

# SACRED OATH

A paladin is defined by his cause, his oath. Oaths are often noble, a righteous cause a paladin devotes his life to. There are as many oaths as there are paladins, each defined by and defining the paladin who has devoted his life.

## OATH OF THE UNYIELDING

Paladins who take the Oath of the Unyielding are those who are devoted to achieving their goals under any means necessary. Their discipline and dedication to their cause are unmatched, and sometimes not even the face of death can stop them from striving to their goals.

### TENETS OF THE UNYIELDING

Paladins who take this oath all share these tenets.

**Perseverance.** Never stop working towards your goal, no matter the cost.

**Protection.** Protect the things that mean the most to you regardless of the sacrifices that you must make.

**Discipline.** Don't let yourself be distracted in pursuit of your goals.

### OATH SPELLS

You gain oath spells at the paladin levels listed.

### OATH OF THE UNYIELDING SPELLS

Paladin Level	Spells
3 <sup>rd</sup>	<i>false life, shield</i>
5 <sup>th</sup>	<i>enhance ability, phantasmal force</i>
9 <sup>th</sup>	<i>protection from energy, revivify</i>
13 <sup>th</sup>	<i>guardian of faith, freedom of movement</i>
17 <sup>th</sup>	<i>wall of force, mass cure wounds</i>

### CHANNEL DIVINITY

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

**Immovable.** As an action, you can make yourself an impenetrable wall. For 1 minute, you can take one extra reaction per round. In addition, any enemy you hit must make a Strength saving throw. On a failed save, they are pushed back 5 feet and knocked prone.

**Hold the Weak.** As an action, you can make every enemy within 15 feet of you make a Wisdom saving throw. On a failed save, the enemy cannot take a move action on their turn. This effect ends at the beginning of your next turn.

**Channel Divinity DC** = 8 + your proficiency bonus + your Charisma modifier

### AURA OF THE UNYIELDING

Starting at 7<sup>th</sup> level, you and friendly creatures within 10 feet of you have advantage on saving throws against being moved while you are conscious.

At 18<sup>th</sup> level, the range of this aura increases to 30 feet.

### UNBENDING

Starting at 15<sup>th</sup> level, you gain proficiency in the Persuasion and Intimidation skills. If you already have proficiency in one or both of these skills, then your proficiency bonus is doubled when you use that skill.

### BASTION OF DEFENSE

You're at your strongest when you are staring down defeat. At 20<sup>th</sup> level, when your hit points reach 0, you regain temporary hit points equal to one quarter of your maximum hit points, rounded down. In addition, enemy attacks against you are made at disadvantage, and you have advantage on saving throws against spells that deal damage. These effects end after 1 minute or when your hit points reach 0 again, whichever happens first.

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

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