

****Author's note:** I came across the Doomguide while researching a Death Cleric and learning about Kelemvor. Through my research, I found multiple variants of the Doomguide and have done my best to compile them into one location and make them a uniformed format that fits as a traditional Paladin. I wanted this construction to be more than simply adding a Doomguide Oath to the traditional Paladin but to rather be a variant of the Paladin class that is compatible with 5e.

To build this class variant, I used the Paladin Class as the base. I then added in as many Doomguide Oaths that I could find, tweaking them ever so slightly so that they fit together nicely. I then went through the original text from the Paladin class and altered it as needed to fit a Doomguide. I removed and tweaked the material as best as I could to make the Doomguide its own class while still following the original template of a paladin. Specifically, I wanted the Doomguide to stand out from other Paladins but not be overpowered.

Lastly, I went through the Spells that I found specific to the Doomguide while doing my research as well as the Paladin, Cleric, and any Necromancy Spells listed in the Player's Handbook (5th Edition). I then scrubbed through the combined list, removing anything that was unfitting or contradicting to the teachings of Kelemvor to create a specified Doomguide Spell list.

Doomguide Paladin Class Details

Clad in plate armor that is as dark as the midnight sky, a human lays down her sword and shield and places her hands on a mortally wounded man. Divine radiance shines from her hands, the man's wounds knit closed, and his eyes open wide with amazement.

A dwarf crouches behind an outcrop, his black cloak making him nearly invisible in the night, and watches an orc war band celebrating its recent victory. Silently, he stalks into their midst and whispers an oath, and two orcs are dead before they even realize he is there.

Silver hair shining in a shaft of light that seems to illuminate only him, an elf laughs with exultation. His spear flashes like his eyes as he jabs again and again at a twisted giant, until at last his light overcomes its hideous darkness.

Whatever their origin and their mission, Doomguide's are united by their oaths to stand against the undead abominations. Sworn before Kelemvor's altar and the witness of a priest, a Doomguide's oath is a powerful bond. It is a source of power that turns a devout warrior into a fearsome archangel of death.

The Chapter of the Eternal Order

A Doomguide must recognize that death is part of life. It is not an ending but a beginning, not a punishment but a necessity. Death is an orderly process without deceit, concealment, and randomness. Protect others, so that they may die with dignity at their appointed time and no sooner. Honor the dead. Recognize that the flood of corruption will not seize without the actions of the righteous. The lord will welcome the souls of the truly faithful, but before your end of days, the jealous Legions of the Night will seek to drag down his chosen people. To protect Kelemvor's innocent flock from the Legions of the Night - be they monsters or mere tempster - they must be ruthlessly destroyed by the example of Tyrael.

Doomguide's train for years to learn the skills of combat, mastering a variety of weapons and armor. Even so, their martial skills are secondary to the magical power they wield: power to heal the sick and injured, to smite the undead, and to protect the innocent and those who join them in the fight against undeath.

Beyond the Mundane Life

Almost by definition, the life of a Doomguide is an adventuring life. Unless a lasting injury has taken him or her away from adventuring for a time, every Doomguide lives on the front lines of the cosmic struggle against undeath. Fighters are rare enough among the ranks of the militias and armies of the world, but even fewer people can claim the true calling of a Doomguide. When they do receive the call, these warriors turn from their former occupations and take up arms to fight false death. Sometimes their oaths lead them into the service of the crown as leaders of elite groups of knights, but even then their loyalty is first to the teachings of Kelemvor, not to crown and country. Below, lists the Paladin's code that every Doomguide must follow.

The Paladin Code

- I. Devote yourself to life and death, and help others die with dignity at their appointed time and no sooner.
- II. Speak only the truth and honor your words and live by them. Your utterings are to be always true.

