

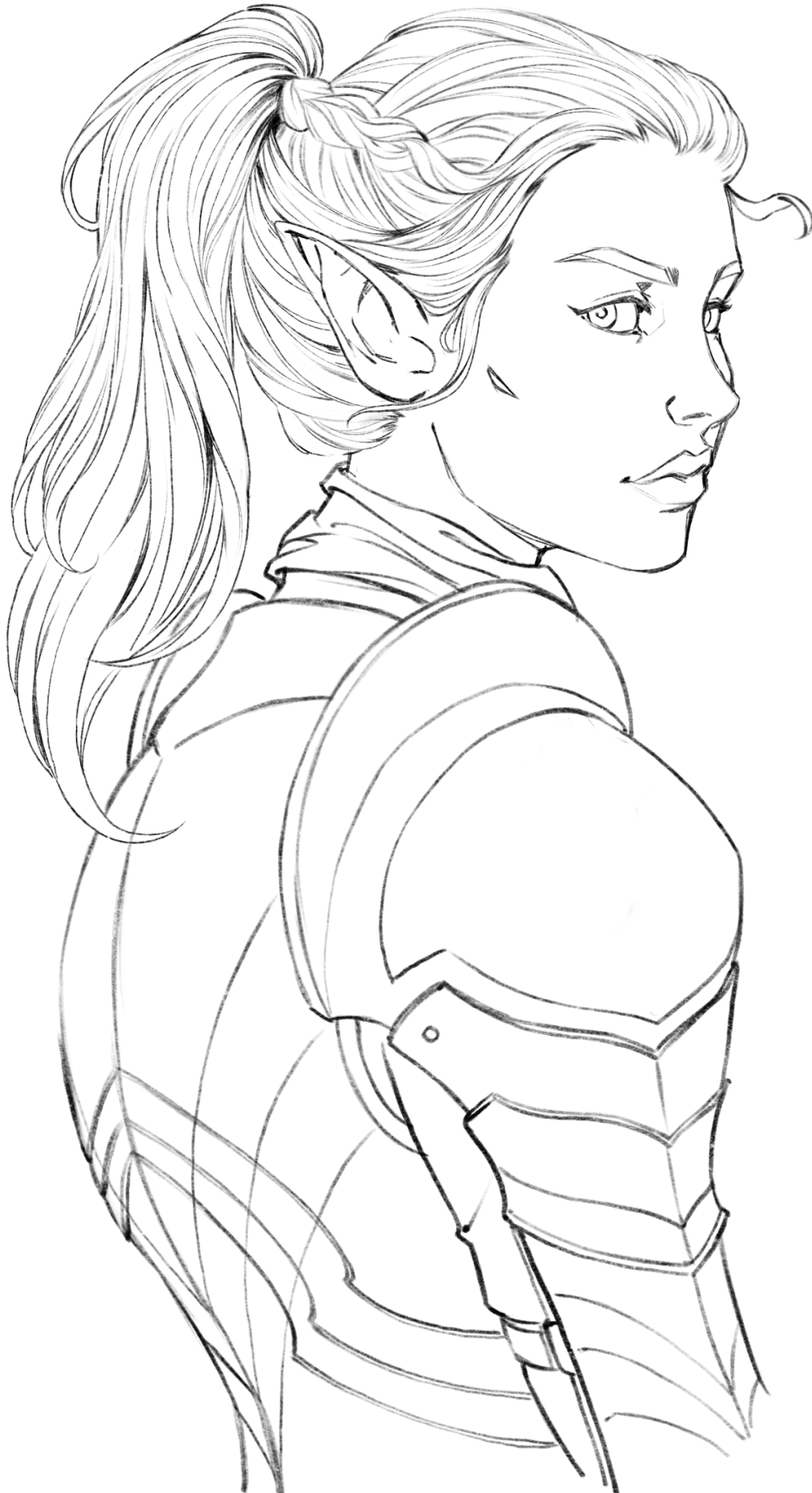
Oath of the Ambling Rose



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Thanks to Airi Kervinen (@papierhat) for doing stupendous work designing the cover, and thanks to Tony, Anna, and Maddie for helping this truly come alive.

