

CLASSING IT UP

Paladins Perfected

Sacred Oaths - Magic Items - Special Crests



Beth Jones & Anja Svare



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CREDITS

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Layout: Anja Svare

Publisher: Anja Svare Productions



A PALADIN OF THE SACRED OATH OF DESTINY AND DREAMS

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INTRODUCTION

Welcome gamers to the newest installment of our *Classing It Up* series! These supplements have been so much fun to write and we sincerely hope you are enjoying using them in your games as much as we are enjoying dreaming them up. Though paladins don't have to get their powers from a god, many do choose to follow a certain deity, so we have included a list of deities at the end of each oath's description that might inspire a paladin to take that oath. We've also created crests for each oath to give you a visual representation of your oath's ideals. Enjoy!

Beth & Anja

These are the supplemental books referenced within this book.

XGE *Xanathar's Guide To Everything*

TCOE *Tasha's Cauldron Of Everything*



PALADIN OATHS

OATH OF DESTINY AND DREAMS

Referred to as Dreamers, Daredevils, or Freedom Fighters, paladins who've taken the Oath of Destiny and Dreams are encouraged to follow the path of self-determination and be fashioners of their own fate. These paladins enjoy life, generally taking it one day at a time. Gambling and risk-taking is common among Dreamers—there is nothing they aren't willing to try if it comes with the promise of a reward.

Dreamers are primarily rovers, moving from one adventure to the next, though some are called to run gambling establishments. The most important directive a Dreamer must follow is to abolish slavery and subjugation whenever it is encountered. No innocent individual should be prevented from exercising their freedom to pursue a life of their choosing. Norebo, Olladra, Tyche, and Tymora are deities that might inspire paladins to take the Oath of Destiny and Dreams.

TENETS OF THE DREAMER

The tenets of the Oath of Destiny and Dreams encourages freedom of spirit and body to choose one's path in life.

Live For The Day. Life is short; I promise to enjoy it while I have it.

Follow Your Dreams. Each individual should determine how they shall live. No one should be yoked to another's will. I will combat slavery wherever it may be.

Make Your Own Luck. I determine my own destiny.

Fortune Favors The Bold. Risk is rewarded and good things come to those that take a chance. I will make bold choices.



OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Dreamer Spells

Paladin Level	Spells
3rd	<i>bless, divine favor</i>
5th	<i>aid, enhance ability</i>
9th	<i>beacon of hope, crusader's mantle</i>
13th	<i>aura of life, freedom of movement</i>
17th	<i>circle of power, commune</i>

CHANNEL DIVINITY

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

Alter Destiny. You can use your Channel Divinity to bring good luck to your allies and bad luck to your enemies. As an action, you present your holy symbol and each enemy fey, fiend, giant, and humanoid within 30 feet of you that can see you must make a Wisdom saving throw. If the creature fails its save, it takes a -1 penalty on attack rolls for 1 minute. Willing allies within this area that can see you when you activate this feature gain a +1 bonus on the next attack they make as long as it occurs within 1 minute. If the attack hits, they deal a number of points of radiant damage equal to your Charisma modifier.

Destined For Greatness. You can use your Channel Divinity to attack with exceptional accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

SHARED DESTINY

Starting at 7th level, when a friendly creature within 10 feet of you is forced to make a saving throw, you can make the same saving throw (no action required). The creature can then use its roll or yours, whichever is more favorable.

At 18th level, this feature pertains to friendly creatures within 30 feet of you.

DREAM BIG

Beginning at 15th level, you gain three luck dice, which are d8s.

A luck die is expended when you use it. You regain all of your expended luck dice when you finish a short or long rest. You can expend one luck die as a bonus action when you make a weapon attack roll and add the result to the attack roll's total. You can also expend one luck die as a bonus action when you deal damage with a weapon attack and add the die's roll to the amount of damage you inflict. The bonus damage is the same type as your weapon's normal damage.

LIVING THE DREAM

At 20th level, when times get tough, you risk it all to obtain your dream. As an action, you gain the following benefits for 1 minute:

- Once on each of your turns when you make a weapon attack and miss, you can cause that attack to hit instead.
- If you fail a saving throw, you can use your reaction to reroll it. You must use this new roll.
- You automatically succeed on any saving throw or check you make against an effect that would restrain you. (This does not cause creatures taking advantage of your shared destiny class feature to automatically make their save against a restraining effect. You still need to make a saving throw roll which they can use if it is better than theirs.)

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



OATH OF PEACE AND PARLAY

Depending upon the geographical region these paladins herald from, this oath is also known as the Oath of the Yielding Way but the common people refer to paladins who follow this code as Peacekeepers, Honeytongues, or Merciful Blades. Paladins who've taken the Oath of Peace and Parlay are welcomed in war-torn areas as symbols of hope that a ceasefire is on the horizon. These paladins espouse the virtue of communication and compromise as a first step in resolving conflict before resorting to bloodshed. Merciful Blade magic focuses on charming, restraining, disarming, and disabling aggressors more than dealing direct damage.

Merciful blades function as mediators, diplomats, interpreters, and advisors. Though pacifists, Merciful Blades do not stand idly by and watch innocents get slaughtered. When diplomatic efforts have failed, these paladins are determined to quickly and decisively end the bloodshed. Eldath, Hathor, Apollo, and Rao are deities that might inspire paladins to take the Oath of Peace and Parlay.

TENETS OF THE MERCIFUL BLADE

The tenets of the Oath of Peace and Parlay encourage diplomacy and compromise to resolve disputes.

Strength of Words and Weight of Reason. I will address the adversary in their native tongue, employing diplomacy to avoid loss of life.

The Stillness Within. Peace starts with a peaceful soul. I will nurture serenity within myself.

Misdirection and Manipulation. Defensive techniques that confuse the enemy can lead to the enemy's self-defeat.

Disarm and Disable. An aggressor without a weapon is at a disadvantage; an immobilized and incapacitated aggressor is at its opponent's mercy.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Merciful Blade Spells

Paladin Level	Spells
3rd	<i>bane, comprehend languages</i>
5th	<i>blindness/deafness, detect thoughts</i>
9th	<i>catnap^{XGIE}, sending</i>
13th	<i>confusion, fire shield</i>
17th	<i>antilife shell, telekinesis</i>

CEASEFIRE TACTICS

When you take this oath at 3rd level, you gain advantage on Charisma (Persuasion) skill checks and you gain additional oath spells that impede your enemies from attacking, either by befriending them or by hindering their movement.

You gain one of the spell lists below (your choice). These spells are added to your oath spells, and whenever you cast one of these spells, their duration is one and a half times normal. For example, *charm person* would last 1 hour and 30 minutes rather than 1 hour.

Beguiling Spell List.

