

AZRAEL'S GUIDE TO
THE
APOCALYPSE
5E

PLAYER'S GUIDE



Dear Adventurer,

If you are reading this, then you are about to embark on an adventure that will test the limits of your body, mind, and even soul. Your Game Master has sent you this document as a way of preparing you for what is to come, for it is only by mastering the powers and abilities at your disposal that you can hope to survive until level 20.

Before you begin, you would do well to let go of your preconceptions about space and time, for these ideas mean little in the Realms beyond the Veil. Within the pages of this document are a selection of subclasses taken from across the annals of human history. Because this adventure is not tethered by the constraints of time or space, you may feel free to create your character from any era or culture of human history, within the guidelines laid out by your Game Master. Along with this document, your Game Master will provide further instructions for creating and outfitting your character before the start of the adventure.

It is foolhardy to prepare your body without also preparing your mind. The Spiritual Realm is filled with eldritch entities and cosmic horrors that seek your corruption in more ways than one. Use the survey on the next page to communicate your preparedness with your Game Master before the start of the adventure.

I will now leave you to your preparations, for the circumstances of our next meeting will be very dire indeed.

Sincerely,
Azrael, Angel of Death

CONTENT SENSITIVITY CHECKLIST

Player Name:

Character Name:

For each topic or theme listed below, respond with your willingness to include that content in the game. **Consent** means that you have no reservations about the topic or theme. **Veil** means that the GM might make the content part of the story, but will “fade to black” in the narration without going into detail. **Line** means that the content will never come up as part of the story at all.

Topic / Theme	Consent	Veil	Line	Specific Note:
Bugs / spiders / creepy crawlies				
Violence, blood, or gore				
Terrorism, genocide, oppression				
Real-world war and politics				
Hostage situations / tough choices				
Natural disasters / extreme weather events				
Extreme heat, cold, thirst, hunger				
Claustrophobia / paralysis / captivity				
Political corruption / police aggression				
Pregnancy / miscarriage / abortion				
Harm to animals / harm to children				
Discrimination / homophobia / racism / sexism				
Self-harm				
Memory loss / identity confusion				
Sex / romance				
Gaslighting / psychological manipulation				

Is there anything else you would like your Game Master to know?

Using the rating system from the MPAA, how would you like this game to be rated?

G	PG	PG-13	R	NC-17

Check this box if you would like your Game Master to follow up with you about this survey.



NEW SUBCLASSES

INTRODUCTION

This adventure module introduces five new subclasses. These character archetypes represent a diverse spread of human history and culture, from the ancient to the modern. Just as the adventure in this book is not bound by time or space, neither are the subclass options for player characters. All new subclasses are balanced in accordance with Fifth Edition rules, and you may also choose to play a subclass from other Fifth Edition source books without unbalancing this adventure.

Class	New Subclass
Cleric	Exorcism Domain
Fighter	Commando Archetype
Monk	Way of the Pilgrim
Paladin	Oath of the Templar
Warlock	Pact of the Watcher

CLERIC: EXORCISM DOMAIN

The Exorcist is an enigmatic and highly trained cleric. While most religious orders busy themselves with the affairs of their local communities or the rituals of the church, some clerics recognize that there is more to this world than meets the eye. The Exorcist is aware of the battle between good and evil that rages on in the liminal spaces and haunted corners of reality. More importantly, the Exorcist is prepared for the eventuality that this war spills over into the Physical Realm.

Above all else, the Exorcist is the sacred protector of free will. There is nothing so repugnant to a Cleric of the Exorcism Domain as a creature that is forced to

surrender its autonomy to the whims of another being. When demons take possession of wayward souls and powerful magic corrupts the hearts of those in its thrall, the Exorcist will be the first to wade knee-deep into the murky waters of the unknown and stand face to face with the powers of evil.

Exorcists tend to be lone adventurers who seek out evil where it hides among the ordinary people of the Material Plane. Although individual Exorcists might belong to one of many different religious orders or denominations, they share a kinship with one another. When the darkness of the Abyss spills into the mortal realm, it is always the Exorcists who stand against the tide of evil when all others flee before it.

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Detect Evil and Good, Protection from Evil and Good</i>
3rd	<i>Gentle Repose, See Invisibility</i>
5th	<i>Dispel Magic, Remove Curse</i>
7th	<i>Banishment, Guardian of Faith</i>
9th	<i>Dispel Evil and Good, Greater Restoration</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you learn Infernal and one other language of your choice. You also gain proficiency with the Herbalism kit.

EXORCIST TOOLS

When you choose this domain at 1st level, you have learned to employ special tools in the fight against evil. You have access to an expanded list of objects that you may use as a spellcasting focus for your cleric

spells, in addition to your holy symbol. While holding your spellcasting focus, you know the *Thaumaturgy* cantrip. If your spellcasting focus is lost or destroyed, you can create a new one after spending 1 hour in prayer or meditation. Creating a new spellcasting focus instantly destroys your old one. You may choose one of the following objects as a spellcasting focus, or roll to determine it randomly.

d6 Exorcist Spellcasting Focus

- 1 A specially crafted incense burner that constantly emits the subtle scents of sage, sandalwood, and frankincense.
- 2 A crystal vial containing Holy Water from a sacred site
- 3 An ancient iron ciborium containing salt that was blessed by a saint from ages long past
- 4 The words of a scripture passage or a mantra of exorcism, tattooed on the surface of your forearms using blessed ink
- 5 A crucifix with a hidden compartment containing a powerful relic.
- 6 A Tibetan singing bowl that rings with the sound of church bells when struck.

TURN UNHOLY

As an Exorcist, when you use your Channel Divinity feature to “Turn Undead” or “Destroy Undead,” your feature’s effects are expanded to affect fiends as well as undead. Fiends are turned or destroyed as if they are undead when you use this feature.

