

# PALADIN OATH

## OATH OF THE GOODEST BOI 2.0

Few paths are as demanding as the oath of these dauntless doggos, for they walk not just the path of being good, but being the goodest. These are no man's second best friend, but man's best friend itself, in the fur. They allow no evil to go unbarked, no stick to go unfetched, and no tail to go unwagged.

This prestigious path is so precarious that only a doggo could hope to tread it, though the forms of the doggo are many, from your everyday goodest bois working hard to do their best, to perhaps more erudite awakened doggos, or even demigods in doggo form.

### TENETS OF THE GOODEST BOI

Every goodest boi that follows these paths adheres to certain standards, the goodest of standards.

- **Be Good.** Do the goodest thing.
- **Be Happy.** The world is just a tail wag from happiness.
- **Be Diligent.** Leave no stick to go unfetched.
- **Be Friendly.** Never pass up a treat or a headscrunch.
- **Be Vigilant.** Bark the evil away.

### OATH SPELLS

You gain the following Spells at the following levels:

Level	Spells
3rd	<i>alarm, charm person</i>
5th	<i>calm emotions, find traps</i>
9th	<i>dig<sup>K</sup>, fear</i>
13th	<i>heavenly ray<sup>K</sup>, locate creature</i>
17th	<i>dispel evil, thunderous barking<sup>sonic shriek</sup></i>

Paladins of this oath can cast their oath spells without material components, and can replace any verbal or somatic components with a series of barks, tail wags, and prancing patterns known only to their goodest order.

### CHANNEL DIVINITY

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

**Bark the Evil:** As an action, you can unleash a ferocious storm of holy barks to drive away evil. All non-allied creatures within 30 feet of you and that can see or hear you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 round or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature is on your property, it has disadvantage on the saving throw.



### THERAPY DOGGO

Beginning at 7th level, your presence can heal the mind, body, and soul. When you restore at least 5 hit points to a creature with Lay on Paws it automatically removes the Frightened, Paralyzed, or Poisoned condition, and makes that creature immune to those effects for 1 minute.

### UNWAVERING LOYALTY

Starting at 15th level, if you would drop to zero hit points while at least one allied creature that has called you a "good boi" within the last 24 hours is within 60 feet, you can make a Charisma saving throw with a DC equal to the amount of damage taken over your current hit points minus the number of qualifying allies in range. On success, you are instead dropped to 1 hit point.

### MY YARD

At 20th level, you can establish the holy domain of your yard wherever it is needed. As an action, you can unleash a profound bark claiming the area within 500 feet of you as your territory for 1 minute, with the following effects while within your territory:

- You can perform your Bark the Evil Channel Divinity as a bonus action without expending the feature, but once a creature passes their save against it, they are immune to effect for 24 hours.
- Your movement speed and jumping distance is doubled, and you have advantage on attack rolls.
- Allied creatures have advantage on Saving Throws against becoming frightened.

## OATH OF THE GOODEST BOI QUIRKS

The following are some optional quirks for a player of this Oath to choose from.

d6	Quirk
1	You think Kibbles are very Tasty.
2	Sometimes you bark nightmares away. People just don't always understand what you were doing.
3	You have sunlight based narcolepsy.
4	You are naturally suspicious of couriers.
5	Strangers are just friends that don't know you're the goodest boi yet.
6	You would smite liches for head scratches.

## SPELL REFERENCES

### DIG

*3rd-level transmutation*

**Classes:** Wizard

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a mole's claw)

**Duration:** 1 round

Until the end of your turn, you gain a borrowing speed of 30 feet. You can move through dirt, sand, or clay with this movement, and leave behind a tunnel equal to your size that remains stable for 1 minute (after which it may remain or collapse based on the properties of the ground moved through). You cannot move through stone (natural or constructed) with this movement.

### SONIC SHRIEK

*5th-level evocation*

**Classes:** Bard, Occultist, Sorcerer, Spellblade, Wizard

**Casting Time:** 1 action

**Range:** Self (120-foot cone)

**Components:** V, S

**Duration:** Instantaneous

You emit a sonic blast covering a huge area. Each creature in a 120-foot cone must make a Constitution saving throw. On a failed save, a creature takes 6d8 thunder damage. On a successful save, a creature takes half as much damage. A creature automatically succeeds on its saving throw if it is more than 60 feet from you.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

## CREDITS & LICENSES

### CREDITS

- Design and writing by KibblesTasty
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### LICENSES

#### 5E SRD CONTENT

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