



# PALADIN - OATH OF THE MARTYR



A Paladin Subclass  
for 5e Tabletop Games



## OATH OF THE MARTYR

The Oath of the Martyr is an obligation to become a symbol of hope and tenacity, be it for friends, family, a community, or even a cause. The paladins who swear this oath do so with the understanding that their beliefs might one day be the end of them. They do not fear this, or if they do, they fear it less than forsaking others; their life can make a difference. These paladins might become idols or heroes to the weak, whether they intend to be or not. Even in moments of utter despair, they inspire those around them to have courage and hold on to hope. These paladins do not seek solitude; they thrive off of others - even a brief encounter could inspire and encourage another to pursue good. When they die, they do so with hope that they have left their world in a better place than when they entered it.

### TENETS OF THE MARTYR

Paladins who follow the tenets of the Oath of the Martyr ensure the well-being of others by following these four principles.

**Selflessness.** Defend those who cannot defend themselves. Value the safety of others over yourself.

**Transcend.** Death is not the end; our actions and words can live on in the impact they have on others.

**Commitment.** Do not falter. Not all can defend their beliefs or stand up for a cause, so you must fight in their stead.

**Fellowship.** Trust in those close to you, protect them even if the cost is great. The measure of a person is weighed greatest by their friends.

### OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>Bane, Entangle</i>
5th	<i>Barkskin, Spike Growth</i>
9th	<i>Spirit Guardians, Plant Growth</i>
13th	<i>Guardian of Faith, Stoneskin</i>
17th	<i>Commune with Nature, Hallow</i>

### CHANNEL DIVINITY

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

**Protector's Sanction.** You use your Channel Divinity to become the focus of your foe's ire, distracting your enemy from fighting anyone else. As an action, each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, the creature has disadvantage on any attack roll that isn't against you. This effect ends on the creature after one minute, if you are incapacitated, or die.

**Mark of the Martyr.** You can use your Channel Divinity to rally those around you to strike true upon your enemy. As a bonus action, you present your holy symbol, marking a target you can see. Any other creature you choose within 10 feet of you gains advantage on attack rolls against the target until the beginning of your next round. You do not benefit from this effect.

### AURA OF OFFERING

Starting at 7th level, you can extend the effect of your concentration spells you cast on yourself to any willing creature within 10 feet of you. If you lose concentration over the spell, the effect ends on affected creatures as well.

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

### PROMISED OATH

Starting at 15th level, your sacrifice for others goes beyond the duty, as you're willing to perish for your companions. Whenever a creature falls unconscious by dropping to 0 health within 30 feet of you, you can use your reaction to heal that creature equal to your current hit points. Your hit points become 0 and you fall unconscious. If you fall unconscious this way, you gain advantage on death saving throws. You cannot use this ability again until you've completed a long rest.

### MARTYRICAL CHAMPION

At 20th level, you learn to channel your divinity through your constant sacrifice to become a paragon of protection. You can use your action to gain the following benefits for 1 hour:

- You can maintain concentration on a second spell. When you make a constitution saving throw to maintain concentration and fail, you can choose which concentration spell drops.
- Your allies have advantage on death saving throws while within 30 feet of you.
- You gain advantage on all constitution saving throws, as do your allies within 30 feet of you.

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







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