

## Oath of the Guardian Flame

*"The fire that destroyed my home and killed my family is the same fire that now shields me and those I choose"*

Paladins of the Guardian Flame are protectors chosen not by divine decree, but by love beyond death. Their power comes from spirits, often parents, mentors, or ancestors who refuse to move on, instead igniting as holy flames to guard the living. These flames are not purely destructive; they are shields, warnings, and the vengeance of those who wish to protect you.

### Tenets of the Guardian Flame

The tenets are not a written scripture, they are whispers in the fire, the voices of those you lost.

- **Remember the Fallen.** Live in a way that honors those who love you.
- **Endure.** There are those who struggle far more than you can imagine, endure not only for yourself, but for those who cannot.
- **Burn the wicked.** You are not alone against the evil of this world. Fight for those who are.
- **Bring the innocent peace.** Let there be hope for those who cannot protect themselves, give them peace.

## Oath spells

Paladin level	Spells
3rd level	Sanctuary, Burning Hands, Firebolt
5th level	Hold Person, Scorching Ray
9th level	Spirit Guardians, Fireball
13th level	Fire Shield, Wall of Fire
17th level	Greater Restoration, Immolation

## Channel Divinity

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

**From the embers.** When a creature within 30 feet of you dies, you can use your Channel Divinity as a reaction to cause their body to burn away into ash. When you do so, some of their embers fly back to you and imbue you with power. For the next minute you gain temporary hit

points at the start of each of your turns and your attacks deal extra fire damage equal to your charisma modifier (minimum of 1).

***Burning shield.*** As an action you call upon the spirits of your guardians. Any creature within 10 feet of you that you choose (including yourself) gains resistance to fire and cold damage. For 1 minute, if the creature affected by this is attacked within 30 feet of you, you can use your reaction to impose disadvantage on that attack as the angelic flames interpose.

## **Aura of the Hearth**

Starting at 7th level Your guardian flames burn around you warding off harm while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

When an enemy hits you or an ally with a melee attack within your aura they take fire damage equal to your charisma modifier (minimum of 1).

At 18th level the range of this aura increases to 30 feet and all creatures of your choice in the aura gain fire resistance.

## **Guardian's Intercession**

Beginning at 15th level, when a creature you can see within 30 feet of you takes damage you can use your reaction to magically teleport to them in a burst of Fire, becoming the target of the damage instead. When you do so your guardian flames flare:

You have resistance to that instance of damage (rounded down), The attacker takes the other half of the damage that the resistance prevents.

You can use this feature a number of times equal to your Charisma modifier per long rest (minimum of once).

## **Flames of the Archangels**

At 20th level You can call upon the full power of your Guardian Flames, becoming a burning figure of divine protection for 1 minute:

- You shed bright light in a 60-foot radius, and dim light for 30 more.
- You and your allies within the light of your flames gain Immunity to Fire damage and resistance to cold, radiant, Necrotic, and nonmagical damage.
- You and your allies regain 10 hit points at the start of each of your turns.

- You gain a flying speed equal to your walking speed.
- All enemies within the light become vulnerable to fire damage Unless they had immunity to it, they instead have only resistance to fire damage while within your light.

Once used, this feature can't be used again until you finish a long rest.