



Art by Warmtail

PALADIN: OATH OF INSURRECTION

Blessed by the hand of Mordred, the Black Knight, himself, the paladins that take the Oath of Insurrection are Camelot's greatest enemies. Through their dark magics and vile tenets, they become dark mirrors to the Knights of the Round Table - whenever they forge new bonds, cracks form with the arrival of these paladins. Whether it be through combat or scheming in the court, they are harbingers of doom. There are no lofty ideals nor bonds of kinship, only power rules - might makes right.

Tenets of Insurrection

Remove the Chosen. Holy leaders are weaklings unfit to rule the land. You must remove them, assert your power and conquer all.

Segregate and Isolate. Those who depend on their community are a plague. You have to keep them separate so that they learn to live alone.

Forsake Tradition. Familial bonds and traditions are shackles that old society together. Take advantage of those who respect them to bring about their downfall.

Oath Spells

Starting at 3rd level, you gain oath spells at the paladin levels listed in the Oath of Conquest Spells table. See the Sacred Oath class feature for how oath spells work.

Oath of Insurrection Spells

3rd level	<i>bane, disguise self</i>
5th level	<i>hold person, ray of enfeeblement</i>
9th level	<i>bestow curse, meld into stone</i>
13th level	<i>phantasmal killer, secret chest</i>
17th level	<i>contagion, dominate person</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.

Cause Division. You can use your Channel Divinity to plant paranoia amongst creatures. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of its allies and must spend its movement next turn moving as far as possible from them. It cannot willingly move closer to them for 1 minute. A creature under this effect can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Sudden Betrayal. You can use your Channel Divinity to turn friend into foe. When a creature within 5 feet of you misses you with an attack, you can use your Channel Divinity as a reaction to divert the attack. The creature must make a Wisdom saving throw. On a failure, the creature must repeat the attack against a creature of your choice within range.

Aura of Sabotage

At 7th level, your presence erases rational thought from the mind of most, after all anyone could be a traitor, a follower of Mordred. The aura extends 10 feet from you in every direction, but not through total cover.

While within the aura, creatures cannot regain hit points or target their allies with spells or abilities unless you choose to let them (no action required).

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

Bane of Togetherness

At 15th level, whenever you damage a creature with a melee attack, you can choose to have to make a vicious hit and cause the attack to sneak onto a second target within 5 feet. You must roll separately to hit this second creature. If successful, the attack deals damage equal to your Charisma modifier + your paladin level.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Kingslayer

You've trained your entire life to topple kingdoms, and now you have the strength to do so. At level 20 you can channel all your powers, becoming your final form. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- You have advantage on all attacks against creatures with a higher armor class than you.
- You have unlimited uses of your Bane of Togetherness feature.
- Creatures with maximum hit points lower than your maximum hit points cannot target you with attacks or abilities.
- Whenever a creature within your Aura of Sabotage becomes the target of a spell or ability from outside the aura, you learn the spell or ability's effects. You may use your reaction to become the new target instead.



CROWN SPELLS

NOTE - Crown of Camelot:

The Crown of Camelot is a new mechanic introduced with this compendium. A famous card game's monarch mechanic served as the inspiration for it.

Crown of Camelot

A crown of light floats 2 inches above your head, shining bright light in a 5-foot radius centered on you and dim light for another 5 feet. At the start of your turn, if you are in possession of the crown, you ignore resistance to one damage type of your choice until the end of your next turn and gain 1d8 temporary hit points, which last until the start of your next turn.

If you damage a creature in possession of the crown or if an effect from an item or spell tells you, you gain possession of the crown. There can never be more than one crown in the encounter.

Embercrown

2nd-level evocation (*cleric, paladin, sorcerer, wizard*)

Casting Time: 1 action

Range: Self (15-foot sphere)

Components: S, M (a crown worth at least 20 gold)

Duration: Concentration, up to 1 minute

When you cast this spell, if there isn't a Crown of Camelot in the encounter, summon it. You gain possession of the Crown of Camelot.

You tap into fiery powers and explode with monarchic force. All creatures within a 15-foot sphere around you must make a Dexterity saving throw. On a failed save, they take 3d6 fire damage. On a success, they take half damage.

For the duration of the spell, if you are in possession of the crown, whenever an attack misses you, the attacker takes 1d6 fire damage.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by 1d6 for each slot level above 2nd.

