

They want power and will stop at nothing to get it.

TENETS OF THE OATH

A paladin who embraces the Oath of the Blackguard owes allegiance to no one. There are no tenets of this oath, for it lacks any substance. Those who are unfortunate enough to have close contact with blackguards have observed that a blackguard's overwhelming concern is burning power, especially if it can be obtained at the expense of others.

OATH SPELLS

You gain oath spells at the paladin levels listed.

BLACKGUARD SPELL LIST

Paladin level	Spells
3	<i>hellish rebuke, bane</i>
5	<i>flame blade, ray of enfeeblement</i>
9	<i>fireball, bestow curse</i>
13	<i>fire shield, blight</i>
17	<i>flame strike, raise dead</i>

CHANNEL DIVINITY:

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

Smite good: As part of making an attack, you can decide to smite good, if the creature's alignment is other than Evil, you gain a bonus to the attack roll and damage roll equal to your charisma modifier and can add an additional number of necrotic damage equal to your paladin level. You can use this ability after seeing the roll but before knowing whether it hits or not.

Command fiend and undead: As an action, you target one fiend or undead creature you can see within 30 feet of you. The target must make a Wisdom saving throw. On a failed save, the target must obey your commands for the next hour, or until the you use this channel divinity option again. An undead whose challenge rating is equal to or greater than your paladin level is immune to this effect. You need to concentrate on this effect as if you were concentrating on a spell.

UNHOLY SMITE

At 3rd level, the damage dealt by your holy smite feature becomes necrotic damage. The 1d8 extra damage applies to celestial and fey targets instead of fiends and undead.

AURA OF DESPAIR:

Starting at level 7, you start emitting a weakening aura to crush your foes. All enemy creatures within 10 feet of you suffer a -2 penalty to their saving throws.

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

DRAINING SMITE

At level 15, when you use your smite good ability, you can drain the essence of your foes. After dealing damage with smite good, you heal an amount of hit points equal to half of the total damage dealt by the hit.



EMBODIMENT OF DEATH

Beginning at level 20. As a bonus action, for one minute you can unleash the full might and power of the blackguard's oath. Your aura of despair ability now reduces the saving throws and armor class of enemies by 4. In addition the aura reduces any bright light in a 30-foot radius around you to dim light. Enemies that start their turn in your aura must succeed a wisdom saving throw or be frightened of you for 1 minute. While active, you have advantage on attack rolls against creatures that are frightened of you.