



OATH OF THE NIGHTBRINGER



M.T. BLACK

A new paladin subclass for the world's greatest roleplaying game

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The following books provided material and inspiration:

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OATH OF THE NIGHTBRINGER

The Nightbringers are a dreaded order of warrior-priests dedicated to the service of Shar, Mistress of the Night.

TENETS OF THE NIGHTBRINGERS

Nightbringers swear to uphold these tenets.

Quench the Light. The surest path to victory is through fear. You must quench the light of hope and conviction in your enemies.

Serve the Dark. You must obey without question the goddess Shar and her chosen servants.

Bring the Night. You must do all in your power to extend Shar's rule over the world.

OATH SPELLS

3rd-level Oath of the Nightbringer feature

You gain oath spells at the paladin levels listed in the Oath of the Nightbringers Spells table. See the Sacred Oath class feature in the *Player's Handbook* for how oath spells work.

Oath of the Nightbringer Spells

Paladin Level	Spells
3rd	<i>cause fear*</i> , <i>command</i>
5th	<i>darkness</i> , <i>hold person</i>
9th	<i>bestow curse</i> , <i>fear</i>
13th	<i>confusion</i> , <i>greater invisibility</i>
17th	<i>dominate person</i> , <i>hold monster</i>

* See "New Spells" below

CHANNEL DIVINITY

3rd-level Oath of the Nightbringer feature

You gain the following Channel Divinity options. See the Sacred Oath class feature in the *Player's Handbook* for how Channel Divinity works.

Night Falls. You can use your Channel Divinity to fill the eyes of your enemies with darkness. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes blind until the start of your next turn.

Eyes of Shar. You can use your Channel Divinity to grant yourself the ability to see

normally in darkness, both magical and nonmagical, to a distance of 120 feet. This ability lasts for 10 minutes.

AURA OF INTIMIDATION

7th-level Oath of the Nightbringer feature

You constantly emanate an intimidating aura while you are not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

If a creature tries to attack you while in your aura, it must make a Wisdom saving throw. On a failed save, it is frightened of you until the start of its next turn. At 18th level, the range of this aura increases to 30 feet.

MALIGNANT REPROACH

15th-level Oath of the Nightbringer feature

Deadly wisps of shadow lash out at any who dare to strike you. Whenever a creature hits you with an attack, that creature takes necrotic damage equal to your Charisma modifier (minimum of 1) if you are not incapacitated.

DREAD BRINGER OF NIGHT

20th-level Oath of the Nightbringer feature

At 20th level, you gain the ability to directly invoke the power of Shar. As an action, you can magically become an avatar of night, gaining the following benefits for 1 minute:

- Magical darkness surrounds you to a radius of 30 feet, as per the darkness spell, though you and up to six creatures you choose can see through it normally. This darkness cannot be dispelled.
- Whenever an enemy creature starts its turn in this darkness, the creature takes 15 necrotic damage.
- You can cast *cause fear* as a bonus action without expending a spell slot.

Once you use this feature, you cannot use it again until you finish a long rest.

LORE OF SHAR

All Nightbringers are versed in the following lore about Shar.

ORIGINS

Shar is known by many names, including Mistress of the Night, our Lady of Loss, and the Nightsinger. She is said to be as old as the cosmos itself.

According to a popular legend, soon after the universe was created, the resulting primordial chaos coalesced into twin deities: white-haired Selûne with dominion over light, knowledge, and life, and dark-haired Shar with dominion over darkness, secrets, and loss. These sisters have been in conflict ever since. Shar's symbol is a black disk with a border of deep purple.

ALLIES AND ENEMIES

Shar has a natural antipathy toward any other god associated with the light, including Lathandar, Milil, and Sune. She also has a long-standing rivalry with Mystra, goddess of magic.

Shar sometimes finds common cause with gods of death and loss, such as Bhaal, Myrkul, and especially Talona.

CHURCH

The followers of Shar worship at night and usually in great secrecy. They include those who must venture into the dark (such as miners and thieves), those who keep great secrets, and those who wish to forget the troubles of the world.

The faithful meet together in small cells, each one led by a priest. These gatherings often take place in makeshift shrines set up in hidden locations, although there are exceptions, such as the magnificent Temple of Old Night in Calimport. Worshipers wear robes of black, their faces hidden in deep cowls or behind wooden masks, while the priest wears robes of purple and black. When necessary, members can recognize each other in public through the use of hand signals and passwords.

The priests of Shar are fervent proselytizers, seeking to spread the faith everywhere, though always operating in secret. There is great

pressure on existing members to convert their relatives and friends. Newcomers are lured into the church with the promise of secret knowledge and influential connections.

Initiates are called "Nightseekers" and must pass a number of distasteful tests (such as revealing shameful secrets, spying on neighbors, and committing minor acts of fraud) before being admitted to the assembly of believers.

The priests of Shar actively work to undermine other faiths, especially those associated with the light. This frequently involves subverting the governments that support these faiths, which has led many rulers to ban the worship of Shar altogether. Such moves only increase the mystique of Shar's church and swell the ranks of her worshipers.

THE NIGHTBRINGERS

The Nightbringers are an order of warrior-priests who are dedicated to serving Shar and bringing about her will through force of arms. They largely operate outside the confines of the regular church, although each one ultimately owes fealty to a Hand of Shar (see **Church Hierarchy**, below).

Nightbringers are most often recruited from the members of the church, although they are sometimes enlisted directly and catechized during their training. Although many Nightbringers serve Shar in dedicated roles, others are encouraged to wander the world, spreading the message of Shar wherever they find themselves.

