

SACRED OATHS

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF ANCESTORS

The Oath of Ancestors is a commitment to those who came before you to carry on their ideals and wishes into the future. Dwarven paladins might honor their clan fathers and mothers while elven paladins channel their grief for those who passed on. When communities are lost to the distractions and petty politics of the modern era, paladins swear the oath of Ancestors to remind others of the honorable dead who have passed before them. Sometimes called spectral knights, tomb guardians or sin-eaters, paladins who swear this oath commune with their ancestors and carry out their wishes in the material realm.

TENETS OF THE ANCESTORS

The exact tenets of the Ancestors changes based on the ancestors being honored but all who swear the oath abide by these core principles.

Remember the Dead. Remember those who have gone before you and passed on. Carry their memory in your mind and let those memories guide you.

Respect the Dead. Show deference to the resting places of the dead and follow the examples and wishes of the departed.

Honor the Dead. Honor the dead with your actions. Let your righteousness be a reminder to others of their virtue and power.

Death is Peace. The undead are an affront to the serenity of true death. Show the undead the mercy of ushering them into the next world as quickly as possible.

OATH SPELLS

You gain Oath spells at the paladin levels listed.

OATH OF THE ANCESTORS

Paladin Level	Spells
3rd	<i>unseen servant, false life</i>
5th	<i>gentle repose, see invisibility</i>
9th	<i>feign death, speak with dead</i>
13th	<i>revivify, death ward</i>
17th	<i>contact other plane, raise dead</i>

CHANNEL DIVINITY

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

Ancestral Guidance. As a bonus action, you open your heart to the wisdom of your ancestors, using your Channel Divinity. Choose one of the following rolls; attack, one type of saving throw, or one skill or tool. Add your Charisma modifier to all rolls of that type for the next minute, adding it twice if you already normally add your Charisma modifier to that roll.

Peace with the Dead. As an action, you can call out to the undead and the dying and plea with your ancestors to bring them peace, using your Channel

Divinity. Each creature with 0 hit points within 30 feet are automatically stabilized and each undead that can see or hear you within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is pacified for 1 minute or until it takes damage.

While pacified the undead cannot take reactions and will only take its action to Help (if it has 3 or less Intelligence) or Dodge (if it has Intelligence 4 or more). While pacified the undead see you as their greatest ally and will seek to interpose themselves between your foes and you or, in the case of the less intelligent undead, spend their turn aiding you in whatever way they can. If an undead who would normally attempt to take the Help action cannot reach you to do so it instead takes the Dodge action.

ECTOPLASMIC AURA

Starting at 7th level, you project an aura of finality up to 30 feet away. While a creature is in your aura you know its remaining hit points. Whenever you deal damage to the enemy with the lowest remaining hit points in your aura you deal an additional 1d6 necrotic damage.



GRIM HARVEST

At 15th level when you reduce a creature to 0 hit points on your turn you can spend your bonus action to roll a 1d10 and add your Charisma modifier and regain that many hit points. That creature cannot be raised as undead.

GHOSTWALKER

At 20th level you can spend your action to call your ancestors to manifest in your presence. For the next minute the spirits of you and your allies ancestors heed the call, appearing around you and joining you in battle. While they do you gain the following benefits:

- You have a number of spirits attending to you as if you had cast Unseen Servant a number of times equal to your Charisma modifier.
- Your flesh turns to spirit. You gain resistance to bludgeoning, piercing, and slashing damage and can move through objects and creatures. If you end your movement inside an object or creature take 1d10 force damage and you are pushed to the nearest unoccupied space.
- Gain a fly speed of 30.
- Foes count all area covered by your Ectoplasmic Aura as difficult terrain as spectres clutch at them from the beyond.
- You deal an additional 1d6 necrotic damage when you deal damage to the enemy with the lowest remaining hit points in your Ectoplasmic Aura.

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

Oath of Ancestors by

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Art Credits in Order of Appearance

“Samurai” by Eric Belisle

OATH OF VIGILANCE

Paladins who swear the Oath of Vigilance trust in a moral authority or ethical power greater than them. Those who swear the Oath of Vigilance choose a specific deity or person to honor and defend until their death. While they draw breathe these paladins do all they can within their power to enact the stated will of those they choose to serve and protect their lives if applicable.

TENETS OF VIGILANCE

The tenets of the Oath of Vigilance vary by paladin, but all tenets revolve around protecting and honoring those the paladin deems worthy of his protection. Paladins who uphold these tenets are willing to sacrifice themselves for the sake of that which they safeguard, even abandoning their own dignity if it ultimately protects the name of their ward.

Defend the Greater Good. I place my life in the hands of someone greater than myself. I will defend those I deem morally greater than me to the death.

Absolved by Obedience. My own ability to comprehend is lesser than those I protect. I am absolved of my flaws by strict obedience to their directions.

Honor by Association. I am honored by my relationship with those I protect and, in turn, I must honor them by acting with integrity and respect.

Humility. When I find someone worthy of protecting I will make their will and life my priority. Through the advancement of their goals will I improve the world and be personally fulfilled.

OATH SPELLS

You gain Oath spells at the paladin levels listed.

OATH OF VIGILANCE

Paladin Level	Spells
3rd	<i>compelled duel, shield of faith</i>
5th	<i>aid, warding bond</i>
9th	<i>glyph of warding, spirit guardians</i>
13th	<i>guardian of faith, stoneskin</i>
17th	<i>hallow, wall of force</i>

CHANNEL DIVINITY

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

Vow of Protection. As a bonus action, you can make a promise to safeguard a creature within 10 feet of you, using your Channel Divinity. For 1 minute all attack rolls against that creature have disadvantage while you remain within 10 feet of the creature. This effect ends if you drop to 0 hit points or fall unconscious.

Empower Ally. As an action, you present your holy symbol and speak a prayer of warding, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature gains temporary hit points equal to your Charisma modifier + your paladin level and has advantage on all saving throws made for the 1 minute. This effect ends if the creature is reduced to 0 hit points.

TIRELESS SENTINEL

Starting at 7th level, when a creature adjacent to you is the subject of an attack roll after the attack roll is made but before it is declared whether or not the attack was successful, you can use your reaction to switch places with the creature and become the target of the attack.

SOUL OF VIGILANCE

Starting at 15th level, the authority with which you speak your Vow of Protection gives you greater power to defend your safeguarded ally. When a creature under the effect of your Vow of Protection takes damage, you can use your reaction to make a melee weapon attack against the creature who dealt that damage if it is within range.

GUARDIAN ANGEL

Starting at 20th level, you can assume the form of an angelic protector. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- Wings sprout from your back and grant you a flying speed of 60 feet.
- You emanate an aura of calm in a 30-foot radius. While inside your aura friendly creatures are immune to charmed and frightened conditions.
- When a friendly creature within 30 feet of you takes damage, that damage is reduced by your Charisma modifier.

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



Oath of Vigilance by
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Art Credits in Order of Appearance
"Samurai Leader" by Zakforeman