

# Paladin: Oath of Extinction

*The Oath of Extinction is sworn to the utter destruction and eradication of a particular group of beings, be that due to their threat on all other life, due to their perceived inferiority, for retribution, or some other factor making them a stain on existence. The paladins who swear this oath are on a mission of often insurmountable scale but they believe their adversary to be worth exterminating at all costs. Regardless of what they believe their motivations are, these paladins are inherently evil for swearing such an oath, and are often far beyond any reason.*

## Tenets of Extinction

**Eradication is Paramount.** I must always prioritise the extinction of my adversaries, unless doing so at this moment is detrimental to the cause in the long run

**Sacrifices may be Necessary.** Sometimes, innocents may need to suffer or die for the greater good

**All are Born Sinners.** There are no good among my adversaries, all that appear as such are deceivers or destined for evil if left unchecked

**Subjugation.** If my adversary must live, let them live without comfort, influence, or freedom.

## Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Extinction Spells	
Paladin Level	Spells
3rd	Bane, Compelled Duel
5th	Arcane Lock, Crown of Madness
9th	Fear, Stinking Cloud
13th	Banishment, Locate creature
17th	Cloud Kill, Contagion

## Vow of Adversary

When you take this oath at 3rd level, you make a vow against a group of creatures as your sworn adversaries.

Choose a type of creature as your sworn adversary: Aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead.

If you choose humanoid and you are a humanoid, you must select a race of humanoid (such as gnolls or orcs) to be your sworn adversary. You may still do so if you are not a humanoid.

If you choose dragons, you must choose between gem, metallic, and chromatic.

Additionally, you can use a bonus action to speak a short vow and declare a temporary adversary for 10 minutes or until the next time you use this feature. When you do, you can choose your temporary

adversary using the same options as your sworn adversary (though it cannot be the same as your sworn adversary)

You have advantage on Charisma (intimidation) checks against your sworn and temporary adversaries, as well as Strength (Athletics) checks made to grapple or shove them. You also gain a +1 bonus to your melee weapon attack rolls against them.

You also have advantage on Wisdom (Survival) checks to track your sworn adversaries, as well as on Intelligence checks to recall information about them. Your sworn adversaries are also now detectable by your divine sense, if they weren't already.

Finally. Creatures who are your adversaries, even allies, cannot benefit from your aura features.

## Channel Divinity

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

- **Cleanse Vermin.** As an action, you speak a prayer and call forth divine power to eradicate your adversaries. All creatures who are sworn and temporary adversaries that can hear you in a 40 feet cone must make a Charisma saving throw. A creature takes radiant damage equal to 1d10 + your paladin level on a failed save and the first attack roll anyone makes against them before the end of your next turn is made at advantage. A creature who succeeds on this save takes half as much damage and suffers no additional effect. Your sworn adversaries have disadvantage on this saving throw.
- **Oppress Adversary.** As an action, choose a creature who is a sworn or temporary adversary within 30 feet. For 1 minute or until you lose concentration (as if you were concentrating on a spell), that creature's movement speeds are reduced by 15 feet (minimum of 5 feet) and that creature has disadvantage on its attack rolls. If the creature is a sworn adversary, they also have disadvantage on Strength and Dexterity checks and saving throws.

## Aura of Discrimination

Starting at 7th level, you and friendly creatures within 10 feet of you deal 1d4 additional force damage to all of your temporary adversaries, and 1d6 additional damage to all of your sworn adversaries.

At 18th level, the range increases to 30 feet and the damage die increases to 1d6 and 1d8 respectively.

## Infectious Prejudice

When you reach 15th level, you can momentarily compel your foes to turn on your adversaries.

When a creature you can see within 90 feet that isn't one of your sworn or temporary adversaries makes an attack against another creature that isn't one of your sworn or temporary adversaries (this could target you), you can use your reaction to force that creature to make a Wisdom saving throw.

On a failed save, you can cause that attack to instead hit a creature who is a sworn or temporary adversary within the reach or range of that attack. You can use this after you see the result of the attack roll.

## Avatar of the Purge

At 20th level, as an action, you gain the following benefits for 10 minutes:

- You have resistance to all damage from attacks from your sworn and temporary adversaries
- You have advantage on all attacks made against your sworn or temporary adversaries
- You know the locations of all of your sworn adversaries within 120 feet, and they cannot benefit from invisibility to you or be heavily obscured from you
- Your weapon attacks score a critical hit on a roll of 18-20 against your sworn adversaries

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.