Paladin Level	Spells
3rd	<i>charm person</i>
5th	<i>suggestion</i>
9th	<i>tongues</i>
13th	<i>charm monster^{XGIE}</i>
17th	<i>dominate person</i>

Detaining Spell List.

Paladin Level	Spells
3rd	<i>entangle</i>
5th	<i>web</i>
9th	<i>slow</i>
13th	<i>banishment</i>
17th	<i>hold monster</i>

CHANNEL DIVINITY

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

Forceful Retreat. You can use your Channel Divinity to scatter the enemy and break through enemy lines. As an action, you present your holy symbol with a dismissive motion of your hand. Each fey, fiend, giant, humanoid, and monstrosity within 30 feet of you that can see you and that you select must make a Wisdom saving throw. If the creature fails its save, you can teleport it to any unoccupied square within 60 feet of you (on the ground or floor) and it can't take reactions for a number of rounds equal to your Charisma modifier.

BALANCING THE PLAYING FIELD

Starting at 7th level, when you or a friendly creature within 10 feet of you takes damage from a melee or ranged weapon attack, you can use your reaction to cause the inflictor of the damage to take one quarter of the same type of damage.

At 18th level, this feature pertains to friendly creatures within 30 feet of you and the aggressor takes half the amount of damage it inflicted.

STAY THE HAND

Beginning at 15th level, you gain two superiority dice, which are d8s.

A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You can use your superiority dice to execute the *disarming attack* or *trip attack* maneuvers.

AVATAR OF PEACE

At 20th level, you can surround yourself with an aura that discourages violence. As an action, you gain the following benefits for 1 minute:

- All enemy creatures within a 30-foot radius of you have disadvantage on attack rolls and deal 2 less hit points of damage per damage die they roll (A creature can't deal less than 0 hit points of damage from this feature.)
- When a creature makes a successful melee attack against you, it must roll a Wisdom saving throw at disadvantage (DC 8 + your proficiency bonus + your Charisma modifier) or be paralyzed until the start of your next turn.

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





OATH OF THE HORIZON SEEKER

A Horizon Seeker and a Dreamer paladin share one important tenet in common—they both abhor slavery. Paladins that take the Oath of the Horizon Seeker pledge to combat slavery and tyrants that limit their subjects' freedoms. Beyond that, Horizon Seekers are encouraged not to remain in one place for a great length of time, but rather to roam the globe in search of adventure and answers to life's secrets. They are asked to search the stars in the heavens for insight into universal truths and to search the lands and seas for artifacts that shed light on past civilizations.

Horizon Seekers are free-spirits and intellectuals. They may be astronomers, astrologers, philosophers, navigators, guides, map makers, caravan guards, army scouts, traveling merchants, road builders, adventurers, or hostel owners. Whatever path they follow, a Horizon Seeker is an eternal pilgrim, constantly searching for new discoveries beyond the horizon. Celestian, Fharlanghn, and Hermod are deities that might inspire paladins to take the Oath of the Horizon Seeker.

TENETS OF THE HORIZON SEEKER

The tenets of the Oath of the Horizon Seeker encourages exploration and the protection of personal freedoms.

Look To The Heavens. I will study the constellations because the stars will be my guide by night and the sun by day.

Pack With Forethought. I will be properly prepared to journey at a moment's notice. Adventure awaits!

Open Minds Make Friends. I will not be judgmental of other cultures, customs, foods, or perspectives, but rather, I will embrace diversity across the miles.

Complete The Journey. Once I embark on a mission, I will follow through and I will remember that all roads lead somewhere—I will leave no road unexplored.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Horizon Seekere Spells

Paladin Level	Spells
3rd	<i>longstrider, speak with animals</i>
5th	<i>find steed, knock</i>
9th	<i>speak with plants, thunder step</i> ^{XGIE}
13th	<i>find greater steed</i> ^{XGIE} , <i>freedom of movement</i>
17th	<i>commune with nature, far step</i>

CHANNEL DIVINITY

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

Reprove Highway Bandits. You can use your Channel Divinity to punish those who attempt to interrupt your journey. Immediately after you make a successful melee attack against a target, you can use a bonus action to cause all allies of that target within 30 feet to make a Wisdom saving throw. On a failed save, a creature suffers one quarter the amount of the same damage type you inflicted upon your original target. If you are on a road or path (subject to DM discretion) when you use this feature, your target's allies suffer half the amount of the same damage type you inflicted upon the initial target instead.

Rover. You can use your Channel Divinity to increase your chances of surviving out on the open road. As an action, you present your holy symbol and recite a short prayer. For 1 hour, you add twice your proficiency bonus on Wisdom (Survival) skill checks and you have advantage on any saving throw roll made against exhaustion effects.

AURA OF CELERITY

Starting at 7th level, you emanate an aura that fills you and your companions with the desire to move. Your walking speed increases by 10 feet. In addition, if you aren't incapacitated, the walking speed of any ally who starts their turn within 5 feet of you increases by 10 feet until the end of that turn.

At 18th level, the range of this feature increases to 10 feet.

CROSSING BORDERS

By 15th level, you have been on the road a long time and have tolerated all sorts of weather and met individuals of every tongue. You gain your choice of one of the following:

- Immunity to cold damage
- Immunity to lightning damage
- Immunity to thunder damage
- Tongue of the Sun and Moon monk class feature

AVATAR OF FREEDOM

At 20th level, when working to free those who are enslaved or wrongly jailed, you burn with an inner fire, driven to seek justice. As an action, you gain the following benefits for 1 minute:

- You have resistance to bludgeoning, piercing, and slashing damage.
- You and friendly creatures that gain a speed bonus on their turn from your aura of celerity feature can also use a bonus action on that turn to take the Dash action.
- You automatically succeed on any saving throw or check you make against an effect that would restrain you.
- Whenever you take damage from a melee attack, the attacker that caused the damage takes radiant damage equal to your Charisma modifier.

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



OATH OF RENEWAL

Paladins that swear the Oath of Renewal believe that each day is a new chance to start over—to right the wrongs that have been committed, to ask forgiveness, and to make better choices. These paladins celebrate rebirth and fertility in all of its manifestations. They appreciate the beauty of fresh spring buds, the abundance of nourishment a summer garden provides, and the joy that a newborn's smile brings to its parents.

A paladin of renewal exudes an aura of vitality, hope, and forgiveness that draws people to them and contributes to their namesakes Everblooms, Dawn-Bringers, and Sin Eaters. These paladins are skilled in the knowledge of growing and birthing things, often filling the role of farmer, horticulturist, doula, midwife, and orphanage founder. They also work to cultivate barren areas and aid in the rehabilitation of criminals. Arawai, Chauntea, Ehlonna, Freyja, Hathor, Lathandar, and Yondalla are deities that might inspire paladins to take the Oath of Renewal.