- III. You are to only act as an agent of lord Kelemvor and enforce his laws, not those of another faith or mortal law.
- IV. Respect the laws of mortals, but remember always that your fealty is to the laws of your Faith.
- V. Pledge your life, soul and word to the Lord. Never should you worship another and never should your faith falter.
- VI. Not pride but humility. Not greed but generosity. Not envy but love. Not lust but temperance. Not gluttony but moderation. Not sloth but zeal. Not tyranny but justice.
- VII. Be a candle of light in the darkness and show others the glory of the lord.
- VIII. Always wear the symbol of your faith, and do so with honor, love and devotion, for you are a servant of the Lord, and your acts reflect upon the Church and His Glory.
- IX. The Undead deserve only their rest. Destroy them without hesitation, and punish those who would dare to create them.
- X. Protect the innocents from those who would spread false teachings or devote themselves to the arts of heresy and blasphemy.

Adventuring Doomguides take their work seriously. A delve into an ancient ruin or dusty crypt can be a quest driven by a higher purpose than the acquisition of treasure.

Undeath lurks in dungeons and primeval forests, and even the smallest victory against it can tilt the cosmic balance away from oblivion.

Creating a Doomguide

The most important aspect of a Doomguide character is that the Eternal Order will never compromise its ideals; upholding the laws of lord Kelemvor and protecting his faithful. Where there is wrong it must be set right, no matter the cost. (8)

Although the class features related to your oath don't appear until you reach 3rd level, plan ahead for that choice by reading the oath descriptions at the end of the class.

How did you experience your call to serve as a Doomguide? Did you hear a whisper from an unseen god or angel while you were at prayer? Did another Doomguide sense the potential within you and decide to train you as a squire? Or did some terrible event—the destruction of your home, perhaps—drive you to your quests? Or you might have known from your earliest memories that the Doomguide's life was your calling, almost as if you had been sent into the world with that purpose stamped on your soul.

As guardians against the forces of undeath, Doomguide's are rarely of any evil alignment. Most of them walk the paths of charity and justice. Consider how your alignment colors the way you pursue your holy quest and the manner in which you conduct yourself before gods and mortals. Your oath and alignment might be in harmony, or your oath might represent standards of behavior that you have not yet attained.

Quick Build

You can make a Doomguide quickly by following these suggestions. First, Strength should be your highest ability score, followed by Charisma. Second, choose the noble background.

The Doomguide Table

Lvl	Prof. Bonus	Features	-Spell Slots Per Spell Level-								
			1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+2	Divine Sense, Lay on Hands, Rite of the Passing	-	-	-	-	-	-	-	-	-
2	+2	Fighting Style, Spellcasting, Divine Smite, Converse With Dead	2	-	-	-	-	-	-	-	-
3	+2	Divine Health, Sacred Oath	3	-	-	-	-	-	-	-	-
4	+2	Ability Score Improvement, Save Bonus	3	-	-	-	-	-	-	-	-
5	+3	Extra Attack	4	2	-	-	-	-	-	-	-
6	+3	Aura of Protection	4	2	-	-	-	-	-	-	-
7	+3	Sacred Oath Feature	4	3	-	-	-	-	--	-	-

8	+3	Ability Score Improvement, Save Bonus, Ethereal Purge	4	3	-	-	-	-	-	-	-
9	+4	Bond of Fatal Touch	4	3	2	-	-	-	-	-	-
10	+4	Aura of Courage	4	3	2	-	-	-	-	-	-
11	+4	Improved Divine Smite	4	3	3	-	-	-	-	-	-
12	+4	Ability Score Improvement	4	3	3	-	-	-	-	-	-
13	+5	Bond of Fatal Touch	4	3	3	1	-	-	-	-	-
14	+5	Cleansing Touch	4	3	3	1	1	-	-	-	-
15	+5	Sacred Oath Feature	4	3	3	2	1	1	-	-	-
16	+5	Ability Score Improvement	4	3	3	2	1	1	1	-	-
17	+6	Bond of Fatal Touch	4	3	3	3	2	1	1	-	-
18	+6	Aura Improvements	4	3	3	3	3	2	1	1	-
19	+6	Aura Improvements	4	3	3	3	3	2	2	1	1
20	+6	Sacred Oath Feature	4	3	3	3	3	2	2	1	1

Breaking Your Oath

A Doomguide tries to hold to the highest standards of conduct, but even the most virtuous Doomguide is fallible. Sometimes the right path proves too demanding, sometimes a situation calls for the lesser of two evils, and sometimes the heat of emotion causes a Doomguide to transgress his or her oath.

