# OATH OF BLOOD: A RAVENLOFT PALADIN ARCHETYPE



An Archetypre Excerpt From
*Ravenloft Archetypes: Nightmares of Barovia*
For Vampiric Paladins

# Paladin

### New Paladin Oath:

## OATH OF BLOOD

You are a monster, fated and infected by a vile curse that transformed you into a creature of nightmare. By some means—whether by the life-draining attack of an elder vampire, an ancient doom laid upon your family, the foul magic of a hateful enemy, or even by seeking immortal power yourself through ancient rites and alchemical formulas—the curse of vampirism fell upon you. Rather than falling to it completely, however, you called upon the oaths of a paladin's fealty, and swore to use your dark nature in the service of a cause. The divine nature of your oath holds your curse at bay, but you are still infused with the power of darkness. Having already experienced death, you are a lethal creature of the night. Normal emotions have become alien to you. Only cold, gnawing hunger remains. As your power increases, your supernatural nature comes to the fore—but will your humanity pay the price?

### Tenets of the Loyal Retainer

***Restraint.*** You struggle unrelentingly to control the monstrous urges of your vampiric nature.

***Moderation.*** If you deny your monstrous bloodthirst entirely, it will eventually erupt and consume you. You seek the wisdom to indulge that hunger occasionally, in small ways, but only enough to keep it from overwhelming your reason.

***Zealotry.*** The only thing that allows you to master the hunger of a vampire is your devotion to your cause, and so you put that cause first, above all things, including your own survival.

***Forbearance.*** The urge to consume mortal lifeblood is strong, but perhaps never so strong as when inflamed by passion—you shun all personal intimacy and romantic passion, knowing the danger you pose to anyone you let yourself become close to.

***Loyalty.*** Those who accept you for what you are take a grave chance, and transcend their natural instincts of fear and revulsion to maintain your company. They are a treasure greater than gold, and must be protected accordingly. or worse.

### Oath Spells

You gain oath spells at the paladin level listed.

#### Oath of Blood Spells

| Paladin Level | Spells |
|---|---|
| 3rd | *charm person, false life* |
| 5th | *detect thoughts, enhance ability* |
| 9th | *conjure animals, hold person* |
| 13th | *dominate beast, locate creature* |
| 17th | *dominate person, scyring* |

### Channel Divinity

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

***Protean Form.*** As a bonus action, you use your Channel Divinity to transform yourself into a bat, rat, raven, or wolf. You can stay in this beast shape for a number of hours equal to half your paladin level (rounded down). You then revert to your normal form. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, all the rules that apply to a druid transformed by their wild shape feature apply to you. You gain more options with this use of channel divinity as you gain paladin levels. At 4th level, you can become a giant bat, giant rat, swarm of bats, swarm of rats, or swarm of ravens. At 5th level, you can become a dire wolf. At 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage. When you reach 9th level, you can use this effect to cast *gaseous form,* without using a spell slot or components, instead of turning into a beast.

***Draining Bite.*** When you make an unarmed strike against a willing creature, a creature that is incapacitated or restrained, or a creature that is grappled by you, you can use your Channel Divinity to make a special Draining Bite attack. You make this choice after you see the roll, but before the DM says whether the attack hits or misses. If the attack hits, you inflict 1d4 piercing damage but also inflict extra necrotic damage equal to half your paladin level (rounded up). The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. You also regain 1 Hit Die. Constructs and undead who are not vampires are immune to this attack. When you inflict damage on a creature with this use of Channel Divinity, your inhuman nature manifests itself. For 1 minute, you are undead, you gain resistance to necrotic damage, and you are affected normally by effects that target undead

(such as Turn Undead), but are not affected by effects that target humanoids (such as *hold person*). If you are 15th level or higher, a humanoid slain with this ability and then buried in the ground rises the following night as a vampire spawn, and its attitude towards you is immediately hostile.

### Vampiric Nature

Beginning at 3rd level when you take this oath, you gain the following benefits:

- You gain darkvision at a range of 120 feet
- You gain resistance to nonmagical bludgeoning, piercing, and slashing damage unless it is inflicted by silver.
- Any creature charmed by you is a willing target for your Draining Bite Channel Divinity ability. For purposes of spells and other charming effects, your Draining Bite does not count as harming it.
- You can take the Dash action as a bonus action on your turn. When you do, opportunity attacks against you are made at disadvantage until the end of your turn.
- You double your proficiency bonus when adding it to grapple checks.

