

OATH OF KNAVERY

PALADIN SACRED OATH OPTION

Set against the night sky, the heavy stonework of the bank appears nearly as imposing as the two guards in front of the door. A cold wind whispers by, and the guards shift uneasily, tasting fear on the breeze. As the eyes of one of the duo venture into the shadows of a nearby alleyway, he instantly freezes up, turns, and bolts away down the street, his companion in close pursuit. Out of the alley creeps a female gnome, with a smile, a whistle, and a spring in her step, to better inspect the vault.

A female human, clad in blackened leathers, perches on a rooftop and, after hours scouting, finally spies the baron's passing treasure carriage. She waves a hand and the horses leading it slow to a canter. As she descends silently from above, she tells herself that the poor of this city will not go hungry tonight.

Laying his cards on the table and raking in the pot, an armor-clad elf smiles. "Must be my lucky night," he says, as his hand hums with an almost-imperceptible divine energy.



Even those that claim to be lawless have their own laws, their own codes and methods to keep self-described scoundrels from turning on one another and those too poor to resist them. To that end, some few paladins on the outskirts of the law swear the Oath of Knavery, a solemn vow not to avoid stealing, cheating, and back-biting, but to make sure those who take the path of thievery focus their efforts in the right direction and serve the poor and misfortunate, rather than plunder those with nothing to give.

A paladin who has taken this oath



considers correcting the evils of improperly-practiced thievery to be their holy mandate, redistributing wealth from both rich robber-barons and dragon hoards alike to the poor, and gaining valuable favors and business contacts in return. An empowered and moneyed poor by their nature will heal the roots of their city, and a paladin of Knavery believes small crimes against worthy targets to be entirely justified in service of this larger driving goal.

Paladins that swear this oath are known as Rascal-Knights or Enforcers, depending on whether they prefer finesse or brute strength

as a tool for keeping justice in crime. Such paladins typically dress in leathers, crow-armors, or occasionally blackened full-plate if stealth is considered less essential than protection.

TENETS OF KNAVERY

Kept bound in the hidden tomes of judicious and well-goverend thieves' guilds, the tenets of Knavery exist to uphold and enforce a professional honor code amongst scoundrels and rapsCALLIONS, and to use thieving as a skill to help the community rather than harm it.

Take Not From the Downtrodden. You employ your skills in the service of the poor. Never use your abilities at their expense, only for their benefit. Rich marks tend to have more to take and more reason to take it, besides.

Give to Those in Need. Be charitable with the wealth you acquire, give to those who have little of their own or those with the means to help others in your stead. Generosity is the first and often the only way to heal the world's wrongs.

Honor Among Thieves. Stay true and aid those who stand by you, and make sure they receive just compensation for their efforts. Do not seek to hinder acts of thievery unless they harm the poor or otherwise have significantly ill intent.

Brains Before Brawn. Words can defeat a foe before they even draw their blade. Do well to avoid drawing your own too quickly - rely on your tongue, your wits, and well-laid plans before resorting to overt violence.

Carefully Choose Your Marks. While wealth may be obtained from any mark, make every effort to target those most deserving of being deprived of their livelihood. Take from slave-owners before merchants, despots before elected officials, and dragons before their unwitting servants.



OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF KNAVERY SPELLS

Paladin Level	Spells
3rd	<i>disguise self, expeditious retreat</i>
5th	<i>pass without trace, find traps</i>
9th	<i>feign death, slow</i>
13th	<i>confusion, freedom of movement</i>
17th	<i>modify memory, passwall</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options, as well as knowledge of the Thieves' Cant language.

Skulker's Blessing. As an action, you can sanctify yourself and your weapon to the forces of trickery that you worship. Once per turn for up to a minute, you can deal 2d6 additional poison damage to one creature you hit with an attack if you have advantage on the attack roll. You don't need advantage on the attack roll if an ally is within 5 feet of the target, the ally isn't incapacitated, and you don't have disadvantage on the attack roll. You cannot benefit from this Channel Divinity and the rogue's Sneak Attack feature on the same attack.

This additional damage increases to 3d6 at 7th level, and 4d6 at 11th level.

Tricks of the Trade. With a word, a secretive gesture, and a simple prayer, you can bolster your cunning and your chances of success. For 1 hour, you can add your Charisma modifier to checks made with one of the following options, which you choose upon activating this ability: Dexterity (Acrobatics), Strength (Athletics), Wisdom (Insight), Dexterity (Sleight of Hand), Dexterity (Stealth), usage of Thieves' Tools, or usage of one type of gaming set.

Additionally, for the duration you know instinctively in general terms how much wealth any individual you see is carrying on their person, regardless of how well-hidden it may be. Wealth stored in extra-dimensional spaces such as with *Leomund's secret chest*

or in bags of holding is not registered by this ability.

AURA OF DECEPTION

Beginning at 7th level, the subtle magics of trickery surround you, silently aiding your actions and those of your nearby allies. You and friendly creatures within 10 feet of you add 1d6 to their roll whenever they make a Dexterity ability check or saving throw.

In addition, armor can no longer cause you to suffer disadvantage on Dexterity (Stealth) checks, and armor that normally does not carry this penalty instead gives you advantage on Dexterity (Stealth) checks.

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



RUSE

Starting at 15th level, when you would take damage from a creature or any other source and are within at least 20 feet of partial cover, you may expend a reaction to roll a Charisma saving throw against the triggering creature's Wisdom score as the DC (a non-creature damage source has a DC of 12). If you succeed, you move up to 20 feet to cover (without provoking attacks of opportunity), take none of the triggering damage, may immediately take the Hide action as a non-action, and may not use this feature again until you take a short or long rest. If you fail, you take the damage as normal.

MASK OF LEGENDS

At 20th level, you can conjure and don the mask of a fabled master-thief, a ragged yet iconic patch of cloth that streams off into shadow behind you.

For 1 minute, you gain the following benefits:

- Darkvision out to 60 feet.
- Within 15 feet of you natural bright light turns to dim light, and natural dim light becomes darkness.
- You may, as a bonus action, cast *blindness/deafness* as a third level spell without expending a spell slot. An enemy

that successfully makes a save against this spell may not be targeted by this feature again for 24 hours.

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

CREDITS:

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