

PALADIN OATH OF THE SACRED GROVE

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 the smaller villages as the kings fight to claim control of the territory.

The Oath of the Sacred Grove: "I am a knight of the Order of the Sacred Grove. Invincible is the warrior of God. By his might they shall know fear, and before his foes he shall have no fear. This is our creed: to preserve the innocent and vouchsafe the helpless. This is our sacred oath."

OATH SPELLS

You gain the following oath spells at the level listed:

Paladin Level	Spells
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3rd	<i>Heroism, Shield of Faith</i>
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5th	<i>Lesser Restoration, Spiritual Weapon</i>
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9th	<i>Beacon of Hope, Remove Curse</i>
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13th	<i>Guardian of Faith, Aura of Life</i>
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17th	<i>Greater Restoration, Hold Monster</i>
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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. All damage rolls against allies within 10 feet of you are reduced by 3.

By His Might They Shall Know Fear. As an action, you can 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* effect. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

HAVE NO FEAR

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

PRESERVE THE INNOCENT

Starting at 15th level, while an ally within 10 feet of you is unarmed or is bleeding, you gain advantage on all attacks.

THE 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 beat: the effect is removed

Your speed may not be reduced by natural or magical means