

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 Pain.

Oath of Agony

The Oath of Agony is known as one of the oldest and rarest oaths a paladin can take. Not much is known about the origins of this oath but there are few paladins righteous enough to sow agony for happiness to exist.

Tenets of Agony

The tenets of the Oath of Agony are only said once when a paladin takes this oath.

Life is Pain. Happiness can't exist without misery and a life without pain can't live to its fullest.

Equilibrium. You spread agony for happiness to exist. You most also know and experience happiness and joy.

Inspiring Anguish. While others would avoid pain, you welcome it. Pain is the fuel that will take you to your pinnacle.

Oath Spells

3rd-level Oath of Agony feature

You gain oath spells at the paladin levels listed.

Oath of Agony Spells

Paladin Level	Spells
3rd	<i>Bane, Inflict Wounds</i>
5th	<i>Heat Metal, Warding Bond</i>
9th	<i>Spirit Guardians, Vampiric Touch</i>
13th	<i>Phantasmal Killer, Stoneskin</i>
17th	<i>Antilife Shell, Hold Monster</i>

Channel Divinity

3rd-level Oath of Agony feature

You gain the following two Channel divinity options.

Retaliation. As a bonus action, you can use your channel divinity to retaliate whenever you are hurt. For 1 minute whenever you are hit and take damage from another creature, you can immediately use your reaction to make a melee weapon attack with advantage.

Agonizing Wounds. You can use your channel divinity to cause your enemies wounds to become debilitating. As an action, you present your holy symbol and choose a creature that is missing any hit points within 30 feet, to make a Constitution saving throw. On a failed save the target loses 1d6 hit points at the start of each of its turns. Each time you damage the target; the damage dealt by this channel divinity increases by 1d6. A wounded creature can make another saving throw at the end of each of its turns, and the wounds also close if the creature receives magical healing.

Aura of Agony

7th-level Oath of Agony feature

Starting at 7th level, you constantly emanate an aura that turns pain into joy. While you're not incapacitated. The aura extends 10 feet from you but not through total cover. Whenever you or friendly creature starts its turn below half maximum hit points in the aura, it gains an additional action on each of its turns. That action can be used to make one weapon attack.

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

Vigorous Suffering

15th-level Oath of Agony feature

Beginning at 15th level, you get joy from pain. Whenever you suffer a critical hit or hit a creature with a critical hit, you gain temporary hit points equal to your paladin level.

Mutual Penance

20th-level Oath of Agony feature

At 20th level, you can take penance and share its pain with others. As an action, you can take damage equal half of your maximum hit points and target a number of creatures equal to your Charisma modifier within 30 feet of you. Each creature must make a Wisdom saving throw or take an equal amount of damage as you did. Additionally, you gain resistance to all damage and your movement doesn't trigger opportunity attacks for 1 minute.

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