

## OATH OF THE DOOMGUIDE

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The Oath of the Doomguide is taken by devotees of Kelemvor, god of the dead. Doomguides serve Kelemvor, and the people of Faerûn, by helping mortals deal with their fears of death and existence after the fact. In order to help combat these fears, many of which are tied to the works of necromancers, doomguides also serve as elite divine spellcasters who seek out necromancers and their undead servitors to destroy them and bring a measure of peace to the world.

### TENETS OF THE DOOMGUIDE

**Sooth Fears.** The people fear death. They have so little to fear. Teach the people not to fear death.

**Ease the Passing.** Heal where you can. Prepare those who will pass over for their journey. Give the dead their last rites. Prevent the dead from being corrupted by the touch of necromancy.

**Destroy Undead.** Destroy necromancers and their spawn, wherever you find them. Seek them out, wherever they are.

**Judge Righteous Judgment.** Darkness and death are your weapons. See that you succumb to neither before your time.

**Balance in all Things.** You must be relief to the dying and comfort to the grieving while delivering justice to those who would thwart death or make a twisted perversion of the dead.

### OATH SPELLS

You gain oath spells at the paladin levels listed.

### DOOMGUIDE SPELLS

Paladin Level	Spells
3rd	<i>healing word, hellish rebuke</i>
5th	<i>prayer of healing, gentle repose</i>
9th	<i>speak with the dead, vampiric touch</i>
13th	<i>death ward, guardian of faith</i>
17th	<i>hallow, raise dead</i>

### CHANNEL DIVINITY

**Sacred Weapon.** As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (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 magical, it becomes magical 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.

**Dreadful Aspect.** As an action, you channel the darkest emotions and focuses them into a burst of magical menace. Each creature of your choice within 30 feet of you must make a Wisdom saving throw if it can see you. On a failed save, the target is frightened of you for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from you, it can attempt another Wisdom saving throw to end the effect on it.

### SHADOW STEP

Beginning at 7<sup>th</sup> level, when you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.

At 18th level, the range of this ability increases to 90 feet.

### UNDYING SENTINEL

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, and you can't be aged magically.

### GRAVE WARDEN

At 20th level, you can surround yourself with darkness and siphon life from your enemies with your melee attacks. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- Bright light around you to a radius of 60 feet is reduced to dim light.
- All terrain within that 60-foot radius is considered difficult terrain for any number of creatures you choose.
- You regain hit points equal to half the amount of damage you do with melee attacks.

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