



OATH OF AFTERLIFE

The Oath the Afterlife, is the oath to make sure that all creatures that are destined to die do so. And that once they are dead they are helped and guided to their rightful place in the Afterlife. These paladins often seems bloodthirsty as they very often is out to kill someone, yet once someone is dead they treat them with absolute respect.

TENETS OF THE AFTERLIFE

Noone lives forever: Immortal creatures are abominations and should be killed so their soul can rest.

Respect the dead: Any dead body deserves respect, but their soul deserves it even more.

Help the restless: Just as immortals should be killed, so should restless souls be helped

OATH SPELLS

You gain the oath spells at the paladin levels listed

OATH OF AFTERLIFE SPELLS

Paladin Level	Spells
3rd	Protection from Evil and Good, Comprehend Languages
5th	Gentle Repose, Aid
9th	Speak with Dead, Remove Curse
13th	Banishment, Phantasmal Killer
17th	Dispel Evil and Good, Commune

CHANNEL DIVINITY

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

This is your fate: By spending an action you can give a single creature advantage or disadvantage on death saving throws for, this effect lasts until the creature stabilises or dies.

Guide the soul: As a bonus action you gain advantage on all concentration checks and all saves for 1 minute. This ability requires a dead creature to be within 15 feet, and the creature have to have died within 1 hour.

AURA OF AFTERLIFE

Every ally within 10 feet of you gains advantage against fear effect, as they know they have nothing to fear. Because if they die you will guide them safely and correctly through the afterlife. At the same time the mere presence of you scares your enemies, and they gain disadvantage on saves against fear effects.

At 18th level the range of this extends to 30 feet.

GUIDE FOR THE SOULS

Any creature that is incapable of dying from old age, have disadvantage on any roll against you, whether it is attack, saving throws or skill checks.

GRIM REAPER

At 20th level, you can assume the form of a hooded pale figure, exactly what people see is indescribable because everyone sees there own embodiment of death.

Using your action you undergo a transformation.

For 1 minute you gain the following benefits.

- Any creature affected by you Guide for the souls ability takes 2d8 points of damage each round.
- Your smite can deal both Necrotic or Radiant damage at your decision
- You are immune to any spell of the necromancy sub school