning at 14th level, you can break down some of your raw magic power into broader applications, using two lesser spells in the place of one. As an action, you can expend one spell slot to create two temporary lower level spell slots. The combined total of the levels of the new spell slots must be equivalent to the level of the original spell slot. You lose any such created spell slots that you have not yet expended when you finish a short or long rest.

Additionally, as part of this action, you can cast up to two spells using the newly created temporary spell slots. Each spell must have a casting time of one action in order to do so.

You do not regain these temporary spell slots when you finish a short or long rest; you only regain the original spell slot you expended to create them.

After using this feature, you must complete a short or long rest before you can use it again.

WATERY SPHERE

The spell *watery sphere* can be found in the *Elemental Evil Player's Companion* and in *Xanathar's Guide to Everything*.

APPENDIX B: PROFICIENCIES FOR PALADINS

You may (probably) have noticed that the sacred oaths presented in this compendium include optional 3rd level features that confer skill or tool proficiencies. These options are included for primarily thematic purposes and are intended to have relatively limited mechanical impact. As these are optional features, you might prefer to interpret these sidebars as suggestions of skills for a player to otherwise acquire for paladins of these oaths.

While it is true that they are not strictly drawn from heretofore established, officially released Fifth Edition design for paladins, features such as the Totem Warrior's Spirit Seeker, the Arcane Archer's Arcane Archer's Lore, or the Way of the Drunken Master's Bonus Proficiencies provide precedence for extra features that serve as minor mechanical emphases of the subclass' themes. The optional features can thus be compared to these as well as other examples.

Features like Spirit Seeker, Arcane Archer's Lore, and Bonus Proficiencies tend to represent a unique class of feature that does not have a parallel in all other archetypes of the same class. For example, although the Way of the Drunken Master has two features at 3rd level, one of which is Bonus Proficiencies, the Way of the Open Hand only has one feature at 3rd level and confers no additional proficiencies. Because certain archetypes benefit from this type of extra feature more than others, it is not universally applied.

However, it can still be fun to think about how the concept can be applied to other archetypes, and some readers may be interested in seeing parallels for these bonus proficiencies for officially released sacred oaths. In consideration of that, the following are a number of optional features you can include with sacred oaths found in the *Player's Handbook*, the *Dungeon Master's Guide*, the *Sword Coast Adventurer's Guide*, and in *Xanathar's Guide to Everything* to provide extra proficiencies to paladins for those interested.

To clarify, the goal of this appendix is not to suggest some kind of permanent change or a "variant paladin." Rather, it is an expansion upon an idea that was conceived as a fun way to communicate the intended role of paladins bearing particular sacred oaths. It was also simply amusing to come up with names for these features. Use the idea - or don't - as you like.

OATH OF DEVOTION

The following feature can be included as part of the Oath of Devotion when it's taken.

DISCIPLE

By 3rd level, you have advanced well in your spiritual training. You gain proficiency in the Religion skill.

OATH OF THE ANCIENTS

The following feature can be included as part of the Oath of the Ancients when it's taken.

NATURALIST

At 3rd level, you are well-versed with the wilds' natural balms and remedies. You gain proficiency with herbalism kits.

OATH OF VENGEANCE

The following feature can be included as part of the Oath of Vengeance when it's taken.

HUNTER

You are keen to identify danger, injustice, and your quarry's trail. At 3rd level, you gain proficiency in the Perception skill.

OATHBREAKER

The following feature can be included as part of the Oathbreaker's features.

VILLAIN

By 3rd level, you breathe lies like air and defy even the most solemn oaths. You gain proficiency in the Deception skill.

OATH OF THE CROWN

The following feature can be included as part of the Oath of the Crown when it's taken.

GUARDSMAN

At 3rd level, you learn to root out disorder and threats against your liege. You gain proficiency in the Investigation skill.

OATH OF CONQUEST

The following feature can be included as part of the Oath of Conquest when it's taken.

OVERLORD

By 3rd level, your commanding presence brings others to heel. You gain proficiency in the Intimidation skill.

OATH OF REDEMPTION

The following feature can be included as part of the Oath of Redemption when it's taken.

NEGOTIATOR

Divine power guides your efforts for peace and settlement. At 3rd level, you gain proficiency in the Persuasion skill.



PLAY NOTHING BUT PALADINS

NotTheSmooze: "You have an addiction. I love it, but you need help."

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Disclaimer: No bunnies, hares, or jackrabbits can be held responsible for the consequences of having a crush on the barbarian, turning your pixie, warforged, or elf allies; trying to single-handedly start the industrial revolution, or making oaths that you can't keep. That last one especially. We're pretty sure it's not the bunny's fault if your all-paladin party has become an all-oathbreaker one instead, and if it was its fault, the bunny wouldn't like us giving that away.

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