

PALADIN

Paladins are zealous warriors given might by their cause. Some swear oaths to rid the world of certain creatures or to be a champion of peace, whereas others exist simply to restore a sense of balance in the world as they see fit. Most paladins are good, although some of the strongest and most feared have turned to work in support of evil instead. Regardless of their virtues, it is this unwavering conviction among paladins that serves as the source of their strength: a commitment to righteousness, or at least their version of it, that fuels their every decision.

There are countless paladins across the multiverse, many of whose views are at odds with the next one's. What creature or cause has wronged you, or is so important to you that it drives you headlong into the forces that oppose you? These beliefs will impact the oaths and paths you take to in order to uphold them.

OATH OF THE VOID

The Oath of the Void specializes in safeguarding the lost knowledge of the multiverse and the stars beyond. Similar to warlocks that pledge themselves to ancient and unknowable eldritch beings, paladins of this oath are given access to dark and ancient secrets—and then magically sequestered from them. By using their minds as a chamber of secrets unreachable by even them, they preserve the knowledge of the cosmos from prying forces while retaining a profound appreciation and memory of the natural order of the multiverse.

Paladins that take this oath (sometimes called void-knights) may be plagued by lost memories, yet remember they bear a burden of knowing too much—without understanding what it is. Some spend their lives dedicating themselves to the study and archiving of information, whereas others devote themselves to protecting the world against otherworldly forces.

TENETS OF THE VOID

The tenets of the Oath of the Void are passed down through necessity by the unknowable forces preserving the fabric of the multiverse. This oath emphasizes the value of knowledge with restraint, as to know too much is to open oneself up to unimaginable powers far greater than can be reckoned.

Paladins that uphold this oath rarely recall their initiating oaths, but have an unshakable commitment to the following tenets—which they never recall learning.

Be a Safe Harbor. I am the wall against which the Astral waters break.

Be a Guiding Star. I am the light that carves through the endless expanse.

Be a Steward of the Material. I shall guard the realms of mortals from monsters beyond their understanding.

Be a Keeper of Secrets. I shall house the secrets of my order with reverence, and upon my death, shall become a repository for my successors.



OATH OF THE VOID

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE VOID SPELLS

Paladin Level	Spells
3rd	<i>comprehend languages, dissonant whispers</i>
5th	<i>enlarge/reduce, levitate</i>
9th	<i>blink, clairvoyance</i>
13th	<i>black tentacles, secret chest</i>
17th	<i>modify memory, legend lore</i>

CHANNEL DIVINITY

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

Astral Clarity. You can use your Channel Divinity to heighten your awareness and draw from a well of lore and arcane knowledge. As a bonus action, you grant yourself a +5 bonus to Intelligence checks for the next 10 minutes. If an Intelligence check uses a skill with which you aren't proficient, you also add your proficiency bonus to the total of the check.

Otherworldly Mark. You can use your Channel Divinity as a bonus action to mark a creature that you can see within 30 feet of you as otherworldly. In addition to its

normal creature types, a marked creature is considered to have one of the following creature types of your choice for 1 minute: aberration, celestial, elemental, fey, fiend, or undead. The mark ends early if you mark another creature. When you use this Channel Divinity option, melee attacks made against the target are also made with advantage until the end of your next turn.

AURA OF THE VOID

Starting at 7th level, the touch of the Astral Plane graces you and your allies with easier travel and anonymity. You and friendly creatures within 10 feet of you ignore difficult terrain and can't be targeted by divination spells or perceived through magical scrying sensors. In addition, any hostile aberration, celestial, elemental, fey, fiend, or undead must spend 2 feet of movement for every 1 foot it moves within the aura.

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

DIVINE RECONSIDERATION

By 15th level, whenever you or another creature you can see within 30 feet of you rolls a d20, you can choose to roll a d20 and use either result (no action required). You can do so after the target makes its roll, but must decide before the GM determines the outcome of the roll. You can use this ability a number of times equal to your Charisma modifier, and you regain all expended uses of it when you finish a long rest.

In addition, immediately after you deal damage to a creature with your Divine Smite or a spell with "smite" in its name, you can mark that creature as if by your Otherworldly Mark Channel Divinity option.

AVATAR OF THE VOID

At 20th level, you can transform into a harbinger of the void. You can use your action to gain the following benefits for 1 minute:

- You gain a flying speed equal to your walking speed and can hover.
- You gain truesight out to a range of 30 feet.
- Whenever a hostile creature within your Aura of the Void attempts to speak (such as casting a spell with a verbal component), it must first make a Wisdom saving throw against your spell save DC or be unable to speak until the start of its next turn, and any action used to do so is wasted. If the target is an aberration, celestial, elemental, fey, fiend, or undead, it makes this saving throw with disadvantage.

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.

NEUROPHAGED

KATRALL COULD STILL REMEMBER THE FEELING OF WARM broth on a cold day, even if they couldn't taste it anymore—not really, not in the same way. Even so, Katrall made it just the way their mother taught them; in the absence of taste, trust the recipe. The recipe always remains the same. The kitchen smelled right. Their hands stirred with practiced ease.

There are other memories: how to braid hair, how to sing, how to fold linens into neatly tucked shapes. All these things preserved, but distant, like insects caught in amber.

Katrall remembered these things. And loneliness. Being thrust penniless onto the street by that same mother. This, mercifully, feels distant now, too. There's a reassuring buzzing behind Katrall's eyes. The alien's presence, the shared mind.

Katrall's not alone. Not anymore. They have joined a new family.

You are no longer what you were.

Those who undergo full subsumption into the hivemind—willingly or not—emerge changed. The neurophaged retain the memories of their past lives, as well as a semblance of their personality, but have been reborn in body and mind, their biology remolded by the alien intelligence. Your skin becomes smooth and hairless, and your eyes lose their pupils to take on a strange, watery shimmer. You are impervious to most nonmagical diseases, and tire less easily.

If a neurophaged is under the thrall of a hivemind (the beginnings of most), it is bound to the hivemind's will. But once the source of that will is destroyed, any connected neurophaged will gain their independence—and retain some of its gifts.

Freed from the hivemind's overwriting directives, neurophaged are faced with the grand task of finding purpose, identity, and trust in a world that sees you as something...other.

ORIGIN CULTURES

Depending on the nature of the hivemind's disappearance, your personality and memories from your previous life are more or less left intact. As a result, your background, culture, and racial details are unchanged from your origins as a neurophaged, although you may or may not choose to return to them.

SEARCHING FOR COMMUNITY

The hivemind source was unknowable, but it was never cruel. It gave you something: belonging without judgment, clarity without question. Your freedom came at the cost of that clarity.

Freed neurophaged often seek to reconstruct that lost wholeness in the world around them. The lucky return home and enjoy a second claim on life. Many are drawn to communes or close-knit adventuring parties, while others lose themselves in grand causes, societal hierarchies, or other forms of belief systems. The intensity



VOIDKNIGHT SIGNET