TENETS OF THE OATH OF RENEWAL

The tenets of the Oath of Renewal encourage forgiveness, rebirth, and second chances.

Feed The Flames Of Hope. I will remember that each day is a chance to try again, to turn the tides, to make a different, better choice.

Do Better, Be Better. Each day I will be a better self than the day before, always striving for improvement.

Celebrate New Life. I will never turn my back on a youngster in need.

Share The Bounty. I will feed the hungry and clothe the poor.

Plant A Seed. I will let no day pass in which I have not helped a living thing to flourish, whether it be physically or emotionally.





OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of Renewal Spells

Paladin Level	Spells
3rd	<i>bless, goodberry</i>
5th	<i>healing spirit</i> ^{XGIE} , <i>lesser restoration</i>
9th	<i>aura of vitality, beacon of hope</i>
13th	<i>aura of life, grasping vine</i>
17th	<i>conjure volley, greater restoration</i>

CHANNEL DIVINITY

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

Abundant Ammunition. You can use your Channel Divinity to create multiple replicas of your weaponry. As an action, you brandish your holy symbol and toss a nonmagical weapon or piece of ammunition into the air to create a cone of identical weapons that shoot forward and then disappear, leaving only the original weapon/ammunition behind at your feet. Each creature in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 2d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the weapon or ammunition you threw in the air.

Second Chances. You can use your Channel Divinity to retry a failed attack. After you miss your target with a melee or ranged weapon attack, you can Channel Divinity as a reaction, allowing you to attempt the attack again.

AURA OF VIBRANCE

Starting at 7th level, you gain immunity to necrotic damage and friendly creatures within 10 feet of you have resistance to necrotic damage.

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

SPRING'S EMBRACE

Beginning at 15th level, you rejuvenate damage more quickly than normal. Whenever you receive healing while you are below one half your maximum hit points, you heal an additional number of hit points equal to your Charisma modifier.

AVATAR OF RENEWAL

At 20th level, you are overflowing with the power to heal, change, and reproduce. As an action, you gain the following benefits for 1 minute:

- You gain the effects of a *mirror image* spell (without using components or expending a spell slot).
- You gain 20 temporary hit points. If any remain when this feature ends, they are lost.
- If you are killed while this feature is active, you immediately become the recipient of a *reincarnate* spell (without using components or expending a spell slot) and appear with 1 hit point in an unoccupied space of your choice that is within 60 feet of where you died. If you reincarnate as a race other than your original, you can roll percentile dice at the start of every day after a long rest. You have a fifty percent chance of reverting to your original race. If you haven't reverted to your original race after 7 days, you remain as your new race permanently. At least 30 days must elapse before this aspect of the avatar of renewal feature will function again.

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



OATH OF THE MUSE

Paladins who take the Oath of the Muse can come from several different orders. Some of the better-known orders are the Oath of the Leaping Stag, the Oath of the Singing Lark, the Oath of the Joybringer, and the Oath of the Merry Jester. Regardless of which order a Muse belongs to, all Muses have several beliefs in common. The first is the directive to live every day to the fullest and to be an inspiration to those around you. The second is to be a creator of joy through any medium you wish, be it music, dance, poetry, humor, art, sculpture, theatre, cooking, or invention. The third is to banish evil whenever it is encountered because it only leaves despair and ruin in its wake.

Unknown to most, many common household phrases such as “Look on the bright side,” “Tomorrow is a new day,” and “Live for the moment” originated with paladins who’ve taken the Oath of the Muse. Theirs is the desire to uplift the masses with all the good things life has to offer and to squash evil and negativity wherever it rears its ugly head. Muses fulfill many roles such as actors, artists, brewers, minstrels, performers, vintners, and tavern owners. They officiate at weddings and other festivities in which wine and revelry are plentiful and spirits are high. Apollo, Balder, Branchala, Corellon Larethian, Dionysus, Hathor, Lliira, Milil, Olidammara, Sune, and Skoraeus Stonebones are deities that might inspire paladins to take the Oath of the Muse.

TENETS OF THE MUSE

The tenets of the Oath of the Muse encourage its paladins to appreciate beauty, develop their potential, celebrate diversity, and savor life.

Live. I will sing and dance with abandon, living every moment as though it is my last. I will savor every drop of joy life has to offer me.

Love. I will appreciate and honor individuals of every color, tongue, and nation and celebrate their uniqueness.

Laugh. I will encourage the weary and downtrodden, helping them to find joy once again.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Muse Spells

Paladin Level	Spells
3rd	<i>grease, Tasha’s hideous laughter</i>
5th	<i>calm emotions, enhance ability</i>
9th	<i>aura of vitality, create food and water</i>
13th	<i>fabricate, freedom of movement</i>
17th	<i>animate objects, creation</i>

INSPIRING PRESENCE

When you take this oath at 3rd level, you can use an action to touch a friendly creature to grant it a +1 bonus on any one attack roll, ability check, or skill check it makes within the next minute.

You can use this feature a number of times per day equal to your proficiency bonus + your Charisma modifier (minimum of 1) + your Wisdom modifier (minimum of 1). All expended uses are replenished after you finish a long rest.

CHANNEL DIVINITY

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

Melody of Distraction. You can use your Channel Divinity to distract the enemy. As an action, you present your holy symbol and hum a tune. Each fey, fiend, giant, and humanoid within 30 feet of you that can see you and that you select must make a Wisdom saving throw. If the creature fails its saving throw, it is distracted for 1 minute or until it takes damage. A distracted creature is compelled to search for the origin of the melody it hears in its head. At the start of a distracted creature's turn, it must move its full speed in a random direction. It must then use its action to do nothing but hum along to the tune in its head. A distracted creature can't use bonus actions or reactions.

AURA OF POSITIVITY

Your perpetual positive attitude protects you from attempts to cause you mental anguish. Starting at 7th level, you and friendly creatures within 10 feet of you have resistance to psychic damage.

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

MANTLE OF THE MERRY-MAKER

Beginning at 15th level, you are constantly surrounded by a mantle that extends from you in a 5-foot radius. Any hostile creature that enters this area or begins its turn in it must immediately make a Wisdom saving throw DC 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature must immediately use its reaction to dance a short jig. This dance does not provoke opportunity attacks, but it does use up a creature's reaction for that turn. If a creature fails its saving throw, but has already used its reaction by the time it enters the area of effect, it must use its action to dance instead. If a creature has already used both its action and reaction for its turn by the time it fails a saving throw against this feature, the feature has no effect on the creature for that turn.