A Doomguide who has broken a vow typically seeks absolution from a cleric of Kelemvor or atonmate at the bidding of a Doomguide of the highest order. The Doomguide might spend an all-night vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial, or even a high-risk feat or task. After a rite of

confession and forgiveness, the Doomguide starts fresh if he has been judged as worthy by Kelemvor.

If a Doomguide willfully violates his or her oath and shows no sign of repentance, the consequences can be more serious. At the DM's discretion, an impenitent Doomguide might be forced to abandon this class and adopt another, or perhaps to take the Oathbreaker paladin option that appears in the Dungeon Master's Guide.

Class Features

As a Doomguide, you gain the following class features:

Hit Points

Hit Dice: 1d10 per Doomguide level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Doomguide level after 1st

Alignment: Lawful Neutral, Lawful Good

Patron: Kelemvor

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background: (1)

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain mail and a holy symbol

Divine Sense

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Lay on Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your Doomguide level \times 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Rite of the Passing

As a standard action, a Doomguide may touch a corpse to protect it from those who would seek to animate it. A dead creature for whom the ritual has been performed may not be animated in any way except the direct intervention of a deity. A Doomguide may perform the rite of the passing upon one creature per Doomguide level per day. Corpses of creatures with four or more Hit Dice more than the Doomguide are immune to the ritual.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Spellcasting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See Spells Rules for the general rules of spellcasting and the Spells Listing for the Doomguide spell list.

Preparing and Casting Spells

The Doomguide table shows how many spell slots you have to cast your Doomguide spells. To cast one of your Doomguide spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of Doomguide spells that are available for you to cast, choosing from the Doomguide spell list. When you do so, choose a number of Doomguide spells equal to your Charisma modifier + half your Doomguide level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level Doomguide, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Doomguide spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Charisma is your spellcasting ability for your Doomguide spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Doomguide spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier.

Spell attack modifier = your proficiency bonus + your Charisma modifier.

Spellcasting Focus

You can use a holy symbol (see the Adventuring Gear section) as a spellcasting focus for your Doomguide spells.

Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

Converse with Dead

Beginning at 2nd level, the doomguide's study of the process of death has granted him the guile and understanding to coax additional information from corpses when using the *speak with dead* spell. Instead of the usual one question per two caster levels, doomguides may ask one question per caster level.

Divine Health

By 3rd level, the divine magic flowing through you makes you immune to disease.

Sacred Oath

When you reach 3rd level, you swear the oath that binds you as a Doomguide forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose an Oath detailed at the end of the class description or one from another source.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

Oath Spells

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

If you gain an oath spell that doesn't appear on the Doomguide spell list, the spell is nonetheless a Doomguide spell for you.

Channel Divinity

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your Doomguide spell save DC.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Save Bonus

At 4th level, Doomguides get a +4 bonus on saving throws against death effects and to saving throws to overcome a negative level. Upon reaching 8th level, a doomguide always makes his saving throw to overcome a negative level.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Aura of Protection

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

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

Ethereal Purge

At 8th level; once per day the doomguide may surround himself with a sphere of power with a radius of 5 feet per class level that forces all ethereal creatures in the area to manifest on or shift themselves to the Material Plane, as appropriate. For example, it forces ghosts to manifest, and ethereal filchers or creatures using an ethereal jaunt spell are forced into the Material Plane. Such creatures may attempt a Will save (DC 10 + 1/2 doomguide's class level + doomguide's Wisdom bonus) to resist this effect. Those

who fail suffer the above effects and are prevented from returning to the Ethereal Plane for 1 minute per class level.

Bond of Fatal Touch

The doomguide's devotion to Kelemvor and dedication to the teachings of the Lord of the Crystal Spire has helped him to establish certain supernatural links to Fatal Touch, Kelemvor's powerful bastard sword. These links manifest in the form of a pale green nimbus around the weapon, representing the ability of the doomguide to increase the power of weapons he wields.

