

CHAMPIONS OF THE BLOOD WAR

OATH OF THE ABYSS



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IN ANY WAR THERE ARE HEROES ON BOTH SIDES

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OATH OF THE ABYSS

You serve the dark and terrible powers of the Abyss, seeking to spread chaos and destruction where ever you go. Acting as the mortal hand of demon lords and dark gods, you move through the world as a whirlwind of chaos and violence. Your only goal is to enslave all of the multiverse to the whims of the lords of the Abyss.

ABYSSAL SMITE

Replace the Paladin class ability Divine Smite with the following text: Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal extra damage of the weapon's type to the target, in addition to the weapon's normal 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 a celestial or devil.

DEMONIC VITALITY

Replace the Paladin class ability Divine Health Smite with the following text: By 3rd level, the Abyssal power flowing through you makes you resistant to necrotic damage.

TENETS OF THE ABYSS

Destroy the light. The light must be extinguished by whatever means necessary. You are darkness incarnate.

Crush all before you. Let none stand. Everyone must be conquered. One's ally today is another to be crushed under foot tomorrow.

Fight the hells. The devils of the Nine Hells stand in the way. They must be destroyed and the Nine Hells subjugated.

Strengthen your own darkness. The darkness in your soul must be cultivated with acts of hatred and violence.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Abyss Spells

Paladin level	Spells
3rd	eldritch blast, arms of Hadar
5th	bane, demonic flesh
9th	conjure lesser demon
13th	harm, banishment
17th	conjure greater demon

CHANNEL THE ABYSS

When you take this oath at 3rd level, you gain the following Channel the Abyss options:

Unholy Weapon. As an action, you can imbue one weapon that you are holding with the negative energies of the Abyss. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (minimum +1).

Demonic Strength. As an action, you call upon the demon lords to grant you the strength of Abyss. For 1 minute your strength score increases by +2.

AURA OF DARKNESS

Starting at 7th level, the dark malice of the Abyss has seeped into your soul, driving the light from you. You have resistance to radiant damage from spells and magical sources.

HEART OF RAGE

Beginning at 15th level, you are always under the effect of a protection from evil and good spell.



DARK CHAMPION

At 20th level, as an action, you can emanate an aura of negative energy. For 1 minute, dark, cracking energy radiates from you in a 30-foot radius.

Whenever an enemy creature starts its turn in the negative energy, the creature takes 10 necrotic damage.

In addition, for the duration, you have advantage on saving throws against spells cast by celestials and good aligned creatures.

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

OATH OF THE ABYSS SPELLS

CONJURE LESSER DEMON

5th-level conjuration

Casting time: 10 minutes

Range: up to 25 feet

Components: V, S

Duration: Instantaneous

You summon a demon of CR 5 or less. The demon can make a DC 17 Wisdom saving throw to resist being summoned. On a failure, the demon appears in an unoccupied space within 25 feet of you.

The demon will perform one task for you and demand payment in return. The greater the task you assign the demon, the greater the payment it requires of you. Once the negotiations are concluded the devil will teleport away, perform the task, and then return to you if possible. You must repay the demon within a year and a day. Otherwise the demon will return and likely attack you on sight unless you have something to assuage its anger. If you are killed by the demon it takes your soul back to the Abyss as payment.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the CR of the demon summoned increases 1 CR for each slot level above 5th.

CONJURE GREATER DEMON

8th-level conjuration

Casting time: 10 minutes

Range: up to 25 feet

Components: V, S

Duration: Instantaneous

You summon a demon of CR 10 or less. The demon can make a DC 17 Wisdom saving throw to resist being summoned. On a failure, the demon appears in an unoccupied space within 25 feet of you.

The demon will perform one task for you and demand payment in return. The greater the task you assign the demon, the greater the payment it requires of you. Once the negotiations are concluded the devil will teleport away, perform the task, and then return to you if possible. You must repay the demon within a year and a day. Otherwise the demon will return and likely attack you on sight unless you have something to assuage its anger. If you are killed by the demon it takes your soul back to the abyss as payment.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the CR of the demon summoned increases 1 CR for each slot level above 8th.

CRIPPLING PAIN

1st-level necromancy

Casting time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You cause crippling pain to race through your target's body. Make a ranged spell attack against a creature whose hit point total is below maximum. On a hit the target has disadvantage on attack rolls, Strength and Dexterity saving throws, as well as Strength and Dexterity checks.

DEMONIC FLESH

3th-level transmutation

Casting time: 1 minute

Range: Self

Components: V, S

Duration: 1 hour

Channeling the demonic energies of the Abyss, your skin turns tough and leathery like a demon's. Your gain a +5 bonus to your AC.

CLUTCH OF ORCUS

3rd-level necromancy

Casting time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a conscious target you can see within range. You clutch your target's heart with magical force and begin to squeeze it. The target takes 1d4 necrotic damage per round.

The target can make a Constitution saving throw at the end of each of its turns. On a success the effect ends. If the target dies as a result of the spell, the target's smoking heart appears in your hand.



For more Blood Wars action please check out

Haronial's Guide to the Blood War Vol. 1 Weapons of Spite and Malice

<https://www.dmsguild.com/product/256875/Haronials-Guide-to-the-Blood-Wars-Vol-1-Weapons-of-Spite-and-Malice>

