



## PALADIN OATHS

At 3rd level, each paladin swears an oath that binds them as a paladin and forever defines their cause. The following Oath of the Desert Wanderer option is available to all paladins along with the typical archetypes. It grants features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

### DESERT WANDERER FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Endurance
15th	Invigorating Rally
20th	Archon of Hope

### OATH OF THE DESERT WANDERER

The Oath of the Desert Wanderer is pledged by those who understand the preciousness of life that persists amongst the shifting sands and who are willing to do everything in their power to protect it. When an oasis settlement faces external threats, when a refugee caravan travels unprotected, or when an ancient evil harkens an awakening beneath the sand, those who have taken up the Oath of the Desert Wanderer are sworn to provide their aid. Sometimes called sun walkers or mirage knights, their forms and faces

are often shrouded by sun-reflecting fabrics that signal them as beacons amidst the dunes, and they are revered for their ability to create water in the driest of places.

### TENETS OF THE DESERT WANDERERS

Those who have sworn the Oath of the Desert Wanderers are committed to using their powers for the battle against evil and enhancement of life in the desert.

- **Enhance Life.** Life in the desert is difficult and rare. What lives in the desert must be preserved and enhanced. This tenet does not apply to life that would disturb the balance and overall preservation of other life through willful destruction.
- **Peace in Meditation.** The conditions in the desert are unforgiving. The Desert Wanderer draws a line between their internal experience and the forces that act on their external forms to keep their judgment clear under duress.
- **Strength Through Suffering.** Life that persists in the desert is hardened by the conditions in which it is forged. The Desert Wanderer believes that obstacles and suffering should be embraced as opportunities to forge strong character and to test one's capabilities.

## OATH SPELLS

*3rd-level Oath of the Desert Wanderer feature*

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

### DESERT WANDERER SPELLS

#### Paladin Level Spell

3rd	<i>thunderwave, healing word</i>
5th	<i>aid, barkskin</i>
9th	<i>speak with plants, major image</i>
11th	<i>fire shield, control water</i>
15th	<i>greater restoration, hallow</i>

### CHANNEL DIVINITY

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

- **Sand Storm.** You can use your Channel Divinity to summon a whirlwind of sand that batters creatures caught within it. As an action, you summon a pillar of sand around a creature within 10 feet of you that you can see that lasts for one round. The creature must make a Constitution saving throw, taking 4 (1d8) bludgeoning damage and becoming blinded on a failed save, or taking half as much damage on a successful one. While blinded, the creature repeats the saving throw at the end of each of its turns, ending the effect on a success. The damage dealt by this effect increases to 2d8 at 5th level, 3d8 at 8th level, 5d8 at 13th level, and 7d8 at 17th level.
- **Beast Ward.** You can use your Channel Divinity to utter primal commands that ward off beasts and monstrosities. As an action, you present your holy symbol, and each beast or monstrosity within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. If the creature's true form

is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

## AURA OF ENDURANCE

*7th-level Oath of the Desert Wanderer feature*

You emit an aura of endurance and perseverance when you aren't incapacitated. You and friendly creatures within 10 feet of you have advantage on Constitution and Dexterity saving throws. At 17th level, the range of this aura increases to 30 feet.

## INVIGORATING RALLY

*15th-level Oath of the Desert Wanderer Feature*

You can encourage yourself and your allies to push forward when under intense stress. Whenever you or a creature you can see within 30 feet of you takes damage more than once in a single round, you can use your reaction to restore 2d8 + your Charisma modifier worth of hit points to the recipient.

## ARCHON OF HOPE

*20th-level Oath of the Desert Wanderer Feature*

You assume the form of a divine archon that radiates strength and hope amidst extraordinary circumstances. As a bonus action, you gain the following benefits for 1 minute:

- At the start of their turns, you and each friendly creature within 30 feet of you regains 10 hit points.
- You and each friendly creature within 30 feet of you become immune to non-magical attacks.
- You gain a flying speed of 60 feet.

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



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