The ability lasts for 1 round each time it is used, and can be invoked as a free action a number of times per day equal to the doomguide's Charisma bonus (minimum one). A doomguide must decide to use the ability before attacking, and if the attack misses that use is wasted.

At 9th level, the bond grants wielded weapons the *ghost touch* property.

At 13th level, weapons wielded by the doomguide gain both *ghost touch* and the undead *bane* properties.

At 17th level wielded weapons gain the *ghost touch*, undead *bane*, and *disruption* properties even if they are not bludgeoning weapons. The weapon's normal abilities still apply.

Aura of Courage

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

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

Improved Divine Smite

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage.

Cleansing Touch

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

Aura Improvements

At 18th level, the range of your auras increase to 30 feet.

Sacred Oaths

Becoming a Doomguide involves taking vows that commit the Doomguide to the cause of Kelemvor. The final oath, taken when he or she reaches 3rd level, is the culmination of all the Doomguide's training. Some characters with this class don't consider themselves true a Doomguide until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the Doomguide's heart.

Oath of Judgement

The Oath of Judgement is taken by devotees of Kelemvor, god of the dead . Doomguides serve Kelmvor, and the people of Faerûn, by helping mortals deal with their fears of death and existence after the fact.

In order to help combat these fears, many of which are tied to the works of necromancers, Doomguides also serve as elite divine spellcasters who seek out necromancers and their undead servitors to destroy them and bring a measure of peace to the world.

Tenets of the Doomguide

Soothe Fears.

The people fear death. They have so little to fear. Teach the people not to fear death.

Ease the Passing.

Heal where you can. Prepare those who will pass over for their journey. Give the dead their last rites. Prevent the dead from being corrupted by the touch of necromancy.

Destroy Undead.

Destroy necromancers and their spawn, wherever you find them. Seek them out, wherever they are.

Judge Righteous Judgment.

Darkness and death are your weapons. See that you succumb to neither before your time.

Balance in all Things.

You must bring relief to the dying and comfort to the grieving while delivering justice to those who would thwart death or make a twisted perversion of the dead.

Oath Spells

You gain oath spells at the Doomguide levels listed:

Doomguide Level	Spells
3rd	<i>Healing word, hellish rebuke</i>
5th	<i>Prayer of healing, gentle repose</i>
9th	<i>Speak with dead, vampiric touch</i>
13th	<i>Death ward, guardian of faith</i>
17th	<i>Hallow, raise dead</i>

Channel Divinity

Sacred Weapon

As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits

bright light in a 20 foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Dreadful Aspect.

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

Kelemvor's Blessing

Starting at 7th level, you and allies within 10 feet of you have resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, a non hostile, living creature regains 1 hit point when it starts its turn in the aura with 0 hit points. A non hostile creature can only avoid unconsciousness once per long rest.

At 18th level, the range of this aura increases to 30 feet. In addition, non hostile creatures can now avoid unconsciousness once per short rest.

Undying Sentinel

Starting at 15th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest. Additionally, you suffer none of the drawbacks of old age, and you can't be aged magically.

Grave Warden

At 20th level, you can surround yourself with darkness and siphon life from your enemies with your melee Attacks. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- Bright light around you to a radius of 60 feet is reduced to dim light.
- All terrain within that 60 foot radius is Considered difficult terrain for any number of creatures you choose.

- You regain hit points equal to half the amount of damage you do with melee attacks.

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

Oath of the Raven Knight

"A dying man needs to die, as a sleepy man needs to sleep, and there comes a time when it is wrong, as well as useless, to resist."

All who follow the Raven Queen, embrace death; the demise of all living creatures is a natural progression of life. Those initiated into the Raven Queen's service find ways to utilize the powers of cold and death while serving their deific mistress.

Such celestial power isn't all astral radiance and divine glow. The Raven Queen lives in shadows, weaving it and reaching forth with winter's frigid claws to take all mortals into the beyond. Her knights do the same and they walk the line between light and dark, to ensure that the cycles of death and destiny continue.

