

## OATH OF THE SACRED GROVE PALADIN

A paladinic order that follows a creed of preservation for the innocent and meek of the earth, the Order of the Sacred Grove is renowned for their willingness to join conflicts to preserve small villages and towns that would otherwise be overrun by invading armies, oppressive lords, or demon legions. They have even been known to join both sides of an international conflict, with sworn paladins protecting smaller villages as the kings fight to claim the territory.

A Sacred Grove Paladin excels at mitigating enemy damage and negative effects, both against himself and his allies. He tends to do better as the fight goes on, gaining in danger as his allies suffer damage. And with the ability to take on terrifying threats without fear of losing action economy, this paladin performs best when thrown into an enemy horde.

### OATH SPELLS

You gain the following oath spells at the level listed:

Paladin Level	Oath Spells
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3rd	<i>Heroism, Shield of Faith</i>
5th	<i>Lesser Restoration, Spiritual Weapon</i>
7th	<i>Beacon of Hope, Remove Curse</i>
9th	<i>Banishment, Guardian of Faith</i>
11th	<i>Greater Restoration, Hold Monster</i>

### KNIGHT OF THE SACRED GROVE

Starting at 3rd level when you take this oath, you gain proficiency with the Intimidation (Charisma) skill (or you gain expertise if you already have proficiency with the Intimidation (Charisma) skill). In addition, you gain the following two Channel Divinity options.

**Invincible is the Warrior of God.** As an action, you present your holy symbol and speak a prayer to preserve your allies from danger. Roll 1d6: all damage rolls against allies within 10 feet of you are reduced by the total for 1 minute. This increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

**By His Might They Shall Know Fear.** As an action, you imbue one weapon that you are holding with divine energy, enfeebling the foe. For 1 minute, all targets that suffer damage from the weapon gain the *Frightened* condition until the end of its next turn (targets that are immune to the *Frightened* condition are immune to this ability). You can end this effect on your turn as an action. If you are no longer holding this weapon or you fall unconscious, this effect ends.

### HAVE NO FEAR

Starting at 7th level, you become immune to the *Frightened* condition. You also gain proficiency with Intelligence saving throws.

### PRESERVE THE INNOCENT

Starting at 15th level, while an ally within 10 feet of you is missing some of its hit points or is unarmed, you gain advantage on all attacks.

### THIS IS OUR SACRED OATH

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

You and all allies within 10 feet of you gain resistance to non-magical damage.

You may choose one curse or negative effect on yourself each turn: the effect is removed.

Your speed may not be reduced by natural or magical means.