

The Oath of the Dragoon (approved)

The Oath of the Dragoon stems from a tradition of fierce protection, heroism, and exploration. These Free Knights travel the lands in search of those in need of protection, and a cause to rally behind. While other Oaths may give the Paladin a home base, this Oath encourages them to explore and serve no master but themselves and the people that need their assistance.

Tenets of the Dragoon

The tenets of the Oaths of the Dragoon are few, and are not meant to restrict them.

Free Thought: Thou shalt not serve a Master save for themselves or their Deity.

Heroism: Thou shalt hold themselves to thy highest, to protect those that need it.

Freedom: Thou shalt not deny others their independence by your free will or abide unjustified denial of their self-determination without right and just cause.

Exploration: Thou shalt explore the lands in search of those in need and depths unknown.

Oath of the Dragoon Spells

Paladin Spell List

3rd Level 5th Level 9th Level 13th Level 17th Level

3rd Unseen Servant, Shield

5th Misty Step, Dark vision

9th Haste, Fly

13th Dimension Door, Freedom of Movement

17th Mass Cure Wounds, Wall of Stone

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity Options:

“A Shimmering mist surrounds you, giving the faint appearance of wings sprouting from the back of the Dragoon, providing protection and leaping prowess.”

Armor of the Dragoon: As a bonus action, you call upon the power of your Dragoon brethren calling a mist powered by your deity to unveil your phantom wings. The distraction and intimidation of your misty wings add your Charisma modifier to your armor class against one attack as an interrupt action, once per round for 1 minute. The glow of your wings emits bright light in a 20-foot radius and dim light 20 feet beyond that. You can reduce this light to 10ft of dim light with concentration. If you fall unconscious, this effect ends. (Defensive equivalent of Sacred Weapon)

Flight of the Dragoon: As a standard action, you call upon the power of your Dragoon brethren, pulling on their powers of flight, and doubling your jumping

ability for 1 minute, your wings of mist slow your descent until you've fallen at least 10ft and you touch another surface, or the minute expires. You do not suffer from disadvantage on this jump regardless of armor type. (Jump+Feather fall, in place of a turning ability)

Faith of the Dragoon

Beginning at 7th level, the spirit of Dragoon brethren so surround you that they form a protective ward. You and friendly creatures within 10 feet of you have resistance to damage from spells.

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

Shimmering Armor of the Dragoon

Beginning at 15th level, your misty wings become always visible, coalescing into their true form. You are always under the effects of Armor of the Dragoon while conscious.

Dragoons Destiny

At Level 20, the Dragoon can make its wings entirely substantial, taking its final shape. Using an action to complete this transformation, for 1 hour, you gain the following benefits:

- Your wings have complete form and grant you a flying speed of 60 feet.
- You emanate an Aura of Faith in a 30-foot radius.
You and your allies within your Aura of Faith can spend one Hit Die per round to heal, as if they had just completed a short rest.
The first time any enemy creature enters your Aura of Faith or starts its turn there during a battle, the creature must succeed on a Constitution saving throw or be knocked prone.