

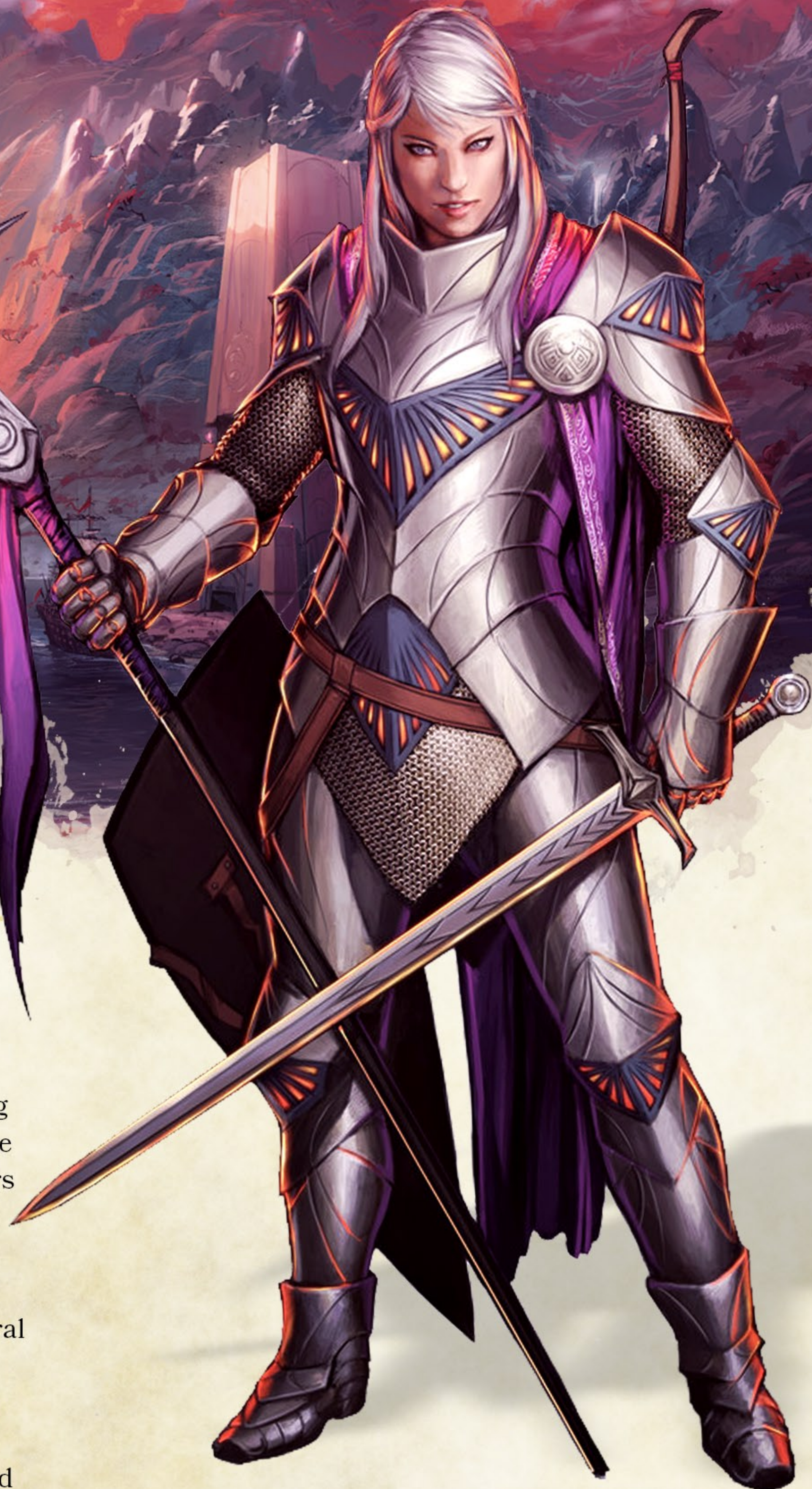
OATH OF LOVE

PALADIN SACRED OATH OPTION

Standing against a handful of orcs, a graceful male tiefling, lithe and clad in a cape of flowing indigo, holds his rapier at the ready. Behind the tiefling lie a mother and her daughter, survivors of a ransacked caravan, both weeping openly, fearing for their survival. With a word and a prayer, a soft pink-violet radiance begins to stream from the tiefling, bringing a supernatural sense of love and comfort to the mother and child. Strangely, the orcs, as well, seem to be calmed by this profound feeling of love, their rage dying, slowly sheathing their weapons and leaving their would-be victims undisturbed.

