A paladin of any particular oath might be obligated by circumstance to guard something evil that has been imprisoned, or something good that must be kept safe. This Oath, though, is for those who make guardianship the core of their duty, binding themselves to their armor. The oath sustains them without need for food or drink, so that they can take up posts in remote locations without access to supplies.

## **Oath of Binding (Paladin)**

The Oath of Binding is regarded with a mixture of dread and wonder, for its knights are warrior ascetics like no other. It is a duty that is like unto a punishment: once they don their armor, they do not remove it except for the rarest of circumstances. They lose touch with many of the customs of society (and biology), but in return they are never unprepared for battle or distracted from their charge by mere physical matters.

### **Tenets of Binding**

*Preparation.* If at any moment you are not prepared for battle, take such actions as correct this immediately. (This tenet permits armor to be removed for the sake of putting on new armor, and sleep so that you may be rested.) Have a plan for when things go wrong.

*Tenacity.* You will be overwhelmed; you will falter. You fail only when you despair. When nothing else sustains you, you still have your oath.

*Understanding.* To struggle against great powers, study them and understand their strengths as well as weaknesses.

*Protection.* It is not given to us to judge guilt and innocence; guilty and innocent alike shall suffer and die if we fail in our charge.

*Celibacy (optional).* Emotional attachments and physical desires distract us from our charge.

### **Oath Spells:**

3rd: *entangle, shield of faith*

5th: *hold person, see invisibility*

9th: *glyph of warding, magic circle*

13th: *locate creature, stone shape*

17th: *hold monster, wall of force*

### **Channel Divinity**

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

*Sacred Armor.* As an action, you can imbue one suit of heavy armor that you are wearing with positive energy, using your Channel Divinity. For 1 minute, when you take damage from any source, subtract your Charisma modifier from the total. For the duration of this effect, you cannot be moved from your current position against your will, except through teleportation. You can end this effect on your turn as part of any other action.

*Iron Grip.* When a creature within 10 feet of you that you can see moves farther away from you, including teleportation, you can use your Channel Divinity to restrict their movement. As a reaction, roll a melee spell attack against the creature (even if it is outside your natural reach). On a hit, the creature takes 2d8 force damage; its speed is reduced to 0 and it cannot leave its current space until the end of your next turn. Even if you miss, its speed is halved until the end of your next turn; if it teleported, you know its destination.

### **Bound in Armor**

When you take this oath at 3rd level, you ceremonially don a suit of heavy armor. While you wear a suit of heavy armor and have not violated your oaths, you do not require food or drink to survive, and heavy armor does not interfere with your ability to sleep. In general, the only reasons a paladin of the Oath of Binding removes their armor is to repair it, or because they have acquired a better suit of heavy armor that they intend to don immediately.

### **Aura of Iron Doom**

Starting at 7th level, enemies within 10 feet of you who have their speed reduced by any means suffer disadvantage on saving throws against spells you cast.

### **The Forge Within**

Starting at 15th level, you can use your Lay on Hands and Cleansing Touch features even while incapacitated, as long as you are conscious.

If you are unconscious at the beginning of your turn, you can spend 20 points from your Lay on Hands healing pool to heal yourself for 1 hit point. This costs your action for the turn.

### **Iron Juggernaut**

At 20th level, you can assume the form of an implacable titan of iron.

Using your action, you transform yourself into an iron juggernaut, and your armor completely merges with your body. For 1 minute, gain the following benefits:

* Your size increases to Large. This increases your reach to 10 ft., and your weapon attacks deal an additional 1d6 damage. You gain advantage on Strength checks and Strength saving throws. Your weight increases by a factor of 8. If you are already Large or larger, this feature has no effect.
* You gain resistance to all damage types except psychic. When you would take fire damage, you instead regain hit points equal to your level or half the damage dealt, whichever is smaller.
* You are immune to any spell or effect that would alter your form. This does not end spells or effects already affecting you.
* Your speed cannot be reduced against your will.

Once you use this feature, you can’t use it again until you complete a long rest.