The Oath of Raven Knight is a rare and unusual tradition, most commonly embraced by Doomguides who have experienced the horrors of true necromancy or seen horrible death. Sometimes also called black knights or winter knights, these Doomguides serve as protectors of the sacred order of life. They constantly struggle against the forces of undeath, as they see them as the most unholy abominations that poison the land. They adorn themselves with images of death and winter - skulls, ravens, or similar symbols of their patron gods.

Tenets of the Doomguide

The tenets of the Oath of the Raven Knight have been passed down for generations. This oath emphasizes the passing between the warmth of life to the everlasting cold of death, and punishes those who defile this natural order by performing unholy raising of undead.

Annihilate the Unholy

The undead and those who foster them are unholy and wicked. Destroy them before they defile more than they have already.

Preserve the Righteous

Death should not come early to those who have led a blessed life . Preserve the righteous, so they may live on without fear, and one day die in peace.

Let Souls Pass On

Every soul deserves its place in the afterlife. When you see a creature forced into undeath, let its soul go free.

Accept Death

Death comes to all eventually, do not fear it. Accept it, and you will find a place in the afterlife.

Oath Spells

You gain oath spells at the Doomguide levels listed.

Doomguide Level	Spells
3rd	<i>healing word, spare the dying</i>
5th	<i>gentle repose, misty step</i>
9th	<i>speak with dead, revivify</i>
13th	<i>finger of death, death ward</i>
17th	<i>antilife shell, commune</i>

Channel Divinity

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

Turn Undead.

You can use your Channel Divinity to utter prayers to Kelemvor that are painful for undead. As an action, you present your holy symbol, and each undead within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space Within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that

prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

Armor of Winter.

As a bonus action, you evoke the Raven Queen's mantle, creating a thick layer of protective ice that covers you and your equipment. You gain resistance to cold and temporary hit points equal to your Doomguide level + proficiency bonus + Charisma modifier and you gain a bonus to your AC equal to your Charisma modifier.

In addition, if a creature hits you with a melee attack while you have these temporary hit points, the creature takes cold damage equal to your Doomguide level + proficiency bonus + Charisma modifier.

Armor of Winter lasts for 1 minute or until you choose to end it. If you fall unconscious, this effect ends immediately.

Shadow Step

Beginning at 7th level, when you are in dim light or Darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first Melee attack you make before the end of the turn.

At 18th level, the range of this Ability increases to 90 feet.

Increased Attack vs Undead

Starting at 15th level, you add your charisma modifier to your attack roll when attacking the undead.

Avatar of Death

At 20th level, you can use an action to assume the form of Ravens Queen's avatar, the Angel of Death. The transformation lasts for 1 minute and grants you the following benefits:

- Your clothes and equipment become dark almost black, your eyes become glowy white and a pair of black wings sprout from your back granting you a flying speed of 60 feet.
- Your attacks inflict an additional 2d8 necrotic or cold damage (your choice on each attack).
- Your transformation makes all your enemies recognize in you death itself, to a point that they can actually see it. The first time any enemy creature moves within 30 feet from you or starts its turn within 30 feet from you, the creature must succeed on a Wisdom saving throw or be frightened for 1 minute or until it takes damage. Attack rolls against the frightened creature are made with advantage.

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

Oath of Servitude

Doomguides are devoted paladins of Kelemvor, god of the dead, whom they serve, along with the people of Faerûn, by helping mortals deal with their fears of death and existence after the fact. In order to help combat these fears, many of which are tied to the works of necromancers, doomguides also serve as elite divine spellcasters who seek out necromancers and their undead servitors to destroy them and bring a measure of peace to the world.

To doomguides and their god there is no greater abomination than the undead and doomguides train throughout their careers to free these souls and send them on their way to the City of Judgment. To aid them Kelemvor grants his priests some measure of his power and grace, instilling Doomguides with a power over death that fills the undead and their masters with fear.

