

Oath of the Red Knight v. 1.1

Oath of the Red Knight paladins are followers of The Red Knight, the deity of strategy and battle tactics. Also known as the Lady of Strategy, her paladins know that war is inevitable, and that one should always be prepared for its eventuality. They believe the use of careful tactics is the key to battle and the only way to achieve victory. They view the battlefield as a chessboard and they are the one's moving the pieces. As the commander of troops, these paladins make sure the plans are being followed, whether by providing their forces the strength to continue the fight or by leading the charge into battle. Oath of the Red Knight paladins wear her symbol, a red knight chess piece with stars for eyes.

Tenets of Strategy

Strategy. A master of strategy can ensure lasting victory. War is fought as a series of battles. Losing a battle does not always mean the war is lost.

Tactics. If you focus on your own strengths and the opponent's vulnerabilities, triumph is ensured. Seek out your opponent's weaknesses and recognize your own. Steer clear of an opponent's strengths and play to your own.

Vigilance. In times of war prepare for peace, in times of peace prepare for war.

Honor. Battle should be fought with honor. All those that fight must adhere to the code of conduct on the battlefield.

Courage. Cowardice is forbidden. Believe in the strategy that has been put in place and always hold the line.

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of the Red Knight Spells table. See the Sacred Oath class feature for how oath spells work.

Oath of the Red Knight Spells

Paladin Level	Oath Spells
3rd	<i>entangle, sleep</i>
5th	<i>web, misty step</i>
9th	<i>hypnotic pattern, haste</i>
13th	<i>guardian of faith, otiluke's resilient sphere</i>
17th	<i>dawn, wall of force</i>

Channel Divinity

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

Alter the Board. You can use your Channel Divinity to alter the field of battles. As a bonus action you may position a number of friendly creatures equal to your Charisma modifier (minimum of 1) within 30 feet that can see and hear you. These creatures can use their reaction to move up to their half their normal speed. This movement does not provoke opportunity attacks.

Assist a Comrade You can use your Channel Divinity provide an ally with a tactical advantage. As a bonus action, you can use the Help action to aid an ally for 1 minute.

Aura of Movement

Starting at 7th level, you and friendly creatures within 10 feet of you ignore difficult terrain.

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

Ready for Battle

At 15th level your preparedness allows you to move quicker in the beginning of a conflict. You receive a bonus to your initiative equal to your Charisma modifier.

Checkmate

At 20th level, you have become a champion for the Red Knight. As an action you may pray to the Red Knight, and she blesses you with the following abilities for 1 minute:

- When you take an Attack action on your turn, all allies within 10 feet, that can see you, may immediately use their reaction to make a weapon attack.
- Your speed is doubled.

Once you use this feature, you can't use it again until you finish a long rest.

