

Paladin School

(*Player's Handbook* (2014), *Xanathar's Guide to Everything* (2017))

"In brightest day, in blackest night, no evil shall esc... hmm? Oh, it's my paladin's oath. What do you mean I can't use it? Copy-what? I don't understand..."

--Sir Hal, senior Human Paladin

Clerics bless, Paladins *are* blessed. Warriors dedicated to the greater good (or the greater evil, if that's where you're going with this. Or possibly the greater neutrality), Paladins serve the gods as vessels of righteousness, righters of wrongs, and wearers of plate armor. The Strongheart School of Paladinhood is Sigil Prep's quality program for study in this prestigious career. You'll learn to fight, to heal, to quest, and to feel like a morally superior person to all your friends. Sign your oath—and if you're evil, break it—and you are on your way to a fine career as the sword arm of Bahamut. Or the Silver Flame. Or maybe Heimdall. Or Asmodeus, if you're nasty.

By their second semester, all Paladin students must have signed an affidavit of Oath-Taking in the sacred oath of their choice, signed by a member of faculty, a licensed clergyman of your chosen faith, and a witness to both signings. Alternately, a signature by your god covers all that.

FRESHMAN YEAR

Freshman paladin students can expect intensive armor and weapons training. You'll also need to take Divine Sense (PAL 101), Healing by Touch (PAL 130), and a few sessions of Paladin Spellcasting Lab I. You'll also need to take Immunity to Disease through Extreme Faith (PAL 201), during which we'll explain why especially pious Clerics don't also have this ability.

SOPHOMORE YEAR

Sophomore Paladins will continue into Paladin Spellcasting Lab II and III, and will have to take Aura of Protection and Aura of Courage. Your combat training continues as well.

JUNIOR YEAR

In your third year, you will need to continue your Paladin Spellcasting Labs, and you'll learn Cleansing through Touch (PAL 706).

SENIOR YEAR

In your final year, you will learn improvements to your auras, and take the most advanced spellcasting we're willing to teach primary combatants.

When all requirements are completed, you earn the Bachelor of Divinity- Combat Edition degree.

Paladin Career Paths

Whatever it may be, all Paladins take an Oath which forms the basis of their faith for their Paladinic career. It also determines which classes you're going to need to take to earn your degree, so we've collected them here in course catalog form.

All Paladin career paths add additional units of Paladin Spell Lab I-V, so keep that in mind.

Oath of Conquest

(*Unearthed Arcana: Paladin* (online download, 2016), *Unearthed Arcana: Revised Class Options* (online download, 2017), *Xanathar's Guide to Everything* (2017))

See them driven before you, hear the lamentations of their women, all that jazz. It's not enough to defeat; you have to crush. You're a bad mamma-jamma and ain't nobody can tell you different. Doesn't sound that paladiny, but then again, we aren't paladins of Hextor.

You will be required to take Divinity Channeling Practicums in Conquering Presence and Guided Strike, and will take Scornful Rebuking (PAL 803) in your later years. Your training culminates with Becoming an Invincible Conqueror (invincibility not guaranteed).

Oath of Devotion

(*Player's Handbook* (2014))

Perhaps the most basic paladin oath, this program teaches you holy purity, by promising not to lie, to be ever courageous, and being an all-around swell fella. Your standards for yourself are high, so you're going to wonder why everyone thinks you're full of yourself. Don't worry about it; they just don't understand how selfless and modest you are.

Training in Sacred Weapon and Turning the Unholy are crucial, but your most important course will be Understanding and Application of the Holy Nimbus (PAL 924).

Oath of Redemption

(*Unearthed Arcana: a Trio of Subclasses* (online download, 2017), *Xanathar's Guide to Everything* (2017))

Honestly, I don't think it's enough to make an oath that you're redeemed. "By damn, I'm redeemed," you say, but I say, "you didn't do jack to redeem yourself. Vowing isn't fixing. Dumbass."