However, you also gain the following weaknesses:

- You have vulnerability to radiant damage
- You take psychic damage equal to twice your paladin level if you enter a residence without an invitation from one of the occupants, end your turn in running water, or begin your turn in direct sunlight. This damage cannot be reduced or redirected by any means.
- You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.
- When you would normally regain all of your Hit Dice, if you have not inflicted damage on a creature with your Draining Bite Channel Divinity ability in the past 24 hours, you immediately expend two Hit Dice without gaining any hit points.

### Blood Thirst

Beginning at 7th level, if a creature within 30 feet of you is reduced to 0 hit points but is not killed, you must roll a Wisdom saving throw if you have not inflicted damage on a creature with your Draining Bite Channel Divinity ability in the past 24 hours. The base DC is 15, but it is increased by 1 for every 24 hours that have passed since the last time you inflicted damage on a creature with Draining Bite. If you succeed, you are immune to this effect until the next time you finish a short rest. If you fail, on your next action you must move as fast as you can towards the fallen creature and make an attack action against them, using the most damaging weapon you have in hand. If you have an unexpended use of your Channel Divinity, you make an unarmed strike instead and use your Draining Bite if you hit.

### Dark Aura

At 7th level, you no longer age, and cannot be aged magically. In addition, creatures of your choice within 10 feet of you have resistance to necrotic damage and advantage on saving throws against being charmed or frightened. At 18th level, the range of this effect increases to 30 feet.

### Undead Regeneration

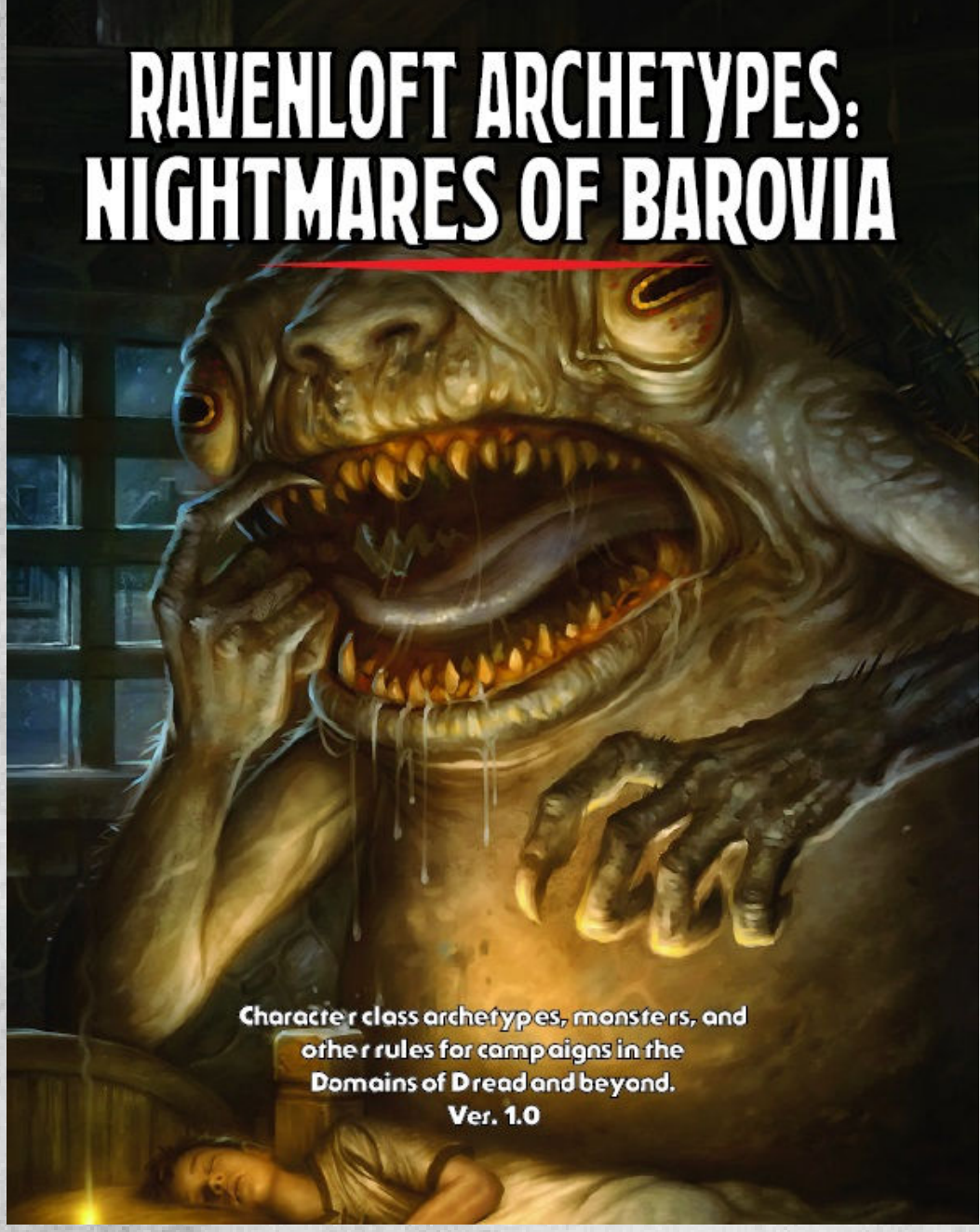
Beginning at 15th level, at the beginning of your turn, if you have all your Hit Dice or you have used your Draining Bite Channel Divinity ability in the past 24 hours, you can choose to heal yourself for 5 hit points without using an action. Any damage healed in this way is subtracted from the pool of daily healing associated with your Lay on Hands feature.

