

COMPATIBLE WITH THE FIFTH EDITION OF DUNGEONS & DRAGONS

BOOK of BLADES

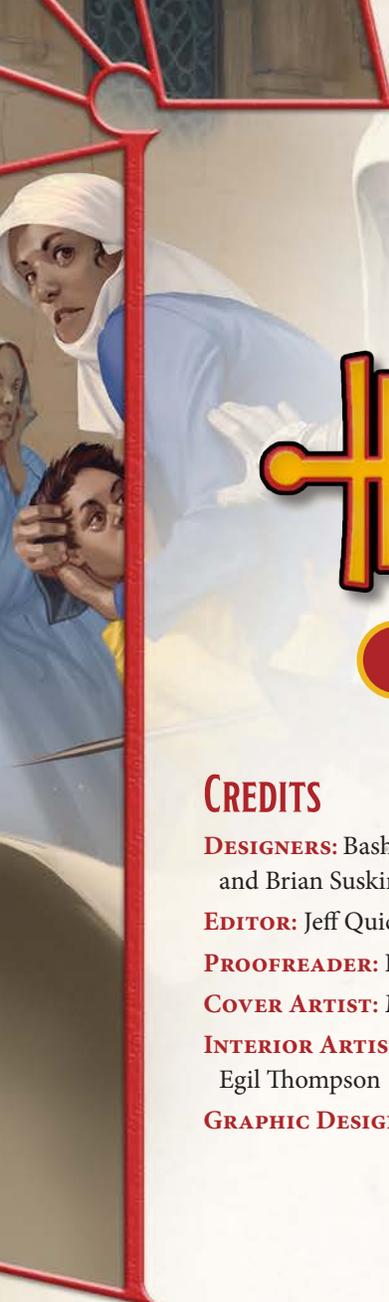
EXPANDING THE PALADIN



Basheer Ghouse, Jeff Quick, and Brian Suskind

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A BOOK OF BLADES

EXPANDING THE PALADIN

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INTRODUCTION

To be a paladin is to be cut in the cloth of Charlemagne and his French peers, heir to a literary and mythic tradition stemming from the *Song of Roland*. Though many specifics of modern fantasy's holy warriors didn't yet exist, the thematic inspirations are there.

We see a predecessor of the Divine Smite when Archangel Gabriel helps Charlemagne defeat the (suspiciously European) Saracen, Baligant. A prototype of the Holy Avenger is in Roland's blade, Durandal: delivered by an angel, imbued with relics of various saints, and possessed of unparalleled sharpness. Roland dies as a paladin ought, holding the line against vastly superior numbers, sacrificing himself for the cause with one final blow of a trumpet.

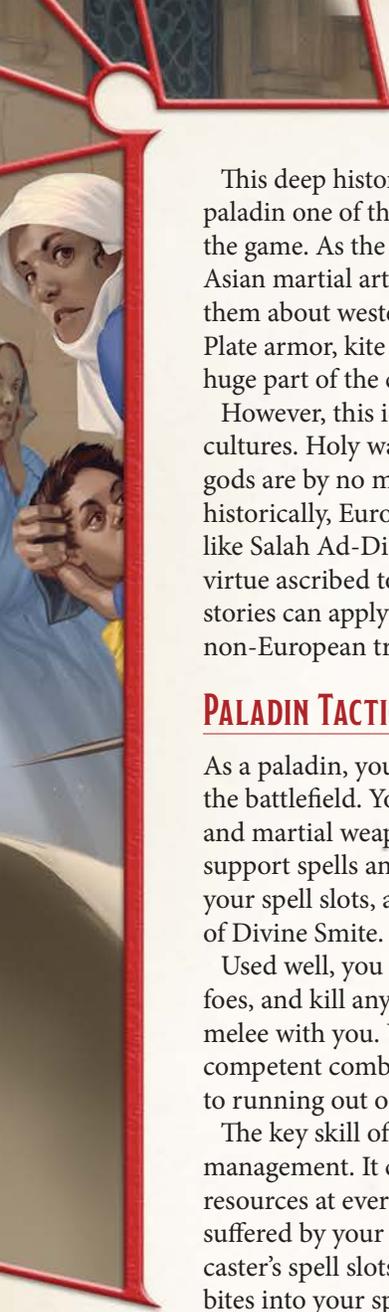
THE FINE LINE OF A PALADIN

Paladins swear vows to uphold principles. These principles typically involve righteous ideals like justice, honor, and defending the weak, principles that are often embodied or embraced by a god. However, paladins often seem to swerve from the virtues required to uphold these very principles.

The moral and personal contradictions so core to the paladin are also core to these stories and the histories that inspired them. Far from disqualifying, a paladin's moral failings provide opportunity for good conflict (not just player squabbles) and allow for a redemption arc that doesn't exist for other characters in most games. The result is a class with a built-in opportunity to play a more complex character with a deeper story.

