

## Tenets of the Crown

The tenets of the Oath of the Crown are often set by the sovereign to which their oath is sworn, but generally emphasize the following tenets.

**Law.** The law is paramount. It is the mortar that holds the stones of civilization together, and it must be respected.

**Loyalty.** Your word is your bond. Without loyalty, oaths and laws are meaningless.

**Courage.** You must be willing to do what needs to be done for the sake of order, even in the face of overwhelming odds. If you don't act, then who will.

**Responsibility.** You must deal with the consequences of your actions, and you are responsible for fulfilling your duties and obligations.

## Oath Spells

*3rd-level Oath of the Crown Revised feature*

You gain oath spells at the paladin levels listed.

### Oath of the Crown Spells

Paladin Level	Spells
3rd	<i>Command, Heroism</i>
5th	<i>Healing Spirit, Zone of Truth</i>
9th	<i>Aura of Vitality, Spirit Guardians</i>
13th	<i>Banishment, Guardian of Faith</i>
17th	<i>Circle of Power, Geas</i>

## Channel Divinity: Shackles of Authority

*3rd-level Oath of the Crown Revised feature*

As an action, you can use your channel divinity to cause spectral shackles to appear and wrap around a creature you can see within 15 feet of you. The creature must succeed on a Wisdom saving throw (Creatures with a chaotic alignment have disadvantage on the saving throw) or be restrained. A restrained creature can repeat the saving throw at the end of each of its turns

## Channel Divinity: Turn the Tide

*3rd-level Oath of the Crown Revised feature*

As a bonus action, you can bolster injured creatures with your channel divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to your Charisma modifier + your paladin level.

## Divine Allegiance

*7th-level Oath of the Crown Revised feature*

You emanate an aura of cooperation while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover. When an ally within the aura makes an attack roll, you can use your reaction to have them reroll. You make this decision after you see whether the roll succeeds or fails. The ally must use the result of the second roll.

## Voice of Order

*15th-level Oath of the Crown Revised feature*

Beginning at 15th level, you cast the *Command* spell at 1st level, at will with expending any spells slots.

## Champion of Community

*20th-level Oath of the Crown Revised feature*

At 20th level, your presence on the field of battle is an inspiration to those dedicated to your cause. You can use your action to gain the following benefits for an hour:

- You and your allies within 30 feet have bludgeoning, piercing, and slashing damage reduced by a number equal to your Charisma modifier.
- Your allies have advantage on death saving throws while within 30 feet of you.
- You have advantage on Wisdom saving throws, as do your allies within 30 feet of you.

This effect ends early if you die. Once you use this feature, you can't use it again until you finish a long rest.