### Vampiric Form

When you reach 20th level, you can temporarily unleash your vampiric side at full force, knowing you can regain your mortal nature after
focus your mind with prayer to gain legendary mettle and unmatched martial prowess. Using your action, you gain the following abilities for one minute:

- You gain a fly speed of 30 ft.
- The first time you are reduced to 0 hit points during the duration, you are instead reduced to 1 hit point, and you teleport 30 feet and immediately cast *gaseous form* on yourself without using an action.
- You become undead, and are no longer affected by effects that target humanoids (though you are affected by effects that target undead).
- You are immune to necrotic damage and features that turn undead.
- When you use your Draining Bite Channel Divinity ability, it does not expend a use of your Channel Divinity.

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




This has been a preview of *Ravenloft Archetypes: Nightmares of Barovia,* available for just $1.00 at **http://www.dmsguild.com/product/176799/Ravenloft-Archetypes-Nightmares-of-Barovia**

This supplement presents eight new subclasses as well as new spells, new monsters, new subraces, and more for the ***Curse of Strahd*** storyline and other 5th Edition D&D games set in the Domains of Dread and beyond. Portraying heroes with a dark side-- from vampiric paladins to warlocks empowered by the Dark Powers that rule Ravenloft itself-- these character options are written to emphasize themes of fantasy horror, yet be playable in any setting. New class archetypes contain not just rules, but full subclass descriptions and setting material to help you or your players role-play these new archetypes to the hilt. The all-new archetypes include:

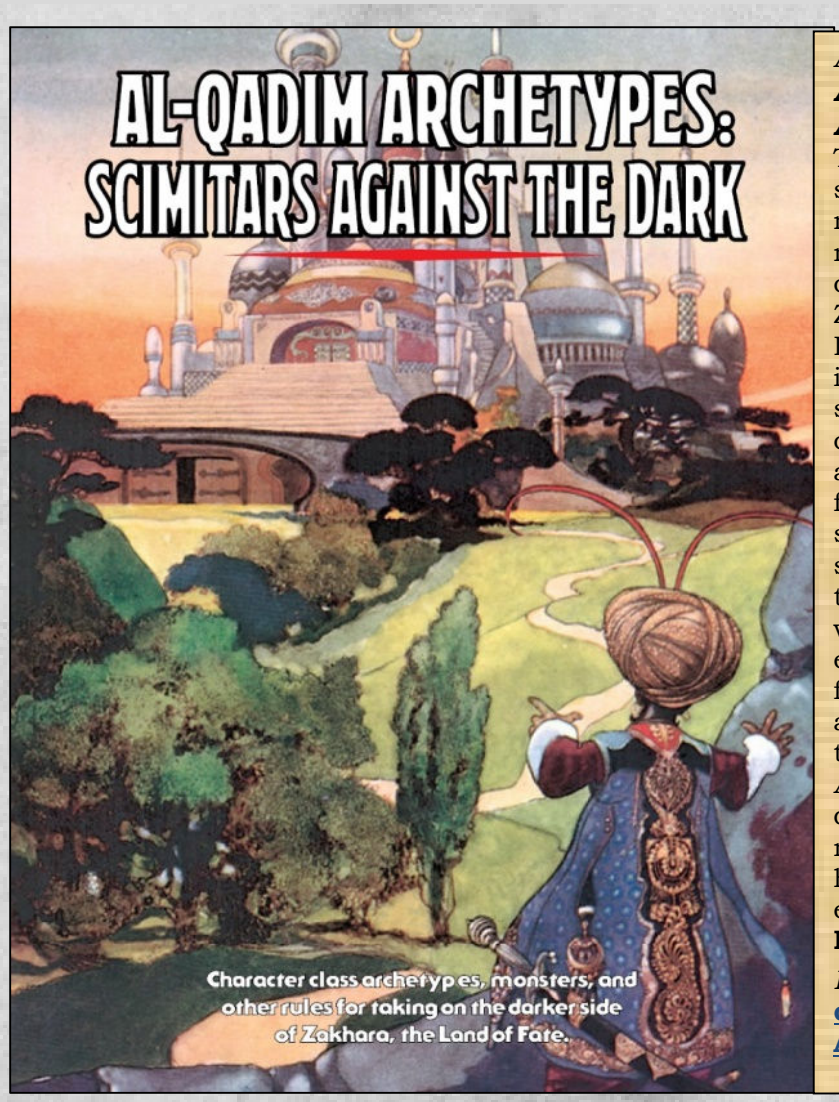
- **The Path of the Sea Reaver:** Barbarian raiders who strike from the sea to sow terror and chaos before fading into the night.
- **The College of Secrets:** Bards sworn to secret societies who use fear and psychological insight to defend their secret agendas.
- **The Slayer:** This fighter makes the hunters the hunted, waging war against the monsters who prey upon the innocent.
- **The Oath of Blood:** Paladins infected with vampirism who fight back their curse with divine power and unshakeable devotion to their cause.
- **The Stalker:** Rangers equally at home in the city or the wilderness who use unequalled powers of observation to act as investigators, spies, and vigilantes.
- **The Antiquarian*:** This rogue archaeologist is a raider of the lost tomb and trap-filled ruin who masters scholarly lore and wields a whip or other distinctive weapon to recover historical relics.
- **The Dark Powers:** Warlocks of this patron dare to make pacts with the Dark Powers of the Shadowfell and Ravenloft who gave Strahd Von Zarovich and the other Dark Lords their power... and their torment.
- **The School of Alienism*:** Wizards who learn eldritch secrets that would blast a weaker mind, all to steal even more forbidden knowledge from unknowable entities outside space and time.

Far more than just character options, this 37 page PDF also includes:

- **New Monsters:** In addition to creatures from the sinister Barovian Scarecrow to the cunning Vistani Scoundrel, conversions of the classic race-based vampire types from 2nd Edition D&D-- such as the elf vampire, the dwarf vampire, and more-- boast strange new powers and weaknesses adventurers will never see coming.
- **New Subraces:** The variant Vistani human and the battle-scarred, paranoid Crag Dwarves.
- **New Spells:** One or more new spells for every single spellcasting class, including *blood curse, dread mercy, punishing strike,* and more!

A content-packed resource for players and DM's alike, *Ravenloft Archetypes: Nightmares of Barovia* is a must-have for campaigns set in Barovia or any of the other Dark Domains of Ravenloft, and a sinister treasure trove of darkly unique characters, monsters, and magic for any D&D 5th Edition game. Download it today at: **http://www.dmsguild.com/product/176799/Ravenloft-Archetypes-Nightmares-of-Barovia**.

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*Also from author Jeremy Forbing:*

***Al-Qadim Archetypes: Scimitars Against the Dark***

This PDF presents six new Forgotten Realms subclasses as well as new spells, new monsters for a wide range of challenge ratings, a new variant race and more, centered around the southern region of Zakhara, home of the *Al-Qadim* old-school D&D campaign setting. More than just rules, it includes roleplaying descriptions for each subclass, expanded setting material, and conversion suggestions to use these archetypes in any setting you wish. From fighters raised in a sworn brotherhood of soldiers and rangers born to sail the seven seas, to scholarly rogues who raid forbidden tombs armed with a distinctive weapon and wizards who slowly trade away their sanity for eldritch might, these archetypes are adapted from RPG legend Wolfgang Baur's classic article "Campaign Journal: Scimitars Against the Dark" and the original *Al-Qadim: Arabian Adventures* book. this lengthy (~30 pages) document contains everything you need to role-play these new character options to the hilt, and join the fight against the ancient evils that threaten the Land of Fate!

**Price:** $1.40 **Length:** 32 pages + cover

*Download from the DM's Guild website at:*
**dmsguild.com/product/172575/AlQadim-Archetypes-Scimitars-Against-the-Dark**

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