CHANNEL DIVINITY: WORD OF EXORCISM

Starting at 6th level, you gain the ability to thwart a creature’s attempt to control the will of another. As an action, you speak a word of exorcism to one creature

that can hear you within 30 feet of you. If the creature is frightened, charmed, or possessed, this condition ends for it.

Moreover, if the frightened, charmed, or possessed condition originated from a creature within 60 feet of you that can hear you, that creature must make an Intelligence saving throw, taking an amount of psychic damage equal to twice your Cleric level on a failed save, or half as much on a success.

DIVINE VIGILANCE

Additionally at 6th level, you gain the following benefits:

- You cannot become charmed or possessed
- You have advantage on saving throws against becoming frightened.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

LIBERATING AVENGER

Starting at 17th level, you become an unstoppable force for free will.

- You cannot become frightened.
- If you are targeted by an effect that would charm or possess you, the effect fails and the creature that targeted you instead takes an amount of psychic damage equal to twice your cleric level.
- When you deal damage to a creature that has the ability to cause the charmed, frightened, or possessed condition, you deal an extra 2d8 radiant damage (when you roll damage against a creature, the GM indicates whether the creature has such an ability, but does not specify what the ability is).

FIGHTER: COMMANDO

Wielding weapons and tactics that may seem unusual or otherworldly to more “traditional” adventurers, the Commando is a new breed of fighter. Gone are the days when armies would line up and charge at each other with swords drawn. With the advancement of technology and increased cooperation between nations came a more complex kind of warfare. Commandos are trained to perform in extreme and unpredictable situations, such as the extraction of hostages, the assassination of a terrorist leader, or the securing of a high-value asset.

Because they operate in situations that include innocent bystanders as well as hostile forces, a Commando must be incredibly disciplined and well-trained: able to recognize the difference between a hostage and a hostile with surgical precision. Commandos are used to operating in teams where each member of the team holds a certain specialty. From the sharpshooter to the artilleryist to the demolitions expert, each Commando may have a very different set of skills, but what they all share in common is an unwavering faith in each other’s abilities to get the job done, no matter the obstacles.

In some ways, Commandos are ideally suited for combat in the Veil. Since they have spent their lives





training to perform in unpredictable environments against unknown enemies, the concept of fighting demons in another plane of existence is just another day at the office for them. The Commando is team-oriented, and knows better than to take on the forces of darkness alone. Their first priority will be finding a new group of adventurers who can function well as a team.

FIREARM PROFICIENCY

Starting when you choose this archetype at 3rd level, you gain proficiency in firearms.

WEAPON SPECIALTY

It takes years of training to use some weapons effectively. As a Commando, you have access to a list of specialty weapons that other fighters do not, but in order to use one of these weapons you must first “specialize” in its use. When you gain this feature at 3rd level, you gain two Weapon Specialties of your choice (See “Specialty Weapons” below).

You gain an additional Weapon Specialty of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each time you gain a new Weapon Specialty, you also have the option to replace an existing Specialty you have with a new one.

WEAPON COST

Once a player character gains a Weapon Specialty, it is up to the GM how the player character acquires the weapon and ammunition. If you are using the Commando in a modern setting, then the weapon and ammunition may be purchased from a merchant (using the costs listed in the Weapon Specialty Table), or “discovered” at the end of an encounter. Alternatively, the weapons could also be “crafted” by the character for the same cost.

TACTICAL STANCE

Starting at 3rd level, when a hostile creature’s movement provokes an opportunity attack from you, you may choose to use your reaction to make a ranged weapon attack instead of a melee weapon attack against the provoking creature.

ADAPTIVE TACTICS

Starting at 7th level, your Specialty Weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

SITUATIONAL AWARENESS

By 10th level, your training allows you to instinctively recognize the presence of danger. You gain the following benefits as long as you are not incapacitated.

- You cannot be Surprised.
- Whenever you make a Wisdom (Perception) check to look for danger, treat a roll of 7 or lower on the d20 as an 8.

CAREFUL AIM

When you reach 15th level, you can discern friend from foe in fractions of a second, and you can react accordingly. When you force creatures in a certain area to make a saving throw, such as with an automatic rifle’s “Burst” property or a fragmentation grenade’s explosive radius, you can avoid damaging friendly creatures inside of the weapon’s area of effect. Choose a number of creatures up to your Dexterity modifier (minimum of one creature). A chosen creature takes no damage from your weapon, but must still make a saving throw to avoid other effects, such as becoming stunned or poisoned.

VIGILANT TACTICS

Starting at 18th level, when you are in combat, you gain the following benefits:

- Creatures provoke opportunity attacks from you if they move more than 5 feet while within your weapon’s normal range.
- You gain an additional reaction each round that may only be used to make an opportunity attack. This allows you to take up to two reactions per round of combat, but only one per turn.

WEAPON PROPERTIES

Modern firearms and explosives are handled using the standard mechanics of Fifth edition. Unless otherwise stated, firearms are treated as ranged weapons, use Dexterity for determining attack and damage rolls, and otherwise follow all the standard rules of combat. If a weapon or ability causes a creature to make a saving throw, the DC for the saving throw is equal to 8 + your Dexterity Modifier + your Proficiency Bonus. Specialty Weapons in this section are also subject to the following properties.

Ammunition. The ammunition of a firearm is destroyed upon use. For practical purposes, assume that each weapon uses its own unique kind of ammunition.

Burst Fire. A weapon that has the burst fire property can make ranged weapon attacks as normal, or (as an action) it can spray a 10-foot-cube area within normal range with shots. Each creature in that area must succeed on a Dexterity saving throw or take the weapon's normal damage. This action uses ten pieces of ammunition.

