

SACRED OATH

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF REVELRY

Paladins who swear the Oath of Revelry make a solemn vow to party day and night until their hearts give out. Indeed, as an old proverb says, "There ain't no party like a paladin party, 'cuz a paladin party don't stop. Amen."

TENETS OF REVELRY

Paladin who swear the Oath of Revelry must abide by the Codicus Brotherhoodum, often known as the Bro Code, a series of moral judgments, both foul and fair, about the way one should conduct life and party. Dishonoring this code is known as a Major Dick Move, and can alienate a paladin from fellow partygoers. In general, paladins who takes this oath abide by the following principles:

Work Hard Party Hard. Paladins must fight for their right to party

Bros Before Hoes. It is said that this edict lays a natural order for alliances that a paladin should forge.

Yolo. A great prophet once spoke this word of wisdom, and, though it is repeated constantly by his followers, it is not well understood.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>compelled duel, hideous laughter</i>
5th	<i>calm emotions, crown of madness</i>
9th	<i>haste, slow</i>
13th	<i>confusion, phantasmal killer</i>
17th	<i>mislead, raise dead</i>

CHANNEL DIVINITY

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

Conjure Drink. When you take a long rest, you can summon to your flask a frothy ale from the heavens itself. Up to three creatures can drink from this flask, and each has advantage on the next saving throw it makes before it takes a long rest, after which the buzz wears off. When you take a short rest, any remaining ale becomes nonmagical.

Song and Dance. You can spend your Channel Divinity as an action to dance a catchy jig. Each creature you choose within 15 feet must make a Wisdom saving throw or join in. Creatures continue to dance as long as you dance. This effect ends for a creature if you stop on your turn (no action required), or if the creature reattempts and succeeds the Wisdom saving throw at the end of its turn.

A creature that is dancing spends all its movement tapping its feet and shuffling about without leaving its space. It also has disadvantage on Dexterity saving throws and attack rolls that rely on Dexterity. Creatures that can't be charmed are immune to this effect.

AURA OF FRATERNITY

At 7th level, you and your allies fight better together. While you have one or more ally adjacent to you, you and each of your allies within 5 feet deal an additional 1d4 damage on melee attacks.

At 18th level, the range of this aura increases to 15 feet.

MERRYMAKER

At 15th level, when you or an ally within 30 feet makes an ability check or saving throw that doesn't have disadvantage, you can cause it to be made with advantage. You can use this ability three times, and regain all expended uses when you finish a long rest.

PARTY ANIMAL

Starting at 20th level, you can use your action to become supernaturally intoxicated. Doing so is a frenzy of indulging in your vices, after which you are intoxicated for 1 hour, followed by 10 minutes of unconsciousness.

While you are intoxicated, you have resistance to all damage immunity to psychic damage. Also, you are quick to start a fight. When you roll initiative, you can replace your roll with a 20 if it was lower.

After becoming supernaturally intoxicated, you must finish a long rest before you can do so again.

