

## OATH OF PRESERVATION PALADIN

A paladin who has taken an oath to preserve the weak around them. A holy warrior who focuses on holding back the forces of evil and danger, the Oath of Preservation focuses on area of effect damage over high-end single-target hits. The Oath of Preservation Paladin wants to be in the thick of the fighting, making it harder for enemies to get past him, harder to strike allies, and harder to overwhelm the party.

As early as 3rd level you become adept in dealing with large numbers of weak enemies, slotting this paladin into a more unique place as an “off tank,” protecting the party from the lesser minions instead of stepping up to the plate to take on the leader who commands those minions. And with a list of helpful spells that aid you in preserving your allies (and yourself) from danger, the Preservation Paladin is designed to constrict hostile actions and provide sufficient crowd control to preserve the weak and vulnerable in the party, all without dipping into the realm of the Oath of the Ancients Paladin and its nature-themed magic (which is also heavily crowd control and support-focused).

### OATH SPELLS

You gain the following oath spells at the level listed:

Paladin Level	Oath Spells
3rd	<i>Sanctuary, Shield</i>
5th	<i>Aid, Warding Bond</i>
7th	<i>Dispell Magic, Tiny Hut</i>
9th	<i>Fire Shield, Death Ward</i>
11th	<i>Hallow, Raise Dead</i>

### WARDING STRIKES

Starting at 3rd level when you take this oath, you gain the ability to make wide swings with your weapon instead of powerful swings. Whenever you deal damage with a melee attack, you may choose to halve the damage and deal that damage to another target within range of you with an equal or lower Armor Class than the target you struck.

In addition, you gain the following two Channel Divinity options.

**Rally the Faithful.** As an action, you present your holy symbol and cause your allies to be fortified against the coming threat. All allies within 10 feet gain temporary hit points equal to your Paladin level.

**Harrowing Howl.** As an action, you release a war cry that causes foes near you to cringe in fear of your holy wrath. For 1 minute, all targets you select within 30 feet of you that you can see must pass a Charisma saving throw. If the creature fails its saving throw, its speed is halved for the duration as long as it is within 30 feet of you. If it moves beyond 30 feet of you its speed is restored, but as soon as it reenters the area its speed is immediately halved.

### VOUCHESAFE THE VULNERABLE

Starting at 7th level, your skill in encouraging others to defend themselves improves, preserving them from danger. You and allies within 10 feet of you may use your reaction to roll a d4: all attacks performing against the ally are reduced by the total until the start of the ally's next turn.

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

### LINGERING SMITE

Starting at 15th level, you cause the strength of your smites to linger on your weapon, extending your damage to your foes. When you halve a damage roll using the *Warding Strikes* ability, your smite damage is not halved and is applied in full to all attacks. You also gain the ability to apply your halved damage to up to three targets within range instead of two.

### PRESERVER OF THE FAITHFUL

Starting at 20th level, you speak a prayer of preservation over yourself and your allies near you. For 1 minute, you gain the following benefits:

On turns where you use a smite, you may cast a spell using a spell slot of the same level or lower without using a spell slot before the start of your next turn. The spell must be cast as a bonus action or a reaction.

Creatures you select within 30 feet must make a Wisdom saving throw. If the saving throw is failed, the target's speed is reduced to 0. If the saving throw is passed, the target's speed is halved.

When striking more than one target on your turn, your Attack result increases by 2.