Temptations of virtue are key to Arthurian Legend and *Orlando Furioso*, among others. Even treatises on chivalry, like Geoffroi de Charny's conveniently named *Book of Chivalry*, deal heavily with the morality of people wholly dedicated to war and how they contrast with conventional morality. De Charny speaks at length of how the knight's understanding of Christianity differs from that of the priesthood.

The potential brutality of knights, despite these codes, is also a common historical theme. The sack of Jerusalem and Constantinople, the casual brutality and pillaging of the Hundred Years War, and interminable tales display the potential brutality of violent soldiers convinced of their own righteousness. Even in legend, Roland's own death is birthed of another knight's betrayal. Lancelot's failure of virtue damns Camelot, and the greatest villains were often brilliant knights in their own time.



This deep historical and literary grounding makes the paladin one of the most culturally anchored classes in the game. As the monk class makes assumptions about Asian martial arts in many settings, the paladin makes them about western traditions of martial devotion. Plate armor, kite shields, and Christian imagery are a huge part of the class's back original identity.

However, this identity can be broadened to other cultures. Holy warriors given strength by a god or gods are by no means absent in other cultures. Even historically, European writers often described figures like Salah Ad-Din Ayubi with the same chivalry and virtue ascribed to European knights. Similarly, fantasy stories can apply thematic strokes of the paladin to non-European traditions.

PALADIN TACTICS

As a paladin, you are an irreplaceable bulwark on the battlefield. You're equipped with heavy armor and martial weapon proficiencies, a variety of useful support spells and buffs, healing that doesn't drain your spell slots, and the singularly lethal class feature of Divine Smite.

Used well, you can protect your allies, mitigate your foes, and kill anything unfortunate enough to enter melee with you. Used poorly, you're still an incredibly competent combatant with some tricks, but one prone to running out of gas at exactly the wrong time.

The key skill of the best paladins is resource management. It can be tempting to fling your resources at every threat in your path and every bruise suffered by your allies. However, you don't have a full caster's spell slots and every Divine Smite you use bites into your spells. Once you gain enough levels to get two attacks per round, those Smites can disappear fast. Defensively, your passive support abilities rely on you staying close to your allies, and your Lay on Hands feature has better uses than bringing people back to full health.

OFFENSIVE TACTICS

Offensively, keep two Divine Smites in reserve and try to have allies set you up with advantage. It can be tempting to burn Smites on every convenient target, but this can leave you with nothing in the tank for an important foe. Worse, it can leave you empty-handed when you score a critical hit. A paladin crit is a special thing, the bane of boss fights and scourge of well-prepared DMs. It's the most spike damage anyone is likely to do at your table. If you enjoy rolling big numbers or watching foes transform from threats into rapidly expanding clouds of viscera, Divine Smites can be incredibly satisfying.

When an attack roll comes up 20, make sure you have that Smite available to make it memorable.

More practically, you never truly know when an adventuring day's threats have ended. Going to sleep with a Smite in reserve may seem like a waste, but when a random encounter bursts into your tent, you'll be real glad it was available.

DEFENSIVE TACTICS

Try to use Lay on Hands efficiently. Remember, the only hit point that matters is the last one. If you're healing someone after a fight, giving five people 1 hp each makes them no-longer-dying just as effectively as giving them 5 hp. You want to heal a character enough that they won't hit 0 hp and no further. If possible, try to keep a reserve of 5 to 10 points of healing in case you need to use its restoration effect or to prevent a death in an emergency.

In your support role, stick close to your allies. Your Auras only protect people if they're within that Aura, and proximity also means they're best able to support you with their own abilities. Any ally outside of proximity is an ally who isn't sharing your save bonuses and immunities, and who you can't Lay on Hands in a pinch.

CHARACTER OPTIONS

Two new paladin subclasses are offered below. The Oath of Memory calls on tales of past heroism to inspire present valor. These paladins make liberal use of Battle Tactics, a new system for inspiring and empowering allies to fight together. The Oath of Ash is almost the antithesis of a paladin, dedicated to destruction in warfare and fire.

Finally, this section includes a new background, Avatar, for characters who born to be the living, martial incarnation of a god.

NEW SUBCLASS: OATH OF MEMORY

The Oath of Memory is an oath of heralds and martyrs. Legends have been passed down through the ages, whose simple remembrance spurs warriors on to feats of heroism. Its adherents are a varied lot, from living embodiments of storybook ideals, to cultured warrior-scholars learned in the traditions of a dozen languages, to insular knights so steeped in centuries of in-jokes and literary references that they are near-incomprehensible to strangers. All are champions of ancient lines, not merely for their memory but for the virtues and cultural impact they have on the living.