AVATAR OF THE JUBILEE

At 20th level, you can become a whirling dervish of positive energy, glowing with an inner light. As an action, you gain the following benefits for 1 minute:

- You are immune to psychic damage.
- You shine with a bright light in a 20-foot radius and dim light 20 feet beyond that.
- Any attacks you make are considered magical even if your weapon is not magic.
- All bludgeoning, piercing, and slashing damage you inflict is considered to be radiant damage if that is beneficial to you.
- You deal an additional 1d6 points of radiant damage with every successful melee attack you make.

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





OATH OF THE PROPHET

Referred to as Divine Oracles, Divine Sentinels, or simply Prophets, paladins who take the Oath of the Prophet act as heralds of the future, providing warnings of disasters to come or foretelling of blessings that can be gained when the correct actions are taken on the part of the people. Prophets have pledged to be truthful in their revelations. Indeed, if a prophet takes advantage of their foreknowledge and lies about their visions, they are likely to find themselves without the ability to use their magic. Prophets stress that the universe's inhabitants are interconnected—that one individual's actions affect those around them. They also urge individuals to anticipate the needs of the future and plan for them.

Prophets are often civil servants, expert witnesses, or judges. Because of their commitment to honesty, Prophets are trusted by the majority of the population. Freyja, Istus, and Savras are deities that might inspire paladins to take the Oath of the Prophet.

TENETS OF THE PROPHET

The tenets of the Oath of the Prophet encourages foresight and honesty.

Search For Truth, Conceal Nothing. Lies are the root of unhappiness; I will be honest.

Think, Then Act. Haste makes waste. I will exercise foresight and form a plan. Then, I shall put my plan into action.

We Are One. My actions affect my fellows. I will take care not to put my comrades in danger.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Prophet Spells

Paladin Level	Spells
3rd	<i>alarm, detect magic</i>
5th	<i>augury, zone of truth</i>
9th	<i>clairvoyance, counterspell</i>
13th	<i>divination, locate creature</i>
17th	<i>commune, scrying</i>

CHANNEL DIVINITY

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

Anticipatory Sight. You can use your Channel Divinity to glimpse your opponent's next move, granting you insight on where to best place your attacks against them. As a bonus action, you touch your holy symbol to the symbolic third eye at your forehead. For 1 minute, you deal an additional 1d6 points of damage with your melee attacks.

Magical Insight. You can use your Channel Divinity to determine the properties of magical items. As an action, you touch your holy symbol to the object you wish to know about and you learn the object's magical properties, how to use it, whether it requires attunement, its command word (if any), and how many charges it has.

AURA OF PRECOGNIZANCE

Starting at 7th level, you emanate an aura that alerts you to danger moments before it strikes. You gain a +2 bonus on initiative rolls, and if you aren't incapacitated, allies within 5 feet of you gain a +1 bonus on their initiative rolls.

In addition, whenever you approach within 10 feet of a trap, you have a five percent chance of becoming aware of its existence. (The DM makes this check secretly.) A trap, for the purpose of this feature, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Therefore, this feature would sense an area affected by the *alarm* spell, a *glyph of warding*, or a mechanical pit trap, but it would not reveal a natural weakness in the floor or an unstable ceiling. This feature only reveals that a trap is present within 10 feet of you. It does not indicate the trap's exact location or its nature.

At 18th level, the percent chance of becoming aware of a trap increases to ten percent.

TRUTH SPEAKER

At 15th level, your arguments ring true and you can recognize dishonesty when you hear it. You gain a +5 bonus on Intelligence (Insight) skill checks and a +5 bonus on Charisma (Persuasion) or Charisma (Intimidation) skill checks (your choice).

AVATAR OF FORESIGHT

At 20th level, you can peer into the immediate future with incredible accuracy. As an action, you gain the following benefits for 1 minute:

- You can't be surprised.
- You have advantage on attack rolls, ability checks, and saving throws.
- Other creatures have disadvantage on attack rolls against you.

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



OATH OF THE SOUL-SHEPHERD

Paladins who take the Oath of the Soul-Shepherd view death as a natural part of life and a transitory experience that leads to a new type of existence in the afterworld. They do not fear death. Attending a soul's crossing from life on the Material Plane to the afterlife is a Soul-Shepherd's greatest duty and honor. A Soul-Shepherd's wish is for individuals to die with dignity whether it is on the battlefield or in a bed amid family and loved ones. Honoring ancestors and calling upon their spirits for protection is a common practice among Soul-Shepherds. Because Soul-Shepherds spend so much time around death and decay, their magic is tinged with necrotic energy and necrosis has a lesser grasp over them than it does over most individuals.

Soul-Shepherds serve as morticians and grave diggers. They bless the dying with last rites and officiate at funerals. Soul-Shepherds also keep records of deaths and write and execute wills. Anubis, Kelemvor, Nephthys, and Osiris are deities that might inspire paladins to take the Oath of the Soul-Shepherd.

TENETS OF THE SOUL-SHEPHERD

The tenets of the Oath of the Soul-Shepherd encourage its paladins to tend to the needs of the dying.

Honor The Ancestors. My ancestors shield me from harm, and I am thankful to them.

No One Should Die Alone. I will comfort the dying.

Death Is A Beginning, Not An Ending. Death is a transition from one existence to another—I will not fear it.



OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Soul-Shepherd Spells

Paladin Level	Spells
3rd	<i>inflict wounds, ray of sickness</i>
5th	<i>gentle repose, ray of enfeeblement</i>
9th	<i>speak with dead, spirit shroud</i> ^{TCOE}
13th	<i>death ward, phantasmal killer</i>
17th	<i>enervation</i> ^{TCOE} , <i>raise dead</i>

CHANNEL DIVINITY

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

Grave Strike. You can use your Channel Divinity to inflict decay upon your foes. As a bonus action, you present your holy symbol and invoke the power of decomposition. For 1 minute, all successful melee attacks you make inflict an additional amount of necrotic damage equal to your Charisma modifier.

Shield Of Spirits. You can use your Channel Divinity to summon ancestors to your aid. As a bonus action, you present your holy symbol and call out the names of your dead ancestors. Ghost-like bodies hover and swirl around you blocking attacks against you. Until the end of your next turn, you gain a +4 bonus to your armor class.

SHOULDER THE BURDEN

Starting at 7th level, you have resistance to necrotic damage. Additionally, when a friendly creature within 30 feet of you that you are aware of is reduced to 1 or fewer hit points by an attack made against them, but not killed outright, you can use your reaction to take the damage instead. You can apply any resistance or immunity you may have to this damage. A friendly creature can't benefit from this feature more than once a day. Undead creatures can't benefit from this feature.

At 18th level, the range of this feature increases to 60 feet.

A FOOT IN BOTH WORLDS

By 15th level, you don't need to breathe, eat, or drink.

