DUALINK

Oath of the Heart

Subclass



Kingdom Hearts Edition

Oath of the Heart

The heart is more than emotion. It is the source of strength, the anchor of identity, and the light that pushes back the darkness. Paladins who swear the Oath of the Heart draw power from their bonds, shielding allies and striking down those who would corrupt or consume the hearts of others.

Tenets of the Heart

Paladins of this oath follow principles rooted in connection and inner strength.

- Strength of Hear: Your resolve defines you. Even in despair, your heart must not falter.
- Bonds Give Power: Your allies are your greatest strength. Protect them and draw strength from them.
- Resist the Darkness: Darkness tempts and corrupts. You must stand against it, both within and without.
- Light Guides the Way: Be a beacon to others. Even the smallest light can pierce the deepest shadow.

Oath Spells

You gain oath spells at the paladin levels listed.

- 3rd: *heroism, shield of faith*
- 5th: *warding bond, lesser restoration*
- 9th: *beacon of hope, spirit guardians*
- 13th: *aura of purity, guardian of faith*
- 17th: *greater restoration, circle of*

power

Channel Divinity

At 3rd level, you gain the following two Channel Divinity options.

Heart's Light

As an action, you present your holy symbol and choose a number of creatures within 30 feet equal to your Charisma modifier (minimum of 1).

Each target gains temporary hit points equal to 2d10 + your paladin level and has advantage on saving throws against being charmed or frightened for 1 minute.

Bind the Broken

As an action, you target one creature within 30 feet. For 1 minute:

- The creature has disadvantage on attack rolls against targets other than you
- When the creature deals damage to a target other than you, it takes radiant damage equal to your Charisma modifier

The effect ends early if the creature drops to 0 hit points or falls unconscious.

Aura of Connection

At 7th level, you and your allies draw strength from one another. While you are conscious, you and friendly creatures within 10 feet of you gain the following benefit:

When a creature within the aura takes damage, another creature in the aura can use its reaction to take half of that damage instead.

At 18th level, the range of this aura

increases to 30 feet.

Heart Unbroken

At 15th level, your will shields you from despair and corruption. You are immune to being charmed and frightened. Additionally, once per long rest, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

Kingdom Hearts Manifest

At 20th level, you embody the pure light of the heart, becoming a radiant protector. As an action, you undergo a transformation that lasts for 1 minute:

- Bright light shines from you in a 30-foot radius, and dim light for an additional 30 feet
- You and your allies within that radius gain resistance to necrotic, poison, fire, cold, and acid damage
- Your weapon attacks deal an extra 1d8 radiant damage
- At the start of each of your turns, you and allieswithin that radius regain hit points equal to your Charisma modifier

Once you use this feature, you cannot use it again until you finish a long rest.