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OATH OF THE AMBLING ROSE

While most paladins might visit the central temples of the deities they swear to only rarely, paladins sworn to the Oath of the Ambling Rose recognize no temples at all; their calling is to be itinerant servants of their deity, and to serve them not in missions directed by a central priest but to wander the land without a destination in mind. They especially concern themselves with the concerns of the common people, settling disputes and dealing with what others might call “negligible threats,” like poachers, highwaymen, or con artists.

TENETS OF THE AMBLING ROSE

The tenets of the Ambling Rose have been in existence since time out of mind, and paladins of this oath know them by heart.

No home but others. You know your calling is not settling in one particular place and accruing wealth, but wandering with only what you can carry to help others.

No wealth but kindness. If it's not useful and it's not beautiful, all it is just another burden that makes your journeys that much longer—you don't carry more than what you need, and you don't see the use in hoarding money that would be better in the hands of the poor.

No destination but justice. When you spot evidence of wrongdoings, however small, you're drawn to stop and sort it out. It's not about where you're going, but what you're doing along the way.

No way but the way. The way before you is the way it was meant to be, and all that's needed is to walk it.

OATH SPELLS

OATH OF THE AMBLING ROSE SPELLS

Paladin Level Spells

3rd	<i>cure wounds, speak with animals</i>
5th	<i>continual flame, spike growth</i>
9th	<i>create food and water, sleet storm</i>
13th	<i>giant insect, ice storm</i>
17th	<i>commune, insect plague</i>

CHANNEL DIVINITY

When you take this oath at third level, you gain the following two Channel Divinity options.

Right place at the right time. Your connection to the divine grants you the ability to appear just when and where you're needed, even if you're not sure why. By meditating for ten minutes, you can connect with your deity and gain the knowledge of a place of interest nearby, anywhere from just around the block to a town a day's journey away, and the knowledge of when something is going to happen—early morning, noon, afternoon, midnight, etc. You're never sure what's going to happen, only that someone's going to need your help.

Better late than never. Even when it seems you're too late, the divine power of your deity can still give you another chance. You can choose a number of creatures equal to your Charisma modifier (min. 1) within 60ft of you and heal them to an amount equal to half the damage they took in the last 6 seconds (someone that had taken 30 damage in the previous round would receive 15 points of healing, for example). While this can awaken someone that is unconscious, it cannot raise the dead.

AURA OF EASE

Starting at 7th level, your easy confidence that you'll find the right way puts allies' worries to rest, as well as grounding them in the moment. You and friendly creatures within 10ft of you are immune to being frightened, and have advantage on Dexterity saving throws. At 10th level, your allies also have advantage on saving throws to resist being charmed. At 18th level, the range of this aura increases to 30 feet.

FLUID AS MELTING ICE

Starting at 15th level, you gain the ability to slip through the fabric of reality. You may use a bonus action to make you and up to 5 friendly creatures within 60 feet of you that you can see vanish, and then reappear 6 seconds later in a location of your choosing within 600 feet that you know, can see or visualize, or describe precisely.

Once you use this ability, you can't use it again until you've taken a long rest.

AVATAR OF ITINERANT JUSTICE

At 20th level, you can fully embody the ideal of unthinking justice, using an action to glow with an inner light and seeing the patterns of the world play out around you. For one minute, you gain the following benefits:

- Your speed doubles, difficult terrain doesn't cost you any additional movement, and you are immune to the restrained, grappled, paralyzed, petrified, and prone conditions.
- As a bonus action, you can touch one willing creature and heal them for $3d10 +$ your Charisma modifier (min. 1).
- You see your enemies' movements before they even move. Attack rolls you make have advantage, attack rolls made against you have disadvantage, and you gain a +5 bonus to all saving throws.

These effects end early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.