Reload. A limited number of attacks can be made with a weapon that has the reload property. Once this ammunition is expended, the weapon must then be

reloaded using an action or bonus action (the character's choice). A character is limited by the amount of ammunition held by a weapon, regardless of the number of attacks they can normally make on their turn.

Special. A weapon with the special property has unusual rules governing its use, explained in the text below the table in which it appears.

SPECIALTY WEAPONS

The Weapon Specialty feature allows you to gain Weapon Specialties at certain levels. The options available to you depend on your fighter level, and are shown in the table below.

WEAPON SPECIALTY TABLE

Fighter Level	Specialty Weapon	Damage Dice	Properties	Weapon Cost	Ammo Cost
3	Combat Pistol	2d6	Ammunition (range 50/150), Light, Reload (15), Special	50 gp	1 gp (15)
3	Grenade (Gas)	--	Thrown (range 60), Special	--	25 gp (1)
3	Light Carbine	2d6	Ammunition (range 50/240), Burst Fire, Reload (30), Two-handed	200 gp	1 gp (10)
3	Silenced Pistol	2d4	Ammunition (range 50/150), Light, Reload (15), Special	75 gp	1 gp (15)
7	Automatic Rifle	2d8	Ammunition (range 50/240), Burst Fire, Reload (30), Two-handed	300 gp	1 gp (10)
7	Grenade (Fragmentation)	5d8	Thrown (range 60), Special	--	50 gp (1)
7	Precision Rifle	2d8	Ammunition (range 120/360), Reload (5), Special, Two-handed	350 gp	1 gp (10)
7	Shotgun	2d8	Ammunition (range 30/90), Reload (6), Special, Two-handed	275 gp	2 gp (10)
7	Stun Gun	--	Ammunition (range 35), Light, Reload (1), Special	60 gp	2 gp (10)
10	Breach Charge	--	Special	--	300 gp (1)
10	Flamethrower	8d8	Reload (1), Special, Two-handed	525 gp	150 gp (1)
10	Grenade (Stun)	--	Thrown (range 60), Special	--	125 (1)
10	Sniper Rifle	2d10	Ammunition (range 360/1000), Reload (5), Special, Two-handed	750 gp	2 gp (10)
15	Anti-Material Rifle (AMR)	5d6	Ammunition (range 360/1000), Reload (5), Special, Two-handed	1,000 gp	4 gp (10)
15	Automatic Shotgun	4d8	Ammunition (range 30/90), Burst Fire, Reload (20), Special, Two-handed	875 gp	2 gp (10)
15	Heavy Machine Gun	2d12	Ammunition (range 50/240), Burst Fire, Reload (100), Two-handed	1,500 gp	3 gp (10)
15	Tranquilizer Rifle	--	Ammunition (range 120/360), Reload (5), Special, Two-handed	350 gp	4 gp (10)
18	Demolition Charge	--	Special	--	1,500 gp (1)
18	Grenade Launcher	--	Ammunition (range 120), Reload (6), Special	325 gp	--
18	Rocket Launcher	--	Ammunition (range 240), Reload (1), Special, Two-handed	300 gp	500 gp (1)
18	Executioner	4d6	Ammunition (range 600/2000), Reload (7), Special	2,750 gp	5 gp (10)

Anti-Material Rifle. This large caliber rifle deals double damage to vehicles, and ignores bonuses to AC granted by half cover and three-quarters cover.

Automatic Shotgun. When you use the "Burst Fire" action, the area of effect is increased to a 20-foot-cube. Additionally, When you hit a Large or smaller target with this weapon, the target must succeed on a Strength saving throw or be pushed 15 feet away from you and knocked prone.

Breach Charge. This charge must be planted on a flat surface such as a door, wall, vehicle, or object not being worn or carried. Planting this charge takes one action. You can trigger the charge using a bonus action from up to 400 feet away, causing damage in a 20-foot-radius sphere. Any creatures in the area must make a Dexterity saving throw, taking 10d10 fire damage on a failed save, or half as much on a success. The Breach Charge deals double damage to objects and structures

and, if planted on a nonmagical wall or door, instantly creates an opening 8 feet wide and 8 feet tall which grants access to the other side.

Combat Pistol. Being within 5 feet of a hostile creature does not impose disadvantage on your ranged attacks with this weapon.

Demolition Charge. Planting this charge takes 1 minute, and can be triggered from up to 1 mile away. The explosion from this charge deals 150 points of thunder damage in a 100-foot-diameter sphere. Creatures within this area may make a Constitution saving throw to take half damage. Vehicles and constructs in this area have disadvantage on this saving throw and take double damage. Nonmagical objects and structures in this area take triple damage.

Executioner. You gain a +2 bonus to attack and damage rolls with this specialized weapon. When you hit a target with

an attack, if it has fewer than 100 hit points remaining after taking the damage from your attack, it must succeed on a Constitution saving throw against your DC or die instantly.

Flamethrower. As an action, you expend all of this weapon's fuel in a stream of flammable liquid that takes the shape of a 60-foot-cone. All creatures in this area must make a Dexterity saving throw against your DC, taking 8d8 fire damage on a failure, or half as much on a success. The fire spreads around corners. All flammable objects in this area are ignited if they aren't being worn or carried.

Grenades. As an action, you throw a grenade to a point you choose within 60 feet, where it explodes in a 20-foot-radius sphere. All creatures in this area must succeed on a saving throw against your DC or be subjected to the grenade's effect. Throwing a grenade requires your full action, regardless of how many attacks you can make with the Attack action.

