

Chapter 23

Sentinels of the Gate: Protectors of Orin

Origins

Throughout known and unknown history, the Sentinel has been a staple of history and lore. They have taken on the forms of fairytales where heroic knights in shining armor saved damsels in locked towers, to religious fanatics layered in plate mail charged against charlatans and heretics in battle formations. As technology grew, so to do the tools used by these heroic figures. Regardless of the side they stand on, to them and those that support them, these are without a doubt, a champion of a cause.

As the populations migrated to Orin, the world governments recognized that DME proliferation was a serious issue, and their needed to be watchmen over the use of technology and DME. There were multiple iterations of the Sentinel, but when they truly fell into their role as protectors of the great Gate of Orin, the Sentinel caste and the Guild of the Sentinels was born.

Today, and for almost a Millenia, The Sentinels are one of the most important and well-connected guilds within all Vendrosa, and the Plane of Orin as a whole. The world sat in a near state of world ending war for just over 200 years. At the end of this period, part of the accords to peace was that each nation assigned some of their power to a global watch group. After nearly a year of arguments as to how it was to be done, the Order of the Sentinels was formed. Each nation agreed that the Sentinels would act autonomously, and report to a general assembly of the nations. As the Sentinels would monitor the nations, the assembly would monitor the Sentinels.

The Sentinels Formation

With the accords signed, the leading Admiral of the armies of each primary race was assigned the task of keeping the general order and peace of Vendrosa and monitoring the use of DME in order to prevent its powers from being abused and used for destructive purposes. Once these 5 individuals were chosen, the Cold war officially ended, and the nations granted them a nearly blank check, and near complete autonomy to set up their organization. Each nation returned home to try and rebuild themselves after the years of struggle.

The five individuals named were Gietha Koliike (Zoroan female), Emel Hothem (Stoahk male), Xaldra Andral (Female Rax), Gelin Horndre (Human Male), and Ambra Ulaquinn (Eva'din Female). Due to the heightened racial tensions, and concerns that each race would try to undermine each other during the formation of the Sentinels, each race took control of recruiting in pairs, reporting to a single individual which would rotate as head chair every 3 months.

The order grew quickly, as many of the soldiers the admirals had served with no longer had work as wartime was considered over. While the less talented or family heavy went home to work farms, businesses or to become local authority figures, the most talented went into the formation of the Sentinels.

Claiming one of the largest building within Mieralheim as their world headquarters, they quickly made use of this central hub to train, grow, and become connected. Within a decade, they had satellite offices within every major Country, City, and town to assist with governance, policing, and DME monitoring.

Strict training in the arts of DME manipulation was key to becoming a Sentinel, and over the years they began to develop techniques for detecting and seeking out the use of Technology and DME. Though they focused on these techniques heavily, they were still a police force, so physical training was also key.

As the organization grew, so to do the demands on their time. While Sentinels themselves were needed for many things, other things could be done by those not specifically trained or talented enough to become Sentinels proper. The Sentinels formed a military of more standardized men and women that could handle the duties of the Sentinel Order, without needing a Sentinel directly involved. These soldiers became known as the Black Hands.

As the Sentinels continued to expand and the Admirals, unofficially called "the fingers" of the Sentinels formed deep bonds and no longer mistrusted one another. It was decided that each Admiral take over an aspect of the Order, and they would all act as a single hand protecting Vendrosa and Orin.

Geitha Koliike assumed control of the Black Hand and the Sentinels that would take command during engagements. She became known as the Master Battlewarden. To this day, all Battlewarden (Conquest Sentinels) report to the Master Battlewarden in some way or fashion. During times of war, the Master Battlewarden takes command of the Sentinels as a whole, but still answers to the group.

