

SACRED OATHS

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF THE ELDER SIGN

Keepers encounter the Elder Sign in a multitude of ways. Some find it in the derelict pages of an antediluvian tome, yet others see its shape in their very dreams. All who gaze upon it know its authority, as instinctively as animals know to fear fire; it is an icon of power originating from beyond the veil of reality, one that no men were meant to know. You have sworn to hold the sign as its Keeper, and vowed to protect the mortal realm from the forces beyond, or vowed to tear reality asunder, and let the Elder Evils henceforth seep through.

TENETS OF THE ELDER SIGN

The principles held by the Keepers of the Elder sign are as esoteric as their ancient order. Dedicated to the secrets of the universe and the keeping them mercifully hidden from the world, the Keepers are a clandestine and influential organization.

Keep the Sign. The Elder Sign is a tool of immense power, and must be kept safe. You can scarcely understand the source of power contained in this mere piece of geometry, but you know it can never be allowed to fall into the wrong hands.

Seek Knowledge. Whenever possible, you should seek out and acquire hidden, esoteric knowledge. You are drawn to such secrets, like the Elder Sign, and perhaps can turn them against your foes.

Go Unseen. It is imperative the struggles you face are kept secret. The forces at work here are barely comprehensible, and their reveal can drive men to the brink of madness.

Defend the Gates. It is your job to stand vanguard at the gates that form where our world intersects the Far Realm. You may be protecting it from those who would seek to close it, or you may wish to stem the tide of creatures coming through.



OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>arms of Hadar, protection from evil and good</i>
5th	<i>detect thoughts, zone of truth</i>
9th	<i>major image, speak with dead</i>
13th	<i>greater invisibility, locate creature</i>
17th	<i>mislead, scrying</i>

CHANNEL DIVINITY

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

Invoke Elder Sign. As an action, you can fleetingly create the form of the Elder Sign, a powerful symbol which can strengthen or wear thin the walls of reality. Choose a space adjacent to you, which is where the sign burns brightly for 1 minute in a 20-foot radius sphere. No darkness, magical or otherwise, can obscure this area. Each creature friendly to you in this area gains a +1 bonus on attack and damage rolls and gains a +1 bonus to armor class. No outsider, an aberration, celestial, elemental, fey, or fiend, can enter or teleport within this area or use portals, such as those created by the *gate* spell, to enter the area. Those that are already in this area are shunted to the nearest space available. As such, Elder Signs are often placed in front of gates to the Far Realm, to close leaks into that reality.

Alternatively, when you use this ability, you can choose to Invert the Elder Sign. Doing so casts *hunger of hadar* for one minute centered on the sign. You take no damage from this spell on the round it is cast.



Glimpse the Unspeakable. As an action, choose one creature you can see within 30 feet. This creature must make a Wisdom saving throw. On a failed save, the creature sees a glimpse of the Far Realm, and is stunned with horror until the beginning of your next turn.

AURA OF MENTAL FORTITUDE

Beginning at 7th level, you and allies within 10 feet of you have immunity to psychic damage. At 18th level, the range of this aura increases to 30 feet.

WORD OF REVELATION

By 15th level, your research in musty, forbidden tomes has proven fruitful. As an action, you can utter a word used in the creation of the universe. All magic effects within 15 feet of you are targeted by *dispel magic*. After using this ability, you cannot use it again until you complete a long rest.

SUNDER REALITY

At 20th level, you can call upon the Elder Sign to tear the very fabric of reality, creating a one-way rift to or from the Far Realm for 1 minute. Choose an unoccupied 5-foot radius sphere that you can see and whether this portal should lead to, or come from the Far Realm. Creatures that end their turn within 30' of the sphere are inexplicably moved 5 feet toward it, as if pulled by an unseen force. If the portal leads to the Far Realm, creatures that enter it are flung to the far reaches of space, taking 8d10 psychic damage from the horrors they witness and are ejected from the far side of the portal 1 round later. If the portal leads from the Far Realm, creatures adjacent to it are restrained by tentacles, claws, or other monstrous appendages that reach through it. Creatures so restrained can break free as an action by making a Strength saving throw. After using this ability, you cannot use it again until you complete a long rest.