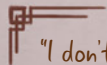


# PALADIN

## OATH OF THE YOJIMBO



"I don't know the end to my story, but I can promise that you'll live to see it."

Yojimbo are sworn to protect those to whom they dedicate their service, be it an individual, a group, or an entire nation. Though Yojimbo typically pledge their allegiance to a charge and accompany them until death, a defenceless soul might find the raking claws of a dodomeki halted inches from their face by the serendipitous intervention of a wandering Yojimbo paladin. These roaming saviours traverse the realms on an unrelenting quest to shield those who can't protect themselves. Despite being in high demand—unshakeable loyalty is a coveted virtue—Yojimbo rarely pledge themselves to the wealthy or powerful. It's said that a true Yojimbo has the value of ten sellswords in battle, and ten-thousand sellswords in spirit.



## TENETS OF THE YOJIMBO

The tenets of the Oath of the Yojimbo are unflinchingly resolute. They do not change or vary, no matter whom a paladin pledges to protect.

**Protection.** Be a shield to those who lack a shield of their own. Be the weapon that meets the blade of those who would slaughter the weaponless.

**Strength.** Grow strong for the sake of those who cannot. To shelter the vulnerable, one must have the power to hold back the storm.

**Inspiration.** Nurture the weak. Do not merely preserve the vulnerable; raise them up to be strong, so they might, in turn, protect others.

**Self-Sacrifice.** Wager everything for the safety of those who cannot fight. Nothing less is acceptable in the defence against tyranny.

## OATH SPELLS

### 3rd-Level Oath of the Yojimbo Feature

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

### OATH OF THE YOJIMBO SPELLS

Paladin Level	Spells
3rd	heroism, sanctuary
5th	earthskin*, warding bond
9th	spirit guardians, switcheroo*
13th	death ward, steelskin*
17th	Bakuryō's blessed blizzard*, wall of force

\*See Chapter 13 - Spells

## CHANNEL DIVINITY

### 3rd-Level Oath of the Yojimbo Feature

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

**Holy Ward.** You can use your Channel Divinity to perform a **1-minute** divine ritual of protection, dedicating yourself to the service of a willing creature that stays within **30 feet** of you during the entire ritual. The target becomes your ward for the next **24 hours**, until you use this feature again, or until it dies. For the duration, your ward is **immune** to the frightened condition while you are conscious and within **60 feet** of it. In addition, when your ward hits an enemy you can see with a weapon attack while within **60 feet** of you, you can use a reaction and expend one spell slot

to cause the attack to deal extra radiant damage to the target. The extra damage is **2d8** for a 1st-level spell slot, plus **1d8** for each spell level higher than 1st, to a maximum of **5d8**.

**Guardian's Intervention.** As a reaction, you can use your Channel Divinity to reduce the damage dealt by an attack to a creature you can see within **30 feet** of you. When you do so, the damage the creature takes is reduced by a number of d10s equal to half your paladin level. If this feature reduces that damage to 0, the creature you protected can immediately use its reaction to make one weapon attack against the creature that attacked it.

## DARING PROTECTOR

### 7th-Level Oath of the Yojimbo Feature

Your divine power flows out from you. When an ally within **10 feet** of you becomes the target of a melee attack, you can use your reaction to move up to your speed towards the attacker. If you end your movement within **5 feet** of the attacker, you force it to target you with the attack instead.

At 18th level, the range of this feature increases from **10 feet** to **30 feet**.

## TRUE GUARDIAN

### 15th-Level Oath of the Yojimbo Feature

You are a master at providing aid in battle. You can take the Help action or use your Lay on Hands feature as a bonus action. In addition, when you take the Help action, the creature you helped can add your Charisma modifier (minimum of +1) to the next attack roll or ability check it makes within the next **minute**.

## ULTIMATE PROTECTOR

### 20th-Level Oath of the Yojimbo Feature

You can harness extraordinary defensive power to protect those around you. As an action, you become an avatar of protection, gaining the following benefits for **1 minute** or until you are incapacitated:

- Creatures of your choice other than yourself that are within **10 feet** of you have a **+3 bonus** to AC.
- If the creature you have designated as your ward with Holy Ward falls to 0 hit points while within **60 feet** of you, you can use your reaction to cause it to fall to 1 hit point instead.
- Your melee weapon attacks deal an extra **2d8** radiant damage while your ward is within **60 feet** of you.
- You can use Guardian's Intervention without expending a use of your Channel Divinity.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.