Ambra Ulaquinn being raised within the courts of the Eva'din nobility took quickly to commanding the political area within their sphere of influence. Training the more even-tempered Sentinels to function as advisors, she quickly installed Sentinels within every major political family within Vendrosa. Seeing that the art of subtle manipulations and even deception was sometimes needed, she also taught the craftier to be spies and even assassins when needed. She became known as the Secret Keeper, and as years went on, her successors would remain hidden and not openly known. All Conductors and Dark Guards (Crown and Subterfuge Sentinels) report to the Secret Keeper.

Emel Hothem took control of the finance of the Sentinels. In realizing that corporations were potentially as dangerous as the governments, Emel worked closely with Ambra Ulaquinn to insert Conductors and Dark Guards into corporations as well. Emel became the public face to governments

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and corporations, though all communication was funneled between Ambra. Each major corporation, governing force, and noble home was assigned one of these members, which were termed "Sentinels". Their duty is to advise these major powers and help guide them to a beneficial future for all. Over the years, they have become more secretive and forceful in their agendas, calling out that Orin's Gate is headed towards catastrophe. Some planets and nations resist the Sentinel's influence, while others welcome it fully. Titles of Sentinels.

Gelin Horndre was the head of the military medical departments during the war, and he continued to pursue the arts of healing through any means. He quickly placed Lifewardens (Health Sentinels) within each major hospital throughout the world. Feeling that those that mis-stepped within their life could also be restored, he took this into his prelude as well, and placed Honorbound Sentinels (Redemption Sentinels) into the courthouses throughout the world.

Xaldra Andral was one of the world's most famous assassins during the war, but she was also famous for being a scout and guerilla warfare master. She excelled keeping herself in balance with nature and found her peace roaming the world. She took it upon herself to be the leader of those that kept the balance between the natural world, and those that kept civilization in balance. Placing Valewardens (Nature Sentinels) in the fringe towns and villages, she kept an eye on the edges of the world. Because of her excellence in the world of assassinations, she became known as the Vengeful. She also oversaw the Enforcer Sentinels (Vengeance Sentinels). It was the job of all Sentinels to hunt down Sentinels that fell away and perverted their mission statement, but it was under her prelude directly to track down the Fallen (Forsaken Sentinels).

The Planar War

In 72 PS the Planar War started. Stoahk peoples returning from their home plane began to wage war against the plane of Orin, trying to strip the world of its Bekkr and other precious materials. The Sentinels quickly formed up in their military ranks and with the Black Hand behind them, they held the front lines of during much of this war. The Master Battlewarden took command of the Sentinels and with the leadership of Gaidal Haman, the Sentinels were able to keep the hordes of machinery and DME weapons of the invading Stoahk away from much of the populous. It was a losing war for Orin however, as much of the war was waged on Vendrosa instead of the Stoahk home plane.

During the ends of the war, a massive device was created by scientists from the Raxian and native Stoahk peoples. The device created a frequency that blocks all planar travel to or from the plane of Orin. Though this left some operatives stranded it was an acceptable loss, effectively cutting off the invading Stoahk people from their home. The war ended within a few years.

It was decided that the machine, now dubbed Orin's Gate be placed in the heart of the Sentinels Citadel within Mieralheim for safe keeping. The world saw the Sentinels as their savior, and people flocked to the banner of the Sentinels. However, this war changed the administration and outlook of the Sentinels, as this generation had never had to face war like the forefathers of the Sentinels that created the organization did. They became more militant and less compromising.

Over the next few decades, there was a general souring of perception with the Sentinels, and though they are still a force to be reckoned with, their influence and power has greatly diminished over the years. Now the recruits to the Black Hand have come to a trickle and finding talented youths with the ability to manipulate DME in any meaningful way is a rarity.

Within Meiralheim

Within Meiralheim itself, the Sentinels are the police and military force of the nation and the city. They have Guild Offices within the towns and villages, but within Meiralheim itself, they have precincts where their forces meet and are assigned to. From there, they go about their duties of caring for the areas they are assigned.

They have a central building within Meiralheim that goes through from the underground all the way to the Cloud level. It is said that the powerful Dimensional barrier device, Orin's Gate, resides within this building.

