

PALADIN: OATH OF THE APOCALYPSE



HOMEBREW

Subclass by: Rachayz
Art by: [KJKallio](#)

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When the world breaks and chaos spreads, there needs to be someone to rein in the madness. When hope is fading and the end seems closer than ever, there is always someone with hope shining bright enough for all. When the world seems lost, someone will fight till the last inch.

The Oath of the Apocalypse is a promise made to the world, a promise that you will not stop fighting for it despite the apocalyptic events that surround you. A promise to become the hope and prayers of the people in a world that has all but lost it. To take this oath is not done lightly, as you curse yourself to a lifetime fighting an uphill battle. But to defeat an apocalypse, you must become one.

This subclass is designed for a world that has suffered a great calamity, or is currently enduring one. A paladin with this oath is the frontline fighter against that which would try to end the world, and a bastion for those who yet survive.

TENETS OF APOCALYPSE

Depending on what apocalyptic event may have transpired in a given world, the tenets may vary.

The End is Never the End. No matter how things may appear now, there is always a tomorrow to fight for.

Civilization. In order for a world to recover from an apocalypse, civilization must remain strong through any means necessary.

Restoration. You will restore the natural order and prevent further atrocities from damaging it more.

Avenger. You will right the wrongs caused by this apocalypse, by eliminating the cause or protecting those that remain.

OATH SPELLS

Paladin Level Spells

3rd	<i>Heroism, Protection from Evil and Good</i>
5th	<i>Lesser Restoration, Warding Bond</i>
9th	<i>Beacon of Hope, Create Food and Water</i>
13th	<i>Death Ward, Stoneskin</i>
17th	<i>Dispel Evil and Good, Greater Restoration</i>

CHANNEL DIVINITY

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

- **Defy** As a reaction to taking damage you shout a cry of defiance to the world. You and all friendly creatures within 30 feet of you who were also damaged by the triggering effect can reduce the damage by $1d6 + \text{your Paladin level}$. If this reduces the damage a creature takes to 0, they also suffer no other effects from that attack, spell, or effect.
- **Wrecking Ball** As a bonus action you target a creature you can see within 10 feet and ready yourself to take it down. You gain advantage on weapon attack rolls against the creature for 1 minute or until you hit the creature. Upon hitting the creature, you deal bonus damage equal to your Paladin level.

AURA OF PERSEVERANCE

Starting at the 7th level, bludgeoning, piercing, and slashing damage that you and friendly creatures within 10 feet of yourself take from nonmagical weapons is reduced by an amount equal to your Charisma modifier to a minimum of 1.

At level 18, the range of this aura increases to 30 feet, and the damage reduction also applies to magical weapons.

UNBREAKABLE

At 15th level you have gotten used to fighting against incredible odds. When you take damage, you may use your reaction to shrug it off, taking half damage instead.

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

AVATAR OF THE APOCALYPSE

At 20th level you have fought against the apocalypse for so long that you have learned how to become one. As an action, for 1 minute you transform into a being of unstoppable might.

- You gain a number of temporary hit points equal to half your maximum hit points.
- The damage from Improved Divine Smite increases to $2d8$ extra radiant damage.
- Whenever you use Divine Smite, all creatures of your choice within 5 feet of the target must make a Dexterity Saving throw against your spell save DC. On failure the creature takes half of the Divine Smite damage.

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



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