- **Fragmentation.** All creatures in the area must make a Dexterity saving throw, taking 5d8 piercing damage on a failure or half as much on a success.
- **Gas.** The area becomes heavily obscured, and creatures must succeed on a Constitution saving throw or become poisoned for 1 minute. Creatures poisoned in this way may repeat the saving throw at the end of each turn, ending the effect on a success.
- **Stun.** Creatures must succeed on a Constitution saving throw or become stunned for 1 minute. Creatures stunned in this way may repeat the saving throw at the end of each turn, ending the effect on a success.

Grenade Launcher. This ranged weapon launches Grenades as its ammunition. Grenades function as normal, but using this weapon increases the range of the grenade to 120 feet, and firing a grenade requires 1 Attack, rather than 1 Action. Any Grenade may be used as ammunition for this weapon, provided that you are also specialized in the use of the Grenade type.

Precision Rifle. You gain a +1 bonus to attack and damage rolls with this specialized weapon. Additionally, if you hit a creature with this weapon, it must succeed on a Strength saving throw against your DC or drop one item of your choice that it is holding.

Rocket Launcher. When you attack with this weapon, you fire a guided missile to a point you choose within 240 feet, where it explodes in a 30-foot-radius sphere. All creatures in this area must make a Dexterity saving throw against your DC, taking 10d8 piercing damage plus 5d6 fire damage on a failure or half as much on a success.

Shotgun. When you hit a Large or smaller target with this weapon, the target must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

Silenced Pistol. This firearm is only audible to creatures within a 10-foot-radius, and deals double damage to a creature that is surprised by the attack.

Sniper Rifle. You gain a +3 bonus to attack and damage rolls with this specialized weapon.

Stun Gun. This light pistol fires leads of nonlethal conducted energy to incapacitate a target. If you hit a creature with this weapon, it must succeed on a Constitution saving throw against your DC or be stunned. Creatures with immunity to lightning damage are immune to this effect. The target remains stunned as long as you remain within 35 feet of it and use your action each turn to maintain the effect. Maintaining the effect does not use additional pieces of ammunition. The effect ends at the end of the creature's next turn after you fail to use your action to maintain the effect or move more than 35 feet from the target.

Tranquilizer Rifle. You gain a +1 bonus to attack rolls with this rifle, which uses a specialized dart as ammunition. Additionally, if you hit a creature with this weapon, it must succeed on a

Constitution saving throw against your DC or fall unconscious for 1 hour, until it takes damage, or until someone uses an action to shake or slap it. Undead and creatures with immunity to Poison damage are immune to this effect.

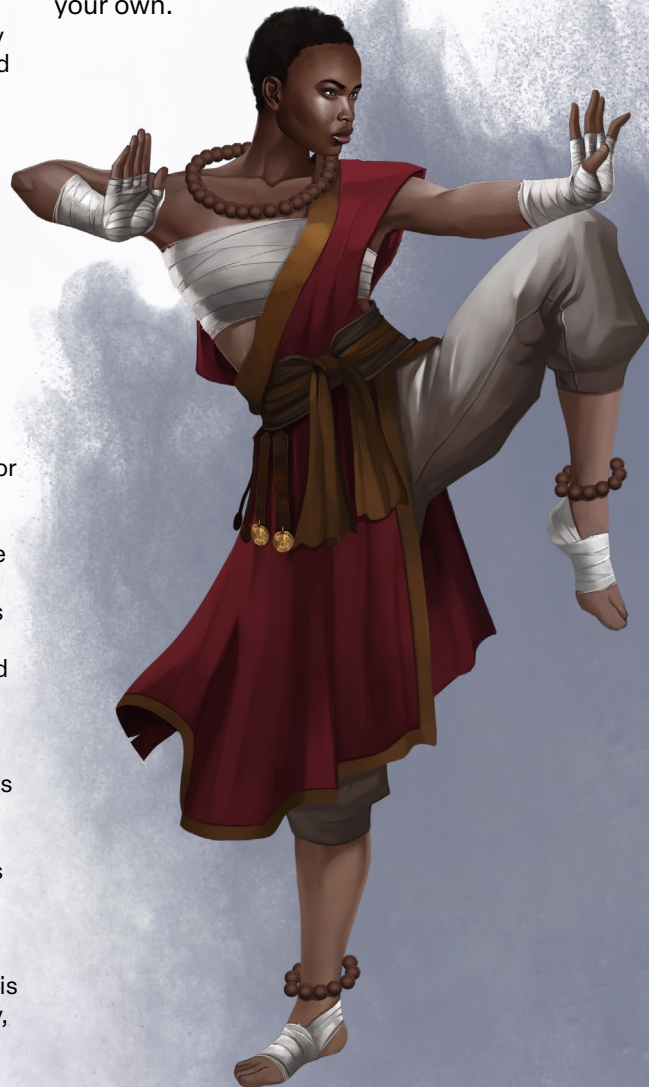
MONK: WAY OF THE PILGRIM

Monks of the Way of the Pilgrim embrace the mystery of life to the fullest, seeking to find meaning in the journey, rather than the destination. Such Monks may belong to a religious order or nomadic community that encourages long leaves of absence, but more often pilgrims are encountered as solitary wanderers. A pilgrim will occasionally join an adventuring party or venture out on quests that strike them as worthwhile, but they will never stay in one place for long, as the heart of a pilgrim is eternally restless.

A follower of the Way of the Pilgrim does not fear change or hardship or even death, since death itself may present the greatest journey of all. While some see Heaven and Hell as permanent destinations, the Pilgrim sees even the afterlife as just one more pathway in the eternal journey of the soul.

