

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 Chaos.

Oath of Chaos

The Oath of Chaos is sworn to the ideals of change, freedom, and anarchy. The paladins who swear this oath usually do not dedicate themselves to a god unless the entity is one of change and chaos, but many choose to serve the chaos of the universe. Stagnation and stasis are seen as great evils to these paladins who delight in bringing change wherever they go. Paladins of this oath don't stay in one place for too long, for change most come to all corners of the world. Many of these paladins find it hard to contain their emotions and some have even described them as being neurotic. Their inclination for chaos and fluctuating emotions have lead many scholars to theorize the oath of chaos' origin might be based in the Feywild or in Limbo. Many paladins of this oath are called Changebringers, Agents of Chaos, or Jester Knights.

Tenets of Chaos

The tenets of the Oath of chaos are rather loose, but generally emphasize the following tenets.

Change. Change is the only constant in the universe. It can be either good or bad, do not oppose it.

Freedom. Nothing shall bind you; your will and destiny is truly yours.

Anarchy. Order is restrictive and suffocating. Far too often it turns into tyranny. Tear down the system!

Oath Spells

3rd-level Oath of the Chaos feature

You gain oath spells at the paladin levels listed.

Oath of the Chaos Spells

Paladin Level	Spells
3rd	<i>Bane, Disguise Self</i>
5th	<i>Crown of Madness, Phantasmal Force</i>
9th	<i>Blink, Hypnotic Pattern</i>
13th	<i>Dimension Door, Phantasmal Killer</i>
17th	<i>Modify Memory, Seeming</i>

Channel Divinity: Psychotic Warp

3rd-level Oath of the Chaos feature

You can use your Channel Divinity to warp the minds and emotions of your foes into insanity. As an action, you present your symbol of chaos, and choose a number of creatures equal to your Charisma modifier that you can see within 30 feet of you, to make a Wisdom saving throw. On a failed save, the creature suffers from short-term madness for 1 minute. The creature can make another Wisdom saving throw at the end of each of its turns. On a success, the effect ends.

Channel Divinity: Chaos Incarnate

3rd-level Oath of the Chaos feature

You can use your Channel Divinity to call upon the power of chaos. As an action, roll a 1d100 on the Chaos Magic table to create a magical effect. If the effect is a spell, it counts as a paladin spell for you and if requires concentration, it doesn't require concentration in this case and lasts for the full duration.

Aura of Mayhem

7th-level Oath of the Chaos feature

You emanate an aura of unpredictability while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover. When a creature within the aura makes saving throw, you can use your reaction to have them reroll. You make this decision after you see whether the roll succeeds or fails. The creature must use the result of this roll.

Whenever your reaction in this way, roll a d20. If you roll a 1, roll a 1d100 on the Chaos Magic table to create a magical effect. If the effect is a spell, it counts as a paladin spell for you and if requires concentration, it doesn't require concentration in this case and lasts for the full duration.

Agent of Anarchy

15th-level Oath of the Chaos feature

Beginning at 15th level, you are one with the chaos you spread. Whenever you have to roll on the Wild Magic Surge table you can roll twice and use either number.

Exalted Pandemonium

20th-level Oath of the Chaos feature

At 20th level, you can become an avatar of chaos, disorder, and madness. As an action, you gain the following benefits for 1 minute:

- Attack rolls against you are made at disadvantage.
- Whenever you roll on the Wild Magic Surge table you can use both numbers to create two magical effects.
- When you hit a creature with a divine smite. The target must make a Wisdom saving throw. On a failed save, the creature suffers from short-term madness for 1 minute. The creature can make another Wisdom saving throw at the end of each of its turns. On a success, the effect ends.

Crown of Madness (Revised)

2nd-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or suffer from short-term madness for 1 minute. Roll on the Short-Term Madness table to determine the nature of the madness. The target can make another Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

Classes: Bard, Sorcerer, Warlock, Wizard

Subclasses: Arcane Trickster Rogue, Eldritch Knight, Oathbreaker Paladin

Races: Tiefling (Baalzebul)