



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 YULETIDE

The Yuletide is an enchanted time of hope, togetherness, and generosity in the face of the bitterest months of the year. Throughout the centuries, this mystical season has had many keepers, from the bards of Candlenights, to the druids of Winter Solstice, but in recent years, paladins have been the vanguards for Yuletide cheer and traditions.

The Oath of Yuletide's traditions were first set down by Claus, the Old Saint, a jolly elf and toymaker from a frigid northern land who wished nothing more than to bring happiness to the world's children. Today, it is championed by paladins that follow in his footsteps, wearing his signature crimson and white colors as they spread Yuletide cheer to all.

TENETS OF YULETIDE

The traditions held by paladins who swear the Oath of Yuletide may vary, and many of them may disagree on its fine details, but all know, in their hearts, the season's true meaning.

Joy to the World. Spread happiness and hope wherever you travel, especially to the young and innocent.

Peace on Earth. Protect the weak, but always seek a nonviolent solution, if possible. Friendship is almost always preferable to violence.

Goodwill to Men. Treat everyone you meet fairly, and act kindly to those in need.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>bless, sleep</i>
5th	<i>enlarge/reduce, zone of truth</i>
9th	<i>beacon of hope, sleet storm</i>
13th	<i>fabricate, freedom of movement</i>
17th	<i>animate objects, dispel evil and good</i>

CHANNEL DIVINITY

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

Jolly Countenance. As an action on your turn, you can use your Channel Divinity to inspire your allies with a hearty laugh or a warm grin. All friendly creatures within 30 feet of you gain temporary hit points equal to 2d10 + your Charisma modifier. These temporary hit points last for 1 minute, or until you fall unconscious.

Sack of Presents. You can always find the perfect gift. As a bonus action, you can use your Channel Divinity when you reach into a bag, sack, or satchel to retrieve a beautifully wrapped gift for a creature you can see. You

can choose any common magic item or piece of equipment worth 50 gp or less that fits within the container from which you retrieve it. Alternatively, you can let the GM decide on the item; in this case, the item is magically selected to be the perfect gift for the creature. Once you use this Channel Divinity option to select a gift for a creature (including yourself), you can't create another gift for that creature for 1 week.

AURA OF MERRIMENT

Starting at 7th level, you and friendly creatures within 10 feet regain the maximum number of hit points possible from any magical healing.

At 18th level, the range of this aura increases to 30 feet.

SPIRIT OF THE SEASON

By 15th level, as a reaction when you or a creature you can see within 10 feet of you makes a saving throw, you can choose for them to automatically succeed. Once you use this ability, you can't use it again until you finish a short or long rest.

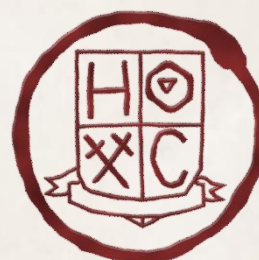
GRANDFATHER FROST

Starting at 20th level, you can use your action to assume an avatar of Claus, the Old Saint, for 1 minute. For this duration, you gain the following benefits:

- At the beginning of each of your turns for the duration, you can choose one friendly creature within 30 feet of you to regain 10 hit points, and one creature within that range to take 10 cold damage.



As seen on



Hero Club

- Your melee attacks deal an additional 2d8 radiant damage.

Once you use this ability, you can't use it again until you finish a long rest.

MAGIC ITEMS

These magic items are important to paladins who swear the Oath of Yuletide.

SLEIGH OF SWIFT FLYING

Wondrous item, legendary

You can command this sleigh to levitate and fly by saying its command word. It can be controlled by its driver via a rein that requires at least one hand to manipulate.

The sleigh is a huge object with an AC of 15, 100 HP and resistance to all damage. Up to two Medium creatures or one Large creature can ride inside the sleigh; it can also hold up to 1,000 lb. of cargo. The sleigh's base speed is 120 feet, and this is increased by 30 feet for each reindeer hitched to it, up to a maximum of 8 reindeer (360 feet).

SWORD OF CHEER

Weapon (longsword), very rare (requires attunement)

This sword, an ancient relic of yuletide tradition, consumes the evil that grips men's hearts during the harshest of winter months. You gain a +2 bonus to attack and damage rolls made with this magic weapon. This sword sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Each creature within the sword's light is warmed gently, and has resistance to cold damage.

Additionally, when you hit a fiend or undead with this weapon, the target takes an additional 1d4 radiant damage. If the target is possessed, it must make a DC 17 Wisdom saving throw; otherwise, the possession ends.