

SACRED OATH

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 NEVER-SETTING STARS

Humanoid paladins with an affinity for fey creatures and the natural world often become so-called 'green knights', swearing the Oath of the Ancients and keeping its famous tenets. True fey creatures, however, hold themselves to higher standards. All of them, even the vilest of the unseelie fey, share an innate bond to nature that compels them to defend the living and beautiful things in the world. They do not need to swear an oath to do so; it is the entire foundation of their existence.

Instead, fey paladins (those who are not devoted to an archfey or on a quest for vengeance) tend to choose a narrower focus, dedicating their lives to the defense of a location, the protection or acquisition of an item or the perfection of a skill or creative work. Paladins of the never-setting stars pursue their focus to the exclusion of all else, which sometimes leads them to exhibit extremely strange – and chaotic – patterns of behavior that can only be understood in the context of their singular goal.

This oath therefore appeals particularly to nymphs and satyrs; the former usually swearing to defend their homes and the latter dedicating their lives to composing the perfect song.

TENETS OF THE NEVER-SETTING STARS

All paladins who swear this oath respect the following ideals:

Respect the natural world. All living things, from the most ancient trees to the smallest insect, are equal in your eyes. You must show the same respect to all.

Strive for perfection. If a thing is worth doing, it is worth doing properly. You must always strive for perfection in all things.

Be the silence. Your quest is yours alone. You must embrace solitude and meditation, so that you may foster the peace and quiet your quest demands.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>beast bond, faerie fire</i>
5th	<i>Maximilian's earthen grasp, invisibility</i>
9th	<i>meld into stone, speak with plants</i>
13th	<i>conjure woodland beings, grasping vine</i>
17th	<i>tree stride, reincarnate</i>

CHANNEL DIVINITY

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

Repel the Interloper. As an action, you present your holy symbol and invoke your divine power to cast out those who would defile your presence. All humanoids within 30 feet of you, except those you specify by name, must make a Wisdom saving throw or be turned for 1 minute or until they take 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.





Perfect Clarity. You can use your Channel Divinity to completely clear your mind, devoting yourself single-mindedly to your quest. As an action, you can say a brief mantra. For the next minute, you can't be charmed or frightened, and any attempt to influence your thoughts or emotions using enchantment or illusion spells automatically fails.

AURA OF CERTAINTY

Starting at 7th level, you can project your inner sense of conviction onto others around you. You and friendly creatures within 10 feet of you cannot be pushed, shoved or in any way subjected to involuntary movement unless they choose to be. At 18th level, the range of this aura increases to 30 feet.

MISTY FORM

By 15th level, your body takes on a blurred, shifting appearance that makes you very difficult to hit. Any ranged attack made against you at a distance of more than 30 feet has disadvantage.

GUARDIAN OF THE WILDS

At 20th level, you gain the ability to transform into a terrible monster in defense of all that you hold dear. This ability works like the spell *shapechange*, except that the transformation only lasts 1 minute, you can only choose one of the following forms: Spirit Naga, Tyrannosaurus Rex, or Young Green Dragon and, if you choose the Spirit Naga, you can use its spellcasting trait.

Once you use this ability, you must complete a long rest before using it again.