

DEATH KNIGHT PALADIN

A paladin who has been touched by death and returned to life, the Death Knight is a warrior of a religious order dispatched to bring death to the enemies of his master. Whether driven by creed, holy ordinance, or politics, the death knight cares not for the reason for the errand: when death is needed, he serves as executor of the holy will.

The death knight doubles down on necrotic damage rather than the radiant damage typically associated with paladin spells and abilities. The death knight is heavily offense-focused with useful negation and weakening abilities, serving as the harbinger of the shadow of death to those that transgress his divine command.

This subclass is intended for use by non-player characters (or "NPCs") as a challenge for the party, but if you are willing you may allow players to select this subclass. It is not "unbalanced" because of its design for use by NPCs.

OATH SPELLS

You gain the following oath spells at the level listed:

Paladin Level	Oath Spells
3rd	<i>Cursed Blood, Inflict Wounds</i>
5th	<i>Blur, Hold Person</i>
7th	<i>Bestow Curse, Fear</i>
9th	<i>Blight, Mass Blindness/Deafness</i>
11th	<i>Contagion, Wither</i>

HARBINGER OF DEATH

Starting at 3rd level when you take this oath, your divine smites deal necrotic damage instead of radiant damage, and you gain 10 feet of movement at the start of a combat turn where there are no hostile targets within 10 feet of you. In addition, you gain the following two Channel Divinity options.

Shadow of Death. As an action, you present your holy symbol and speak a prayer to foreshadow an enemy's coming doom. As an action, you select a creature you can see within 30 feet. The creature must succeed on a Wisdom saving throw or be *Stunned* for 1 minute. The creature repeats the saving throw at the end of each of its turns. On a success, the effect ends.

Touch of the Grave. As an action, you cause targets near you to prematurely experience the rotting of the grave, visibly displaying the power of death over them. Select any number of targets you can see within 30 feet of you. The selected creatures must succeed on a Constitution saving throw or they suffer 1d10 necrotic damage and are *Poisoned* for 1 minute as the seeping decay sets in.

WROUGHT IN ROT

Starting at 7th level, your connection with death and decay preserves allies from its effects. You and friendly creatures within 10 feet of you have resistance to necrotic damage, and gain advantage on saving throws that deal necrotic damage.

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

EXECUTOR OF JUDGMENT

Starting at 15th level, you are always under the effects of the *Divine Favor* spell, and you gain necrotic damage rather than radiant damage from the spell.

ANGEL OF DEATH

Starting at 20th level, you speak a prayer of condemnation over your enemies. For 1 minute, you gain the following benefits:

You add 1d8 necrotic damage to all attacks.

Targets who suffer damage from you may not benefit from healing spells for the duration (medicinal and celestial healing remains unaffected).

When you deal necrotic damage, you heal yourself a number of hit points equal to the necrotic damage you deal.