PILGRIM'S DESTINY

It is not always clear what drives the soul of a Pilgrim, and no two wanderers will have the same motivations. Use the table below for possible "destinies," or invent your own.



d6 Pilgrim's Destiny

- 1 You have received many blessings in your life. You plan to journey until you have paid them forward seven-fold.
- 2 You seek perfection in the simplest things. Your journey will end if you ever experience a truly "perfect" day.
- 3 You wish to spend your life having one meaningful conversation per day, and then to spend your afterlife the same way.
- 4 You live for experiences, and will not stop traveling until you have sampled from every culture in the cosmos.
- 5 You love to debate with religious leaders, and do so wherever you go. You hope one day to have a debate with God.
- 6 You are searching for a place that your mind can be at peace and your heart can be at rest. Until then you wander.

ART OF THE JOURNEYMAN

Starting when you choose this tradition at 3rd level, you can use your Ki to duplicate the effects of certain spells. As an action, you can spend 2 Ki points to cast *Blur*, *Find Steed*, *Longstrider*, or *Misty Step* without providing material components. Additionally, you gain the *Druidcraft* cantrip if you don't already know it.

STEP OF FAITH

At 6th level, you learn how to alter reality to traverse seemingly impossible obstacles. When you use Step of the Wind, you gain a fly speed equal to your walking speed until the beginning of your next turn. You start to fall at the beginning of your next turn unless you use Step of the Wind again.

INSIGHT OF THE WANDERER

Beginning at 11th level, you learn to listen and respond instinctively to the movement of the Ki in your body, allowing it to lead you in your travels. If you spend a short rest focusing on a person, object, or location, you gain the effect of a *find the path* spell that lasts for 1 day (or until you end your concentration on it, as though concentrating on a spell). This feature mimics the effects of the *find the path* spell, except you do not need to be familiar with the destination, the destination can be on any plane of existence, and the destination can be a creature or object, in addition to a location. Creatures, objects, or locations that are warding against divination are immune to this effect.

Once you have used this feature, you cannot do so again until you finish a long rest.

STEP OF THE CROSSING PLACE

Beginning at 17th level, you can open a portal into Trasna, a labyrinthine dimension known only to true Pilgrims. The entire landscape of Trasna is heavily obscured by mist and filled with twisting, rotating staircases that seem to defy logic, gravity, and physics. Trasna can take you to any location on any plane of existence, but only if you can find your way first.

As an action, you can name a location as your desired destination and expend 7 Ki points to transport yourself and up to 10 willing creatures into Trasna. This destination does not need to be familiar to you, as long as you can describe it. Leading the group through the shifting staircases of Trasna requires a DC 15 Wisdom

check. If you are using the optional "Grace Score" from *The Adventurer's Guide to the Bible*, then a Grace check can be made instead of a Wisdom check.

On a successful check, your group arrives safely at the named destination. On a failure, the group arrives at the wrong location, determined by the GM or by rolling on the table below.

d8 Trasna Destinations

- 1 The last place you willingly told a lie
- 2 The entrance to a dungeon containing a long-lost artifact
- 3 In the presence of a creature who has just summoned you using a ritual, and has important news to share.
- 4 The surface of a desolate but hospitable moon, circling a distant and unknown planet
- 5 The sanctuary of a small chapel, standing before a child who is praying for help
- 6 A council room where an important political decision is about to be made
- 7 In the midst of a combat encounter (determined by the GM), just in time to save a hopeless situation.
- 8 In the presence of a hostile creature (determined by the GM), who offers an unthinkable choice.

PALADIN: OATH OF THE TEMPLAR

The military order known as the Order of Solomon's Temple (often shortened to "Templar") was created with the sole purpose of defending innocent travelers and pilgrims from bandits along the dangerous roadways of the Middle Ages. These highly trained fighters, known for their distinctive white tabards and red cross (a symbol of their readiness to die for others), swore off earthly possessions and spent their lives safeguarding the vulnerable.

The Templars' vow of poverty meant that they relied on donations from generous patrons to fund their order. Ironically, this attracted so much attention and admiration that the Templars quickly gained status within the Church, rising to become one of the most respected and influential orders of the Middle Ages. Jealous of the order's popularity, the King of France conspired to turn public opinion against the Templars, even threatening violence against the Pope if he did not officially condemn the order. Betrayed and finding themselves abandoned even by the leaders of the Church they had vowed to serve, many Templars were arrested, tortured, and executed. As the elderly leader of the Templars was burned at the stake, his hands folded in prayer, he prophesied that God would punish those responsible for the betrayal. Both the King of France and the Pope who betrayed the Templars died under mysterious circumstances shortly afterward.

The remaining knights of the order were outlawed and hunted, but a Templar does not abandon their oath. According to legend, the Templars who evaded arrest continue to wander throughout the world, quietly and steadfastly living out the tenets of their oath and protecting the vulnerable wherever their journey takes



to an oath spell, you always have it prepared. Oath spells do not count against the number of spells you can prepare each day. If an oath spell does not appear on the paladin spell list, it is nonetheless a paladin spell for you.

Paladin Level Oath of the Templar Spells

3rd	<i>Compelled Duel, Sanctuary</i>
5th	<i>Find Steed, Warding Bond</i>
9th	<i>Crusader's Mantle, Revivify</i>
13th	<i>Death Ward, Find Greater Steed</i>
17th	<i>Covenant*, Holy Weapon</i>

*This spell is described in the *Adventurer's Guide to the Bible*

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. If an effect requires a saving throw, the DC equals your paladin spell save DC.

