



VILLAIN'S WEAKNESS

d8	Weakness
1	A hidden object holds the villain's soul.
2	The villain's power is broken if the death of its true love is avenged.
3	The villain is weakened in the presence of a particular artifact.
4	A special weapon deals extra damage when used against the villain.
5	The villain is destroyed if it speaks its true name.
6	An ancient prophecy or riddle reveals how the villain can be overthrown.
7	The villain falls when an ancient enemy forgives its past actions.
8	The villain loses its power if a mystic bargain it struck long ago is completed.

VILLAINOUS CLASS OPTIONS

You can use the rules in the *Player's Handbook* to create NPCs with classes and levels, the same way you create player characters. The class options below let you create two specific villainous archetypes: the evil high priest and the evil knight or antipaladin.

The Death Domain is an additional domain choice for evil clerics, and the Oathbreaker offers an alternative path for paladins who fall from grace. A player can choose one of these options with your approval.

CLERIC: DEATH DOMAIN

The Death domain is concerned with the forces that cause death, as well as the negative energy that gives rise to undead creatures. Deities such as Chemosh, Myrkul, and Wee Jas are patrons of necromancers, death knights, liches, mummy lords, and vampires. Gods of the Death domain also embody murder (Anubis, Bhaal, and Pyremius), pain (Iuz or Loviatar), disease or poison (Incabulos, Talona, or Morgion), and the underworld (Hades and Hel).

DEATH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>false life, ray of sickness</i>
3rd	<i>blindness/deafness, ray of enfeeblement</i>
5th	<i>animate dead, vampiric touch</i>
7th	<i>blight, death ward</i>
9th	<i>antilife shell, cloudkill</i>

BONUS PROFICIENCY

When the cleric chooses this domain at 1st level, he or she gains proficiency with martial weapons.

REAPER

At 1st level, the cleric learns one necromancy cantrip of his or her choice from any spell list. When the cleric casts a necromancy cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other.

VILLAIN'S SECRET WEAKNESS

Finding and exploiting a villain's weakness can be very gratifying for players, although a smart villain tries to conceal its weakness. A lich, for example, has a phylactery—a magical receptacle for its soul—that it keeps well hidden. Only by destroying the phylactery can the characters ensure the lich's destruction.

CHANNEL DIVINITY: TOUCH OF DEATH

Starting at 2nd level, the cleric can use Channel Divinity to destroy another creature's life force by touch.

When the cleric hits a creature with a melee attack, the cleric can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice his or her cleric level.

INESCAPABLE DESTRUCTION

Starting at 6th level, the cleric's ability to channel negative energy becomes more potent. Necrotic damage dealt by the character's cleric spells and Channel Divinity options ignores resistance to necrotic damage.

DIVINE STRIKE

At 8th level, the cleric gains the ability to infuse his or her weapon strikes with necrotic energy. Once on each of the cleric's turns when he or she hits a creature with a weapon attack, the cleric can cause the attack to deal an extra 1d8 necrotic damage to the target. When the cleric reaches 14th level, the extra damage increases to 2d8.

IMPROVED REAPER

Starting at 17th level, when the cleric casts a necromancy spell of 1st through 5th level that targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other. If the spell consumes its material components, the cleric must provide them for each target.

PALADIN: OATHBREAKER

An Oathbreaker is a paladin who breaks his or her sacred oaths to pursue some dark ambition or serve an evil power. Whatever light burned in the paladin's heart has been extinguished. Only darkness remains.

A paladin must be evil and at least 3rd level to become an Oathbreaker. The paladin replaces the features specific to his or her Sacred Oath with Oathbreaker features.

OATHBREAKER SPELLS

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

OATHBREAKER SPELLS

Paladin Level	Spells
3rd	<i>hellish rebuke, inflict wounds</i>
5th	<i>crown of madness, darkness</i>
9th	<i>animate dead, bestow curse</i>
13th	<i>blight, confusion</i>
17th	<i>contagion, dominate person</i>

CHANNEL DIVINITY

An Oathbreaker paladin of 3rd level or higher gains the following two Channel Divinity options.

Control Undead. As an action, the paladin targets one undead creature he or she can see within 30 feet of him or her. The target must make a Wisdom saving throw. On a failed save, the target must obey the paladin's commands for the next 24 hours, or until the paladin

uses this Channel Divinity option again. An undead whose challenge rating is equal to or greater than the paladin's level is immune to this effect.

Dreadful Aspect. As an action, the paladin channels the darkest emotions and focuses them into a burst of magical menace. Each creature of the paladin's choice within 30 feet of the paladin must make a Wisdom saving throw if it can see the paladin. On a failed save, the target is frightened of the paladin for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from the paladin, it can attempt another Wisdom saving throw to end the effect on it.

AURA OF HATE

Starting at 7th level, the paladin, as well any fiends and undead within 10 feet of the paladin, gains a bonus to melee weapon damage rolls equal to the paladin's Charisma modifier (minimum of +1). A creature can benefit from this feature from only one paladin at a time.

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

SUPERNATURAL RESISTANCE

At 15th level, the paladin gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

DREAD LORD

At 20th-level, the paladin can, as an action, surround himself or herself with an aura of gloom that lasts for 1 minute. The aura reduces any bright light in a 30-foot radius around the paladin to dim light. Whenever an enemy that is frightened by the paladin starts its turn in the aura, it takes 4d10 psychic damage. Additionally, the paladin and creatures he or she chooses in the aura are draped in deeper shadow. Creatures that rely on sight have disadvantage on attack rolls against creatures draped in this shadow.

While the aura lasts, the paladin can use a bonus action on his or her turn to cause the shadows in the aura to attack one creature. The paladin makes a melee spell attack against the target. If the attack hits, the target takes necrotic damage equal to 3d10 + the paladin's Charisma modifier.

After activating the aura, the paladin can't do so again until he or she finishes a long rest.

OATHBREAKER ATONEMENT

If you allow a player to choose the Oathbreaker option, you can later allow the paladin to atone and become a true paladin once more.

The paladin who wishes to atone must first shed his or her evil alignment and demonstrate this alignment change through words and deeds. Having done so, the paladin loses all Oathbreaker features and must choose a deity and a sacred oath. (With your permission, the player can select a different deity or sacred oath than the character had previously.) However, the paladin doesn't gain the class features specific to that sacred oath until he or she completes some kind of dangerous quest or trial, as determined by the DM.

A paladin who breaks his or her sacred oath a second time can become an oathbreaker once more, but can't atone.