Rank and Authority

The position of a Sentinel is highly structured and is commonly adhered to within the organization. During times of disaster, war, or in certain terrains or circumstances, the authority levels may fluctuate.

Battlewardens control the Blackhand and is the military leaders during times of war. They act as the generals, and give the overall commands to all other Sentinels while on the field. During times of peace, they act more or less like the police and report to the Honorbound Sentinels (and Enforcers if they are involved in a situation.)

Lifewardens are the battle medics and healers of the Sentinels. They act autonomously, and have a general sort of authority, but rarely use it to any copacity.

Honorbound Sentinels act as the judges of the land. They interpret the law and meet out judgement. They also act as the leading force in prisons, where the Blackhand reports directly to them if assigned to a prison duty. They work closely with the Battlewardens and the Lifewardens, serving as assistants in the law, and healing those with mental illnesses.

Valewardens have the ultimate authority while in and dealing with the Wilds. During times of war, they report to the Battlewardens, and while they are subordinate to the Battlewardens while in the Wilds, they can assume command if the Battlewarden does not listen to the overall instructions of the Valewarden. This is rarely done, as the Battlewardens that fail to take the advice of a Valewarden tend not to live long enough to command.

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Conductor and Dark Guard Sentinels have no other Sentinel groups that they are required to report to, but they have limited authority. They can co-op assistance from any other Sentinel or Blackhand to assist them in protecting their wards (other than Enforcers), but outside of that scope, they are subordinate to all other Sentinels.

Enforcer Sentinels work in concert with all of the other Sentinels, but outside of it. While they do not have authority to usurp command of other Sentinels or troops, they also are not obliged to follow the commands of any other Sentinel. They work closely with The Conductor and Dark Guard Sentinels, sharing information. They are the special ops and internal affairs of the Sentinels.

Playing a Sentinel

Sentinels are powerful Melee fighters with strong capabilities of tanking damage, and going NOVA with their damage output in short bursts. Sentinels have strong abilities to heal themselves and others of damage, enhance themselves, and deal with Dimensional DME, however they are limited in their DME output. Sentinels can fill the role of Melee damage dealer, Tank, Support Healer, and Support character quite well, but falls short when dealing with ranged opponents.

In a Role Play setting, Sentinels are often firm believers in whatever their cause may be. While they do not need to be dogmatic, their actual job is to protect the Plane of Orin from future invasions from extra-planar beings, and protecting Mieralheim and the Gate of Orin at all costs.

Sentinel: Base Features

The Base features are things that the class gains if they start at 1st level as a Sentinel. Some of these features are gained after each level up within the class.

Hit Points

Hit Dice: 1d10 per Sentinel level.

Hit Points at 1st Level: 10+ your Constitution modifier.

Hit Points at Higher Levels: 1d10+ your Constitution modifier per Sentinel level after 1st.

Proficiencies

- **Armor:** All armor, shields.
- **Weapons:** Simple and martial weapons.
- **Tools:** None
- **Saving Throws:** Constitution and Wisdom
- **Skills:** Choose two from Athletics, Cultures, DME, Insight, Intimidation, Medicine, and Persuasion.

Equipment

(a) a martial weapon and a shield or (b) two martial weapons

(a) five javelins or (b) any simple melee weapon

An Explorer's Pack

Chain mail

Alternatively, you can ignore the equipment from your class and background and start with 160 Bekkr.

