



PALADIN: OATH OF THE POLIS



Paladins who swear the Oath of the Polis are devoted guardians of their cities and the embodiment of Athena's wisdom and strategic prowess. They believe that the path to a thriving and enduring city lies in the delicate balance of strength and diplomacy, war and democracy. Steadfast defenders of their polis, they are prepared to face any threat, whether it comes from beyond the city walls or from within the hearts of its people.

Those who follow the Oath of the Polis are known as Guardians of the Gate. They understand that the true strength of the city lies not in its walls or weapons, but in the unity and well-being of its citizens. These paladins strive to lead by example, embodying the virtues of sacrifice and civic duty. A path to a harmonious and prosperous polis is one that requires patience, understanding, and the willingness to make difficult decisions for the greater good.

Tenets of the Polis

The tenets of the Oath of the Polis serve as a guide for these paladins, ensuring that they remain true to their sacred duty and the ideals of their patron, Athena.

- **Wisdom in Leadership.** As a leader, you must guide your community with wisdom and integrity. Recognize that leadership is a solemn responsibility, not a privilege to be exploited.

- **Bulwark of the People.** Stand as an unwavering defender of your city's values and the safety of its people. Your strength and courage form the foundation upon which your polis' security rests.

- **Unity through Harmony.** Strive to maintain peace and unity within your city. Recognize that the citadel's strength lies in the harmony of its people. Foster cooperation, resolve conflicts fairly, and promote understanding among all citizens.

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You gain oath spells at the paladin levels listed in the Oath of the Polis Spells table.

Paladin Level	Spells
3rd	<i>alarm, shield</i>
5th	<i>taunting roar*, zone of truth</i>
9th	<i>beacon of hope, tiny hut</i>
13th	<i>guardian of faith, private sanctum</i>
17th	<i>wall of force, telepathic bond</i>

Channel Divinity

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

Banner of the Polis. As an action, you can designate a 15-foot-radius sphere around a point that you can see within 60 feet of you as a fort, which lasts for 10 minutes or until you move more than 500 feet away from it. You and creatures of your choice gain the following benefits while in your fort:

- The creature has advantage on Charisma (Intimidation) and Charisma (Persuasion) checks.
- The creature can't be surprised.
- At the end of their turn, a creature gains temporary hit points equal to your Charisma modifier (minimum of 1).

Wisened Defenses. Once per turn, when you hit a creature with a weapon attack, you can attempt to understand its defenses (no action required). The creature must make a Charisma saving throw against your spell save DC. On a failed save, you learn a number of the following details about the creature equal to your Charisma modifier (minimum of 1).

- Its saving throw proficiencies
- Its damage vulnerabilities
- Its damage resistances
- Its damage immunities
- Its condition immunities

Aura of Walls

Starting at 7th level, you can create a defensive aura of mutual protection. Whenever you or an allied creature within 10 feet of you is hit by an attack, you and each other allied creature within the aura can use a reaction to bolster the creature's defenses. The creature gains a +1 bonus to AC against the triggering attack for each creature that uses its reaction this way.

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

Architect of Unity

Beginning at 15th level, you've learned to lead your people in times of need. As a bonus action, you can direct an allied creature who is within 60 feet of you and can hear you to move. It can use its reaction to move up to its speed without provoking opportunity attacks.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest or use your Channel Divinity.

Soul of the Polis

At 20th level, you've become connected to your city at a spiritual level, allowing you to jump to its defense whenever it is needed. As an action, you and up to eight willing creatures within 30 feet of you teleport to a location of your choice within the city you have sworn to defend. When you arrive, you and each creature within 30 feet of you has its speed doubled, and attacks made against you and each affected creature have disadvantage for the next minute.

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