

# PALADIN OATHS

At 3rd level, each paladin swears an oath that binds them as a paladin and forever defines their cause. The following Oath of the Winterguard option is available to all paladins along with the typical archetypes. It grants features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

## Winterguard Features

| Paladin Level | Feature                       |
|---------------|-------------------------------|
| 3rd           | Oath Spells, Channel Divinity |
| 7th           | Aura of Northern Lights       |
| 15th          | Frostblessed                  |
| 20th          | Avatar of Winter's Wrath      |

## OATH OF THE WINTERGUARD

The Oath of the Winterguard draws its power from the winter spirit, embodying the force of destruction and renewal that winter brings. Winterguard Paladins are forged in the bitter cold of winter's wrath, and their resolve is hardened by its brutality. As protectors of the weak, they can break the will of their enemies when necessary.

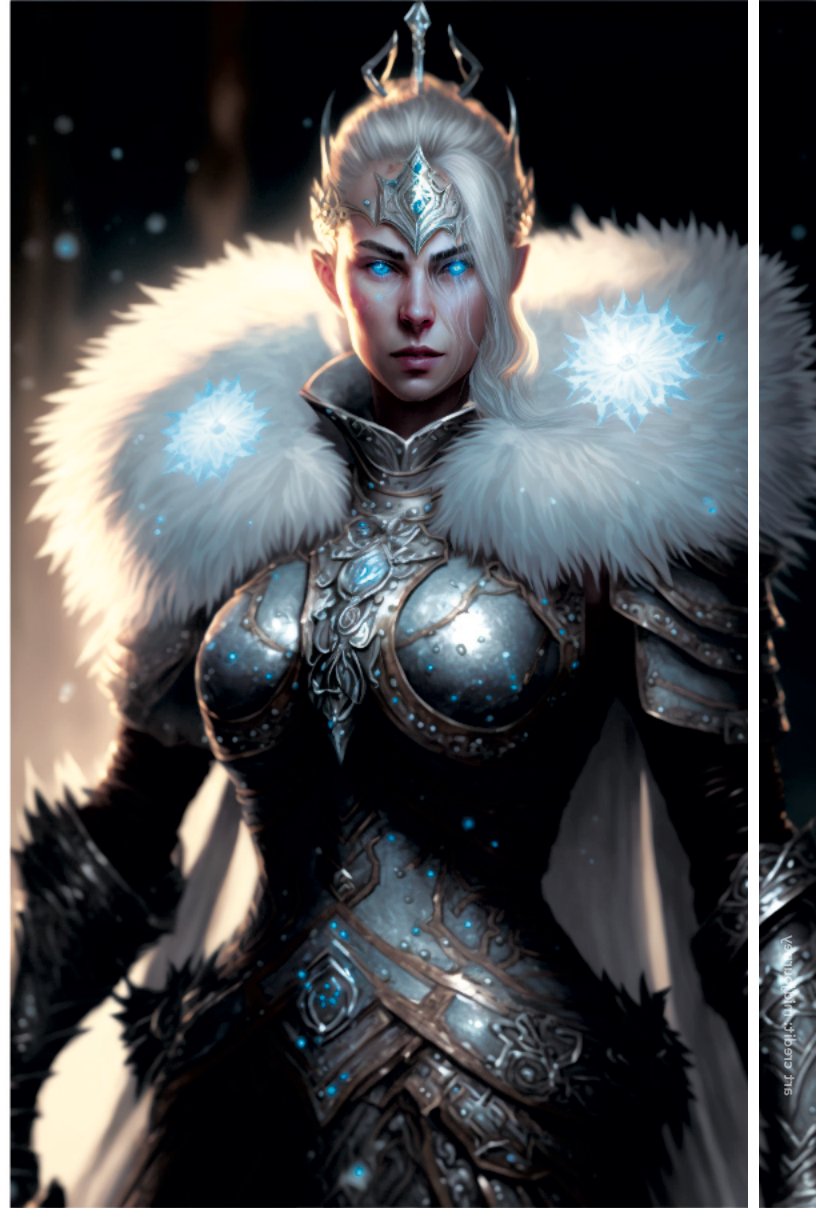
### TENETS OF THE WINTERGUARD

The tenants of the Oath of the Winterguard are taught through exposure to the harsh northern climes. Their lessons are etched into the bodies and souls of each paladin of this faith.

- **Shield Your Own.** Protect those you are bound to from all harm, and lay down your own life in their defense. We are the shield against the storm.
- **Strike Fear in the Enemy.** Let your enemies feel the blizzard's fury and know its unforgiving power. We are winter's wrath.
- **Freeze the Wicked.** Reach out with icy hands to weaken the might of the forces of darkness. By our hands, evil shall be stopped cold.

## Oath Spells

| Level | Spell Level                        |
|-------|------------------------------------|
| 3rd   | <i>fog cloud, ice knife</i>        |
| 5th   | <i>blur, gust of wind</i>          |
| 9th   | <i>sending, sleet storm</i>        |
| 13th  | <i>locate creature, ice storm</i>  |
| 17th  | <i>cone of cold, modify memory</i> |



## OATH SPELLS

*3rd-level Oath of the Winterguard feature*

You gain oath spells at the paladin levels listed in the Oath Spells table. See the Sacred Oath class feature for how oath spells work.

### CHANNEL DIVINITY

You gain the following two Channel Divinity options. See the Sacred Oath paladin class feature for how Channel Divinity works.

- **Winter's Chill.** As an action, you call upon the power of winter to inflict the freezing condition on a creature you can see within 30 feet of you. The creature must make a Constitution saving throw. On a failed save, the creature has its speed reduced by half for 1 minute and it can't take reactions until the start of its next turn. On a successful save, the creature is immune to this effect for 24 hours.

- **Ice Armor.** You channel the icy cold of winter to create a layer of ice around you or an ally you can see within 30 feet of you that grants a +2 bonus to armor class and resistance to cold damage. Additionally, if a hostile creature targets the armored target with a spell or weapon attack, you can use your reaction to impose a penalty of -2 to the attacking creature's attack roll and deal the attacker 1d8 cold damage. If the attack still hits, the target of the attack only takes half damage.

## AURA OF NORTHERN LIGHTS

*7th-level Oath of the Winterguard feature*

You emit an aura of heat and light reminiscent of the Northern Lights. For as long as the aura is active, all allies within 30 feet of you gain advantage on any saving throws to escape from a grapple or being forcibly moved. Additionally, a hostile creature that enters or starts its turn in the aura must succeed on a Wisdom saving throw or suffer disadvantage on attack rolls until the start of its next turn.

## FROSTBLESSSED

*15th-level Oath of the Winterguard Feature*

Creatures that deal melee damage to you take cold damage equal to twice your Charisma modifier.

## AVATAR OF WINTER'S WRATH

*20th-level Oath of the Winterguard Feature*

As an action, you become the living embodiment of winter. Your eyes glow with divine light and your skin becomes solid ice. You gain the following benefits for 1 minute:

- You gain immunity to cold damage, and resistance to bludgeoning, piercing, and slashing damage from non-magical attacks.
- Allies who start their turn within 10 feet of you regain hit points equal to 1d10 + your Charisma modifier.
- You can cast cone of cold as a 7th-level spell without using a spell slot or material components.

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