Level	Prof	Features	LoH Pool	Smite Max Damage	DME Level
1	2	DME Sense, Lay on Hands	5	-	-
2	2	Fighting Style, DME Pool, DME Smite	10	2d8	1
3	2	DME Infused Health, Sentinel's Oath	15	2d8	2
4	2	ASI	20	2d8	2
5	3	Extra Attack	25	3d8	3
6	3	Aura of Protection	30	3d8	3
7	3	Sentinel's Oath	35	3d8	4
8	3	ASI	40	3d8	4
9	4	Dissipate Byways	45	4d8	5
10	4	Aura of Courage	50	4d8	5
11	4	Improved DME Smite	55	5d8	6
12	4	ASI	60	5d8	6
13	5	Dissipate Byways	65	6d8	7
14	5	Cleansing Touch	70	6d8	7
15	5	Sentinel's Oath	75	6d8	8
16	5	ASI	80	6d8	8
17	6	Aura of Protection	85	6d8	9
18	6	Aura of Courage	90	6d8	9
19	6	ASI	95	6d8	10
20	6	Sentinel's Oath	100	6d8	10

Sentinel: Class Features

The Class features section allow you to further customize the base class of the Sentinel through level up features. Each time a character levels within the Sentinel class, they can potentially gain minor to major benefits, so consult these pages each time you level up your character.

DME Sense (Level 1)

At 1st level, you can use this feature several times equal to 1+ your Wisdom modifier. When you finish a long rest, you regain all expended uses. As an action and until the end of your next turn, you gain the following benefits:

- You know the location of any creature within 60 feet of you that is not behind total cover. You know the type of any being whose presence you sense, but not its identity.
- You can also sense any or Dimensional byway within 150 feet of you. You know the type of dimensional byway (rift, tear, Circle, Portal, etc.) and the direction it is in (North, South, East, West, Up, Down).

Lay on Hands (level 1)

You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your Sentinel level x5 + your Wisdom Modifier. As an action, you can touch a creature and draw power from the pool to restore several hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Fighting Style (Level 2)

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again. Here are the Fighting style options for Sentinels (See the details in the Feats Section): Defense, Dueling, Great Weapon Fighting, Protection, and Tunnel Fighter.

DME Pool (Level 2)

At 2nd level you know 2 first level DME Powers. You can pick any power from the Dimensional list, and 1st level DME powers from Organic and Enhancement. Your Oath provides additional DME powers to select from. Wisdom is your modifier. Every time you gain a DME level, you can add 1 DME Power to your list. Your DME save DC= 8+ your proficiency bonus+ your Wisdom modifier. DME Attack modifier= your proficiency bonus+ your Wisdom modifier. See the chart above for DME Levels.

DME Smite (Level 2)

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one power slot to deal additional weapon damage to the target, in addition to the weapon's damage. The extra damage is 2 dice for a 1st-level power slot, plus 1d8 for each power-level higher than 1st, to a maximum of 5d8.

DME Infused Health (Level 3)

By 3rd level, the DME flowing through you makes you immune to disease.

Sentinel's Oath (Level 3, 7th, 15th and 20th)

When you reach 3rd level, you swear the oath that binds you to the Sentinels order forever. Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. The Paths are: Oath: Conquest, Oath: Crown, Oath: Devotion, Oath: Forsaken, Oath: Nature, Oath of Redemption, Oath: Subterfuge, Oath: Vengeance.

Ability Score Improvement (Level 4)

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack (Level 5)

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Aura of Protection (Level 6, 17)

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Wisdom modifier (with a minimum bonus of +1). You must be conscious to grant this bonus. At 17th level, the range of this aura increases to 30 feet.

Dissipate Byways (Level 9, 13)

At 9th level, a Sentinel can close dimensional Byways. The Sentinel expends a DME slot and makes a DME Skill check to disable the byway. The DME Circle expended effects the DC (1st Circle Slot is -1, 5th Circle is -5 to the DC). The DC changes depending on the size and type of byway they attempt to close. The DC compounds the difficulty of the check. At 13th level, the DME Circle level doubles its effectiveness (1st Circle Slot is -2, 5th Circle is -10 to the DC). Additionally, more than 1 Sentinel can assist in disabling a Byway by sacrificing DME Circles to lower the DC further.

