

Oath of the Seelie Court

BY MICAH MULDOWNEY

*A PALADIN OATH FOR THE
FEY MISCHIEF MAKER*



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ON THE COVER

Illyera, Paladin of Tatiana and champion of the Seelie court.

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Oath of the Seelie Court

The Oath of the Seelie Court is sworn to by paladins that stand as champions of the unseen realms of the feywild. Where other paladins hold to orderly ideals like truth, justice, or law, Seelie Court paladins follow the more chaotic ideals of beauty, passion, and status. For them, all the world is a court, and they will use gladly use deception and other forms of persuasions to tell a more beautiful truth – or to further their goals.



Tenets of the Seelie Court

A paladin who takes this oath speaks these tenets upon entering the Feywild.

Cherish Beauty. Defend it against all commers, even truth or virtue.

Follow the Heart. Especially when capricious, passion leads to beauty before intellect will.

Twist the Path. The straightforward road leads to the practical. Tell the lie that reveals the truth at the root of all things.

Paladin Spells

You gain oath spells at the paladin levels listed.

Paladin Level Spells

3rd *Charm Person, Disguise Self*

5th *Misty Step, Suggestion*

9th *Hypnotic Pattern, Major Image*

13th *Compulsion, Confusion*

17th *Dominate Person, Seeming*

Fey Nature

Beginning at the 3rd level, your exposure to the Seelie Court has given you the **Fey Ancestry** trait regardless of race, and you may choose a cantrip from the wizard cantrip list. Charisma is the spellcasting modifier for this cantrip.

Channel Divinity: Fey Subtlety

Beginning at level three, you gain proficiency in the insight, deception, and persuasion skills or expertise if you already have proficiency provided the target is not a fiend or celestial.

You can always tell if people are trying to read your mind and can use your channel divinity to add +10 to your deception check when you tell a lie or deception. You can use this to speak, or against creatures that are telepathically or magically reading your thoughts in any way.

Fey Mischief

The fey propensity for tricks and mischief runs through your veins. At the 7th level, if, during a conversation with one of more creature, you are able to successfully deceive and persuade them that something false is true, you may expend a level 2 or greater spell slot use to implant a vivid false memory of the supposed thing in their mind that lasts 24 hours. During that period, the creature is charmed by you, will advocate for you, and cannot be dissuaded of the lie. This effect ends if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

Fey Bearing

At 15th level, you gain the ability to wrap yourself in a fey magic that makes others want to serve you. You can use your channel divinity to take on an appearance of unearthly beauty for 1 minute. During this time, you can cast Command as a bonus action or Sleep on a single target as an action on each your turns, without expending a spell slot.

Any creature charmed by you automatically fails its saving throw against the Command you cast with this feature, and the Sleep spell acts as if you had rolled the maximum HP.

Fey Splendour

At 20th level, your appearance permanently gains an otherworldly aspect that makes you appear strong and beneficent. You may treat any Charisma skill check roll that is less than 10 as a 10.

In addition, once per long rest you may use an action to assume a supernaturally magnificent appearance for 5 minutes or until you are incapacitated. During that time, whenever any creature tries to attack or otherwise targets you for harm for the first time on a turn, they must make a Charisma saving throw against your spell save DC. On a failed save, it can't attack you on this turn and the attack is wasted. They automatically fail this save if you have never harmed them. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your spells, social skills, or abilities on your next turn and you attack with advantage.