A female halfling clad in a simple floral dress and chain mail looks upon the grizzled and stoic town guard captain with a gaze full of knowing sympathy. "It's alright," she intones as she approaches, "I can help you find your lost love, and none but us need hear of him."

Wielding a tall poleaxe adorned with a banner the color of love, a human female holds back a riotous horde of hobgoblins. As one leaps from the shadows to her side, she wheels around, extends a hand, and flashes it a warm smile. Rays of brilliant violet, red, and pink light burst from her outstretched hand, and her would-be assassin finds himself blinded by the light of love.



Love is the foundation on which all life, all civilization is built, and is the wellspring from which comes all art and song. To have love is to know true beauty and serenity of a kind that every being seeks to achieve, from gods to kobolds. As with all things of worth, though, love takes work, and when the myriad forces of discord and injustice align themselves against it, love needs able-bodied defenders.

Known as Knights of the Lilac Order or Rose-Paladins, paladins that take the Oath of Love do so out of a desire to aid and protect all sentient beings, particularly those whose affections (be they romantic, familial, or even idealistic) have been placed in jeopardy through the forces of



disharmony that challenge the world.

A paladin that takes this oath is always a defender of life and a champion of all the emotions that go along with living. Festooned with cloaks of violet, white, or pink-scarlet depending on their order and station, paladins of Love are a highly visible and well-appreciated sight for any creature suffering the woes of the world.

TENETS OF LOVE

Held inscribed in murals and artwork decorating the temples of gods of love, infatuation, and devotion such as Aphrodite, Ishtar, Shelyn, Myhriss, and Sune, the tenets of the Oath of Love exist to ensure the flourishing of both love and life for all who seek them.

Fight for Love. More precious than riches, fame, or glory, true love is the font from which all that is good in the world springs. When you find love, either your own or that of others, do all that you can to preserve, protect, and enrich it.

Love is Love. Appreciate all forms of love, so long as the expression of that love does not unjustly harm others. A love for land or ideals is just as valid as love for another person. Should you find that you disagree with a specific, non-harmful expression of love on a personal level, find it within yourself to respect its sentiments.

Life Begets Love, Love Begets Life. All life is born of love of one sort or another, whether weak or strong, good or evil, dedicated or of mere convenience - and all life has the potential to bring more love into the world. Do not end life without pressing reason, as an ended life itself can bring no love.

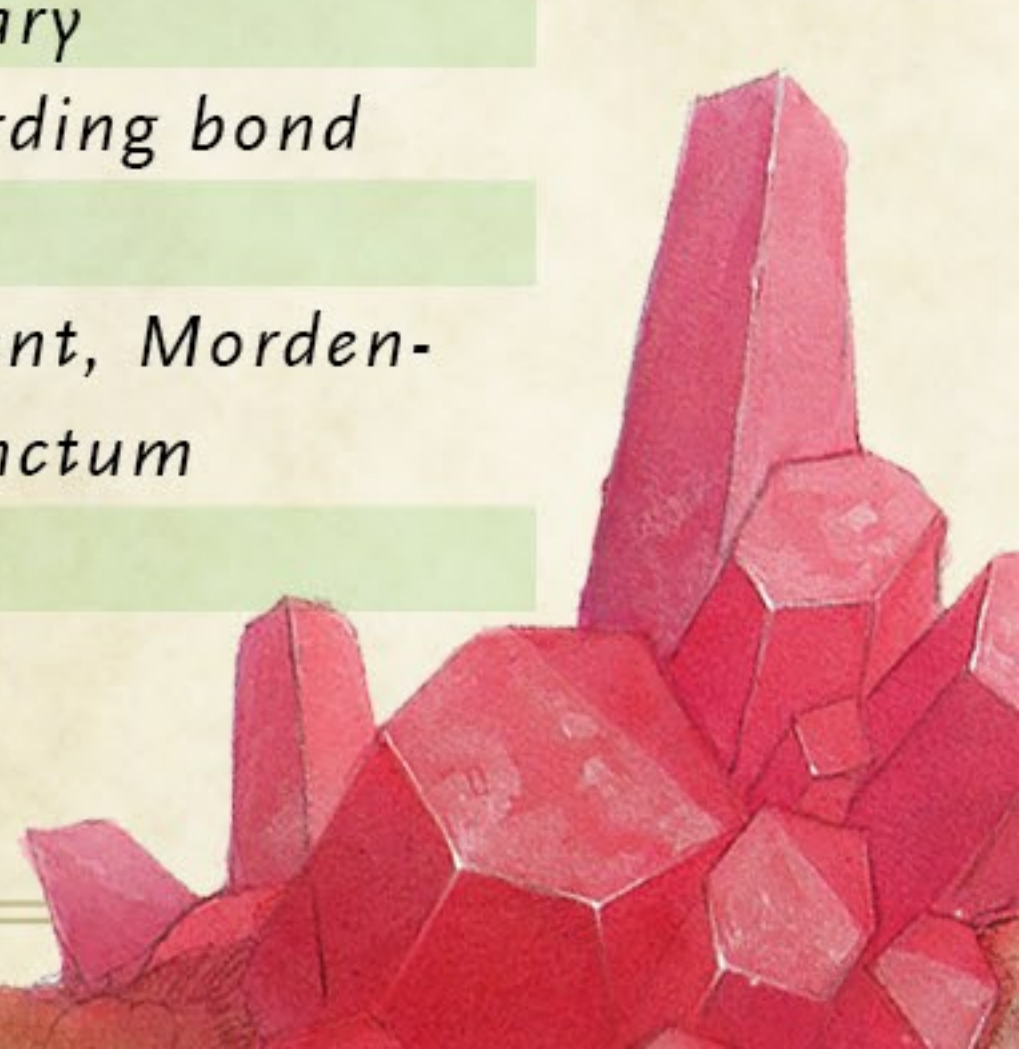
Prove Love. Many doubt the power of love, or even the existence of real, true love. To these and other people, be as love itself, and inspire love in all things, of all things. Be the proof in love that they require.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF LOVE SPELLS

