

PALADIN OATH

OATH OF THE GOODEST BOI

The Oath of the Goodest Boi is a path few can walk - it is restricted to those with the necessary prerequisites, be they an awakened doggo, a demigod in doggo form, or just a really good boi on their way to becoming the goodest boi by smiting some evil. Only those in the doggo form could hope to walk this most prestigious path.

TENETS OF THE GOODEST BOI

- **Be Good.** Do the goodest thing for the benefit of all people.
- **Be Happy.** The world is just a tail wag from happiness.
- **Be Friendly.** Never pass up a treat or a headscratch. Such things are justice.
- **Be Peaceful.** Only bark at evil.

OATH SPELLS

You gain oath Spells at the paladin levels listed:

Level	Spells
3rd	<i>tail wag</i> ^{charm person} , <i>sanctuary</i>
5th	<i>calm emotions</i> , <i>find traps</i>
9th	<i>dognap</i> ^{catnap} , <i>play dead</i> ^{feign death}
13th	<i>aura of purity</i> , <i>charm monster</i>
17th	<i>furious barking</i> ^{dispel evil} , <i>holy weapon</i>

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 evil 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's is on your property, it has disadvantage on the saving throw.

THERAPY DOGGO

Beginning at 7th level, your presence can literally 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 the next 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.

BESTEST FRIEND

At 20th level, whenever one of your bestest friends (any allied creature) makes an attack against a creature, you can use your reaction to take the Help action, granting them advantage on the attack.

If one of your bestest friends is reduced to zero hit points by another creature, you can use your reaction to move up to your movement speed towards them and make an attack against the creature that reduced them to zero hit points. On this attack, you can use your Divine Smite feature without expending a spell slot.

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.





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