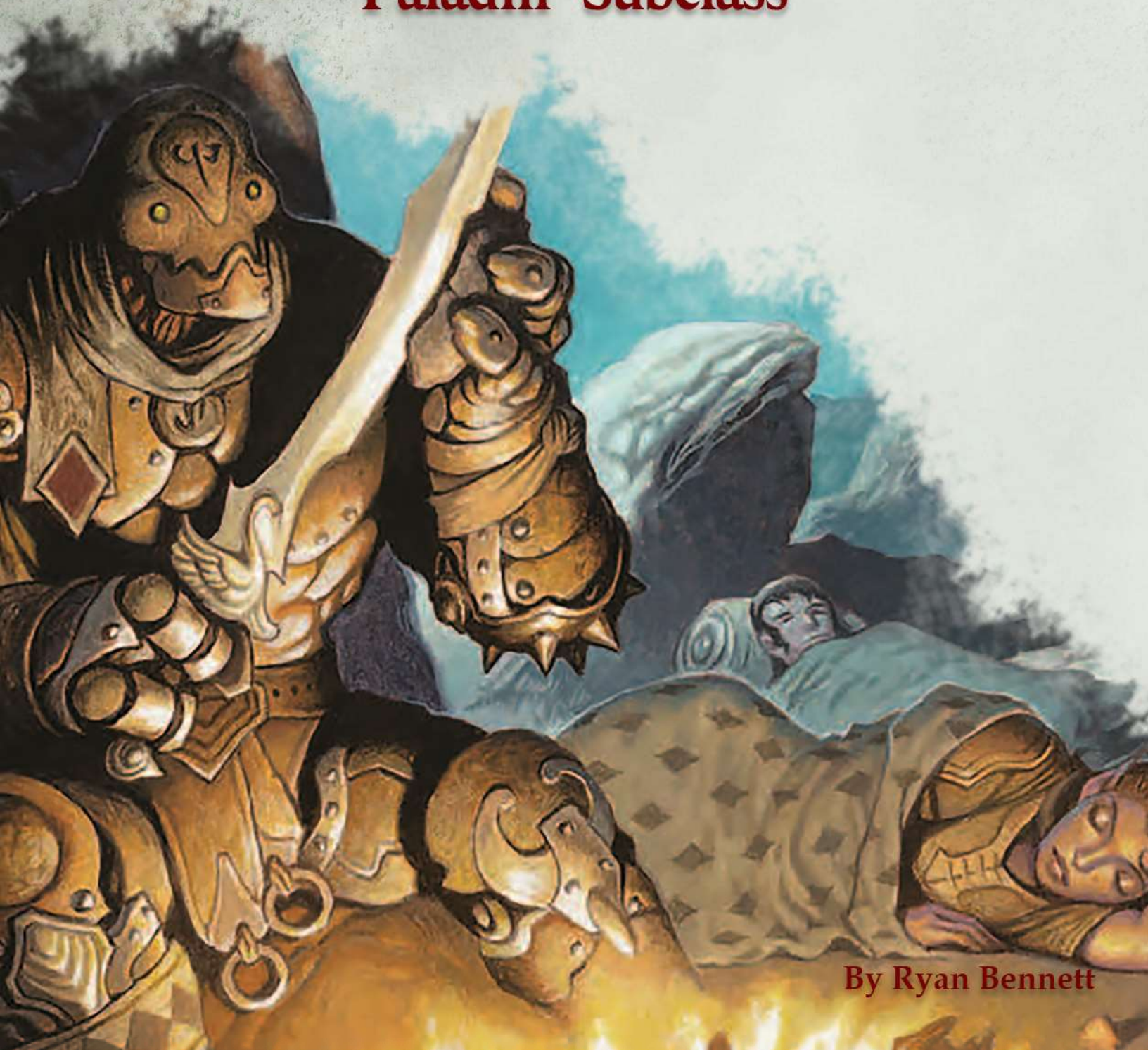


# Oath of Brotherhood

## Paladin Subclass



By Ryan Bennett

# OATH OF BROTHERHOOD

The Oath of Brotherhood is a paladin's solemn vow to support their allies through a world fraught with adversity. These paladins devote their lives to their communities, close friends, and family, and aren't necessarily concerned with lofty ideals.

Brotherhood transcends gender, race, and creed, and its ideals can be upheld so long as two people are willing to stand by each other's side. Paladins who follow this path believe that universal brotherhood is the key to prosperity, and that glory is best shared among close friends.

## TENETS OF BROTHERHOOD

The vows of the Oath of Brotherhood are as diverse as the relationships they are sworn to protect, but emphasize these principles.

**Solidarity.** Every shield in the phalanx is only as strong as the shield next to it. Stand with those that fight for your cause and leave no one behind.

**Reciprocity.** Treat others as you wish to be treated and inflict no harm without just cause.

**Integrity.** Follow your convictions and let your principles live through your actions. Be authentic and do not demean or dishonor yourself.

**Support.** Companionship is the hearth of community. Be there for your friends when they need you most, and know that they would do the same for you.

## OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Brotherhood table. See the Sacred Oath class feature for how oath spells work.

### OATH OF BROTHERHOOD SPELLS

Paladin Level	Spells
3rd	Healing Word, Heroism
5th	Enhance Ability, Warding Bond
9th	Crusader's Mantle, Life Transference
13th	Aura of Life, Death Ward
17th	Greater Restoration, Skill Empowerment

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## CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

**Call to Arms.** You can use your Channel Divinity to imbue an ally with renewed vigor. As a bonus action, you can call upon a willing ally that you can see to use their reaction to immediately make a melee attack on an enemy within range. If the attack hits, it deals additional radiant damage equal to your Paladin level.

**Share the Burden.** If a willing ally that you can see within 5 feet of you is the target of a melee or ranged attack, you can use your reaction to move into your ally's space without provoking opportunity attacks. Your ally then teleports into an unoccupied space of your choice that you can see within 30 feet of you, and you become the target of that attack.

## AURA OF FELLOWSHIP

By 7th level, you emanate an aura that increases the confidence of your allies. The aura extends 10 feet from you in every direction.

When a creature in your aura other than you takes damage, you can use your reaction to magically reduce the damage taken by half. That creature can then use its reaction to move up to half its speed without provoking opportunity attacks from the attacker.

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

## UNWAVERING MORALE

Starting at 15th level, your tenacity drives you into the front line of combat.

You can add your Charisma modifier (minimum of 1) to initiative rolls, and have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.

## HERALD OF BROTHERHOOD

At 20th level, you can elevate your presence on the battlefield to assume a form that encourages your allies to unleash their full potential. You can use your action to gain the following benefits for 1 hour:

- Wings sprout from your back and grant you a flying speed of 60 feet.
- When a friendly creature starts its turn within 30 feet of you, they regain hit points equal to your Charisma modifier (minimum of 1) if they can see you and are not incapacitated.
- After you attack a target on your turn, all allies within 30 feet of you can immediately use their reaction to perform an opportunity attack on a target within range.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.