



Hellebarde Games

OATH OF ESCUTCHEON

The Oath of Escutcheon is taken by paladins that wish to bind their lives, even their souls to the protection of a group of people who share a given trait. Most paladins swearing this oath vow to protect the priests of their religion, but protection of prophets or even children are sometimes sworn. In all things, protection of the group chosen is paramount, and the paladin will lay down their life to do so without a second thought. Any who harm a member of the chosen group is a mortal enemy, and is unlikely to ever receive forgiveness from the paladin who has sworn the Oath of Escutcheon. Shields and castle walls, seen as items of defense, are often worked into their coats of arms, along with symbology of that they are sworn to protect.

TENETS OF ESCUTCHEON

Though the exact words and strictures of the Oath of Escutcheon vary, paladins of this oath share these tenets.

Guardian. What you are sworn to protect will be protected. No matter the cost.

Bravery. Protection is not required in safety. It is endemic to your oath to face danger.

Prudence. Extending your protection to those in need is merely another form of guardian. Use wisdom to determine when helping others will not interfere with your duties.

Compassion. Aid others, protect the weak, punish any who threaten them. Show mercy to foes but tempered with wisdom.

Honor. Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while protecting those you are sworn to.

Duty. Be responsible for your actions and their consequences, protect those you are sworn to, and obey those who have just authority over you.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3 rd	protection from evil and good, sanctuary
5 th	warding bond, zone of truth
9 th	magic circle, protection from energy
13 th	freedom of movement, guardian of faith
17 th	dispel evil and good, greater restoration

CHANNEL DIVINITY

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

Holy Rage. As an action, you can summon positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to your strength score. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Blast the Unworthy. As an action, you present your holy symbol and speak a prayer calling down wrath on those assaulting what you protect, using your Channel Divinity. Each being that is hostile to your protected creature and can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it takes 10 (2d8) damage.

AURA OF DEVOTION

Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

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

EXTENDED PROTECTION

Beginning at 15th level, one target under your protection is under the effects of a **protection from evil and good** spell whenever they are within 20 feet of you.

HOLY SHIELD

At 20th level, as an action, you can interpose yourself between up to five attackers and a creature you protect. Any attacks the attackers make or spells they cast against that creature are at disadvantage. These spells and attacks are treated as if they targeted you. In addition, for the duration, you have advantage on saving throws against spells you intercept.

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

BREAKING YOUR OATH

Should any being you are sworn to protect and directly under your protection die of other than natural causes, you are considered to have broken your oath.



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