



## OATH OF LIBERTY

**T**HE OATH OF LIBERTY CALLS PALADINS TO USE their power to stand with the oppressed against tyranny. It is not enough to enact justice, but to see that justice is fairly applied to all. Paladins of Liberty are often despised by those who have seized power through nefarious means. Seen as threats to the established order, those who swear this Oath and are often persecuted.

### TENETS OF LIBERTY

A paladin of Liberty often emblazons their oath upon their shield and refuses to hide or obscure what they stand for.

**Equality.** Birth, wealth, and status do not matter.

Everyone is equal in your eyes. The mighty should be made low, and the lowly raised up. All people should have access to their basic needs, regardless of their birth, status, or wealth.

**Freedom.** Every creature has a right to be free and equal under the law of the land. Bring freedom to those who are enslaved and bring justice to those who abuse their power.

### OATH OF LIBERTY FEATURES

You gain oath spells at the Paladin levels listed.

#### OATH OF LIBERTY SPELLS

Paladin Level	Spells
3rd	<i>Heroism, Shield of Faith</i>
5th	<i>Prayer of Healing, Warding Bond</i>
9th	<i>Life Transference</i> <sup>XGtE</sup> , <i>Revivify</i>
13th	<i>Aura of Purity, Freedom of Movement</i>
17th	<i>Mass Cure Wounds, Skill Empowerment</i> <sup>XGtE</sup>

### CHANNEL DIVINITY

At 3rd level you gain the following Channel Divinity options:

**Admonish the Tyrannical.** When a creature deals damage to a creature within 30 feet, you can grasp your holy symbol to rebuke them. As a reaction, you can cast *Compelled Duel* targeting the attacker, even if you don't have the spell prepared. When cast this way, *Compelled Duel* does not require concentration.

**Shield the Meek.** As a reaction when a creature within 30 feet is hit by an attack, you can grasp your holy symbol, and grant it a bonus to their Armor Class equal to your Charisma modifier (minimum of +1), possibly turning the attack into a miss. This bonus lasts until the beginning of your next turn.

### AURA OF SOLIDARITY

The strength of your convictions protects those who stand alongside you. Starting at 7th level,, while you are not incapacitated, when an allied creature within 10 feet of you takes damage, the damage is reduced by an amount equal to your Charisma modifier (minimum of 1). You are not considered an allied creature so this Aura does not affect you.

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

### SHELTER THE INNOCENT

Starting at 15th level, you can take the Help action as a bonus action, so long as the target is within your Aura of Solidarity.

## HEROIC SACRIFICE

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You can enact the ultimate sacrifice, laying down your life for your allies. At 20th level, you can use an action to distribute your remaining hit points and spell slots among creatures within 60 feet of you, following the rules below:

- You can divide hit points and spell slots in any increment, among any creatures of your choice within range.
- Any hit points you give to creatures that go over their hit point maximum become temporary hit points for them.
- For a creature to receive one of your spell slots, they must have an expended a spell slot of the same level or lower.

Immediately after you distribute your remaining hit points and spell slots you fall to zero hit points, and are unconscious but stabilized. Once you use this ability you must finish a long rest before you can use it again.

### Credits

- Originally by LaserLlama. [Source](#)
- Revised for [Enter Ravenloft Discord PBP](#) by various staff.

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