

OATH OF PRIDE

Within any culture, there are those who are outcast - they don't fit within the teachings of a god, they don't adhere to the values and ways of the community, or perhaps they simply refuse to take on the roles expected of them. Even once such stigmas abate, these people maintain their groups, protective of each other and proud of their survival.

Those who undertake the Oath of Pride are members of such peoples. They have found community and family amongst themselves. They understand that outcasts have strength with each other, and seek to bring that strength to others. They defend those who remain alienated, bring them into the 'pride', and encourage all to find hope in each other.

TENETS OF PRIDE

The Oath of Pride has a sharp double-meaning to those who take it. Not only does it emphasize personal fulfillment and individuality, but the simultaneous care and protection of one's community as each member searches for the same.

Diversity and Inclusivity None should be excluded due to their differences, and uniqueness should be embraced by the collective.

Life and Healing Despite opposition, we survive, and heal from our difficulties together.

Sunlight and Nature We are a part of nature, in its infinite variety, and are not meant to be hidden in the shadows.

Serenity and Spirit Making peace with who you are is a way of finding the strength of your spirit.

OATH SPELLS

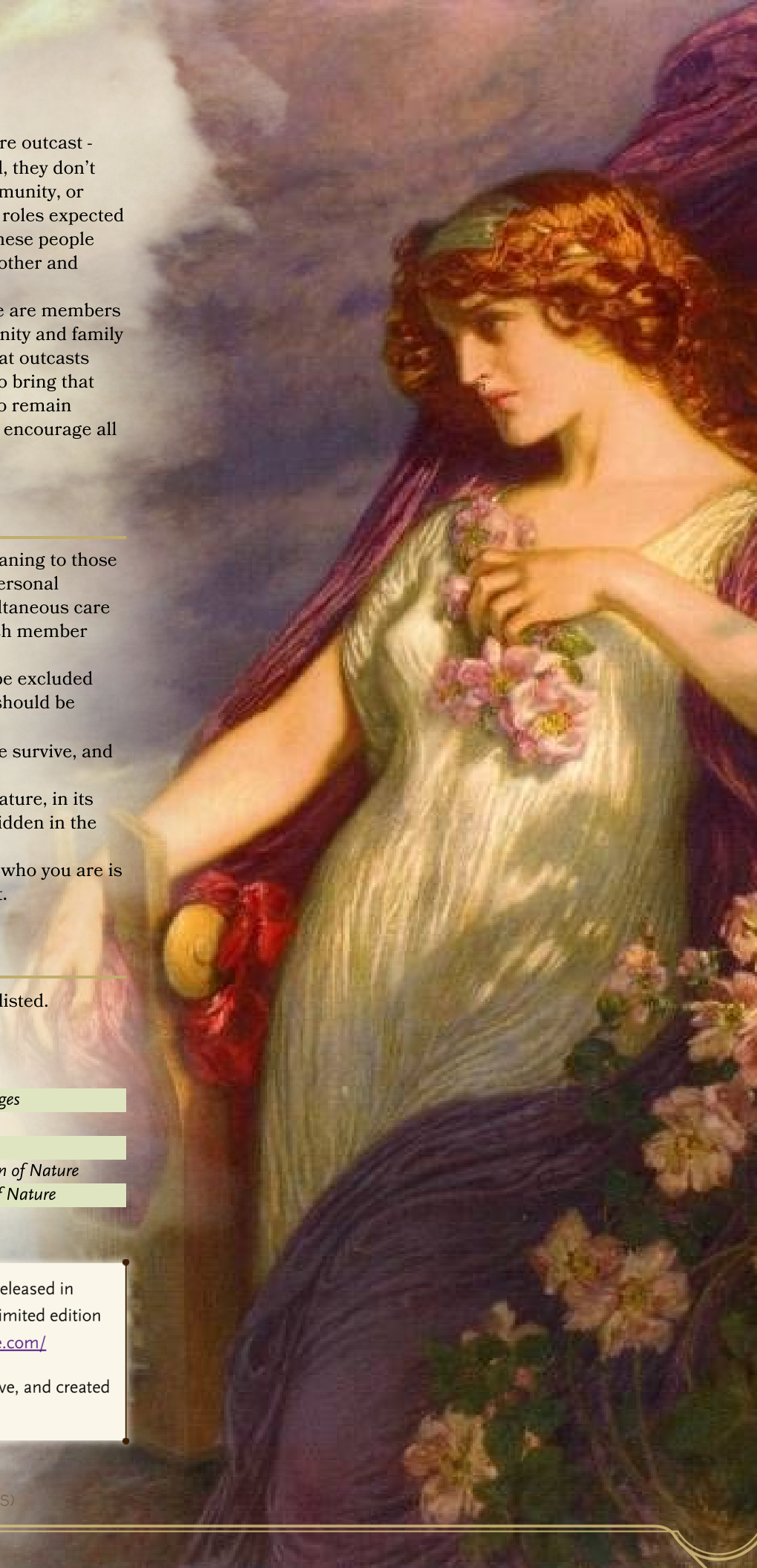
You gain oath spells at the paladin levels listed.

OATH OF PRIDE SPELLS

Paladin Level	Spells
3rd	<i>Sanctuary, Comprehend Languages</i>
5th	<i>Calm Emotions, Alter Self</i>
9th	<i>Beacon of Hope, Tongues</i>
13th	<i>Freedom of Movement, Guardian of Nature</i>
17th	<i>Rary's Telepathic Bond, Wrath of Nature</i>

This homebrew is a D20Collective exclusive, released in commemoration with the **Adventurer's Pride** limited edition dice set. Check us out at <https://d20collective.com/>

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RUGGIERO RESCUING ANGELICA
JOSEPH PAUL BLANC (PD-US)

CHANNEL DIVINITY

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

Truthful Appearance As an action, you use your Channel Divinity to change the gender and/or appearance (within the limitations of race) of one willing creature that you can see, including yourself. This alteration does not affect stats or abilities.

This creature is recognizable as the same individual unless they make an active effort otherwise, with their success determined by a Charisma(Deception) check opposed by Wisdom(Insight).

Honesty of Spirit You speak a few words, using your Channel Divinity to provide comfort, admonishment, scorn, or affection. As a reaction, you cause a creature that can hear you to reroll an attack, skill check, or saving throw, and take the result of your choice.

AURA OF PRIDE

Starting at 7th level, your presence exudes safety for your allies and difficulty for your enemies. Any Attack of Opportunity made against a friendly creature within 15 feet of you is made with disadvantage. Additionally, hostile creatures within 15 feet of you gain no benefits from flanking.

At 18th level, the range of this aura increases to 40 feet.

COMMUNAL HEALING

Starting at 15th level, when you or a friendly creature that you can see regains hit points, you can choose another creature to heal half that amount. If the chosen creature is under a status condition, you may optionally remove that as well.

You can use this feature a number of times equal to your Charisma modifier. Uses regenerate after a long rest.

LOVELIGHT

At 20th level, you can summon a shifting, prismatic light that fills a 30 foot radius sphere around you.

As an action, you can summon the light for 1 minute, causing the following effects to occur within the light's range

- All allies come under the effects of the *Heroism* spell.
- Any time a hostile creature causes damage to an ally, they must make a Wisdom save versus your Spell Save DC. On a failure, they take radiant damage equal to half the amount of damage they dealt.
- The area is filled with dim light.

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