



OATH OF EVIL



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An oath for paladins that forsake their righteous and holy ideals for the power of evil
for the world's greatest roleplaying game

PALADIN

SACRED OATH

OATH OF EVIL

A paladin must be evil to become an Oath of Evil paladin. These paladins used their sacred oath as a means to unearth the only lawful power that can bring order to all, evil.

There was never any light for the Oath of Evil paladin, the light only lets the paladin see difference, but in the dark, everyone's the same under the law.

Everything that was holy in the paladin's old paladin life is now unholy, what was divine is now unhallowed. Everything that was sacred is now profane, what used to give light now gives equal darkness, and what was positive energy has been corrupted into negative energy.

The Oath of Evil paladin embraces evil as the only power that will bring order to all.

OATH OF EVIL FEATURES

Paladin Level Feature

3rd	Oath Spells, Channel Unhallowed
7th	Malefic Attacks
15th	Aura of Viciousness
20th	Unhallowed Knight

OATH SPELLS

An Oath of Evil paladin loses previously gained oath spells and instead gains the following Oath of Evil spells at the paladin levels listed.

These spells can also be cast as bonus actions by the Oath of Evil paladin once per long rest and do not require material components or use the paladin's spell slots.

The Oath of Evil paladin's spellcasting ability for all spells is Charisma.

OATH OF EVIL SPELLS

You gain oath of evil spells at the paladin levels listed.

Paladin Level Spells

3rd	<i>Ice knife, Hex</i>
5th	<i>Darkness, Shadow Blade</i>
9th	<i>Haste, Life Transference</i>
13th	<i>Ice Storm, Shadow of Moil</i>
17th	<i>Cone of Cold, Negative Energy Flood</i>

CHANNEL UNHALLOWED

When the paladin take this oath at 3rd level, the paladin can no longer channel divinity, but gains the unhallowed Fallen One and Dark Energy features:

CHANNEL UNHALLOWED: FALLEN ONE

The paladin's Oath of Evil and connection to a terrifying power grants the paladin one warlock cantrip at 3rd, 5th, 9th, 13th, and 17th level. The paladin's spellcasting ability for any cantrip is Charisma.

Additionally, any necrotic damage the paladin takes now regains hit points equal to the damage it would inflict on most creatures. Any healing spells damage the paladin for the same amount they would heal others.

Any spells or effects that are radiant, light, or are holy in nature inflict double damage on the paladin.

Also, any of the paladin's spells or features that grant the paladin radiant damage such as *divine smite*, instead grant the paladin lightning damage; and any that grant fire damage, instead grant cold damage to the paladin.

CHANNEL UNHALLOWED: DARK ENERGY

You are resistant to cold, lightning, and poison damage.

Additionally, the paladin's *Lay on Hands* become cold and unhallowed, and instead empowers the paladin to regain 1 expended spell slot as a bonus action. The paladin can do this a number of times equal to the paladin's proficiency bonus and when that number is expended, the paladin regain this trait after a long or short rest.

MALEFIC ATTACKS

Starting at 7th level, on hit, the paladin's attacks deal bonus necrotic damage to the paladin and to the creature hit for bonus damage equal to the paladin's proficiency bonus. Bonus damage done to the paladin regains its lost hit points.

AURA OF VICIOUSNESS

By 15th level, the paladin gains an aura that extends 5 feet in all directions from itself. Creatures within this aura have their AC lowered by the paladin's proficiency bonus and if a creature dies from the paladin's critical hit within the aura, every creature within 5 feet must make a Dexterity saving throw or take half the damage.

UNHALLOWED KNIGHT

At 20th level, the paladin can, as a bonus action, cast the Find Greater Steed spell to summon forth a magically barded nightmare as a mount even if the paladin does not have that spell on their list nor does this spell count against the number of paladin spells prepared or require any components.

This magically barded nightmare has an AC of 23 and is immune to nonmagical attacks and damage. While mounted, the paladin gains full control over the mount, half cover, and advantage on attacks against creatures that are smaller than the magically barded nightmare.