Church Hierarchy

The priests of Shar are organised in a rigid hierarchy. They are in frequent contact with each other.

- **Adept of the Night.** A trainee priest assigned to a Watcher.
- **Watcher.** Responsible for leading one or more cells of worshippers.
- **Hand of Shar.** Responsible for a substantial geographic area, such as a major city or province. Can have up to fifty Watchers reporting to them.
- **Nightseer.** The leader of all Shar's followers in Faerûn.

NEW SPELLS

The following paladin spells are favored by the Nightbringers.

CAUSE FEAR

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 minute

You awaken the sense of mortality in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

This spell originally appeared in Xanathar's Guide to Everything and is included here for convenience.

CURSE OF IMPENDING BLADES

2nd-level necromancy

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You utter a fearsome imprecation that makes it difficult for your enemy to avoid attacks. Choose a creature that you can see within range; that creature must make a Wisdom saving throw. On a failed save, all melee weapon attacks against the target are made with advantage. The affected creature can make another Wisdom saving throw at the end of each of its turns. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's duration increases by 1 minute for each slot level above 2nd.

EYE FOR AN EYE

4th-level abjuration

Casting Time: 1 reaction, which you take when a creature within 30 feet of you hits one of your allies with an attack roll

Range: 30 feet

Components: V, S, M (a weapon)

Duration: Instantaneous

You raise your weapon and shout a fearsome imprecation at a foe that dares assault your comrade or minion. Make a weapon attack against the attacker. If you attack with a melee weapon, your reach for this attack is increased to 30 feet. If the attack hits, it deals an extra 5d10 necrotic damage to the target. Whether you hit or miss, the target must make a successful Constitution saving throw or be blinded until the end of your next turn.

FRIGHTFUL SMITE

1st-level enchantment

Casting Time: 1 bonus action

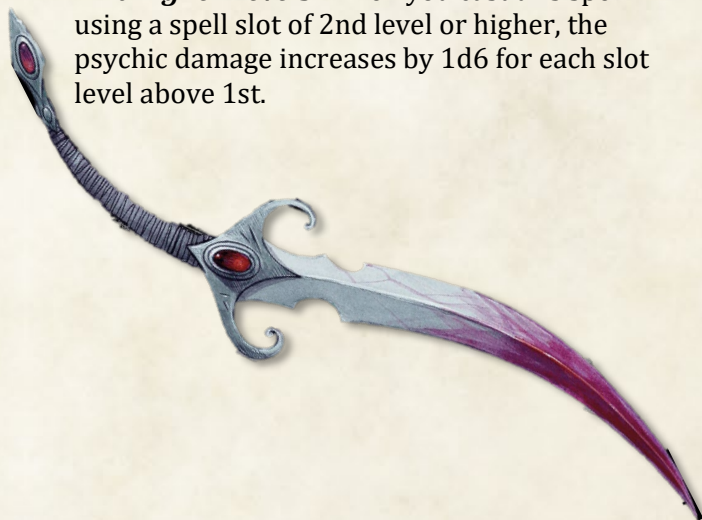
Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during the spell's duration, your weapon shimmers with a ghoulish light. The attack deals an extra 2d6 psychic damage and the target must make a Wisdom saving throw. On a failed save, it becomes frightened of you until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the psychic damage increases by 1d6 for each slot level above 1st.



GHASTLY GLAIVE

5th-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

This spell causes an otherworldly polearm made of smoldering green iron to appear in your hands for the duration. You are proficient with this weapon, which deals 2d10 necrotic damage on a hit and has the heavy, reach, and two-handed properties.

In addition, when you hit a creature with the polearm, the target must make a Constitution saving throw. On a failure, it has disadvantage on attack rolls and its speed drops to 0 until the start of your next turn. If you release the weapon, it dissipates and the spell ends.

HAND OF HORROR

4th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

With a blow of your hand, you both crush your foe's flesh and hammer its mind. Make a melee spell attack against a target within range. On a hit, the target takes 4d12 force damage and must succeed on a Wisdom saving throw or become frightened of you for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

KILLING GROUND

4th-level conjuration

Casting Time: 1 reaction, which you take when you reduce a hostile creature to 0 hit points

Range: Self (30-foot cone)

Components: V

Duration: Concentration, up to 1 minute

You issue a primal cry of victory that creates a 30-foot cone infused with necromantic power harvested from the death of your foe. The area becomes difficult terrain for all creatures other than you for the duration. When a hostile creature enters the spell's area for the first time

on a turn or starts its turn there, it takes 2d8 necrotic damage.

In addition, for the spell's duration, the first time you hit a creature in the spell's area with a melee attack, that attack inflicts an additional 10 points of weapon damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the necrotic damage increases by 1d8 for every slot level above 4th.

UNHOLY STORM

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Until the spell ends, globs of solid shadow fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area becomes lightly obscured, and all ranged attacks made by creatures within the spell's area or made against those creatures, are made with disadvantage.

Each creature that starts its turn in the cylinder must make a Dexterity saving throw. A creature takes 2d6 bludgeoning damage and 2d6 necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the amount of necrotic damage increases by 1d6 for each slot level above 3rd.

WRACKING SMITE

2nd-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

The next time you hit with a melee weapon attack during the spell's duration, your weapon is wreathed with tendrils of malignant shadow, and the attack deals an extra 2d8 necrotic damage to the target. A target that takes damage from this spell must make a Constitution saving throw. On a failed save, it is incapacitated by agonizing pain until the start of your next turn.