- Type Modifier

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- Rift: 10
- Tear: 15
- Circle: 20
- Portal: 25
- **Size Modifier**
 - Tiny: -5
 - Small: 0
 - Medium: +2
 - Large: +5
 - Huge: +10
 - Gargantuan: +20

Aura of Courage (Level 10, 18)

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious. At 18th level, the range of this aura increases to 30 feet.

Improved DME Smite (Level 11)

By 11th level, whenever you hit a creature with a melee weapon, you deal an additional 1d8 DME Smite damage, regardless of whether you use a DME Slot. This increases your maximum damage of Smite to 6d8 damage.

Cleansing Touch (Level 14)

Beginning at 14th level, you can use your action to end one power on yourself or on one willing creature that you touch. You can use this feature several times equal to your Wisdom modifier (a minimum of once). You regain expended uses when you finish a long rest.

Oath: Conquest

Conquest Sentinels are most frequently found on the front lines of battlefields during wartime and patrolling the highways between known civilizations during times of peace. They are the most constant sort of law in the byways between towns and villages when they show up, and are responsible for taking the lead with the Blackhand army when on the field. They are some of the most well-trained Generals within the Guild. Oath of Conquest Sentinel's focus is to seek out and destroy those that abuse the use of DME and technology. They are at the forefront of the wars against those that corrupt, pollute, and use DME in unlawful ways.

Oath Powers (Level 3)

These are Powers that you automatically learn when you pick this subclass as you level up into the class.

- 3rd Shield of Retribution, Command
- 5th Hold Person, Nexus
- 9th Loss of Focus, Fear
- 13th Dominate Beast, Stoneskin
- 17th Cloudkill, Dominate Person

Oaths Connection (Level 3)

When you take this oath at 3rd level, you gain the following two special power options. You can do one of these choices 1 time per short or long rest.

- **Conquering Presence:** As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Guided Strike:** When you make an attack roll, you can use your Sentinels Oath ability to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Aura of Conquest (Level 7)

Starting at 7th level, you constantly emanate an aura while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover. If a creature is frightened of you, its speed is reduced to 0 while in the aura, and that creature takes psychic damage equal to half your Sentinel level if it starts its turn there. At 18th level, the range of this aura increases to 30 feet.

Scornful Rebuke (Level 15)

Starting at 15th level, whenever a creature hits you with an attack, that creature takes psychic damage equal to your Wisdom modifier (minimum of 1) if you're not incapacitated.

Invincible Conqueror (Level 20)

At 20th level, as an action, you become an avatar of conquest. Once you use this feature, you can't use it again until you finish a long rest. Once activated, you gain the following benefits for 1 minute:

- You have resistance to all damage.
- When you take the Attack action on your turn, you can make one additional attack as part of that action.
- Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

Oath: Crown

Oath of Crown Sentinel's focus on matters of court and business. They are typically assigned to a noble, a political court, or a corporation. They are the guardians of those in power, but also their advisors and confidants.

Oath Powers (Level 3)

These are Powers that you automatically learn when you pick this subclass as you level up into the class.

- 3rd Command, Compelled Duel
- 5th Warding Bond, Zone of Truth
- 9th Aura of Vitality, Guardians
- 13th Banishment, Guardian of Faith
- 17th Circle of Power, Scrying

Oaths Connection (Level 3)

When you take this oath at 3rd level, you gain the following two special power options. You can do one of these choices 1 time per short or long rest.

- **Champion Challenge:** You issue a challenge to each creature of your choice that you can see within 30ft of you must make a Wisdom saving throw. On a failed save, it can't willingly move more than 30ft away from you. This effect ends if you are incapacitated or die or if it moved more than 30ft away from you.
- **Turn the Tide:** As a bonus action, each creature of your choice that can hear you within 30ft of you regains hit points equal to 1d6+ your Wisdom modifier (min 1) if it has no more than half of its hit points.

Allegiance (Level 7)

At 7th level, when a creature within 5ft of you takes damage, you can use your reaction to take the damage instead of them. This damage cannot be reduced or prevented in any way.