TENETS OF MEMORY

Tenets of Memory are as varied as the legends that spawn them. Their similarity is less in specific tenets, for different cultures may consider different traits virtuous, but in their belief that culture can be a force for good and that all cultures, even those of their foes, are worth remembering.

Exalt Others. To provoke virtue, you must exalt it as it occurs. Publicly praise others for their good works, and even admit virtue from your foes.

Remember the Fallen. Too often, martyrs are forgotten by happenstance. Spread the memory of those that have fallen in your adventures, not merely for their ends, but for the lives they lived and the ideals they stood for.

Preserve Culture. All traditions are worthy of preservation, even those alien to you. Save artifacts, stories, and art from destruction, and prevent their theft by others.

Embody Virtue. Take on the virtues of those legends you extoll, and be mindful to avoid their failings. Act in such a manner that when others carry on your memory, they need not embellish it.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>bane, comprehend languages</i>
5th	<i>enthral, spiritual weapon</i>
9th	<i>spirit guardians, tongues</i>
13th	<i>compulsion, freedom of movement</i>
17th	<i>dominate person, legend lore</i>

CHANNEL DIVINITY

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

Tactical Brilliance. As an action, you may perform any Battle Tactic with an activation time of one action or less, even if you do not have the Battle Tactician feat, by spending a spell slot of a spell level equal to its point cost. This does not count against your one Battle Tactic per short rest.

Borrowed Knowledge. As a bonus action, you recite the legend of an ancient hero and channel their legendary skills. For 10 minutes, you have proficiency in two skills of your choice. If you already have proficiency in a chosen skill, you double your proficiency bonus with it.

AURA OF SPLENDOR

At 7th level you draw power from all glory on the battlefield, regardless of origin, emanating as an aura that steadies your allies. When any creature within 30 feet of you performs a critical hit, all creatures of your choice within 10 feet of you gain temporary hit points equal to your paladin level. While they have these hit points, they are immune to the frightened and charmed conditions.

At 18th level, the range of creatures you can grant temporary hit points to increases to 30 feet.

UNENDING CHANT

At 15th level the memory of your chant continues even after you fall. Battle Tactics you use last for their full duration even if you are knocked unconscious.

LEGENDARY MIEN

At 20th level, as an action, you can take on the unmistakable mien of a paladin of legend whose tales you know well. In this state, you stride unhindered across the battlefield and all allies who look upon you know your command. For 1 minute you gain the following benefits:

Your walking speed increases to 50 feet. You gain the effects of the *freedom of movement* spell. You cannot be moved unless you wish to move.

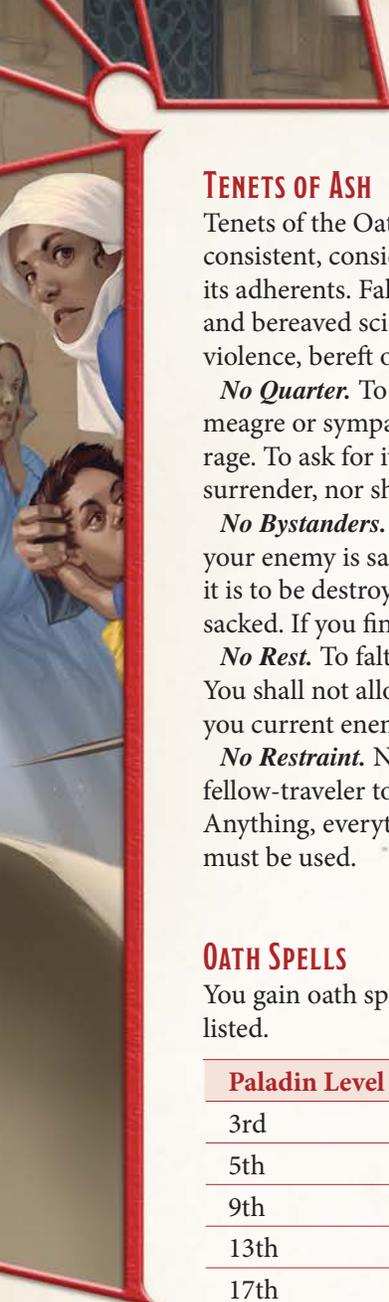
You can use any two Battle Tactics of your choice, regardless of whether you know them, at no cost.

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

NEW SUBCLASS: OATH OF ASH

The Oath of Ash is a simple oath, as old as nations and hatred. To take this oath is to dedicate yourself to a self-destructive loathing for someone or something. Its adherents are evil, either knowingly or by degree, as their oath turns their lives towards its central truth: everything burns.

