

Archive of Forgotten Lore:

Paladin

This is Supplemental Material

Sacred Oath

When a paladin reaches 3rd level, they swear an oath that binds them as a paladin forever. This is an option written by Odvaskar for that feature: The Oath of Gold.

Oath of Gold

The Oath of Gold is taken by paladins of the Golden Vow, which is an order of mercenary paladins that take contracts for all sorts offensive and defensive engagements. From searching for artifacts, guarding nobles and caravans, to fighting in the frontlines between warring nations. This order of paladins believe that a contract with a form of payment is binding. They have a reputation for being professional, stoic, able to change the direction of a contract based upon the desires of their employers. In battle they are known for their unbreakable Gilded Bulwark and their searing Flames of Conviction. Though they are known to never break a contract there are times where if another party offers something of equal or greater value to a Golden Vow paladin they may be hired by said party or have their contract bought.

Tenets of Gold

The tenets of the Oath of Gold are strict as a legal contract. These are their tenets.

Duty. A contract once signed is binding and most be followed to the letter of the employer.

Resolve. Nothing shall stop you from completing a contract regardless of time, distance, or difficulty.

Stoicism. A calm and collected mind makes less mistakes. Keep your emotions in check.

Oath Spells

3rd-level Oath of the Gold feature

You gain oath spells at the paladin levels listed.

Oath of the Gold Spells

Paladin Level	Spells
3rd	<i>Compelled Duel, Hunter's Mark</i>
5th	<i>Hold Person, Locate Object</i>
9th	<i>Fear, Slow</i>
13th	<i>Fire Shield, Locate Creature</i>
17th	<i>Flame Strike, Hold Monster</i>

Channel Divinity: Gilded Bulwark

3rd-level Oath of the Gold feature

You can use your Channel Divinity to magically encase yourself in a resilient barrier of gold. As an action, you evoke your devotion to your oath and gain a number of temporary hit points equal to your Paladin level plus your Charisma modifier. While you have these temporary hit points, you gain resistance to bludgeoning, piercing, and slashing damage.

Channel Divinity: Flames of Conviction

3rd-level Oath of the Gold feature

You can use your Channel Divinity to call upon your searing resolve. As a bonus action, enwreath your melee weapon with fire for 1 minute. When you deal damage with the weapon it deal extra fire damage equal to your Charisma modifier. Any flammable object or creature hit by the weapon ignites in flames. A creature on fire takes fire damage equal to your Charisma modifier at the start of each of its turns, unless it uses an action to put out the flames or it uses other means to douse the flames.

Sworn Foe

7th-level Oath of the Gold feature

You emanate an aura of zealous accuracy against your enemies, while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover. You gain advantage on attack rolls against any creature within in the aura and under the effects of one of your spells that marks them, such as: *Compelled Duel*, *Hunter's Mark*, *Locate Creature*.

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

Golden Mercenary

15th-level Oath of the Gold feature

Beginning at 15th level, you have become one of the exemplary paladins of the Golden Vow. As an action, you can use both your channel divinity options at once. Additionally, the fire damage you deal from your *Flames of Conviction* feature negates resistance and immunity to fire damage.

Indestructible Gold

20th-level Oath of the Gold feature

At 20th level, you can become an unstoppable golden idol. As an action, you gain the following benefits for 1 minute:

Intense Resolve. You gain an AC bonus equal to your Charisma modifier.

Golden Idol. You can active both your channel divinity options at once, even if you have used it. At the start of each of your turns, you regain temporary hit points equal to your Charisma modifier for your Gilded Bulwark.

Juggernaut. You deal double damage to structures and objects. In addition, you gain advantage on all Constitution and Strength ability checks and saving throws.

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