AVATAR OF TRANSCENDENCE

At 20th level, you can exist for a brief period of time both in this world and the world after death. As an action, you gain the following benefits for 1 minute:

- Damage you take from any source is halved. Any resistances you may have are applied afterwards.
- You are immune to fear effects.
- Once while this feature is active, when an ally within 60 feet of you that you can see takes damage, you can use your reaction to create a door engulfed in light (which creates light as a torch) in an unoccupied square adjacent to that ally. The ally can then use its reaction to walk through the door and teleport to any unoccupied space of its choice within 30 feet and the door disappears. If the ally doesn't use its reaction on its turn to step through the door, the door disappears.

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



DRAGON DISCIPLES

Deities are not the only beings that gather followers to themselves. Other entities with the power to grant their cult members protection, notoriety, and riches garner worshipers as well. As charismatic creatures with the physical prowess to shred their enemies and the intellectual savviness to accumulate mounds of wealth, dragons often attract devotees.

These devotees are known collectively as Dragon Disciples, though their objectives and philosophical outlooks differ depending upon whether they worship Tiamat or Bahamut. Following are the most common of the Dragon Disciple orders.

OATH OF THE BLUE DRAGON DISCIPLE

The desert's extremes of temperature, and scarcity of water and shelter, make it a dangerous place to live. Even more than in most places, survival of the fittest reigns supreme throughout the barren desert landscape. Being at the top of the food chain is a good indicator of whether a creature will survive harsh desert conditions. Indeed, when being at the top of the food chain is combined with intellect and charisma, a creature can gain the admiration and even worship of lesser beings. This is exactly what has happened with blue dragons of the desert. They have gained followers that in turn ultimately offer allegiance to Tiamat right alongside the other deities of the desert.

Paladins who take the Oath of the Blue Dragon Disciple believe in the philosophy that the fittest survive and the weak hinder a community's ability to flourish. These paladins promote the concept of "to the winner goes the spoils." They value strength, self-sufficiency, and survival savvy.

TENETS OF THE BLUE DRAGON DISCIPLE

Paladins who take the Oath of the Blue Dragon Disciple expect only the best of themselves, promising to cull the weak and exercise patience and superior judgment in battle to gain victory. Theirs is the goal of supremacy. They are tasked with building a following to worship their dragon lord.

Strength. I will keep my body fit.

Superiority. I will keep my mind sharp.

Self-Sufficiency. I will develop competence in all things.

Survival. With strength, superiority, and self-sufficiency, I will survive!



OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Blue Dragon Disciple Spells

Paladin Level	Spells
3rd	<i>bane, witch bolt</i>
5th	<i>enhance ability, enlarge/reduce</i>
9th	<i>lightning bolt, wall of sand</i> ^{XGIE}
13th	<i>polymorph, staggering smite</i>
17th	<i>circle of power, dominate person</i>

CHANNEL DIVINITY

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

Frightful Facade. You can use your Channel Divinity to overlay a dragon's menacing appearance over your own. As an action, your appearance instills fear in those that view it. Each creature of your choice that is aware of you and within 30 feet, must succeed on a Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your frightful facade for the next 24 hours.

Lightning Breath. You can use your Channel Divinity to breathe lightning. As an action, you exhale a 5 by 30-foot line of lightning. Creatures in the line must make a Dexterity saving throw or take 2d8 lightning damage on a failed saving throw, or half as much on a successful one. The damage your lightning breath deals increases at various levels—dealing 3d8 at 6th level, 4d8 at 11th level, and 5d8 at 16th level.

AURA OF LIGHTNING INVILNERABILITY

Starting at 7th level, you and friendly creatures within 10 feet of you have resistance to lightning damage.

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

SCALED SERVANT

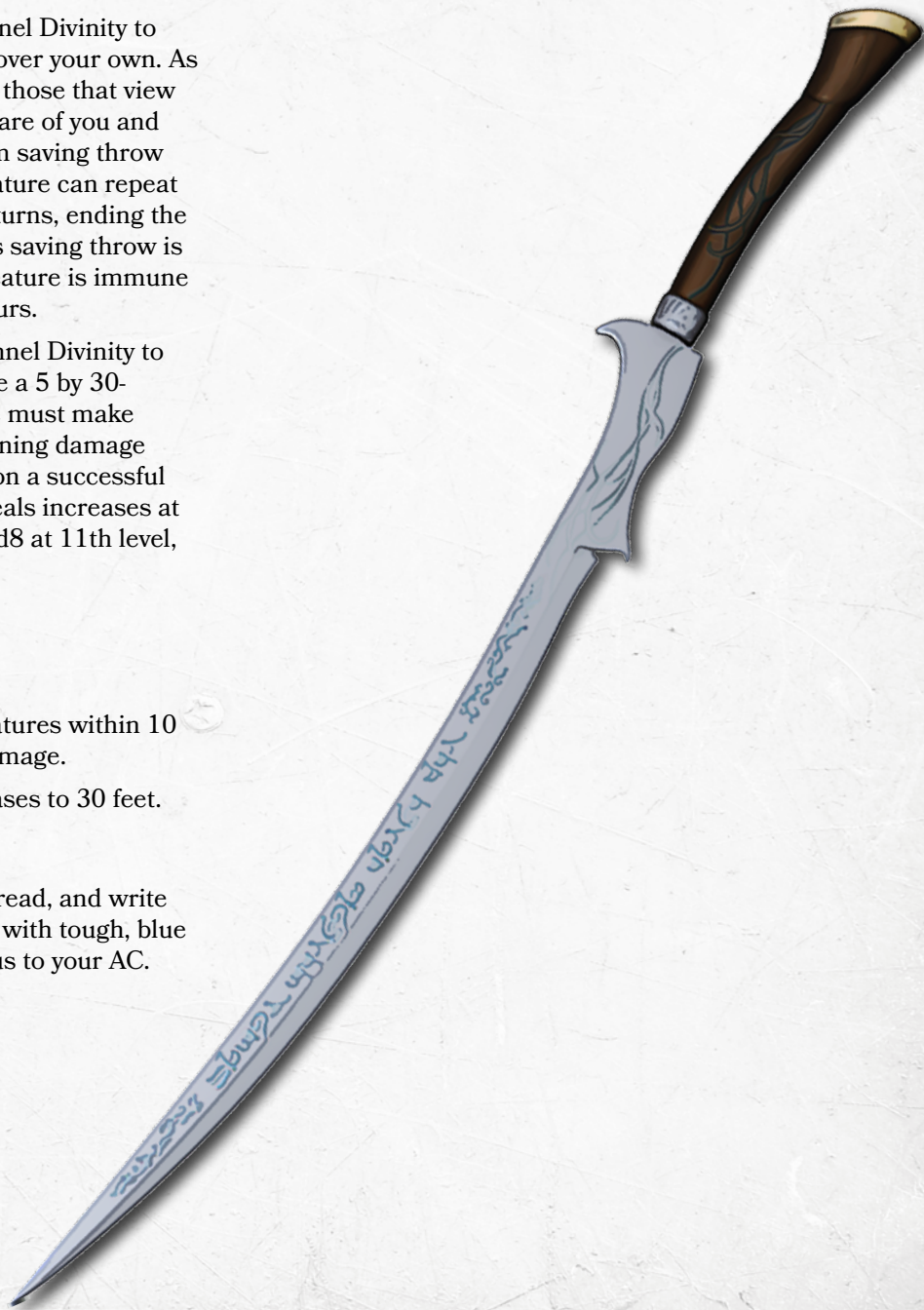
By 15th level, you have learned to speak, read, and write Draconic and your skin becomes covered with tough, blue scales, granting you a permanent +2 bonus to your AC.