Tenets of the Doomguide

The tenets of the Doomguide have been passed down for generations. This oath emphasizes the passing between the warmth of life to the everlasting cold of death, and punishes those who defile this natural order by performing unholy raising of undead.

Balance in all Things

Give relief to the dying and comfort to the grieving. Deliver justice to those who would thwart death or create twisted perversions of the dead.

Preserve the Righteous

Death should not come early to those who have led a blessed life . Preserve the righteous, so they may live on without fear, and one day die in peace.

Let Souls Pass On

Every soul deserves its place in the afterlife. When you see a creature forced into undeath, let its soul go free.

Accept Death

Death comes to all eventually, do not fear it. Accept it, and you will find a place in the afterlife.

Channel Divinity

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

Turn Undead

As an action, you present your holy Symbol and speak a prayer censuring the Undead. Each Undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Starting at 6th level, if an undead fails its saving throw against this feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold:

Doomguide Level	Destroys Undead of Challenge Rating...
6th	½ or lower
9th	1 or lower
12th	2 or lower

15th	3 or lower
18th	4 or lower

Path to the Grave

As an action, you can mark another creature's life force for termination. Choose one creature you can see within 30 feet of you, cursing it until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.

Oath Spells

You gain oath spells at the Doomguide levels listed. In addition, you learn the *spare the dying* cantrip.

Doomguide Level	Spells
3rd	<i>healing word, sanctuary</i>
5th	<i>gentle repose, prayer of healing</i>
9th	<i>speak with dead, revivify</i>
13th	<i>death ward, guardian of faith</i>
17th	<i>Commune, raise dead</i>

Kelemvor's Blessing

Starting at 7th level, you and your allies within 10 feet of you have resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, you and your allies have advantage on saving throws against paralyzed and possession effects.

This aura is only in effect while you are conscious.

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

Kelemvor's Judgement

Starting at 15th level, you gain the ability to pass Kelemvor's judgement to your enemies. As an action you can judge creatures you can see within 30 feet dealing 8d6 + spellcasting ability cold damage.

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

Champion of Kelemvor

At 20th level, your devotion to Kelemvor grants you his favor, further augmenting his blessing. You can use your action to gain the following benefits for 1 minute:

- You and your allies within 30 feet regain 10 hit points at the beginning of your turn.
- Your allies have advantage on death saving throws while within 30 feet of you.
- You and your allies within 30 feet have immunity to poison, cold and necrotic damage. If a creature is under a poison effect, this effect is not removed.
- Attacks made with your weapon deal an additional 2d6 cold damage.

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

Oath of Balance

Whence the shambling dread and the ignoble living walk, so too march the Doomguides. The elite servitors of the Lord of the Dead are granted the power to protect the life of those whose time has not yet rightly come and to slay all undead abominations - as well as those who have stolen time beyond their due.

Tenets of the Doomguide

The Doomguide's way is one of duality: they are called upon to comfort the living and to smite the dead. A faithful Doomguide wears each of these masks with pride in their proper time.

Protect Mortality

Death is not an end, but a beginning, not a punishment, but a necessity. Comfort those who have reached their true end and defend those whose lives would be ended too soon, be it by creature or injustice.

Honor the Dead

Do honor to the fallen, for their strivings have laid the groundwork for all that yet lives. Honor their passing and leave remembrances of their work. To forget them is to forget where we are -- and why.

Cleanse the Undead

Suffer not living death to walk the world. Their existence is a perversion to life's careful balance. Mortal lives must not extend past their due.

Oath Spells

You gain oath spells at the Doomguide levels listed.

Doomguide Level	Spells
3rd	<i>Protection from evil and good, bane</i>
5th	<i>gentle repose, lesser restoration</i>
9th	<i>speak with dead, spirit guardians</i>
13th	<i>death ward, guardian of faith</i>
17th	<i>raise dead, flame strike</i>

Channel Divinity

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

Circle of the Silent Shroud

As an action, you can inscribe a circle upon the ground with your weapon. The circle expands to 30 feet in a quick flash of eerie purple light. All undead creatures within 30 feet must make a Wisdom saving throw or be turned as if by Turn Undead. This circle also affects any mortal creature which has lived past their proper time as well as mortal creatures returned to life through improper means. If a creature is turned by Circle of the Silent Shroud, they suffer an additional 1d6 radiant damage from the Doomguide's next weapon attack during the duration.

