

## SACRED OATH

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

### OATH OF FREEDOM

Most paladins place great emphasis on duty, honesty, order and justice, believing that an orderly approach to life is the best way to keep their tenets and accomplish their objectives. The Paladins of Freedom, however, reject this approach. Instead, they stress that personal liberty is the most important thing an individual can have – so important that they actively reject all laws that do not originate from the gods themselves.

#### TENETS OF FREEDOM

All paladins who swear this oath respect the following ideals:

**None Shall Bind Me.** The laws of men are artificial, arbitrary, and prone to abuse. I will not submit to any laws that do not align with the will of the gods.

**I Will Fell Tyrants.** Those who seek to impose cruel laws or tyrannical rules rob the people of their freedom and must be actively and vigorously opposed.

**If Others Are Not Free, I Am Not Free.** Freedom is meaningless if it is only available to a privileged few. It is essential that enslaved and oppressed peoples everywhere be freed.

#### OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>heroism, sanctuary</i>
5th	<i>knock, spider climb</i>
9th	<i>dispel magic, remove curse</i>
13th	<i>freedom of movement, polymorph</i>
17th	<i>creation, passwall</i>

#### CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the

following Channel Divinity options.

**Liberate.** You can use your Channel Divinity to speak holy words of freedom. As a bonus action, you can choose a creature within 60 feet that is grappled, paralyzed, or restrained, ending those conditions immediately.

**Power Unchained.** As an action, you present your holy symbol and unleash your full power, breaking through all limits. For 1 minute, you can use Charisma instead of any other ability score whenever you make an ability check, saving throw, or attack roll.

#### AURA OF CHAOS

Starting at 7th level, the laws of physics don't apply as strongly to your immediate vicinity. You and each friendly creature within 10 feet of you can re-roll one die. Use the results of the second roll, even if it is worse than the original. Once a creature uses this ability to reroll a die, it can't do so again until it finishes a short or long rest.

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

#### SELF-DETERMINATION

By 15th level, you are magically protected from being told what to do by anyone. You are immune to any enchantment spell that would alter your personality, compel you to perform a specific task, or force you to behave in a certain way.

#### ULTIMATE EMANCIPATOR

At 20th level, you can assume the guise of a legendary freedom fighter. For 1 minute, your appearance changes as if by the *disguise self* spell and you gain the following benefits:

- When you move on your own turn, you can teleport to any location you can see within your base walking speed instead of moving normally.
- Whenever you hit a creature that is affected by any temporary magical effects with a melee attack, you can choose to end one of these effects at random.
- You can take two reactions per round.

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