An early program, Warrior of Reconciliation (PAL 205), will set the mood ("I will make it up to you! Through warfare!"), but your Divinity Channeling Practicums define this program- Emissary of Peace, and Rebuke the Violent. Peace by rebuking. That's this in a nutshell.

Oath of the Ancients

(*Player's Handbook* (2014))

But can you be a paladin of nature, you ask? Sure you can! Obad-Hai needs pallys, too. Campground etiquette is to leave it better than you found it. Well, it sure is better without that roving hobgoblin war band stomping about.

Among your requirements is Undying Sentinel (PAL 830), because listen. Just because somebody kills you doesn't mean you have to die.

Oath of the Crown

(*Sword Coast Adventurer's Guide* (2015))

To enter this program, you must swear fealty to a sovereign nation. Or to civilization as a concept, because we're the kinder, gentler Sigil Prep who doesn't steal your paladinship just because you accidentally forgot to pay for some trading cards at the corner convenience store. So, yeah. Be a noble knight in the service of a king, or just a guy in service of the idea of groups of people living in a stable community. You get the same benefits either way.

You will be required to take two Divinity Channeling Practicums: Champion Challenge, and Turning the Tide. This is about the tides of battle, not literal tides. Check back later, we may add an Oath of Sea Change.

Oath of Treachery

(*Unearthed Arcana: Paladin* (online download, 2016))

The more we tell you, the more you'll have to betray us with. So, tough luck getting this degree, jackasses!

We're not telling you what your required courses are. Traitor. Figure it out yourself.

Oath of Vengeance

(*Player's Handbook* (2014))

Did a dark overlord kill your parents (or beloved parental figures), leaving you with nothing but your faith and your sword? Well, we can teach you the path to revenge. Officially, we're supposed to tell you that true justice doesn't come from anger, but this ain't Jedi school, and that dark overlord ain't your dad. Unless he is, but the odds are pretty... well, in the adventuring world, it's about 50/50.

Oathbreaker

(*Dungeon Master's Guide* (2014))

It may seem like cheating. You can make any oath you want to, break it, and still get some nifty Paladin powers. Hmm, actually though... Man, if honor doesn't bother you, this is a pretty good path.

You will take Aura of Hate (PAL 817), but hey. If you want people to hate you, you don't need an aura. You're already a paladin. Zing!

NEW PALADIN OATH:

Oath of the Buzzkill

Paladining is serious business. There's no time for frivolity and kinship. If you're going to adventure with a paladin, you need to learn to behave. No. THEY need to learn to behave. Those guys who are traveling with the paladin. They're the troublesome ones. But we can straighten that out.

TENETS OF THE BUZZKILL

You have these tenets memorized, and you'll gladly tell anyone all about them.

This is serious business. There's no time for frivolity. We have work to do. You and your allies should remain focused on the task at hand, and if you must scold them, you must.

No, I mean it. This isn't fun, it's important. Why are your companions enjoying this? Don't they understand the gravity. There's a time and a place, and this isn't it. This is never it.

Never mind. You just have your fun, I'll do this myself. After all, you're the only one with a basic level of competence and dedication. You might as well.

I'll just have tea, please. If alcohol is all that's available, it will do, you suppose. But tea is more relaxing, and it clears the palette. Not too much, mind. Must be right back to it after this short rest.

OATH SPELLS

You gain oath spells at the Paladin levels listed below.

3 rd	<i>Ceremony (Xanathar's Guide), Compelled Duel</i>
5 th	<i>Prayer of Healing, Zone of Truth</i>
9 th	<i>Crusader's Mantle, Dispel Magic</i>
13 th	<i>Aura of Purity, Staggering Smite</i>
17 th	<i>Banishing Smite, Geas</i>

CHANNEL DIVINITY

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

Shame. You can use your Channel Divinity to make a declaration beginning with "How dare you..." [attack that lady, raid that helpless village, have a drunken party on a school night, etc.] All creatures who can understand you must make a Wisdom saving throw (DC = your spellcasting DC); if they fail, they cannot engage in the specified activity for one minute.

