

OATH OF THE CRYSTALLINE GUARDIAN

This order originated from deep within mountains, where gems sturdier than diamonds populate the land. These beautiful crystals that cover everything, protect from the ravages of time and monsters, and so do these paladins.

This order is renowned for the zealous followers that compose it. Unbreakable fighters that do not falter. Neither torture nor magic can make a dent in their belief. They are the shield against chaos, the soldiers that die so others don't have to. They can endure inhuman levels of pain and keep going. These paladins are often referred to as "the unbroken".

TENETS

The tenets of the Oath of the Crystalline Guardian drive a paladin to protect their kin and their society.

Rampart Against Chaos: You are the shield against destruction. You protect those that cannot protect themselves.

Preserve the Order: Rapid change brings chaos. Chaos is the small imperfection that breaks the whole. Never let chaos infiltrate your beliefs or your society.

Withstand the Pressure: It's under the highest of pressures that the sturdiest gems form. When others falter and turn away, you will embrace the difficulty. Where other stones and people shatter, you remain unbroken.

OATH SPELLS

You gain oath spells at the paladin levels listed.

CRYSTALLINE GUARDIAN SPELLS

Paladin Level	Spells
3rd	sanctuary, shield of faith,
5th	sacrificial shield*, warding bond
9th	magic circle, spirit guardians
13th	death ward, resilient sphere
17th	hallow, wall of force

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CHANNEL DIVINITY

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

- **Protective Barrier:** You can use your Channel Divinity to defend the helpless. As a reaction to an ally creature (other than you) taking damage, you can cover them in a defensive crystals. They take half as much from the triggering damage.



Art by Bob Greyvenstein

- **Shunt Magic:** You can use your Channel Divinity to confine magic with divine power. As an action choose a creature that you can see within 30 feet of you, if it is non-willing it must succeed on a Wisdom saving throw. On a failure, or if it is willing, any spells affecting it are quarantined. While they are quarantined, these spells and magical effects are considered over. After 1 minute the quarantine ends and the spells come back. If spells that require concentration are quarantined, the concentration starts again the moment the quarantine ends, without having the quarantine time counted against the duration. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. You need to concentrate on this Channel Divinity as you would concentrate on a spell.

AURA OF PRESERVATION

At 7th level, you and allies that start their turn within 10 feet of you, or enter that area the first time on their turn, gain a number of temporary hit points equal to your Charisma modifier.

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

STURDY BODY

Starting at 15th level, your body becomes covered in a layer of protective crystal, your AC increases by 1 and you have resistance to piercing and slashing damage from nonmagical weapons. You can choose to give up these benefits, and gift them to a creature of your choice as an action by touching them. This effect lasts for 8 hours or until you recover them by touching that creature again as an action

UNBREAKABLE GUARDIAN

At 20th level, you gain the ability to harness extraordinary defensive capabilities. As an action, you can magically become an avatar of protection, gaining the following benefits for 1 minute:

- You have resistance to all damage.
- As a reaction to an ally creature within 30 feet of you taking damage, you teleport and exchange places with them, taking the damage instead. The ally reappears on the location you just left.
- You regain a number of hit points equal to your paladin level + your Charisma modifier at the start of each of your turns.

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

SACRIFICIAL SHIELD

Level 2 transmutation
(Paladin)

Casting Time: 1 reaction, which you take when you make a saving throw against an area of effect spell or magical effect that requires a Dexterity, Constitution or Strength saving throw.

Range: self

Components: V, S

Duration: Instantaneous

The spell strengthens you, turning you into a shield against disaster. You automatically fail the triggering saving throw, in exchange, creatures in a 10-foot-wide cone behind you are considered to be behind total cover against that spell or effect.