| Paladin Level | Spells |
|---------------|--|
| 3rd | <i>color spray, sanctuary</i> |
| 5th | <i>calm emotions, warding bond</i> |
| 9th | <i>sending, tongues</i> |
| 13th | <i>freedom of movement, Mordenkainen's private sanctum</i> |
| 17th | <i>dream, passwall</i> |



SENSE ARDOR

Starting at 3rd level, you may expend one use of your Divine Sense feature as an action to inherently know the general nature of the love life of a specific creature with an Intelligence score of at least 8 within 60 feet of you. This knowledge includes details such as approximately how many years their most recent relationship has lasted, how long since their last major relationship, their romantic predilections, vague gossip, and other similar information.

CHANNEL DIVINITY

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

Passion's Prowess. As an action, you can use your Channel Divinity and produce your holy symbol, which begins to radiate a sense of harmony and eternal love. All friendly creatures within 60 feet of you (including yourself) are bolstered by this powerful emotion, gaining an amount of temporary hit points equal to twice your Charisma modifier (minimum 2). Temporary hit points gained from this feature last for up to a minute.

Heart's Desire. Using your Channel Divinity and an action on your turn, you may target a creature with an Intelligence score of at least 8 within 120 feet of you and reveal to them knowledge of their single truest desire, the one thing they crave over all else. Many creatures are not completely or exactly aware of their desires, and

a use of this ability may be something of a revelation for them.

When you use this ability, you may decide to trick the creature into believing that it has achieved this desire. If you do, the creature rolls an Intelligence save against your spell save DC. If it fails, the creature believes it has achieved its greatest desire, and hallucinates living its life under such conditions. This hallucination is convincing, and fully involves any of the creature's senses pertinent to the experience. The experience typically fully distracts the creature, and limits its awareness of other creatures and the true world around it, usually rendering it unable to take harmful actions or reactions. This creature repeats the Intelligence saving throw at the end of each of its turns, and this effect ends if the creature succeeds, takes damage, or after a minute has passed. Creatures immune to charm effects may not be affected by this portion of this ability.

AURA OF AFFECTION

Beginning at 7th level, the love you feel cascades out from you in waves, bringing comfort and vivacity to those around you. Any time a creature within 10 feet of you rolls at least one die to replenish hit points (either their own or those of another creature), increase the result of each die rolled by 2.

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



RADIANT EMPATHY

At 15th level, the compassion you carry within your heart is so powerful, your foes find it difficult to do you harm. When a creature within 30 feet of you that is not immune to charm effects damages you with a spell or attack, you may reduce that damage by your Charisma modifier.

ENDLESS DEVOTION

Beginning at 20th level, your love resonates in harmony with all creation, allowing you to tap directly into the empathic connection between all things. As an action, you may gain the following benefits for one minute:

- You glow with a pink, violet, white, or red dim light that extends from you in a 15-foot radius.
- When an ally within 60 feet of you (other than yourself) takes damage, you may use your reaction to reduce that damage by half.
- Enemies that start their turn adjacent to you and that are not immune to charm effects must immediately make a Wisdom saving throw against your spell save DC. If the creature fails this save, it drops any weapon it is holding in its hands, and the creature may not attack this turn.

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

CREDITS:

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Visit **WALROCK HOMEBREW** for more!

<http://walrock-homebrew.blogspot.com>

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