The Oath of Ash is the oath of total warfare: burned villages, slaughtered innocents, salted fields, and the ruin of nations, even one's own, because victory is not enough. Survival is optional. This oath exalts gods of murder, warfare, or the Baleful Sun, an aspect of the Sun in its role as bringer of drought and wildfire. To the devotees of Ash, the only thing that matters is ensuring that your foe dies so thoroughly that generations to come remember them only as a warning.



TENETS OF ASH

Tenets of the Oath of Ash are remarkably consistent, considering the enormous variety in its adherents. Fallen heroes, remorseless butchers, and bereaved scions all pledge themselves to a life of violence, bereft of beauty, kindness, or peace.

No Quarter. To provide mercy, even to the most meagre or sympathetic of foes, is an affront to your rage. To ask for it is unthinkable. You shall never surrender, nor shall you accept it.

No Bystanders. No belonging, holding, or relative of your enemy is safe. If you find a treasure of the enemy, it is to be destroyed. If you find a home, it is to be sacked. If you find an ally, they are to be slain.

No Rest. To falter is to allow the enemy to recover. You shall not allow yourself laxity, sloth, or joy. When your current enemy falls, you shall find a new foe.

No Restraint. No weapon is too dangerous, no fellow-traveler too vile, to be wielded against your foe. Anything, everything, that can be used in your war must be used.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>hunter's mark, thunderwave</i>
5th	<i>misty step, spike growth</i>
9th	<i>fireball, spirit guardians</i>
13th	<i>fire shield, freedom of movement</i>
17th	<i>contagion, passwall</i>

CHANNEL DIVINITY

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

Rite of Devastation. As a bonus action you raise your holy symbol and recite a condemnation of all edifices of civilization. For 1 minute, double all damage you deal to objects, and any successful melee attacks you make against doors, walls, and floors are critical hits.

Ignite the World-Kiln. As an action you stoke the hatred within you and a torrent of unnatural flame follows in your wake. When you activate this ability, and at the start of each of your turns for 1 minute, deal fire damage equal to your proficiency bonus to all creatures and objects within 10 feet of you. While you burn in this fashion, you emit dim light in a 20-foot radius.



TRAMPLE THE WEAK

At 7th level you armor yourself in contempt for your foes. Your movement does not provoke reactions from creatures you have dealt damage to this turn. Additionally, if you deal damage to a creature, you have advantage on saving throws against the frightened and charmed conditions from it until the start of your next turn.

SCORCHED EARTH BRAND

At 15th level, you may manifest an icon of devastation when you attack. When you deal damage with your Divine Smite feature, you may cause the wound to take the shape of a glowing, painful brand. You know the location and plane of any creature with this brand.

You gain advantage on attacks on a creature you have branded. In addition, if a branded creature within line of sight would regain hit points, the brand flares painfully and prevents the first 10 hit points the target would receive.

You may brand a creature in this manner a number of times per day equal to your proficiency bonus. Brands fade after one day.

FORM OF THE DESTROYER

At 20th level, as an action, you transform into an embodiment of the Baleful Sun, the fiery aspect of the Sun which will one day extinguish itself in a grand detonation, scouring all life from the world. Your appearance changes in a manner you define. Common themes include an aura of green flame, black sclera, sharpened teeth, burning hair, or metallic skin.

For 1 minute, you gain the following benefits:

- Killing a Humanoid sates your need to eat, drink, or sleep for the next 24 hours.
- You soar upon jets of flame, gaining a fly speed of 60 feet.
- Whenever you deal radiant damage to a creature with a melee weapon attack, you may spend a bonus action to deal that much radiant damage to a different creature you can see within 30 feet of you.
- Your Rite of Devastation and Ignite the World-Kiln Channel Divinity features are active without need to spend a bonus action or action, respectively.

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

NEW BACKGROUND: AVATAR

Prophetic signs heralded your birth, or at least that is what you have always been told. From the moment first drew breath, your deity singled you out as their mortal vessel and gave you a martial destiny as their mighty avatar.

Throughout your childhood and training, you were taught to honor your god and to always strive to deserve the blessings bestowed upon you. Where others might crumble under the great weight of this responsibility, your status as the burgeoning incarnation of a god uplifts your spirit and constantly reminds you of your close connection with your divine self. As long as you stay true and keep your faith strong, you know your arm will never waver and none can stand against you.

Skill Proficiencies: Intimidation, Religion

Language: Celestial or Abyssal, and one other language of your choice.

Equipment: A martial weapon, a set of fine clothes, a silver sigil denoting your place in the hierarchy of your god's church or temple, a prayer book or prayer wheel, a belt pouch containing 20 gp.