King's Contempt

1st-level conjuration (*cleric, paladin, wizard*)

Casting Time: 1 action

Range: 90 feet (10-foot square)

Components: S, M (a crown worth at least 20 gold)

Duration: Concentration, up to 1 minute

When you cast this spell, if there isn't a Crown of Camelot in the encounter, summon it. You gain possession of the Crown of Camelot.

Your ruling power allows you to summon spectral chains in a 10-foot square within range. All creatures within the area must make a Strength saving throw or be restrained by the chains. A creature restrained by the chains can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

For the duration of the spell, if you are in possession of the crown, Strength checks to break out of the chains automatically fail.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, the area increases by 10 feet for each spell level above the 1st.



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Usurper's Will

5th-level enchantment (*paladin, sorcerer, warlock, wizard*)

Casting Time: 1 bonus action

Range: Touch

Components: S, M (a golden knife stained with the blood of a deceased king)

Duration: Concentration, up to 1 minute

When you cast this spell, if there isn't a Crown of Camelot in the encounter, summon it. Choose a creature within 60 feet to gain possession of the Crown of Camelot.

A creature of your choice becomes enveloped by the will for a crown they can never have. Choose a creature within range that does not have the crown. They must make a Charisma saving throw (they can choose to fail). For the duration of the spell, they gain the following effects:

- They cannot gain possession of the crown.
- They have disadvantage on attacks against creatures other than the creature who has the crown.
- They have resistance to damage dealt by the creature who has the crown.
- Any damage they deal to the creature who has the crown is doubled.

Crown of Thorns

9th-level enchantment (*cleric, warlock*)

Casting Time: 1 action

Range: 60 feet

Components: S, M (a crown of thorns blessed by an angel, demon or devil, which the spell consumes)

Duration: Until dispelled

With immense holy or unholy power, you curse a creature to wear a crown of thorns that will bring endless harm upon them. Choose a creature within range who has possession of the Crown of Camelot. It must make a Charisma saving throw. On a success, they take 8d10 necrotic damage. On a failure, the crown adorns their head, cursing them until they die or until the spell is dispelled.

While cursed in this way, cannot lose possession of the crown, have vulnerability to all damage, have disadvantage on all Strength and Constitution saving throws, cannot commune with any deities or fiends. When they drop to 0 hit points, they die and cannot be resurrected by any means short of a wish spell.



CROWN ITEMS

Kingsbane Blade

Weapon (any sword), rare (requires attunement)

This weapon has a hilt in the shape of a crown, made of pure obsidian. It serves as a warning to all those in power. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Usurper. All attacks made with this weapon against creatures who have possession of the Crown of Camelot deal an additional 1d8 damage of the weapon's type.

Curse: Obsession. This blade is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times.

Whenever you start your turn within 120 feet of a creature who has possession of the Crown of Camelot, you must succeed a DC 15 Wisdom saving throw or become charmed by the crown until the end of your turn. While charmed in this way, you must spend your turn moving towards the creature with the crown and attacking them.

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The Holy Grail

wondrous item, legendary (requires attunement by a creature with Wisdom 18 or higher)

Made of pure gold and adorned with countless gems, this grail is the most legendary treasure of the Arthurian legend. Though ordinary drinks cannot fill it, enchanted liquids appear when one utters its magical words.

The grail has 10 charges and regains 1d10 charges at the start of every year. While attuned to the grail, if you are in possession of the Crown of Camelot, you may use your action to expend 1 charge, creating a liquid you can then drink from the cup as part of the same action or gift to someone else.

- **Divine Favour.** For the next minute, your weapon attacks deal an additional 2d8 radiant damage.
- **Health.** You regain 70 hit points, are cured of all disease effecting you and end any instances of the poisoned, paralyzed or petrified conditions.
- **Immortality.** For the next minute, if you would drop to 0 hit points, you instead drop to 1 hit point. While at 1 hit point, all damage instead gives you a grievous wound, but you remain at 1 hit point.
- **Spiritual Awakening.** For the next minute, you may cast the *commune* and *plane shift* spells once, without requiring a spell slot. You may only target yourself with the *plane shift* spell when you cast this in this way.
- **Youth.** Your physical age is reduced by 2d10 + 10 years, to a minimum of 15 years.

