

PALADIN SUBCLASS

OATH OF DELIVERANCE

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"THERE ARE LAWS GREATER
THAN THE LAWS OF GOVERNORS
AND JUDGES, KINGS AND
EMPERORS: LAWS OF
FREEDOM, JUSTICE,
BENEVOLENCE,
AND DIGNITY."



**BEST
SILVER
SELLER**

PALADIN

SACRED OATHS

OATH OF DELIVERANCE

The Oath of Deliverance is an attestation that there are laws greater than the laws of governors and judges, kings and emperors—laws of freedom, justice, benevolence, and dignity. Paladins who swear this oath serve those who suffer under the weight of tyranny and cruelty: the downtrodden, the persecuted, the abused. They lead the enslaved to freedom, the endangered to safety, the unjustly accused to sanctuary—which often brings them into conflict with established authority. Although a small number of these paladins become beloved folk heroes, far more operate in obscurity, knowing the danger they put themselves in and reminding themselves that honor lies in the deed, not in the credit.

TENETS OF DELIVERANCE

There is no single order that administers the Oath of Deliverance, but there are certain tenets that are widely shared among those who swear this oath.

Free and Equal. Defy laws that favor the powerful and victimize the powerless. Liberate others from repressive circumstances. Remember that you are a supporter and benefactor of others, not their leader or savior.

Dignity and Rights. Help others live as they wish to live; treat them as they wish to be treated. Resist authorities that force people to demean themselves or to violate their own consciences.

Reason and Conscience. Written laws and social conventions are not the final word on what's right and wrong. Follow principles of justice and mercy even when the law or tradition commands otherwise.

Spirit of Kinship. All sentient beings are your kindred. Defend them as you would your own family.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF DELIVERANCE SPELLS

Paladin Level	Spells
3rd	<i>disguise self, sanctuary</i>
5th	<i>pass without trace, warding bond</i>
9th	<i>beacon of hope, nondetection</i>
13th	<i>freedom of movement, private sanctum</i>
17th	<i>circle of power, seeming</i>

CHANNEL DIVINITY

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



Beneath Notice. As an action, you can obscure yourself and other creatures around you, making your presence seem unimportant. Using your Channel Divinity, make a Charisma (Deception) check in an attempt to hide yourself and friendly creatures within 10 feet of you. For 1 minute, the DC to discover you equals your Charisma (Deception) check + 5. Other rules for hiding apply: You can't hide from a creature when it can see you clearly, you give yourself away if you make noise, and signs of your passage may still be noticed. If you move directly toward a creature that can see you, it notices you automatically.

Speak Truth to Power. As an action, you can attempt to influence one creature within 60 feet of you that can hear and understand you, using your Channel Divinity to amplify the moral force of your words. That creature must make a Wisdom saving throw, unless it is immune to both the charmed and frightened conditions. On a

failed save, the creature is charmed (unless it is immune to being charmed) and frightened (unless it is immune to being frightened) by you for 1 minute or until it takes any damage. Regardless of whether it succeeds or fails on its save, as part of your action, you immediately make a Charisma (Intimidation or Persuasion) ability check contested by the target creature.

AURA OF RESISTANCE

Starting at 7th level, when an attacker that you can see hits you or a friendly creature within 10 feet of you with an attack while you are not incapacitated, the damage is reduced by your Charisma modifier. In addition, you can use your reaction to spend points from your Lay On Hands pool to reduce the damage taken further, without having to touch the target creature.

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

KNEEL TO NO ONE

Starting at 15th level, you are immune to the *command* spell and the charmed condition, and as long as you are not incapacitated, you are immune to the prone condition unless you voluntarily drop prone.

AWAKEN THE SPIRIT

At 20th level, as an action, you become an avatar of liberation, rallying friendly creatures around you. For 1 minute, any weapon you hold magically glows, shedding bright light to a distance of 15 feet and dim light for another 15 feet beyond that; if you are not holding a weapon, a magically glowing banner whose staff can be used as a melee weapon materializes in your hand. While the weapon or banner is aglow, you gain the following benefits:

- Each friendly creature that can see or hear you at the start of its turn gains temporary hit points equal to 5 + your Charisma modifier.
- You and friendly creatures within 30 feet cannot be grappled, incapacitated, paralyzed, or restrained.
- On your turn, you gain one additional action that you can use to Dash, Disengage, Dodge, or Help.

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

Cover illustration: Joshua Clarke @tomeofscribbles

Interior illustration: Desiree Smith @Dezzi_Pixels

Special thanks to Chris S. Sims