Rules Lawyer. Sometimes you just don't like where things are going. After any dice roll by someone other than yourself—attack roll, ability check, saving throw, damage roll, by example—before the effects of the roll occur, you can use your Channel Divinity to force a reroll. The lower roll is used.

AURA OF INTEGRITY

Beginning at 7th level, you exude an aura of integrity that makes others question their motives in deceit. All creatures within 10 feet of you have disadvantage in Charisma (Deception) rolls.

At 18th level, this aura extends to 30 feet.

NO TIME FOR RESTING

Beginning at 15th level, you may use an action to give a number of allies equal to your Wisdom bonus the benefits of a short rest. At 18th level, you can give the same number of allies the benefits of a long rest after a short rest.

Once you use this ability, you must complete an actual long rest to use it again. This ability cannot rejuvenate itself, even if another Buzzkill Paladin uses it on you.

AVATAR OF CONSTANCY

At 20th level, you are instilled with such devotion to task that you are practically a living embodiment of constancy. If you roll a d20 to perform a task (attacking with a sword, carpentry skill check, etc.), and your next d20 roll is for the same task, you get a +1 bonus. This is cumulative; thus, your third attempt has +2, your fourth +3 etc., until such a time as you roll a d20 for a different task (including, for example, saving throws), or you go ten minutes without making any d20 rolls.

NEW PALADIN OATH:

Oath of the Feta Knight

A long time ago, in an obscure Inner Plane far, far away, a conclave of powerful men and women rose to power. They were the Lords of the Swiss, and they had mastered the Power of Cheese. They soon conquered the Elemental Plane of Dairy, from the toasted desert of Teleggio to the curd-riddled swamps of Danablu.

But they had mastered the Sharp Side of the Cheese, and one brave Curd Gnome from Danablu came to discover that the Mild Side could be equally as powerful. With Master Yogurt's guidance, the order of Feta Knights was born. They serve the greater good of Dairy, and fight the Swiss wherever they can. But never in anger, for anger leads to spoilage, and spoilage leads to mold. And in mold, there can only be the Sharp Side.

TENETS OF THE FETA KNIGHT

The Oath of the Feta Knight is noble and selfless, except where it's self-serving. As nearly all Feta Knights are from the Elemental Plane of Dairy, it's also somewhat location specific.

Restrain your negative emotions. Anger leads to... we just said this in the previous section. Nonetheless, they aren't keen on doing things while you're mad.

Defy the Swiss. Meaning Lords of the Swiss, the evil counterpart to the Feta Knights. Not the natives of Switzerland. We have nothing against them.

Uphold the Good. For there must be balance to the Cheese, and apparently "balance" means "no bad guys."

What the hells is this 'American cheese' crap? Seriously, don't put that on my burger. If you can't fork out for some cheddar, I'll have my burger plain, thank you very much.

OATH SPELLS

You gain Oath spells at the Paladin levels listed.

3rd *Feather Fall, Jump*

5 th	<i>Enhance Ability, Suggestion</i>
9 th	<i>Clairvoyance, Haste</i>
13 th	<i>Freedom of Movement, Locate Creature</i>
17 th	<i>Telekinesis, Wall of Force</i>

CHANNEL DIVINITY

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

Call weapon: As an action, you can use your Channel Divinity to call any unattended weapon within 10 feet to your hand. It flies across the room and into your grasp. As part of the same action, you can use it to attack, with Advantage to your attack roll and double damage.

Limburger Aura: You can use your Channel Divinity to produce an aura of unpleasant aroma for one minute. Any creature with a sense of smell who is within five feet of you must make a CON save; if they fail, they must retreat outside that radius. Creatures trying to enter the five foot radius must make a CON save or be unable to do so.

CALCIUM FORTIFICATION

At 7th level, you can channel your innate dairy talents to strengthen your or an ally's bones. You can cast *Stoneskin*. Once you have used this ability, you must complete a short or long rest before you can do it again.

IMPROBABLE MOVEMENT

Starting at 15th level, you can run and leap with incredible agility. Your DEX increases by +2 (maximum 20), you gain proficiency with Athletics and Acrobatics (if you don't already have it), you can run on vertical surfaces and across liquids (as a Monk), and your movement increases by +20. Movement by you does not provoke opportunity attacks.