Turn the Violent. You can use your Channel Divinity to inspire fear in those who prey upon the weak. As an action, you reveal the symbol of the Templar and force each creature of your choice that is hostile to you within 30 feet to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. A frightened creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Divine Providence. You can use your Channel Divinity to call upon God to provide for you. As an action, you invoke your vow of poverty and pray for God to provide you with material aid. The type of aid you receive is determined by the GM, but you may request what form it takes. For example, a stranger may offer to pay for your meal or room at an inn, a wandering merchant might lend you the use of a magic item on the eve of an important mission, or a noble might extend you a favor on behalf of a grateful kingdom. Use the table below to determine the limits of what this feature can provide, based on your paladin level. Any physical items, including magic items gained through this feature must be returned to their rightful owners before you may use this Channel Divinity option again. Favors, such as a free meal or passage abroad a ship, do not need to be repaid.

Level	Gold Limit	Rarity Limit	Favor Limit
3rd	25 gp	Common	A meal and a room at an inn
5th	75 gp	Uncommon	Passage aboard a ship
9th	250 gp	Rare	A letter of recommendation
13th	1,000 gp	Very Rare	The use of a fortress or land
17th	5,000 gp	Legendary	A favor from the King or Pope

AURA OF THE MARTYR

Starting at 7th level, your willingness to put yourself in harm's way inspires hope in those around you. Whenever you take damage, friendly creatures within 10 feet of

them. Most Templars still wear the armor of their order, considering it part of their oath, although they cover themselves with cloaks to avoid being recognized as they travel from place to place. It is only when they rise to defend the innocent and the vulnerable that they reveal the white tabard and red cross, a symbol that strikes fear into the hearts of those who would prey on the weak.

TENETS OF THE TEMPLAR

A paladin who takes this oath is a sworn protector of the vulnerable and is held to a high standard of conduct.

Faith. It was to God that you swore your oath, and so it is only God that can command you. You owe allegiance to no flag, kneel to no throne, and bow to no authority but that of the Most High.

Courage. A Templar does not retreat. You must be prepared to stand for your beliefs in the face of overwhelming odds, in the face of sure defeat, in the face of death.

Poverty. A Templar carries no money and claims ownership of no treasure. With the exception of the tools and weapons of your trade, you rely on the kindness of strangers for sustenance and shelter.

Protect the Vulnerable. A Templar is the last line of defense for the poor, the vulnerable, and the weary. If you do not stand in their defense, who else will?

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Templar Spells Table. Once you gain access

you gain a number of temporary hit points equal to half of the damage you received, rounded up.

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

STEADFAST DEFENDER

Starting at 15th level, your mere presence causes your enemies to lose focus. When a creature makes an attack roll against a target other than you that is within 10 feet of you, it must first make a Wisdom saving throw. On a failed save, it must target you with the attack instead. If it is unable to make its attack roll against you, the attack is lost.

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

SAVIOR OF THE DOWNTRODDEN

At 20th level, you can intervene on behalf of others when they are at their lowest point. You can use your action to gain the following benefits for 1 hour:

- All allies within 30 feet of you have advantage on saving throws.
- When a creature other than you that you can see within 60 feet fails a saving throw, including a death saving throw, you can use your reaction to allow the creature to reroll the saving throw, this time with a +8 bonus.
- All enemies within 30 feet have disadvantage on attack rolls against you and your allies.

Once you have used this feature, you cannot do so again until you finish a Long Rest.

WARLOCK PATRON: THE WATCHER

Your patron is one of the powerful and enigmatic celestials from the Heavenly Realm known only by the mysterious title “Watcher.” According to several mystical texts from ancient times, including the prophet Daniel and the apocryphal books of Enoch, the Watchers were a special race of celestials that were placed on Earth at the time of Adam and Eve. These beings had one simple job: to watch over the word of mortals without interfering. In this mission, the Watchers failed.

Some of the Watchers fell so in love with the human race that they gave up their immortality in order to stay on Earth, marrying human spouses and giving birth to the beautiful race of half-human celestials known as the Nephilim. Other members of the Watchers sided with Lucifer during the fall and now use their cunning powers to subvert

the will of God and bring humankind further from grace. The Watchers who remained faithful to God could not, however, remain faithful to their vow to simply watch, and began looking for ways to gift worthy mortals with invocations of their own celestial magic.

Whether fallen or unfallen, the Watchers are mysterious and treacherous. To try and discern the will and intentions of a Watcher can easily lead the average mortal to madness, and so the foundational texts of almost every major religion advise against seeking them out. However, many stories throughout history tell of the power of the Watchers, and it is enough to make some of the more curious and ambitious mortals go looking. Pacts with Watchers are usually made in alleyways beside cathedrals, in the shadows cast by church steeples, in chapels that are closed for renovation, or in other places symbolic of their desire to be near (but not fully in obedience to) the will of God.

EXPANDED SPELL LIST

The Watcher lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>Detect Magic, Healing Word</i>
2nd	<i>Augury, Spiritual Weapon</i>
3rd	<i>Bestow Curse, Spirit Guardians</i>
4th	<i>Divination, Pillar of Fire*</i>
5th	<i>Commune, Walk in Shadow*</i>

*This spell is described in the *Adventurer's Guide to the Bible*

RADIANT FORM

At 1st level, you allow aspects of your patron's celestial radiance to manifest in your own body. As a bonus action, you can take on a radiant form for 1 minute. Your eyes glow, your body becomes wreathed in blue flame, and you gain the following benefits while in your radiant form:

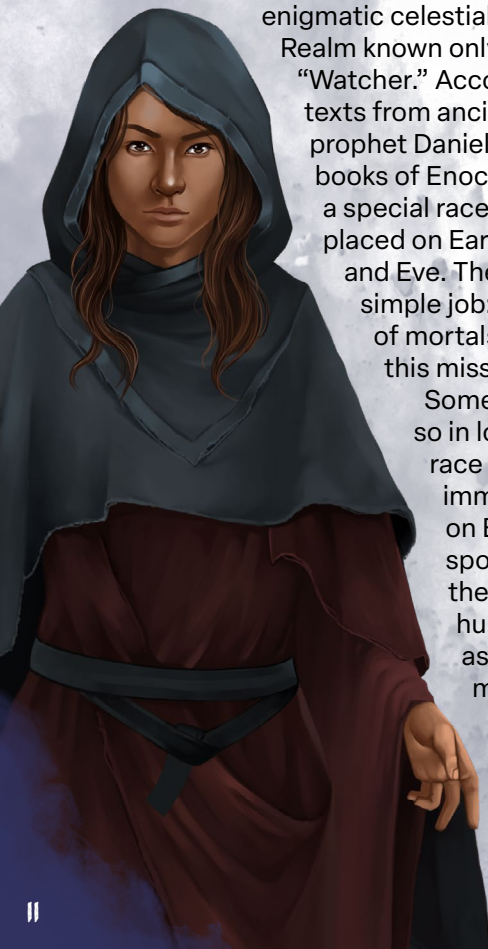
- You hover 5 feet above the ground as you move and you are immune to being knocked prone.
- Whenever you take damage of any type but psychic, each creature of your choice within 5 feet of you takes Radiant damage equal to your Charisma modifier (minimum of 1).
- You gain a +5 bonus to Wisdom (Perception) checks.
- You gain darkvision out to 30 feet. If you already have darkvision, its range is extended by 30 feet.

You can assume your Form of Radiance a number of times equal to your Charisma modifier and you regain all expended uses when you finish a long rest.

THE WATCHER'S PACT BOONS

At 3rd level, your patron bestows upon you a pact boon of your choice. In addition to the normal features of your pact boon, you gain the following enhancements to your boon when you have a Watcher patron.

Pact of the Blade. Your pact weapon takes on a shimmering and ethereal appearance. You can choose whether your weapon deals its standard damage type or



radiant damage, and you can change which type it deals each time you summon it.

Pact of the Chain. Your patron grants you a special familiar, a **Chalkydri Fledgling**, which is available to you when you cast the *Find Familiar* spell.

Pact of the Tome. Your Book of Shadows contains chaotic scrawlings in an Enochian script that appear to be the legends of heroes and angels long past, written by a long-dead prophet. After each long rest, you notice that the stories of your adventures in service to your patron have been added to this anthology, as though they are part of ancient history. While you are holding this tome, you may double your proficiency bonus for one ability in which you are already proficient, chosen when you chose the Pact of the Tome.

EYE OF THE WATCHER

At 6th level, your patron has gifted you with a means of celestial sight. As a bonus action, you can create an invisible, magical eye that hovers in an unoccupied space of your choice within 30 feet. You can see and hear in all directions through the eye, which has darkvision out to 30 feet. As a bonus action, you can move the eye up to 30 feet. The eye can pass through an opening as small as 1 inch in diameter, but is blocked by a solid barrier. The eye cannot travel more than 100 feet away from you; if you move further than 100 feet from the eye, the eye moves with you to stay within 100 feet.

The eye disappears after 1 hour, if someone casts *dispel magic* on it, or if you lose concentration on it (as though concentrating on a spell). You can summon your Eye of the Watcher a number of times equal to your Charisma modifier and you regain all expended uses when you finish a long rest. The eye is intrinsically linked to your patron. Anything seen or heard by this eye is also innately seen and heard by the Watcher that gifted you with this power.

CELESTIAL CONDUIT

At 10th level, your transformations become more potent. While in your Radiant Form, you gain the following benefits:

- You gain a fly speed equal to your walking speed, and can hover at any height.
- You have resistance to radiant and necrotic damage.

