

OATH OF THE WARDEN

PALADIN SUBCLASS



STRATOS FOTAKIS



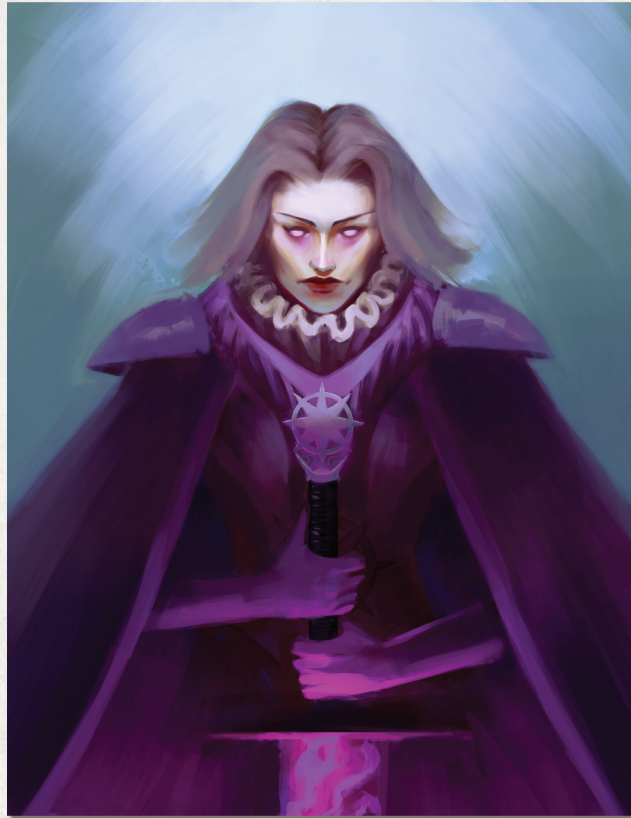
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ON THE COVER

Alexandros Balatsouras illustrates Bridgette Marfont, a worshiper of Mystra and a paladin that has taken the Oath of the Warden. Preserving the balance of the cosmos is an incredibly difficult task, but Bridgette has the resolve needed to fight for the cause until her last breath.

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OATH OF WARDEN

The Oath of the Warden is the path followed by paladins who have sworn to protect the world against extra-planar threats, that seek to corrupt mortals with their otherworldly magic. Seekers and preservers of cosmic knowledge, they understand that in order to keep the balance in the cosmos they have to take matters into their own hands. Those paladins acquire abilities that ward them from magical effects and help them smite creatures that originate from other planes, such as aberrations and fiends.

Many of these paladins are sworn followers of arcana or knowledge deities, such as Mystra and Savras.

TENETS OF THE WARDEN

A paladin who takes the oath of the warden takes the responsibility of keeping the cosmos safe from extra-planar threats.

Preservers of Balance: You understand that each entity and region it's essential to keep the order of the cosmos. Punish those who try to disrupt the balance.

Protect the Secret Knowledge: Make certain that only those with the sagacity and prudence required to keep the secrets of the cosmos have access to them.

Unveil the Secrets of the Cosmos: Expand your understanding of magic and the cosmos through scrutiny and research.

Inculcate the Importance of Balance: Educate others understand the threats you face in order to preserve the balance in the world.

OATH SPELLS

You can gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	detect magic, identify
5th	detect thoughts, mirror image
9th	counterspell, sending
13th	arcane eye, locate creature
17th	screaming, teleportation circle

CHANNEL DIVINITY

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

• **Arcane Mantle.** You can use your Channel Divinity to manifest a barrier of arcane energy that momentarily increases your resilience against spells. As an action a translucent cloak of arcane energy surrounds you for 1 minute, granting you, advantage on saving throws against spells and other magical effects.

• **Arcane Smite.** You can use your Channel Divinity to alternate the nature of your Divine Smite in order to fight extra-planar creatures more effectively. As a bonus action, you increase the potency of your Divine Smite feature. For 10 minutes the extra damage of your Divine Smite attacks becomes force damage and the damage increases by 1d8 if the target is an aberration, to a maximum of 6d8.

ARCANE SHELTER

Beginning at 7th level, arcane magic emanates from you, protecting you and your allies from elemental hazards. When you or a creature within 10 feet of you, takes cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

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

DISRUPTIVE SMITE

At 15th level, when you use your Divine Smite feature, you can also try to dispel a magical effect that affects the target. Any spell of 3rd level or lower on the target immediately ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

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

ARCANE HARBINGER

At 20th level, you unleash the arcane magic surging through your body, transforming you into a being of pure energy.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- You gain resistance to damage from spells.
- If you become the target of a spell of 5th level or lower, you are unaffected and the effect is reflected back at the caster as though it originated from you, turning the caster into the target.

- The damage of your weapon attacks becomes force damage.

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