

OATH OF SILENCE

The Oath of Silence is taken by those that have seen the chaos of the world and chosen to take a stand. Rather than shout over the clamor, they lead by example and action, showing that the world needs not fiery rhetoric or the manipulations of honeyed words, people to act as they should with purpose and pride.

Paladins of this oath can come from many backgrounds and espouse many variants of their conviction, but most often tend to be Lawful. They often believe that power of words should be in reason and virtue, rather than volume or, worst of all, manipulating magics that twist the mind of those they fall on.

TENETS OF SILENCE

Though the exact words and strictures of the Oath of Silence vary, paladins of this oath share these tenets.

Temperance. Whispering in silence conveys greater power than shouting in clamor.

Precision. Speak with purpose and say what must be said.

Sanctuary. Be the port in the storm, be the tranquility in the chaos.

Purpose. Action speak louder than words. Let your sword and shield be your voice.

Sacred. Be wary of those that use their voice to bend the world to their will for their own gain, and rebuke those that use their voice to bend creatures to their will for their own gain.

CHANNEL DIVINITY

Shroud of Silence. As a bonus action, you present your holy symbol and whisper a prayer shrouded in target in an aura of silence. For 10 minutes, the target makes no noise. It cannot speak (including the verbal components of spells) and gains advantage on Stealth (Dexterity) ability checks.

An unwilling target makes a Wisdom saving throw against your spell save DC to prevent the effect when targeted, and can repeat the saving throw at the end of each of their turns to end the effect on a success.

Sanctuary of the Sacrosanct. As an action, you present your holy symbol and whisper prayer to bring refugees from the turmoil of the world. All creatures of your choice within 30 feet gain temporary hit points equal to your Paladin level + your Charisma modifier, and if they are under the effect of a condition or spell they can normally save against the end of their turn, they can immediately make a save against the effect, ending it on success as normal.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF SILENCE SPELLS

Paladin Level	Spells
3rd	<i>sanctuary, sleep</i>
5th	<i>blindness/deafness, silence</i>
9th	<i>counterspell, dispel magic</i>
13th	<i>aura of purity, banishment</i>
17th	<i>hallow, mislead</i>

AURA OF SERENITY

Starting at 7th level, you permeate an aura of quiet serenity, reducing the volume of all noises within 10 feet. You and friendly creatures in the aura gain resistance to thunder damage, and heavy and medium armor do not give disadvantage on Dexterity (Stealth) checks for creatures within the aura.

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

REBUKE

Starting at 15th level, when a creature within your Aura of Serenity attempts to speak, attack, or cast a spell, you can rebuke them as a reaction, causing them to take radiant damage equal to your Charisma modifier and forcing them to make a Wisdom saving throw their attempt to speak fails, and they are silenced until the start of their next turn.

ORDERED WORLD

At 20th level, as an action, you can bring ordered tranquility to the world around you for 1 minute. Your Aura of Serenity doubles in size, and you can use Rebuke without expending your reaction a number of times equal to your Charisma modifier without spending your reaction, regaining all uses at the start of your next turn.

For the duration, all creatures of your choice have advantage on saving throws against the charmed condition, the frightened condition, or the effects of spells.

OPTIONAL FEATURE: VOW OF SILENCE

Some Paladins of this oath take their calling very seriously, and commit to never speaking again.

When you select this option, you gain the ability to speak telepathically to creatures that share at least one language with a range of 60 feet. This telepathy is one way, and they cannot reply. Additionally, all verbal components of spells (as well as the whispered prayers of your Channel Divinity options) are replaced by somatic components for you.

If you ever speak, this vow is broken and you lose these additional powers.