ONE WITH THE CHEESE

At 20th level, you gain an understanding of the Power of Cheese deeper than anyone before you (but let's face it, how many people understand it at all?) You can become an avatar of dairy. Using an action, you transform into a Whole Milk form, your skin becoming milky white with milk splashing off your form with every movement.

During this transformation, you may fire two Milk Blasts each round, one from each hand. You fire a stream of milk with powerful concussive force, doing 3d8 cheese damage to your opponent if it hits. The opponent must make a DEX save or be knocked prone.

Once this transformation ends, you cannot use it again until after a long rest.

NEW PALADIN OATH:

Oath of the Totally Rad

Your god has blessed you with the gift of awesome, and it is your duty to wail on the unrighteous and rock it out with your sick moves. It isn't enough to smite evil, you must do it in the most radical fashion possible. "Radical" here being used in the 80s slang way. Not in the political way. And certainly not in the mathematical way and... I've ruined it, haven't I?

I'm such a square.

TENETS OF THE TOTALLY RAD

The code you live by is as follows:

There is no task so lame that you can't make it rad. If it's worth doing, it's worth doing with style, my friend.

Respect the radical. Show appreciation for awesomeness, even if it's your enemy's awesomeness.

Celebrate your victories. There is no wrong time to party.

Make victories out of your failures. Failing just makes it more rad when you succeed the next time.

OATH SPELLS

You gain oath spells at the Paladin levels listed.

- 3rd *Chromatic Orb, Longstrider*
- 5th *Enhance Ability, Pyrotechnics (Xanathar's Guide)*
- 9th *Call Lightning, Conjure Barrage*
- 13th *Otiluke's Resilient Sphere, Vitriolic Sphere (Xanathar's Guide)*
- 17th *Conjure Volley, Flame Strike*

BONUS PROFICIENCIES

When you enter this Oath at 3rd level, choose 2 of the following: Acrobatics, Performance, Sleight of Hand, any musical instrument, vehicles (skateboards), or vehicles (bicycles). You are proficient with those selections.

CHANNEL DIVINITY

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

Radical Moves. You can use your Channel Divinity to give yourself a boost to all Dexterity checks and Dexterity saving throws for one minute. Add your proficiency bonus to all such rolls. If you already have proficiency, double your proficiency bonus for those rolls. If you already have expertise, you gain no further benefits.

Turn Squares. You can use your Channel Divinity to get rid of the squares. By presenting your holy symbol, all humanoids with a Charisma of 9 or less within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute, or until it takes damage.

A turned creature must spend its turn trying to move as far away from you as it can, and it can't willingly move within 30 feet of you. Note that this ability affects all humanoids in the area, including allies and civilians.

AURA OF FLAIR

Beginning at 7th level, you are surrounded by an aura of dramatic flair which extends to 10' around you. When you do something rad, guitar licks accompany your actions, and if you pose with your arms crossed, your name and a descriptive caption appear in the air beside you. Creatures within your aura are intimidated by how amazing you are, and have disadvantage to attack you.

At 18th level, this aura extends to 30’.

RIGHTEOUS BATTLE CRY

Beginning at 15th level, you can use an action to call out a battle cry, which may be an oath to your god, or a declaration of intent, or just a loud “Woo!” All allies, including yourself within 50’ who can hear you add your Wisdom bonus to the damage of any weapon attacks they make until the end of your next turn.

Once you’ve used this ability, you must take a short or long rest to use it again.

ONE WITH THE RADICAL

At 20th level, your awesome is unsurpassed. When performing an action requiring a Strength, Dexterity, or Constitution check with a DC of 20 or higher, you always have advantage. Further, if any such check succeeds on a natural 20, all creatures in 30 feet of you who saw the action are so amazed, they must make a Wisdom saving throw (against your spellcasting saving throw DC) or are stunned for one round. Be creative and describe exactly how you accomplished your amazingly radical success.