

OATH OF THE ARMORED BRIGADE

Fortify and Armor Your Allies in Battle

The Oath of the Armored Brigade binds paladins to the tenets of protection, defense of the weak, and that the greatest offense, is an incredible defense. These paladins look to protect their allies with durable packs of arcane armor, a charismatic rallying cry, and their trusty Shields.

Followers of this oath can often be confused with other paladins on account of the armor they wear. Some choose to don darkly tinted armor emblazoned with black magic while others choose to wear gleaming plate mail to be a shining beacon to others. Either way, these paladins know that true strength comes from the strength of your armor.

These paladins share the following tenets:

- Be a rallying icon for your allies.
- Protect at all costs. Yourself and others.
- No matter where, fight to defend those you love.

LEVEL 3: OATH OF ARMOR SPELLS

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Armor Spells table, you thereafter always have the listed spells prepared.

ARMOR SPELLS

Paladin Level	Spells
3	<i>Thaumaturgy, False Life, Shield of Faith</i>
5	<i>Aid, Warding Bond</i>
9	<i>Beacon of Hope, Mass Healing Word</i>
13	<i>Stoneskin, Guardian of Faith</i>
17	<i>Mass Cure Wounds, Flame Strike</i>

LEVEL 3: ARMOR PACK

As a Magic action, you can expend a use of your Channel Divinity to grant up to three creatures of your choice within 30 feet of you an arcane armor pack that briefly surrounds their form. The creatures gain Temporary Hit Points equal to 1d6 plus your Paladin level and have Resistance to Bludgeoning, Piercing, and Slashing damage while they have these Temporary Hit Points.

LEVEL 7: AURA OF ARMOR

You, and allies in your Aura of Protection, gain a +1 bonus to their AC while wearing armor.

LEVEL 15: INNATE PROTECTOR

You can cast *Shield of Faith* without expending a spell slot. Additionally, you can cast this spell as a Magic action or Bonus Action.

LEVEL 20: RALLY

You become an avatar of an armored brigade. As a Bonus Action, you gain the benefits below for 10 minutes. Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

Rallying Charge. Your Speed, and the Speed of allies that start their turn in your Aura of Protection, increases by 15 feet.

Unlimited Protection. You can use your Armor Pack as a Bonus Action and it does not expend a use of your Channel Divinity. However, you can only grant a single creature an armor pack at a time in this way, not three. You can also use this feature expending a use of your Channel Divinity, using it as normal.

Amplify Armor. Your Aura of Armor bonus increases to +2.



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