AVATAR OF THE BLUE DRAGON

At 20th level, you exude the power and confidence of the blue dragon. As an action, you gain the following benefits for 1 minute:

- You are immune to lightning damage.
- The range and damage of your lightning breath doubles.
- You gain a fly speed of 60 feet.
- You gain blindsight with a range of 60 feet.

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



OATH OF THE GREEN DRAGON DISCIPLE

Of all the chromatic dragons, green dragons covet worshipers the most. Indeed, a green dragon's most prized possessions are not its enormous hoards of accumulated treasure, but rather, the collection of sentient beings it has bent to its will with tactics of intimidation and trickery.

Green dragons are cunning, treacherous, dishonest, ambitious, and foul-tempered. They reign over large tracts of forest where the corrupted wilderness turns against intruders with poison mists and thorny entanglements.

Second only to accumulating followers, is a green dragon's desire to rid the world of good. Green dragons prefer to accomplish this by corrupting all that is pure and innocent, but they will settle for utter annihilation if corruption attempts are unsuccessful. Most dragons are content to terrorize humanoids and other creatures they believe to be below themselves while generally respecting the territory of other dragons, but not green dragons. Theirs is the desire to acquire the lands and hordes of other dragons as well. Complete dominion over land and creature is the goal of the green dragon.

Paladins who take the Oath of the Green Dragon Disciple pledge to rid the world of all that is good and to deliver subjects to its green dragon liege who ultimately answer to Tiamat. Creatures whose will cannot be bent to the service of the great wyrm are slaughtered.

TENETS OF THE GREEN DRAGON DISCIPLE

The first task of a Paladin who takes the Oath of the Green Dragon Disciple is to rid the world of good. The second is to bend the will of the people to the service of the green dragon.

Cunning. I will use deception and trickery to convert followers for my master.

Coercion. When cunning fails, I will use threats, intimidation, and my sword to compel individuals to follow my master.

Capitulation. I will present my conquest, whose will is broken and body is battered, as a gift to my green-scaled liege and I will be rewarded for my service!

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Green Dragon Disciple Spells

Paladin Level	Spells
3rd	<i>ensnaring strike, hail of thorns</i>
5th	<i>beast sense, enthrall</i>
9th	<i>fear, water breathing</i>
13th	<i>compulsion, grasping vine</i>
17th	<i>cloudkill, dominate person</i>

CHANNEL DIVINITY

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

Will Breaker. You can use your Channel Divinity to augment your charm magic. When you cast a spell that attempts to charm a single creature, you can present your holy symbol as a bonus action to affect one additional creature with the spell. The creature must be within 30 feet of the original target.

Poison Breath. You can use your Channel Divinity to breathe poison. As an action, you exhale a 15-foot cone of poison. Creatures in the cone must make a Dexterity saving throw or take 2d8 poison damage on a failed saving throw, or half as much on a successful one. The damage your poison breath deals increases at various levels—dealing 3d8 at 6th level, 4d8 at 11th level, and 5d8 at 16th level.

AURA OF POISON INVULNERABILITY

Starting at 7th level, you and friendly creatures within 10 feet of you have resistance to poison damage.

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

MASTERFUL MANIPULATION

At 15th level, you gain two manipulation dice, which are d4s. A manipulation die is expended when you use it. You regain all of your expended manipulation dice when you finish a short or long rest. You can use your manipulation dice in one of two ways as noted below.

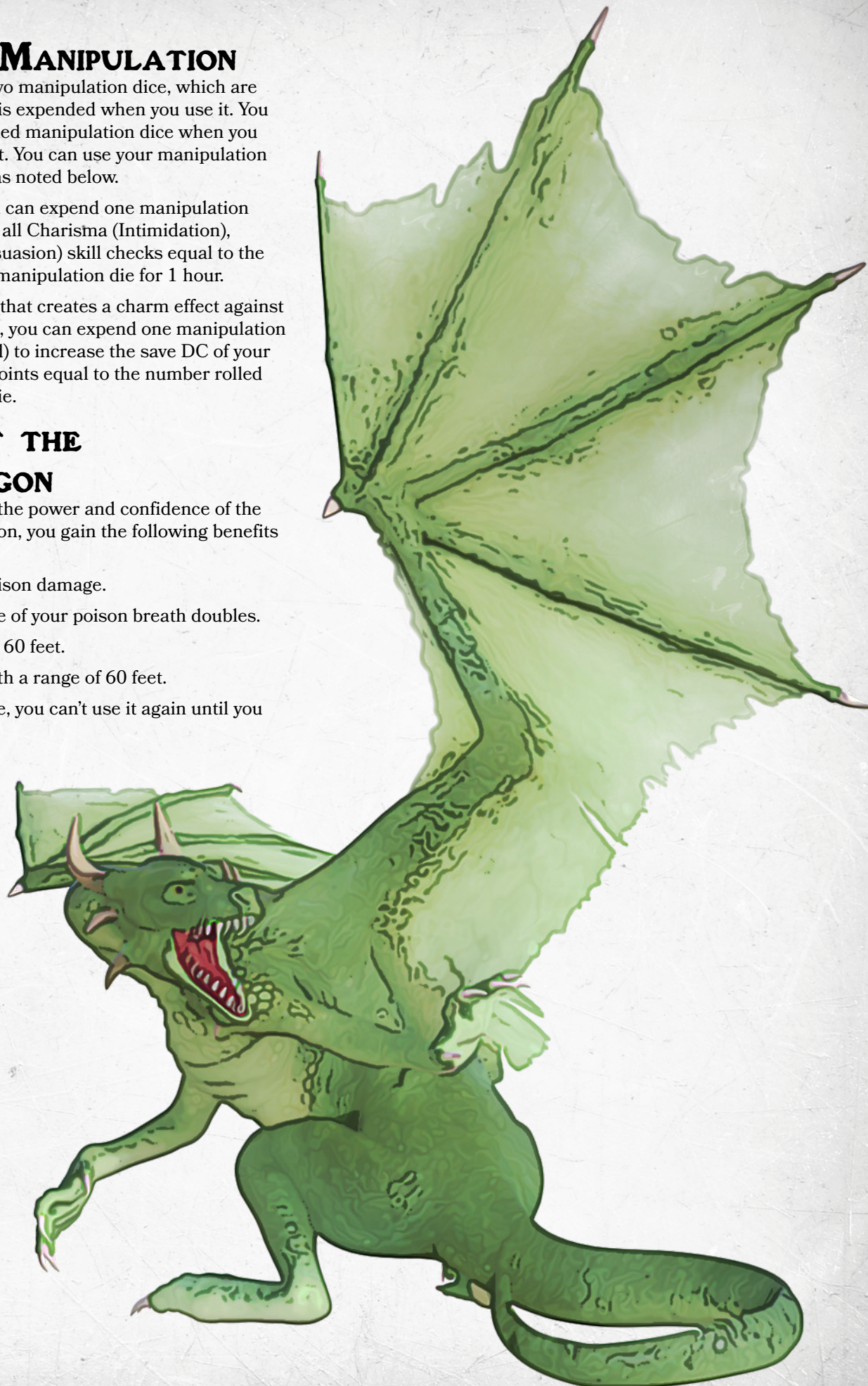
- As a bonus action, you can expend one manipulation die to gain a bonus on all Charisma (Intimidation), (Deception), and (Persuasion) skill checks equal to the number rolled on the manipulation die for 1 hour.
- When you cast a spell that creates a charm effect against one or more creatures, you can expend one manipulation die (no action required) to increase the save DC of your spell by a number of points equal to the number rolled on the manipulation die.