Unyielding Spirit (Level 15)

At 15th level, you have advantage on saving throws to avoid becoming paralyzed or stunned.

Exalted Champion (Level 20)

Once you use this feature you can't use it again until you finish a long rest. At 20th level, you can use your action to gain the following benefits for 1 hour:

- You have resistance to bludgeoning, piercing, and slashing damage from non-enhanced weapons.
- Your allies have advantage on death saving throws while within 30ft of you.
- You have advantage on Wisdom saving throws, as do your allies within 30ft of you. This effect ends early if you are incapacitated or die.

Oath: Forsaken

Oath of Forsaken Sentinels are those that have been outcast by the Sentinel order for what they believe to be heretical technology and DME usage.

Oath Powers (Level 3)

These are Powers that you automatically learn when you pick this subclass as you level up into the class.

- 3rd Rebuke, Inflict Wounds
- 5th Crown of Madness, Darkness
- 9th Control Construct, Loss of Focus
- 13th Blight, Confusion
- 17th Contagion, Dominate Person

Oaths Connection (Level 3)

When you take this oath at 3rd level, you gain the following two special power options. You can do one of these choices 1 time per short or long rest.

- **Control Construct:** As an action, the Sentinel targets one Construct creature they can see within 30 feet of them. The target must make a Wisdom saving throw. On a failed save, the target must obey the Sentinels commands for the next 24 hours, or until the Sentinel uses this option again. A Construct whose challenge rating is equal to or greater than the Sentinels level is immune to this effect.
- **Dreadful Aspect:** As an action, the Sentinel channels this ability. Each creature of the Sentinels choice within 30 feet of the Sentinels must make a Wisdom saving throw if it can see the Sentinel. On a failed save, the target is frightened of the Sentinel for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from the Sentinel, it can attempt another Wisdom saving throw to end the effect on it.

Robotic Command (Level 7)

Starting at 7th level, the Sentinel, as well any Constructs within 10 feet of the Sentinel, gains a bonus to melee weapon damage rolls equal to the Sentinels Wisdom modifier (minimum of +1). A creature can benefit from this feature from only one Sentinel at a time. At 18th level, the range of this aura increases to 30 feet.

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Armored Resistance (Level 15)

At 15th level, the Sentinel gains resistance to bludgeoning, piercing, and slashing damage from non-enhanced weapons.

Construct Lord (Level 20)

At 20th level, the Sentinel can, as an action, surround themselves with an aura of power that lasts for 1 minute. The aura reduces any bright light in a 30-foot radius around the Sentinel to dim light. Whenever an enemy that is frightened by the Sentinel starts its turn in the aura, it takes 4d10 psychic damage. Additionally, the Sentinel and creatures they choose in the aura are draped in deeper shadow. Creatures that rely on sight have disadvantage on attack rolls against creatures draped in this shadow. While the aura lasts, the Sentinel can use a bonus action on their turn to cause the shadows in the aura to attack one creature. The Sentinel makes a melee DME attack against the target. If the attack hits, the target takes necrotic damage equal to 3d10 + the Sentinel's Wisdom modifier. After activating the aura, the Sentinel can't do so again until they finish a long rest.

Oath: Health

Oath of Health are the Sentinels focused on Healing and mending.

Oath Powers (Level 3)

These are Powers that you automatically learn when you pick this subclass as you level up into the class.

- 3rd Sanctuary, Healing Word
- 5th Lesser Restoration, Zone of Truth
- 9th Beacon of Hope, Dispel DME
- 13th Freedom of Movement, Guardian of Faith
- 17th Commune, Flame Strike

Oaths Connection (Level 3)

When you take this oath at 3rd level, you gain the following two special power options. You can do one of these choices 1 time per short or long rest.

- **Empowered Weapon:** As an action, for 1 minute, you add your Wisdom modifier to attack rolls made with a weapon of your choice (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already empowered, it becomes enhanced for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.
- **Turn Constructs:** As an action, you can make any Construct, if it's within 30 feet and that can see or hear you, make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes 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.

