

OATH OF THE FRONTIER



HOMEBREW

A Paladin Subclass by [u/actlikeyoubelong__c](#)

Cover by Lane Brooks

OATH OF THE FRONTIER

Paladins who take the Oath of the Frontier are the sworn protectors of the furthest reaches of civilization. Sometimes known as vanguards, outriders, and vagabond knights these paladins leave behind the comforts of civilized society to serve as its front line defenders, traversing vast distances across harsh terrain in search of people in need.

TENETS OF THE FRONTIER

The Oath of the Frontier is a commitment to uphold justice for the people who seek a better world. While many who swear the oath do so in service of gods of peace, protection, and law they all share a commitment to the protection of the people.

Justice for All. Every person deserves justice because every person is capable of making the world better.

Be Prepared. You must be physically, mentally, and morally ready to fight for what is right.

Hold the Line. Never let evil encroach upon progress and prosperity.

Heed the Call. The frontier is vast and dangerous, so you must be swift and courageous. Never let a call for help go unanswered.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>goodberry, longstrider</i>
5th	<i>heat metal, pass without trace</i>
9th	<i>haste, sending</i>
13th	<i>dominate beast, freedom of movement</i>
17th	<i>banishing smite, wall of force</i>

CHANNEL DIVINITY

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

Righteous Deliverance. As a bonus action, you can use your Channel Divinity to project your force of will, commanding your enemies' attention. For 1 minute, hostile creatures within 15 feet of you can't make opportunity attacks against creatures other than you. This effect ends early if you are incapacitated or die.

Subdue the Lawless. You can use your Channel Divinity to tether a foe with a spectral lariat. As a bonus action, you can lasso a size huge or smaller creature within 30 feet of you that you can see. Creatures that are not immune to the restrained condition must make a Dexterity saving throw or be tethered by the lariat for up to 10 minutes.

A creature tethered by your lariat can not willingly move further away from you. While the target is still tethered and if it is a size large or smaller creature, you can use the Attack action to make a special ranged attack to pull the creature to the ground. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. Instead of making an attack roll, you force the creature to make a Strength saving throw or be knocked prone and pulled up to 15 feet closer to you. If the creature is knocked prone by this action, they take 2d6 + half your paladin level bludgeoning damage.

The tethered creature can try to escape by taking their action to make a Strength saving throw, ending the effect on a success. This effect ends early if you are incapacitated or die or if the creature is more than 30 feet away from you or if you dismiss it as a bonus action.

FRONTIER JUSTICE

Starting at 7th level, dispatching the wicked magically bolsters your speed and riding prowess. When you reduce a creature to 0 hit points on your turn, you gain the benefit of the Disengage action, and your speed increases by 10 feet until the end of the current turn. If you are mounted, you can forgo your extra movement and maneuver your mount instead. Your mount can use its reaction to immediately move up to 15 feet or half its speed (whichever is lower) without provoking opportunity attacks. If you reduce a creature to 0 hit points on another creature's turn, you gain this benefit at the start of your next turn. You can only use this feature once per turn.

TENACIOUS DEFENDER

Starting at 15th level, you have advantage on initiative rolls. In addition, moving through nonmagical difficult terrain costs you no extra movement.

TRUE GRIT

At 20th level, you steel your will to become the ultimate smite slinger. You can use your action to gain the following benefits for 1 minute:

- You can choose to apply the effects of either *searing smite*, *thunderous smite*, or *wrathful smite* at their lowest level to each of your melee weapon attacks. The effect you choose cannot stack with a spell or effect of the same name.
- You gain the effects of Righteous Deliverance.
- The casting time for *find steed* and *find greater steed* becomes one bonus action when you have the spell prepared.
- Your speed increases by 10 feet.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.

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