

OATH OF PROTECTION

TENETS OF PROTECTION

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

Protect the Weak. Stand up for those you could conquer.

Honor Good Folk. Respect those who are good and value life.

Charity. Help those who suffer and are less fortunate.

Mercy. Grant mercy to those who seek to atone.

OATH OF THE PROTECTION SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level Spells

3rd	Guiding Bolt, Sanctuary
5th	Prayer of Healing, Warding Bond
9th	Beacon of Hope, Life Transference
13th	Divination (ritual), Guardian of Faith
17th	Flame Strike, Greater Restoration

CHANNEL DIVINITY

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

Sacred Weapon. As an action, for 1 minute, you add your Charisma modifier to attack rolls made with a weapon of your choice (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn the Unholy. As an action, you can make any fiend or undead, provided that it's within 30 feet and that can see or hear you, make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF THE GUARDIAN

Starting at 7th level, when a creature within 10 feet of you takes damage, you can use your reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way. At 18th level, the range of this aura increases to 30 feet.

LAY ON HANDS IMPROVEMENT

Beginning at 15th level, you no longer have to touch the target when you use your Lay on Hands feature, but the target must be within 60 feet of you. In addition, you can choose to transfer your own hit points to the target to heal it. You lose an amount of hit points equal to those you transfer to the target. You cannot prevent the hit points you lose in this manner. You cannot transfer temporary hit points.

DEFENDER OF THE FAITH

At 20th level, as an action, you can gain the following benefits for 1 minute:

- At the start of each of your turns when you have at least 1 hit point, you regain 10 hit points
- When you take the Attack action, you can take one additional attack as part of that action.
- As an action, you can transfer any number of your maximum hit points total to any targets you can see. Each target gains temporary hit points equal to the amount you transfer to it and your maximum hit point total is reduced by a like amount. If you reduce your maximum hit point total to 0, you die. You regain your maximum hit points after a Long Rest.

You must finish a Long Rest before you can use this feature again.