Aura of Devotion (Level 7)

Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious. At 18th level, the range of this aura increases to 30 feet.

Purity of Heart (Level 15)

Beginning at 15th level, you are always under the effects of a Protection from Evil and Good power.

Devoted Nimbus (Level 20)

At 20th level, as an action, you can emanate light. For 1-minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that. Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage. In addition, for the duration, you have advantage on saving throws against powers activated by Constructs. Once you use this feature, you can't use it again until you finish a long rest.

Oath: Nature

Oath of Nature Sentinel's focus is to make sure that civilization does not push technology to the point of harming the planet's ecosystem once again.

Oath Powers (Level 3)

These are Powers that you automatically learn when you pick this subclass as you level up into the class.

- 3rd Ensnaring Strike, Speak with Animals
- 5th Moonbeam, Misty Step
- 9th Plant Growth, Protection from Energy
- 13th Ice Storm, Stoneskin
- 17th Commune with Nature, Antilife Shell

Oaths Connection (Level 3)

When you take this oath at 3rd level, you gain the following two special power options. You can do one of these choices 1 time per short or long rest.

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- **Nature's Wrath:** As an action, you can cause vines to spring up and reach for a creature within 10 feet of you that you can see. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the vines vanish.
- **Turn the Mechanical:** As an action, you can make a Construct within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move 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 try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of Warding (Level 7)

Beginning at 7th level, you and friendly creatures within 10 feet of you have resistance to damage from DME. At 18th level, the range of this aura increases to 30 feet.

Undying Sentinel (Level 15)

Starting at 15th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest. Additionally, you suffer none of the drawbacks of old age.

Natures Champion (level 20)

At 20th level, you can assume the Aura of an ancient force of nature, taking on an appearance you choose. Using your action, you undergo a transformation. Once you use this feature, you can't use it again until you finish a long rest. For 1 minute, you gain the following benefits:

- At the start of each of your turns, you regain 10 hit points.
- Whenever you activate a Sentinel Power that has an activation time of 1 action, you can activate it using a bonus action instead.
- Enemy creatures within 10 feet of you have disadvantage on saving throws against your Sentinel Powers and Oath Connections options.

Oath: Redemption

Oath of Redemption Sentinel's fell out of favor with their Guild. They are on the path to repairing that relationship.

Oath Powers (Level 3)

These are Powers that you automatically learn when you pick this subclass as you level up into the class.

- 3rd Sanctuary, Sleep
- 5th Calm Emotions, Hold Person
- 9th Counter, Hypnotic Pattern
- 13th Resilient Sphere, Stoneskin
- 17th Hold Monster, Wall of Force

Oaths Connection (Level 3)

When you take this oath at 3rd level, you gain the following two special power options. You can do one of these choices 1 time per short or long rest.

- **Emissary of Peace:** As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.
- **Rebuke the Violent:** Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Aura of the Guardian (Level 7)

Starting at 7th level, when a creature within 10 feet of you takes damage, you can use your reaction to take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way. At 18th level, the range of this aura increases to 30 feet.

Protective Spirit (Level 15)

Starting at 15th level, you regain hit points equal to 1d6+ half your Sentinel level if you end your turn in combat with fewer than half of your hit points remaining, and you aren't incapacitated.

Natures Champion (level 20)

At 20th level, you become an avatar of peace. If you attack a creature, activates a power on it, or deal damage to it by any means but this feature, neither benefit works against that creature until you finish a long rest. You gain two benefits:

- You have resistance to all damage dealt by other creatures (their attacks, powers, and other effects).
- Whenever a creature hits you with an attack, it takes radiant damage equal to half the damage you take from the attack.

Oath: Subterfuge

Oath of Subterfuge Sentinel's focus on keeping an eye on the troubled areas of the world without being seen until they must. They are the Black Ops of the Sentinels order.

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Oath Powers (Level 3)

These are Powers that you automatically learn when you pick this subclass as you level up into the class.

