

# Oathbreaker Redux



*You have bastardized, broken, and betrayed your sanctimonious sacred oath and turned on the idiosyncratic, impartial, and incontrovertible ideals you once sought to unerringly uphold. As such the abilities granted to you by your oath and training as a paladin have woefully and wickedly warped and become hateful, harmful, and hazardous.*

## Oathbreaker Spells

You gain oath spells at the paladin levels listed. These spells do count against the number of spells you know and can prepare and are always prepared for you. If a spell listed does not appear on the paladin spell list, it is nonetheless a paladin spell for you.

Oathbreaker Spells	
Paladin Level	Spells
3 <sup>rd</sup>	Bane, Cause Fear
5 <sup>th</sup>	Crown of Madness, Wither and Bloom
9 <sup>th</sup>	Bestow Curse, Phantom Steed
13 <sup>th</sup>	Shadow of Moil, Sickening Radiance
17 <sup>th</sup>	Dominate Person, Negative Energy Flood

## Channel Divinity

When you break your oath at 3<sup>rd</sup> level, you gain the following two Channel Divinity options:

### Dreadful Aspect

As an action, you channel the darkest emotions and focus them into a burst of malignant 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.

## Lay on Harm

As an action you may make a melee spell attack against a creature. On a hit you deal force damage equal to 2 x your paladin level and regain lay on hands points equal to the damage dealt.

## Aura of Hate

Starting at 7th level you, as well as your allies, become villainous vitalized via your overwhelming oppressive aura. You and your allies gain a bonus to melee weapon damage rolls equal to your Charisma modifier (minimum of +1). A creature can benefit from this feature from only one paladin at a time.

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

## Villainous Fortitude

Starting at 15<sup>th</sup> level, you resplendently resist radiant, necrotic, and poison damage and your Aura of Courage makes it so you cannot be charmed or frightened. Additionally, as reaction upon taking damage from a type you resist, you may turn that resistance into an immunity for 1 minute. Once you use this reaction you cannot do so again until you finish a long rest.

## Dread Lord

At 20th level, you can, as an action, surround yourself with an auspicious aura of grim, garish gloom that lasts for 1 minute. The aura reduces any bright light in a 30-foot radius around you to dim light. Whenever an enemy that is frightened by you starts its turn in the aura, it takes 4d10 psychic damage. Additionally, you and any creatures of your choosing 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 in the aura to attack one creature. Make a melee spell attack against the target. If the attack hits, the target takes necrotic damage equal to 3d10 + your Charisma modifier.

After activating the aura, you can't do so again until you finish a long rest.

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