THE HAND OF THE DIVINE

You are the blade of your deity, the fist of the god, and the arbiter of divine justice or retribution on the mortal plane. As an avatar, you have been chosen for a martial destiny, but this glory can come in many forms. Choose the style of your divine purpose, or roll a d8 and consult the table below.

d8 Martial Purpose

1	I am the secret dagger, death from the shadows.
2	I am the standard-bearer, leading a glorious army to victory.
3	I am the axe's edge, hewing down the foes of my god.
4	I am the emblazoned shield, standing firm against the strikes of the unworthy.
5	I am the poisoned cup, delivering pain unseen.
6	I am the iron maul, crushing the wicked.
7	I am the yew bow, the soaring arrow plunging into the heart.
8	I am the closed fist, breaking the bones of those rebuked by the divine.

FEATURE: GIFTS OF FAITH FOR JUDGEMENT

Tales and stories of your divine purpose spread far and wide. Those in religious positions, such as clerics, priests, templars, church leaders, wandering holy hermits, and adherents of the faith, might seek you out to exchange aid for delivering a ruling in the name of your god. This might even take the form of a hearing or a trial by combat, with your martial skill deciding matters. Typically, your judgement requires only an hour, but more complicated issues may require more time.

In return for your ruling, you can expect food and lodging for yourself and your adventuring companions for the duration of the arbitration, as well as free healing (if any is necessary). In addition, depending on if the one who sought you out won or lost, you might also receive information relating to the ongoing campaign or some other token of value.

SUGGESTED CHARACTERISTICS

You might embrace this destiny, finding confidence and power in the knowledge your deity chose you. Conversely, you might not believe the stories of those who raised you, and want no part of a pre-arranged fate. Think about how your close relationship with your divine self affects you and how this might be demonstrated in your martial path.

d8 Personality Trait

- 1 Only by testing myself against other warriors can I prove I am worthy.
- 2 When I fight, I hear the voice of my god urging (or berating) me to glory.
- 3 To take a life is to deliver a new soul into the embrace of the divine.
- 4 The divine graced me with these powers, so I must use them to protect others.
- 5 Some find me aloof, but I simply know I have been chosen for greatness.
- 6 I must use this great power to only strike at those who deserve judgement.
- 7 The divine speaks to me in signs and omens, and I answer the call.
- 8 If you want victory, you only need to follow me.

d6 Ideal

- 1 **Humility.** By my example will others rise up to glory (Neutral).
- 2 **Honor.** I will remain steadfast to prove that my faith is true (Lawful).
- 3 **Zealotry.** No mercy for the heretics! (Evil)
- 4 **Power.** Each swing of my blade brings glory to my deity (Any).
- 5 **Faith.** I give my blade and my life in the service of my god (Good).
- 6 **Defiance.** I do not believe in fate (Any).



d6 Bond

- 1 I will lead my companions to glory in the name of the divine.
- 2 My mortal companions are adequate, but the only ally I need is my deity.
- 3 I must hide the fact that I doubt my destiny and my faith.
- 4 By protecting my companions and the weak, I prove myself a true avatar.
- 5 I will bring justice to the cult that defiled the temples of my god.
- 6 With work, I will convert my companions to my faith.

d6 Flaw

- 1 I only see the world in absolutes, without nuance or shading.
- 2 The voice of the god in my head tells me to do awful things.
- 3 Individual lives are meaningless. Only my divine destiny matters.
- 4 You are all beneath me.
- 5 I use the excuse of “divine commands” to pick fights.
- 6 I take foolish risks to prove my greatness.

BATTLE TACTICS

Battle Tactics are special combat tactics honed by veteran warriors. Activated with a practiced command or inspiring speech, they bolster allies and undermine foes. A character of any class can gain access to Battle Tactics by taking the Battle Tactics feat. You may use only one Battle Tactic until you take a short rest.

NEW FEAT: BATTLE TACTICIAN

With your specialized martial training, your presence on the field can shape the fortunes of a battle. Your speech or appearance affects the capabilities of allies or enemies. You learn three tactics from the Battle Tactics list and gain a pool of points called tactical points.

Tactics. When you first choose this feat, you learn three Battle Tactics from the list in this section. To use a tactic, the creature you wish to affect must be able to see or hear you. You may use only one Battle Tactic per turn. Each time you take this feat after the

first, you may learn three more Battle Tactics, and you may replace a Battle Tactic you already know with a different one.

Tactical Points. When you first choose this feat, you gain 4 points in your tactical points pool. When you execute a Battle Tactic, you must spend the required number of tactical points from your pool (point cost is listed with each Battle Tactic). You regain spent tactical points when you finish a short or long rest. Each time you take this feat after the first, you gain 1 additional tactical point to your pool.

If a tactic requires your target to make a save to resist its effect, the save DC equals 8 + your proficiency bonus + your Charisma modifier. This feat may be taken multiple times.