AVATAR OF THE GREEN DRAGON

At 20th level, you exude the power and confidence of the green dragon. As an action, you gain the following benefits for 1 minute:

- You are immune to poison damage.
- The range and damage of your poison breath doubles.
- You gain a fly speed of 60 feet.
- You gain blindsight with a range of 60 feet.

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



OATH OF THE METALLIC DRAGON DISCIPLE

Metallic dragons venerate Bahamut, the platinum dragon who stands for justice and protection. Though all metallic dragons abhor evil, bronze and silver dragons most often take active roles in confronting evil. They actively oppose tyranny, help creatures in need, and are staunch protectors of the innocent.

Once their pledge is given, bronze and silver dragons can be counted on standing fast, never to break their oath. A Paladin that takes the Oath of the Metallic Dragon Disciple pledges to assist bronze and silver dragons in their fight against evil.

TENETS OF THE METALLIC DRAGON DISCIPLE

Paladins who take the Oath of the Metallic Dragon Disciple pledge to oppose evil in all of its forms and to protect the innocent.

Action Not Words. When I see injustice or evil deeds, I will act—speaking out against tyranny without action is not enough.

My Word Is My Bond. I will never break a promise.

Champion Of The Innocents. I will fight for those who cannot fight for themselves.





OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Metallic Dragon Disciple Spells

Paladin Level	Spells
3rd	<i>protection from evil and good, thunderous smite</i>
5th	<i>alter self, dragon's breath</i> ^{XGE} (cold and lightning only)
9th	<i>elemental weapon</i> (cold and lightning only), <i>magic circle</i>
13th	<i>aura of purity, polymorph</i>
17th	<i>dispel evil and good, skill empowerment</i> ^{XGE}

CHANNEL DIVINITY

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

Paralyzing Breath. You can use your Channel Divinity to paralyze creatures. As an action, you can exhale paralyzing gas in a 15-foot cone. Each creature in the cone's area must succeed on a Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Repulse the Aggressor. You can use your Channel Divinity to ward off attackers. When you or a friendly creature that you can see takes damage from a melee attack, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, you can move the attacker to an unoccupied space up to 60 feet away from the injured creature. On a successful save, you can move the attacker to an unoccupied space up to 30 feet away from the injured creature. This movement does not provoke opportunity attacks.

AURA OF COLD AND LIGHTNING INVULNERABILITY

Starting at 7th level, you and friendly creatures within 10 feet of you have resistance to cold and lightning damage.

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

AMBIANCE OF APPREHENSION

By 15th level, as an action, you can force each creature of your choice that is aware of you and within a 30-foot radius of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this feature for the next 24 hours.

AVATAR OF THE METALLIC DRAGON

At 20th level, you exude the power and confidence of the bronze and silver dragons. As an action, you gain the following benefits for 1 minute:

- You are immune to cold and lightning damage.
- Once per turn, you can use a bonus action to breath your choice of either a 30-foot cone of cold or a 30-foot line of lightning. Creatures in the area of effect must make a Dexterity saving throw or take 5d8 cold (or lightning) damage on a failed saving throw, or half as much on a successful one.
- You gain a fly speed of 60 feet.
- You gain blindsight with a range of 60 feet.

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

MAGIC ITEMS

Below you'll find magic items that are created by individuals associated with various paladin oaths. While these items can be used by any paladin, and sometimes other classes as well, they are more potent in the hands of a paladin who has taken a specific oath.

Holy Symbol of Radiant Inspiration

Wondrous item, uncommon (requires attunement by a paladin)

These holy symbols are created and blessed by paladins who've taken the Oath of the Muse, though they can be used by any attuned paladin. The holy symbols have 5 charges. When a paladin deals radiant damage with a spell, the paladin can expend one charge (no action required) to increase the radiant damage by 1 point. A paladin that has taken the Oath of the Muse increases the radiant damage by a number of points equal to their Charisma modifier instead.

The holy symbol regains 1d4+1 expended charges daily at dawn.

Lucky Die

Wondrous item, common (requires attunement)

Created and blessed by paladins who've taken the Oath of Destiny and Dreams, this die grants its user good fortune. At dawn, a creature can use an action to roll the die, which is a 1d6. This activates the die's magic. Once during the day before the next dawn, when the bearer of the die fails an attack roll, ability check, skill check, or saving throw, they can use their reaction to add the number rolled on the *lucky die* to the roll they just failed, potentially turning the failure into a success. If the attuned creature is a paladin who has taken the Oath of Destiny and Dreams, they add the number rolled on the die + 2 instead.



Mask of the Metallic Dragons' Breath

Wondrous item, very rare (requires attunement)

Created and blessed by paladins who've taken the Oath of the Metallic Dragon Disciple, this metallic mask buckles behind the head and sits just under the nose and over the mouth. The color of the metal it is constructed of is different depending upon the type of breath weapon it grants (see chart below). Once per day, as an action, the wearer can exhale a breath weapon that deals 10d6 energy damage of the type specified in the chart below. Any creature in the breath weapon's area of effect must make a successful DC 16 saving throw to halve the damage. If the attuned creature is a paladin who has taken the Oath of the Metallic Dragon Disciple the damage is doubled.