- 3rd Charm Person, Expeditious Retreat
- 5th Invisibility, Mirror Image
- 9th Fly, Haste
- 13th Confusion, Greater Invisibility
- 17th Dominate Person, Passwall

Oaths Connection (Level 3)

When you take this oath at 3rd level, you gain the following two special power options. You can do one of these choices 1 time per short or long rest.

- **Duplicate:** As an action, you create a visual illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a power). The illusion appears in an unoccupied space of your choice that you can see within 30 feet of you. The illusion looks exactly like you; it is silent; it is your size, is insubstantial, and doesn't occupy its space; and it is unaffected by attacks and damage. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but the illusion must remain within 120 feet of you. For the duration, you can activate powers as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how uncanny the illusion is.
- **Poison Strike:** As a bonus action, you touch one weapon or piece of ammunition and conjure a special poison on it. The poison lasts for 1 minute. The next time you hit a target with an attack using that weapon or ammunition, the target takes poison damage immediately after the attack. The poison damage equals 2d10+ your Sentinel level, or 20+ your Sentinel level if you had advantage on the attack roll.

Aura of Treachery (Level 7)

Starting at 7th level, you emanate an aura of discord, which gives you the following benefits.

- **Cull the Herd:** You have advantage on melee attack rolls against any creature that has one or more of its allies within 5 feet of it.
- **Treacherous Strike:** If a creature within 5 feet of you misses you with a melee attack, you can use your reaction to force the attacker to reroll that attack against a creature of your choice that is also within 5 feet of the attacker. The ability fails and is wasted if the attacker is immune to being charmed. You can use this ability three times. You regain expended uses of it when you finish a short or long rest.

Escape Artist (Level 15)

At 15th level, immediately after you are hit by an attack, you can use your reaction to turn invisible and teleport up to 60 feet to a spot you can see. You remain invisible until the end of your next turn or until you attack, deal damage, or force a creature to make a saving throw. Once you use this feature, you must finish a short or long rest before you can use it again.

Icon of Deceit (Level 20)

At 20th level, you gain the ability to emanate feelings of treachery. As an action, you can become an avatar of deceit. Once you use this feature, you can't use it again until you finish a long rest. You gain the following benefits for 1 minute:

- You are invisible.
- If a creature damages you on its turn, it must succeed on a Wisdom saving throw (DC equal to your DME save DC) or you control its next action, provided that you aren't incapacitated when it takes the action. A creature automatically succeeds on the save if the creature is immune to being charmed.
- If you have advantage on an attack roll, you gain a bonus to its damage roll equal to your Sentinel level.

Oath: Vengeance

Oath of Vengeance Sentinel's focus on destroying the enemies of the Sentinels that have made strides to destroy their order. They are single person destroyers against DME users that have amassed great power.

Oath Powers (Level 3)

These are Powers that you automatically learn when you pick this subclass as you level up into the class.

- 3rd Bane, Hunter's Mark
- 5th Hold Person, Misty Step
- 9th Haste, Protection from Energy
- 13th Banishment, Dimension Door
- 17th Hold Monster, Scrying

Oaths Connection (Level 3)

When you take this oath at 3rd level, you gain the following two special power options. You can do one of these choices 1 time per short or long rest.

- **Abjure Enemy:** As an action, choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw. On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

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- **Vow of Enmity:** As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Relentless Avenger (Level 7)

By 7th level, when you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

Soul of Vengeance (Level 15)

Starting at 15th level, when a creature under the effect of your Vow of Enmity makes an attack, you can use your reaction to make a melee weapon attack against that creature if it is within range.

Avenging Angel (Level 20)

At 20th level, using your action, you undergo a transformation. Once you use this feature, you can't use it again until you finish a long rest. For 1 hour, you gain the following benefits:

- You gain a flying speed of 60 feet.
- You emanate an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes any damage. Attack rolls against the frightened creature have advantage.