BATTLE TACTIC DESCRIPTIONS

These Battle Tactics may be chosen by a character who has taken the Battle Tactician feat. Note that some Battle Tactics are listed as 1 action, but the activation includes an Attack action as part of that action.

BECOME THE WALL

Cost: 3 points
Activation Time: 1 action
Range: Self
Duration: 1 minute

Creatures that use the Disengage action still provoke opportunity attacks from you. At the end of any turn in which you used your reaction, gain a new reaction. When this tactic is active, you may gain only one additional reaction from any source.

BITE AND HOLD OFFENSIVE

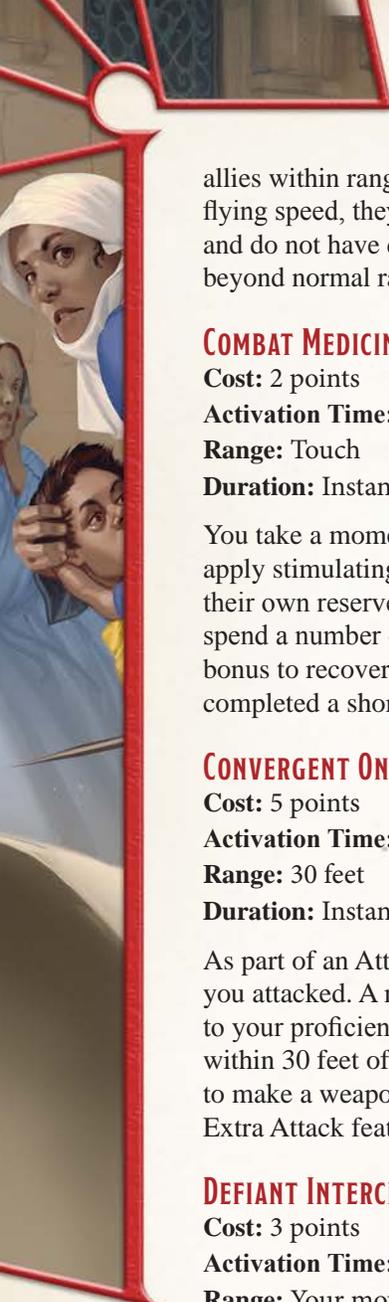
Cost: 4 points
Activation Time: 1 action
Range: 10 feet
Duration: 1 minute

To pin an enemy is to make them helpless against your allies. For the duration, you have advantage on attacks against grappled targets. In addition, creatures your size or smaller that you grapple are restrained.

CLIP THEIR WINGS

Cost: 3 points
Activation Time: 1 action
Range: 30 feet
Duration: 1 minute

You bellow an order, urging your allies into a practiced drill against aerial combatants. For the duration, when



allies within range attack a target moving with its flying speed, they gain advantage on ranged attacks and do not have disadvantage on ranged attacks made beyond normal range.

COMBAT MEDICINE

Cost: 2 points

Activation Time: 1 action

Range: Touch

Duration: Instantaneous

You take a moment to patch an ally's wounds and apply stimulating medicine, allowing them to draw on their own reserves to stay in the fight. The target may spend a number of hit dice up to your proficiency bonus to recover hit points as if they had just completed a short rest.

CONVERGENT ONSLAUGHT

Cost: 5 points

Activation Time: 1 action

Range: 30 feet

Duration: Instantaneous

As part of an Attack action, choose one creature that you attacked. A number of friendly creatures equal to your proficiency bonus who can see you and are within 30 feet of the creature may use their reaction to make a weapon attack against it. If they have the Extra Attack feature, it applies to this attack.

DEFIANT INTERCEPT

Cost: 3 points

Activation Time: 1 reaction

Range: Your movement speed

Duration: Instantaneous

When a creature in range casts a spell targeting an ally or hits an ally with an attack, as a reaction you move up to your movement speed and make a melee weapon attack against the creature. If the target is too far away to make a melee weapon attack, you may still move up to your speed.

DO-AS-I-DO METHODOLOGY

Cost: 4 points

Activation Time: 10 minutes

Range: 30 feet

Duration: 8 hours

No warrior can master every defense, but a quick demonstration and some coaching can protect your allies as thoroughly as any ward. Choose one saving throw and a number of allied creatures within range.

Whenever any of those creatures makes that saving throw within 30 feet you, they may use your bonus for that saving throw instead of their own. This effect ends if you take a short or long rest.

DRAW NIGH

Cost: 2 points

Activation Time: 1 bonus action

Range: 10 feet

Duration: 1 minute

Choose a number of creatures up to your proficiency bonus who you can see. Whenever you move on your turn, they may use their reaction to take a Dash action if that movement ends within 10 feet of you.