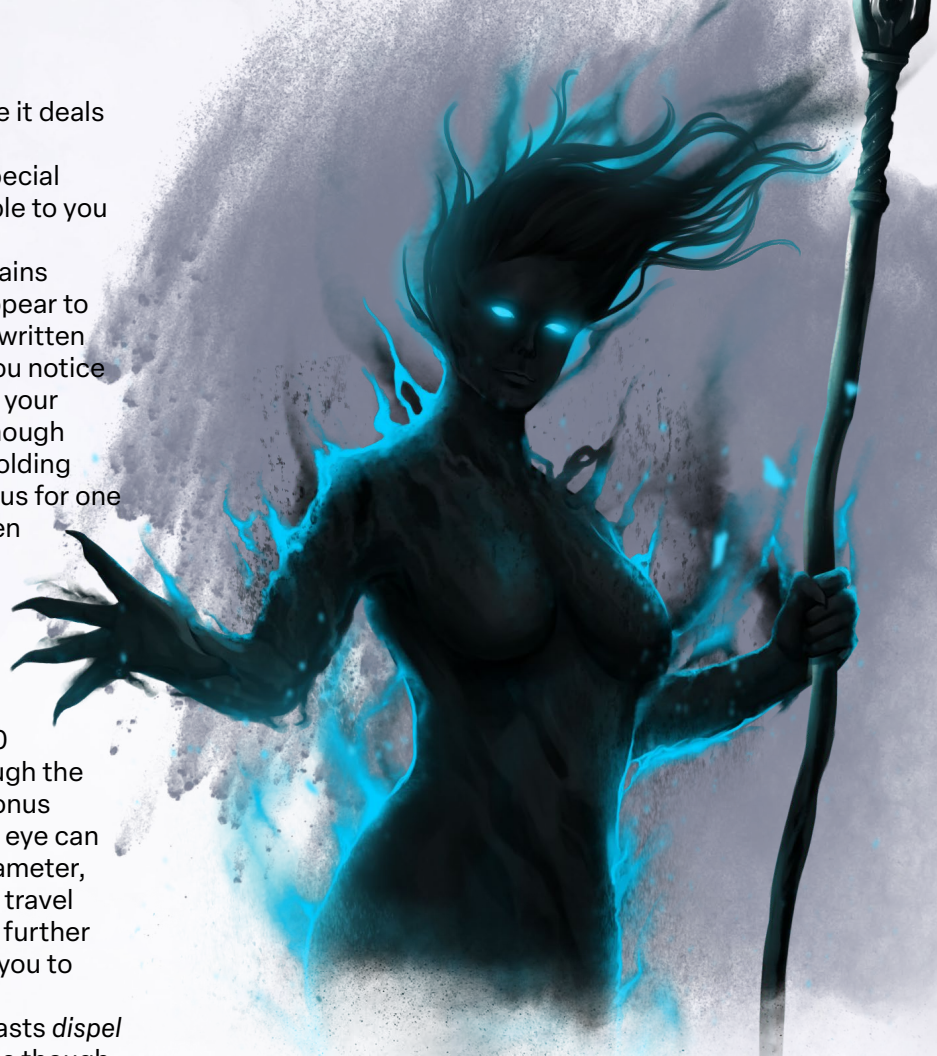
ALL-SEEING EYE

At 14th level, your Eye of the Watcher feature gains the following benefits:

- Your magical eye has darkvision out to 120 feet, and Truesight out to 30 feet.
- There is no limit to the number of times you can summon your eye.
- There is no limit to the distance the eye can travel from you.

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to those available in other Fifth Edition source books.



APOCRYPHAL BLADE

Prerequisite: Pact of the Blade feature

You can use your pact weapon as a spellcasting focus for your warlock spells. In addition, your pact weapon grants a +1 bonus to your spell attack rolls and spell save DC.

SONG OF SUNRISE

Prerequisite: Pact of the Chain feature

Whenever you are required to make a saving throw while your familiar is within 100 feet of you, you may make the roll with advantage. You cannot do so again until you finish a short or long rest.

ATLAS OF THE WANDERER

Prerequisite: Pact of the Tome feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus.

You can cast the *locate creature* spell, targeting the creatures whose names are on the page, without using a spell slot and without using material components. The ink on the page begins to shift and reshape itself into a crude map of the surrounding area, with the names on the page moving to indicate the positions of the named creatures if they are within 1,000 feet. The ink returns to normal after 1 hour.

As an action, you can magically erase a name from the page by touching it.

CHALKYDRI

"The solar elements, the Phoenixes, and the Chalkydri burst into song... rejoicing at the giver of light."
-Apocrypha of Second Enoch

The origins of the Chalkydri are lost to history. Chalkydri are often grouped together with the Phoenix due to their similar appearance and the fact that they are often mentioned together in ancient texts. However, the Chalkydri is a celestial (Phoenixes are elemental), and the Chalkydri have an alignment of good (Phoenixes are usually neutral). These graceful and mysterious celestials are almost always found in places bathed in sunlight, and are associated with the first rays of the sunrise.

Harbingers of Song. As true celestials, Chalkydri usually reside in the Spiritual Realm, but occasionally in Liminal Realms such as the Veil). According to legend, the Chalkydri only cross over into the Physical Realm for a brief moment during the first light of the morning, and it is the song of the Chalkydri that causes the birds of the Physical Realm to join with their voices in thanksgiving for the new day.

Mysterious Wanderers. Little is known about the lives and habits of the Chalkydri, and they are only recorded in some brief apocryphal works in the Christian tradition. These majestic creatures are described as being iridescently blue-purple in color, with reptilian snouts and long, flowing feathers that shimmer in the sunlight. It is unclear what role the Chalkydri play in the divine cosmology, with only the second book of Enoch commenting: "they accompanied the sun, carrying heat and dew and whatever is commanded by God." To further complicate this mystery, the Chalkydri seem to have had an affinity with the Watchers, the ancient and infamous race of celestials who broke their oath not to interfere in the affairs of mortals. It is unclear what, if any, relationship exists between the Chalkydri and the Watchers now, as both species have faded into the forgotten ages of history.

Companions of the Sun. The Chalkydri are always written about in relationship to a sun, and seem to inhabit solar systems that contain life with the same frequency as solar systems that do not. Some scholars have suggested that the Chalkydri are the guardians of the sun and sunlight, while others have theorized that the Chalkydri are *dependent* on it. What we do know is that, wherever a sun rises, the Chalkydri accompany it, and wherever they fly, the sun is soon to rise. The eldest of the Chalkydri are known as "Dawnbringers." It takes millennia for most Chalkydri to reach this status, as they do not age in the same way that beasts of the Material Plane do. Chalkydri are also immortal; if one is slain during the course of spiritual warfare, its life cycle begins anew as a fledgling the following day at dawn.



CHALKYDRI FLEDGLING

Small Celestial, Chaotic Good

Armor Class: 13 (natural armor)

Hit Points: 22 (4d10)

Speed: 10 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	7 (-2)	13 (+1)	10 (+0)

Skills: Perception +3, Survival +3

Damage Immunities: radiant

Senses: darkvision 120 ft., passive perception 13

Languages: understands Celestial but cannot speak

Challenge: 1/4 (50 XP)

Proficiency: +2

FEATURES

Eternal Rebirth: When the Chalkydri dies, it explodes, dealing 4 (1d6) radiant damage to all creatures within 10 feet. The Chalkydri's essence is then absorbed into the universe, and is reborn in physical form at dawn the following day.

Flyby: The Chalkydri does not provoke opportunity attacks when it flies out of an enemy's reach.

Guiding Light: The Chalkydri can innately cast *guidance* as a bonus action, targeting a creature within the 20-foot-radius of its "Illumination" feature.

Illumination: The Chalkydri sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Claw: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d4+1) slashing damage.

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