Metal Type	Breath Weapon	Save Type
Brass	Fire 5 by 30 ft. line	Dexterity
Bronze	Lightning 5 by 30 ft. line	Dexterity
Copper	Acid 5 by 30 ft. line	Dexterity
Gold	Fire 15 ft. cone	Dexterity
Silver	Cold 15 ft. cone	Constitution



Ring of Second Chances

Ring, rare (requires attunement)

Created and blessed by paladins who've taken the Oath of Renewal, this simple gold band has 2 charges and grants its wearer the ability to retry a failed saving throw. When the wearer fails a saving throw, they can use their reaction to activate the ring and immediately make another saving throw which they can use in place of their original roll if it is better. If the attuned creature is a paladin who has taken the Oath of Renewal, the paladin makes the new saving throw with advantage. The holy symbol regains 1d2 expended charges daily at dawn.

Rover's Necklace

Wondrous item, uncommon (requires attunement)

Created and blessed by paladins who've taken the Oath of the Horizon Seeker, this braided leather choker grants its wearer the ability to cast *tongues* once per day as an action without using components or expending a spell slot. If the attuned creature is a paladin who has taken the Oath of the Horizon Seeker, the duration of the *tongues* effect is 8 hours rather than 1 hour.



Scythe of Transitioning

Weapon (scythe), very rare (requires attunement by a paladin)

Created and blessed by paladins who've taken the Oath of the Soul-Shepherd, this +2 scythe criticals on a 19-20 and deals 1 extra dice of damage beyond the normal for criticals. If the attuned creature is a paladin who has taken the Oath of the Soul-Shepherd, the paladin can choose to have all of the damage from a critical hit be considered necrotic damage instead of slashing damage. Additionally, in the hands of a Soul-Shepherd, the scythe can be used to cast the cantrip *spare the dying* (unlimited use).

Scythe of transitioning martial melee weapon, 18 gp
2d4 slashing, 10 lb., Heavy, two-handed

DM's note: If you'd like to add to the lore for this weapon, you can restrict its use to only Soul-Shepherd paladins and have only three in existence which are passed down to the three highest ranking paladins of the order as they retire from active service.

Tarot Card of Premonition

Wondrous item, rare (requires attunement by a paladin)

Created and blessed by paladins who've taken the Oath of the Prophet, this tarot card grants its bearer the ability to sense danger just before it strikes. While the tarot card is in the possession of an attuned paladin, the paladin can attack first on the first round of a combat no matter what they rolled for initiative. On the second and all consecutive rounds of combat after the first, the creature takes its actions on the initiative indicated on its initiative roll. If the attuned creature is a paladin who has taken the Oath of the Prophet, the paladin can't be surprised while in possession of the tarot card.

Vestment of the Peacemaker

Wondrous item, rare (requires attunement by a non-evil paladin)

It's difficult to discuss peace when one is sitting at the negotiating table wearing full plate armor. For this reason, Peacekeeper paladins have created enchanted tunics that appear to be nothing more than well-tailored formal wear. Though these vestments are crafted by Peacekeeper paladins, they can be worn by an attuned paladin of any order. When a paladin wears a *vestment of the peacemaker* but no other armor (carrying a shield is allowed), the vestment grants an 18 armor class as though it was a suit of plate armor, but it only weighs 1 pound, doesn't impose disadvantage on Dexterity (Stealth) skill checks, and does not require a 15 Strength score to wear. If the paladin wearing the vestment has taken the Oath of Peace and Parlay, the vestment also allows its wearer to add their Dexterity modifier (if positive) to their armor class.



CRESTS OF THE SACRED OATHS

Wondrous item, common (attunement required by an oath-bound paladin who has taken the specified oath)

These crests represent specific orders of paladins. They are magic emblems that are crafted in a variety of ways. They can be embroidered onto an item of clothing, painted onto a shield, tattooed onto skin, engraved into a wooden weapon, or crafted in metal and then grafted onto a shield or weapon. Regardless of how these crests of the sacred oath are crafted, they are all considered to be an uncommon wondrous item that requires attunement by a paladin who has taken a specific oath. No other creature can gain the benefit of the magic these items provide.

Crest of the Sacred Oath of Destiny and Dreams

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of Dreams and Destiny a +1 bonus on Intelligence (History) skill checks.



Crest of the Sacred Oath of the Metallic Dragon Disciple

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of the Metallic Dragon Disciple a +1 bonus on Charisma (Intimidation) and Constitution skill checks.



Crest of the Sacred Oath of the Horizon Seeker

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of the Horizon Seeker a +1 bonus on Wisdom (Survival) skill checks.



Crest of the Sacred Oath of the Muse

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of the Muse a +1 bonus on Charisma (Performance) skill checks.



Crest of the Sacred Oath of Peace and Parlay

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of Peace and Parlay a +1 bonus on Charisma (Persuasion) skill checks.



Crest of the Sacred Oath of Renewal

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of Renewal a +1 bonus on Intelligence (Nature) skill checks.



Crest of the Sacred Oath of the Prophet

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of the Prophet a +1 bonus on Wisdom (Insight) skill checks.



Crest of the Sacred Oath of the Soul-Shepherd

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of the Soul-Shepherd a +1 bonus on Intelligence (Arcana) skill checks.



The following crests are for the paladin oaths found in the *Player's Handbook*, *Tasha's Cauldron of Everything*, and *Xanathar's Guide to Everything*.

PLAYER'S HANDBOOK:

Crest of the Sacred Oath of Devotion

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of Devotion a +1 bonus on Intelligence (Religion) skill checks.



Crest of the Sacred Oath of Vengeance

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of Vengeance a +1 bonus on damage with the first successful melee attack they make each round of combat. This bonus damage is the same type as the melee weapon dealing the damage.



Crest of the Sacred Oath of the Ancients

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of the Ancients knowledge of the *light* cantrip which the paladin can cast without using components or expending a spell slot.



TASHA'S CAULDRON OF EVERYTHING:

Crest of the Sacred Oath of Glory

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of Conquest a +1 bonus on Strength (Athletics) skill checks.



XANATHAR'S GUIDE TO EVERYTHING:

Crest of the Sacred Oath of Conquest

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of Conquest a +1 bonus on Charisma (Intimidation) skill checks.



Crest of the Sacred Oath of the Watchers

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of the Watchers a +1 bonus on Intelligence (Arcana) skill checks.



Crest of the Sacred Oath of Redemption

While this crest is displayed on an appropriate paladin's skin or item in their possession, it grants a paladin who has taken the Oath of Redemption a +1 bonus on Wisdom (Insight) skill checks.