ENDURE PAIN

Cost: 1 point

Activation Time: 1 reaction

Range: 5 feet

Duration: Instantaneous

You throw yourself in the way of a blow, protecting your ally from the worst of the harm. When a creature you can see within 5 feet of you is hit by an attack or fails a saving throw, as a reaction, you give that creature damage resistance to all damage dealt by the attack or effect. You take half as much damage as that creature takes.

EXPOSE WEAKNESS

Cost: 2 points

Activation Time: 1 action

Range: 30 feet

Duration: Instantaneous

A well-timed attack peels open an enemy's guard, rendering them vulnerable to a follow-up. As an action, a creature you designate within range must make an Intelligence saving throw. If it fails, until the start of your next turn, all attacks against that creature have advantage.

FAILURE IS DEATH

Cost: 5 points

Activation Time: 1 reaction

Range: Self

Duration: 1 minute

A missed blow is not merely a missed opportunity, but an invitation for your foe. When a creature misses you with an attack, as a reaction, you make a melee weapon attack against it, then enter a stance to punish further such folly. For the duration, when

that creature misses you again with a melee attack, or when you succeed on a saving throw against a spell or ability that it used against you, it provokes an opportunity attack from you.

GUARDIAN'S GLARE

Cost: 1 point

Activation Time: 1 bonus action

Range: 5 feet

Duration: 1 minute

You take a warding stance, protecting your allies with your mere presence. Hostile creatures within 5 feet of you have disadvantage on attack rolls against creatures other than you.

HAMMER-AND-ANVIL METHOD

Cost: 2 points

Activation Time: 1 action

Range: 30 feet

Duration: 1 minute

As foes charge allied positions, you sweep in from the flank, crushing them between you and your ally. Whenever a creature attacks a friendly creature that you can see within 30 feet of you, you gain advantage on your next melee weapon attack against it.

IMMORTAL AEGIS

Cost: 3 points

Activation Time: 1 action

Range: 5 feet

Duration: 1 minute

Choose a number of creatures who can hear you up to your proficiency bonus. For the duration, when those creatures are within 5 feet of you, they may treat your armor class as their armor class.

INTO THE BREACH

Cost: 1 point

Activation Time: 1 action

Range: 30 feet

Duration: Instantaneous

As part of a melee weapon attack, choose one friendly creature within 30 feet of you. The friendly creature may use its reaction to move up to its speed without provoking attacks of opportunity.



INVULNERABLE INVITATION

Cost: 3 points

Activation Time: 1 action

Range: Self

Duration: Instantaneous

You dare your foes to try to draw a single drop of blood from you. As part of an Attack action, gain temporary hit points equal to your level. Until the end of your next turn, you have resistance to all damage types.

MAKE MY DAY

Cost: 2 points

Activation Time: 1 bonus action

Range: 30 feet

Duration: 1 minute

You open your guard to an unfortunate target, posing an unpleasant dilemma. Choose one creature you can see within range. It gets advantage on attacks

against you. Whenever the creature makes an attack against you, it provokes opportunity attacks from any ally who can make a melee weapon attack against it. Whenever it attacks a creature other than you, it provokes an opportunity attack from you.

MASTERFUL RALLY

Cost: 4 points

Activation Time: 1 action

Range: 60 feet

Duration: Instantaneous

You bellow a rallying cry, boosting your allies' spirits and helping them surge past ailments. Choose a number of creatures you can see within range up to your proficiency bonus. You and each of those creatures may attempt a save against one ongoing effect they suffer that allows saves to end it. Each creature targeted by this ability may save against a different effect.

PUSH THEM BACK

Cost: 2 point

Activation Time: 1 action

Range: 30 feet

Duration: Instantaneous

You rally your allies into a sudden assault, breaking the enemy line and brutalizing the fallen. As part of a shove attempt, choose a number of friendly creatures within range up to your proficiency bonus. Each of those creatures may spend their reaction to either make a shove attempt on a standing creature or to make a melee weapon attack against a prone creature.

SKIRMISHER'S STEP

Cost: 1 point

Activation Time: 1 bonus action

Range: Self

Duration: 1 minute

You ignore difficult terrain. You have advantage on weapon attacks and ability checks targeting enemies who are in difficult terrain.

THEIR FEARS, MANIFEST

Cost: 4 points

Activation Time: 1 action

Range: 30 feet

Duration: 1 minute

You drill your allies on shock-and-awe tactics. Choose a number of friendly creatures up to your proficiency bonus. You and those creatures have advantage on attacks against frightened targets. Additionally, as a reaction, whenever a friendly creature under this tactic's effect reduces a creature to 0 hit points, they may choose one hostile creature within range. It must make a Charisma saving throw or be frightened of you for one round.

VISCERAL MOTIVATION

Cost: 3 points

Activation Time: 1 action

Range: 30 feet

Duration: 1 minute

An eye for eye may make the world blind, but it is extremely motivating. Whenever you reduce an enemy to 0 hit points, choose an ally that can see you within range. They gain temporary hit points equal to twice your proficiency bonus.



