

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 HAMMER

Requirement: Dwarf race

Within the halls of Citadel Adbar in the icy North, an elite order of warrior-priests stands ready to defend the dwarven people against the onslaught of fell giants, dark elves, and goblinoids. Called the Hammers of Moradin, they serve as Citadel Adbar's rallying point against the incursion of dark creatures that haunt the North. The regular army, known as the Iron Guard, defends the city capably, but the Hammers actively strike out against the monsters farther afield, bringing the righteous fury of the Soul Forger to their enemies' very doorsteps.

TENETS OF THE HAMMER

The tenets of the Hammer of Moradin are concerned with defending the dwarven race from its enemies and proudly preserving the dwarven tradition.

Defend the Dwarven Race. Every dwarf is your kin, and they must be protected.

Destroy the enemies of the Dwarves. Your enemies deserve neither pity nor mercy. Crush them under your hammer.

Preserve Dwarven Craft. Weapons and armor of dwarven make are the finest in the world and deserve to be protected.

Honor Moradin. The Stone Father lends you his might to defend your people. Your devotion to Moradin must be unquestionable.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>bane, shield of faith</i>
5th	<i>spiritual weapon, warding bond</i>
9th	<i>meld into stone, protection from energy</i>
13th	<i>stone shape, stoneskin</i>
17th	<i>passwall, wall of stone</i>

CHANNEL DIVINITY

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

Bane. As a bonus action, you can use your Channel Divinity to imbue your weapon with the power to lay low your foes. Select a creature type (aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead.) For 1 minute, the weapon you are holding is considered magical and deals 1d8 additional damage against creature of that type.

Quake. As an action, you smash a maul or warhammer you are holding to the ground, using your Channel Divinity. Each creature you choose within 20 feet must make a Strength saving throw or be knocked prone.

HAMMER THROW

Starting at 7th level, all hammers you wield, including light hammers, mauls, and warhammers, are considered magical and have the Thrown property, with a range of 30/60 feet. Hammers you throw return to your hand at the end of your turn.

At 18th level, you can throw a hammer in a 60-foot line as an action. Make a single attack roll and compare it against the AC of each creature in this line, dealing damage normally on a hit.

STONEGUARD

By 15th level, you can use your reaction when you take bludgeoning, piercing, and slashing damage from a nonmagical weapon to reduce this damage by 5. This damage reduction stacks with other sources.

AVATAR OF THE STONE FATHER

At 20th level, you can become imbued with the awesome power of the Stone Father as an action. For the next minute, you have resistance to all damage, cannot be moved against your will, and your attacks deal an additional 1d8 damage. After using this ability, you must complete a long rest before using it again.

