

OATH OF THE GOOD TRAITOR



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OATH OF THE GOOD TRAITOR

Power corrupts not just people but institutions, and they can easily depart from their original mission, with priests and kings alike exploiting those beneath them instead of serving the common good; paladins that take the Oath of the Good Traitor serve to keep the institutions they serve true and honest to their original purpose. Some expose evidence of corruption, some rally the masses against oppressors, and some of the zealous even lead coups against those they view as having instituted the corruption.

TENETS OF THE GOOD TRAITOR

Paladins are usually given this oath by another paladin of the Good Traitor, the tradition being passed on surreptitiously in any given organization.

Integrity of the Martyr. Obeisance to the moral code of your deity comes before all. If anyone departs from those ideals or attempts to make you do the same, you will fight to the death to preserve your ideals.

An Ounce of Prevention. Corruption shows some sign of its progress in people and organizations before it comes into full bloom, and you relentlessly seek it out, subtly testing others for signs of weakness in their faith.

Honesty to the Masses. When people do break the code, you don't believe in cover-ups to protect reputations—penance must be public to atone for the sin, just like sunlight burns off fog.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE GOOD TRAITOR SPELLS

Paladin Level Spells

3rd	<i>alarm, inflict wounds</i>
5th	<i>hold person, detect thoughts</i>
9th	<i>tongues, call lightning</i>
13th	<i>ice storm, faithful hound</i>
17th	<i>wall of force, flame strike</i>

CHANNEL DIVINITY

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

No More Lies. You can use your Channel Divinity to draw the truth out of even the most tight-lipped creature. After praying to your deity for 1 minute, one creature within 60 ft of you makes a Wisdom saving throw. On a failure, you breach into their mind and see the story of their life as if made into an unbroken tapestry, choosing three memories and experiencing them through the first-person. On a success, you do not enter their mind, but they are compelled to answer three questions that you pose to them to the best of their ability.

Excise. As a bonus action, choose up to 3 creatures you can see within 60 ft of you, marking them for destruction. The next attack roll against them has advantage, the next saving throw they make has disadvantage, and they take an additional 2d8 points of radiant damage the next time they take damage.

AURA OF THE RESILIENT SELF

Starting at 7th level, your commitment to justice and your ideals reinforces those around you. You and friendly creatures within 10 feet of you have advantage on saving throws to resist or evade magical effects.

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

CONTEMPTOUS BLOWS

At 15th level, your fury against those that oppose you infuses its strength into your blows. Strikes with your weapon deal additional radiant damage equal to your Charisma modifier. If you had advantage on the attack roll, the additional radiant damage is equal to twice your Charisma modifier.

AVATAR OF INQUISITION

At 20th level, you can use an action to assume the form of an angel of retribution, and gain the following qualities for 1 minute:

- You shed bright light in a 30 feet radius, and dim light for another 30 feet. Any illusory magic touched by this light immediately dissipates.
- Attack rolls made against hostile creatures of alignment opposite yours within 30 feet you, or of neutral alignment that are hostile toward you, have advantage.
- Any time you inflict damage, increase that damage by an additional 4d8 radiant damage.

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.