Invoke the Fatal Touch

As an action you can imbue one weapon that you are holding with divine energy. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright, purple light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Aura of the Unsullied Heart

Starting at 7th level, the Doomguide has become inured against the taint of death. As long as you are conscious, you and friendly creatures within 10 feet of you are immune to any effect which would reduce their hit point maximum. Additionally, no creature within this aura can be raised as an undead.

The Doomguide is also a beacon of life, shining brightest in the presence of death. Whenever a target affected by this aura receives a magical healing effect, you may use your reaction to grant that target temporary hit points equal to the healing received (to a maximum of the Doomguides level).

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

Kelemvor's Grace

Beginning at 15th level, you are always under the effects of a *protection from evil and good* spells. Should you ever be slain, your body gains all the effects of a *gentle repose* spell.

Balance The Scales

When the cycle of life is truly threatened, the Doomguide takes on the characteristics of death itself. At 20th level, you may use your action to transform into a skeletal and ethereal form, shrouded in gray, for one minute. This transformation imparts the following benefits:

- You and those within your Aura of the Unsullied Heart are under the effect of a *beacon of hope* spell.

- Your melee weapon attacks deal an extra 1d6 radiant damage. Against the undead, or against mortals that would be affected by Circle of the Silent Shroud, this damage increases to 2d6.
- Enemy creatures within 10 feet of you have disadvantage on saving throws against your Doomguide spells and Channel Divinity options.
- Whenever you cast a Doomguide spell that has a casting time of one action, you can cast it using a bonus action instead.

Once you use this feature, you cannot use it again until you finish a long rest. (6)

Spell List

Doomguide Spell List

Cantrips (0 Lvl)	<i>Command</i>	<i>False Life</i>
<i>Chill touch</i>	<i>Compelled Duel</i>	<i>Healing Word</i>
<i>Spare the Dying</i>	<i>Cure Wounds</i>	<i>Heroism</i>
	<i>Detect Evil and Good</i>	<i>Protection from Evil and Good</i>
	<i>Detect Magic</i>	<i>Purify Food and Drink</i>
1st Lvl	<i>Detect Poison and Disease</i>	<i>Sanctuary</i>
<i>Undead Bane</i>	<i>Divine Favor</i>	
<i>Bless</i>		
<i>Searing Smite</i>	<i>Zone of Truth</i>	<i>Speak with Dead</i>
<i>Shield of Faith</i>		<i>Vampiric Touch</i>
<i>Thunderous Smite</i>		
<i>Wrathful Smite</i>	3rd Lvl	
	<i>Aura of Vitality</i>	4th Lvl
	<i>Beacon of Hope</i>	<i>Aura of Life</i>
2nd Lvl	<i>Blinding Smite</i>	<i>Aura of Purity</i>
<i>Aid</i>	<i>Create Food and Water</i>	<i>Banishment</i>
<i>Branding Smite</i>	<i>Crusader's Mantle</i>	<i>Death Ward</i>
<i>Calm Emotions</i>	<i>Daylight</i>	<i>Locate Creature</i>
<i>Find Steed</i>	<i>Dispel Magic</i>	<i>Staggering Smite</i>
<i>Gentle Repose</i>	<i>Elemental Weapon</i>	
<i>Lesser Restoration</i>	<i>Feign Death</i>	
<i>Locate Object</i>	<i>Magic Circle</i>	
<i>Magic Weapon</i>	<i>Remove Curse</i>	
<i>Protection from Poison</i>	<i>Revivify</i>	

5th Lvl

Antilife Shell

Banishing Smite

Circle of Power

Destructive Smite

Dispel Evil and Good

Flame Strike

Geas

Hallow

Raise Dead

6th Lvl

Circle of Death

7th Lvl

Finger of Death

Resurrection

9th Lvl

True Resurrection

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