WARDING FLURRY

Cost: 2 points

Activation Time: 1 action

Range: Self

Duration: Instantaneous

You launch into a barrage of attacks, throwing your enemies off balance. Make a melee weapon attack. As part of that Attack action, each creature that takes damage from your attacks has disadvantage on its next attack roll or saving throw before the end of its next turn.

WOLF'S ADVANCE

Cost: 1 point

Activation Time: 1 action

Range: 5 feet

Duration: Instantaneous

You batter your way into an enemy's guard, pulling them out of position for your allies to attack. As part of your melee weapon attack against a creature your size or smaller, the creature must make a Dexterity saving throw. On a failure, it swaps positions with you and its movement speed is reduced to 0 until the end of its next turn.

CREATING NEW BATTLE TACTICS

To create new Battle Tactics, use similar processes to creating new spells, but consider these additional guidelines:

- Tactics are not explicitly magical. They can have fantastical effects, but these should be the result of thought, training, or physical prowess.
- Tactics do not offer spell-like healing. They instead offer temporary hit points or allow characters to spend hit dice in combat.
- Tactics scale their damage via weapon die or attacks.
- Tactics can be as powerful as spells up to twice their level.
- If a Tactic has a duration longer than one hour, it ends if the characters take a short rest while it's active.
- Per-attack damage buffs are dangerous because the fighter class can run away with them. It's more fun to bump up a design that's too weak than to scale back something that's too strong.

20 PALADIN EXCLAMATIONS

Battlefields, even at a skirmish scale, can be chaotic places. This is just where a paladin needs to be, bringing order, clarifying minds, and leading individuals in a cohesive direction.

Amid the throng, a good way to indicate direction is with a solid exclamation. A lone voice above the clamor lets everyone know where you are, and a sword outthrust points toward your goal.

Try one of these exclamations to rally the faithful (or just the rabble of your adventuring party), or mix and match concepts to find your paladin's perfect call to action.

20 PALADIN EXCLAMATIONS

d20	Exclamation
1	Let justice prevail!
2	<i>Hearts</i> aflame for righteous cause!
3	Death holds no sway!
4	Leave fear for the jackals!
5	For our forebears!
6	Only ever forward!
7	The blood of the martyrs!
8	Valor and Truth be our allies!
9	Swords held high!
10	For the Lady's honor!
11	Exaltation and glory!
12	Answer only to good!
13	Never waver! Ever onward!
14	Courage shall be our shield!
15	Bow not to the wicked!
16	Gods be our guide!
17	Hold faith in each other!
18	Seek higher things!
19	Darkness will fall!
20	Remember your oaths!

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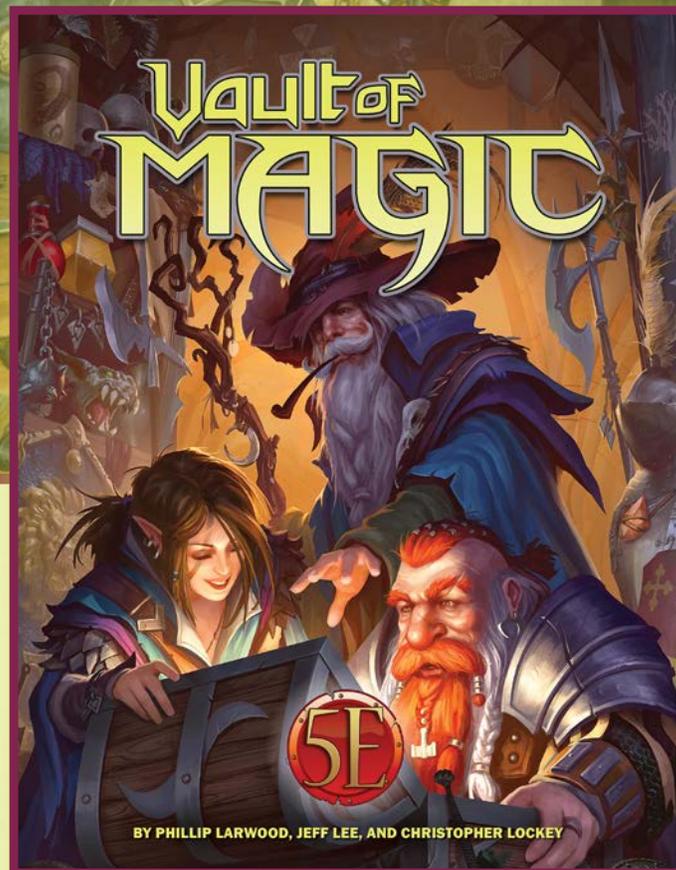
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