

PALADIN

Oath of the Trickster



*"I vow I'm up
to no good."*



WRITTEN BY TAL AVIEZER

LAYOUT BY ANJA SVARE

Oath of the Trickster

The Oath of the Trickster calls upon paladins to preserve the sacred mysteries, to speak truths to the powerful, to mock and humiliate the arrogant and oppressive, to bring hope and joy to sufferers, and to foster wonder, surprise, confusion, amusement, and enlightenment.

Some trickster paladins are the earthly agents of enigmatic deities such as Loki, Tymora, the Daghdha, Hermes, Tyche, the Traveler, Garl Glittergold, or Olidammara. Others may follow a creed of their own devising, adhering to a system of ethics that seems anarchic and inscrutable to others. Many trickster paladins operate in isolation from any formal organization; others are members of anonymous subversive groups whose membership may stretch across nations, continents, and even planes of existence, working to hide, or reveal, or celebrate the mysteries of the multiverse. Such paladins are often allied with like-minded rogues, bards, and clerics.

TENETS OF THE TRICKSTER

A paladin who takes this oath pledges to crusade in the name of mystery, revelation, chaos, and wonder. The exact wording and strictures of their oaths may vary, but they share these essential tenets.

SPEAK TRUTH TO POWER

Reveal embarrassing secrets. Expose hypocrisy. Oppose censorship.

PROTECT THE MYSTERY

Preserve wonders. Oppose exploitation. Champion illusionists, entertainers, and artists.

COURAGE

Never let fear stop your mouth or still your hand.

HUMILIATE THE ORTHODOXY

Mock tyrants. Free captives. Flout hollow traditions and taboos.

OATH OF THE TRICKSTER FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Mystery (20 ft.)
15th	Fool's Luck
18th	Aura of Mystery (40 ft.)
20th	Fortune's Favor

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Trickster Spells table. See the Paladin's Sacred Oath class feature for details on how oath spells work.

OATH OF THE TRICKSTER SPELLS

Paladin Level	Spells
3rd	<i>disguise self, Tasha's hideous laughter</i>
5th	<i>knock, mirror image</i>
9th	<i>major image, blink</i>
13th	<i>confusion, hallucinatory terrain</i>
17th	<i>dream, mislead</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

TONGUE OF THE FABULIST

You can use your Channel Divinity to add a +10 bonus to a single Charisma (deception, persuasion, or performance) check your make.

INVOKE DUPLICITY

You can use your Channel Divinity to create an illusory duplicate of yourself.

As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

AURA OF MYSTERY

Starting at 7th level, you constantly emanate an mystical aura that befuddles and distracts your enemies while you're not incapacitated. The aura extends 20 feet from you in every direction.

Creatures of your choice within the aura suffer Disadvantage on any Wisdom (insight or perception) checks made against you.

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

FOOL'S LUCK

Starting at 15th level, you have inexplicable luck that seems to kick in at just the right moment for you - and the wrong moment for your foes.

- You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.
- You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled.
- You regain your expended luck points when you finish a long rest.

FORTUNE'S FAVOR

At 20th level, you gain the ability to harness the forces of fortune, fate, and deception. As an action, you can magically become an avatar of trickery, gaining the following benefits for 1 minute:

- You have resistance to all damage.
- Whenever you cast an illusion or enchantment spell that has a casting time of 1 action, you can cast it using a bonus action instead.
- Enemy creatures within 10 feet of you have disadvantage on saving throws against enchantment and illusion spells.

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

Not for resale. Permission granted to print or photocopy this document for personal use only.

DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, RAVENLOFT, EBERRON, THE DRAGON AMPERSAND, RAVNICA AND ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES.

THIS WORK CONTAINS MATERIAL THAT IS COPYRIGHT WIZARDS OF THE COAST AND/OR OTHER AUTHORS. SUCH MATERIAL IS USED WITH PERMISSION UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.

ALL OTHER ORIGINAL MATERIAL IN THIS WORK IS COPYRIGHT 2019 BY TAL AVIEZER AND PUBLISHED UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.