

Oath of the Abyss

A paladin supplement for the world's greatest roleplaying game

by Alexander Krause-Leipoldt

For use with the 5th edition *Player's Handbook*



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OATH OF THE ABYSS

The Oath of the Abyss is a journey that leads to one of two possible destinations – salvation or perdition. Paladins that follow this oath walk the thin line that separates life from death, light from dark. Unlike other paladins, they are tempted by evil against their will. They are constantly at war with themselves, trying their utmost not to succumb to their inner demons which lurk in every thought, waiting to spring into existence and oppress their host. On their quest to eventual bliss, they ally with good-hearted souls, hoping to find strength in happiness and shared sorrows.

TENETS OF THE ABYSS

As its forsaken followers wander on the edge of darkness, the tenets of the Oath of the Abyss are righteous at heart. Tenacious in the face of evil, these paladins slowly fall victim to their own cause.

Camaraderie. I never let down a companion in need. Walking with a friend in the dark is better than walking alone in the light.

Fortitude. I must withstand the lure of evil and its children with all my might, for my downfall is the seed of destruction.

Salvation. I am a pilgrim of hope. And may my journey lead me deep into darkness, my sins will be forgiven at last.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE ABYSS SPELLS

Paladin Level	Spells
3rd	<i>arms of hadar, shield of faith</i>
5th	<i>darkness, warding bond</i>
9th	<i>magic circle, speak with dead</i>
13th	<i>death ward, fire shield</i>
17th	<i>commune, destructive wave</i>

CHANNEL DIVINITY

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

Chant of the Deep. As an action, you present your holy symbol and intone a mesmerizing chant until the start of your next turn, using your Channel Divinity. While you are chanting, each creature that isn't frightened by you and starts its turn within 60 feet of you must make a Wisdom saving throw if it can hear you and isn't immune to being frightened. Your allied creatures have advantage on the saving throw. On a failed saving throw, the target is frightened of you as long as it can hear the chant and for 1 minute thereafter.

While frightened in this way, the target's speed becomes 0, and it can't benefit from any bonus to its speed. It also has disadvantage on attack rolls and ability checks while it can hear your chant. If a frightened creature can't hear the chant at the end of its turn, for example because it covered its ears or because you ceased chanting, it can repeat the saving throw, ending the effect on itself early on a success.

On your subsequent turns, you can use an action to continue chanting if your chant hasn't been interrupted. Being unable to speak interrupts the chant, as well as talking or casting spells that include verbal components. Using this feature requires concentration and therefore follows the

same rules as concentrating on a spell.

Eclipse. Using your Channel Divinity as an action, you succumb to your inner darkness, gaining great power in return. For 1 minute, any radiant damage that you would deal becomes necrotic damage instead and ignores necrotic damage resistances. Additionally, when you hit a creature with a melee weapon and deal necrotic damage to it, you add your Charisma modifier to the total necrotic damage of the attack (with a minimum bonus of +1). In return, you have disadvantage on Wisdom saving throws against spells and other effects created by fiends or undead.

You can use your action to end this effect early if you aren't charmed by fiends or undead. This effect also ends if you fall unconscious or die.

WRAITH STEP

Beginning at 7th level, you can use a bonus action to become semi-corporeal until the end of your next turn. While the effect persists, you have resistance to slashing, piercing and bludgeoning damage from non-magical weapons. You can also move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. If this effect ends while you are inside an object, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you moved.

Once you use this feature, you must finish a short or long rest before you can use it again.

ACCURSED PILGRIM

At 15th level, the advancing corruption of your soul grants you unnatural physical fortitude. You gain resistance to necrotic damage and you no longer require food or drink. Additionally, spells and other magical effects that sense or detect undead also sense or detect you.

HOOR OF DARKNESS

At 20th level, as an action, you can surround yourself with an aura of darkness that lasts for 1 minute. For the same duration, you gain darkvision up to a range of 30 feet and your blazing eyes shed magical dim light in a 15-foot cone. The light can have any color you like, but your choice is permanent for this feature.

In a 30-foot radius around you, shadows spread from your body, reducing any bright light to dim light and extinguishing any non-magical light sources. Whenever a creature that is frightened by you starts its turn in the aura, it takes 2d10 psychic damage. Additionally, you and creatures you 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, you can use a bonus action on your turn to cause the shadows to attack one creature in the aura. Make a melee spell attack against the target. If the attack hits, the target takes necrotic damage equal to 3d10 + your Charisma modifier.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.