

# OATH OF THE END - 5E PALADIN SUBCLASS

## HOME BREW

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### THE CALL OF THE VOID

The end is nigh. The ancient's light, the conquerer's strength, the crown's rule, the devotee's trust, the hero's glory, the redeemer's hope, the avenger's wrath, the watcher's vigilance, and even the oathbreaker's ambition all fade in their due time. Only oblivion remains.

**Acceptance.** You cannot overcome your impending end. Let go of your pride, your fear, and your hope. The pain will be over soon.

### SUBCLASS FEATURES

#### OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Oath Spells
3rd	<i>entangle, sleep</i>
5th	<i>calm emotions, hold person</i>
9th	<i>counterspell, slow</i>
13th	<i>sickening radiance, shadow of moil</i> <sup>xtge</sup>
17th	<i>antilife shell, hold monster</i>

#### CHANNEL DIVINITY

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

##### CHANNEL DIVINITY: HARBINGER'S CALL

As an action, you can expend your Channel Divinity to choose any number of creatures within 30 feet of yourself. Each target must make a Wisdom saving throw, unless it is immune to being frightened. On a failed save, a target loses the will to fight for 1 minute or until you or your companions do anything harmful to it, neither moving nor attacking as a wave of despair washes over them. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

##### CHANNEL DIVINITY: FUTILE STRUGGLE

When you would be damaged by an attack, you can expend a use of your Channel Divinity and your reaction to force the attacker to make a Charisma saving throw. On a failed save, you are completely unaffected, as your connection to your end renders their efforts futile.

Image Credit: [Vigorous Crusader - Darkest Dungeon](#) by DancingSoldier

#### CEASELESS MARCH

As an emissary of the end, you know the efforts of your foes will always be in vain. Starting at 7th level, when a creature you can see within 10 feet of you would make an attack roll with advantage or disadvantage, you can prevent the roll from being affected by advantage and disadvantage.

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

#### INEVITABLE END

At 15th level, the end of all things has been made manifest within you. At the end of your turn, creatures of your choice within 10 feet take force damage equal to your Charisma modifier.

At 18th level, this radius increases to 30 feet.

#### FINAL MERCY

At 20th level, you know that the only thing left to do is to grant the world one final act of mercy. As an action, you bring the end of all things into being within yourself for 1 minute, cutting the struggles of mortality short.

While in this form, you gain the following benefits:

- Attacks have disadvantage to hit you.
- Once per turn, when you hit a creature with a weapon attack, you can force it to make a Constitution saving throw. On a failed save, the target is marked for death. Affected creatures are visibly marked with a countdown, and are instinctively aware of the mark's fatal effects.
- If you are still alive when the transformation ends, each creature you marked for death dies instantly, turning into fine dust. Affected creatures can be restored to life only by means of a *true resurrection* or *wish* spell.

This subclass is also available on DnDBeyond:

<https://www.dndbeyond.com/subclasses/1028400-oath-of-the-end>





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