

GUIDE OF THE DAMNED

A psychopomp subclass option
for Descent into Avernus



GUIDE OF THE DAMNED

The Wall of the Faithless is a wall formed by souls of someone who'd never believed in a deity, it surrounds the City of Judgement, home of Kelemvor the God of Death and Judge of Damned. Devils and demons buy or stole these souls that become fiends, such as lemures. Your psychopomp powers come from the contact with a fiend creature you killed and its soul is bound to you now for example, in some way you claimed a soul once at the service of some entity cause you have an unnatural power to attract and sense bound souls, this feature may comes from an aspect of your personality or life. Your goal is to free souls bound with otherworldly creatures such as devils, even warlocks are your enemies in this crusade. Otherwise, you are interested in judging souls to become not just more powerful, but a rightful judge of dead upon souls sold, stole or bound with otherworldly entities.

DAMNED FEATURES

Psychopomp Level	Feature
1st	Damned Spells, Weapon of the Guide, Judge of the Damned
6th	Extra Attack
10th	Soul Vigor
14th	Bonds Cutter

DAMNED SPELLS

You gain damned spells at the psychopomp levels listed in the Guide of the Damned Spells table.

DAMNED SPELLS TABLE

Spell Level	Spell
1st	<i>shield of faith</i>
3rd	<i>branding smite</i>
5th	<i>protection from energy</i>
7th	<i>staggering smite</i>
9th	<i>wall of damned*</i>

WEAPON OF THE GUIDE

At 1st level you learn how to infuse your spirit guide in your weapons to cut invisible bonds. Whenever you finish a short or long rest, a weapon you are proficient with becomes the weapon of the guide, it must be treat as a magic sentient item but don't need attunement and when moved the weapon leaves a blur effect of ethereal energy. The weapon has a number of charges equal to twice your Wisdom modifier, you can spend charges as follow:

Otherworldly Slash (1 charge) when you hit a creature you can inflict extra force damage equal to your proficiency bonus.

Spectral Rebuke (1 charge) as reaction to an attack you can mitigate a number of incoming damage equal to your Wisdom modifier + half psychopomp level.

Keen Sense (4 charges) Using an action you sense souls bound to otherworldly entities such as warlock, fiend, deathlock, vampire, bonelock and so on, also creatures under charm effects within 60 feet of you for 1 round.

Recall (1 charge) as bonus action you teleport the weapon of the guide in your hand.

Expended charges are recovered after a long rest. When you reach 5th level and you have a weapon of the guide active, if you summon your otherworldly apparition, your weapon loses its magic until the apparition is summoned back. However, you can use the otherworldly apparition effects through yourself while holding the weapon.

JUDGE OF THE DAMNED

Starting at 1st level you don't just free the souls, you judge them. Once per turn after killing a creature with your weapon of the guide you can judge its soul as part of the same action, choosing to redeem or sentence it. A redeemed soul go to afterlife, a sentenced soul is banished in the ethereal plane, each choice gives you a different benefit:

Redemption: your weapon of the guide regains 1 charge. You can have a maximum number of charges equal to twice your Wisdom modifier.

Damnation (requires at least 1 charge): your weapon of the guide loses 1 charge but your next attack inflicts 1d8 extra force damage. If you slain a creature that is able to revive itself, such as a lich or a devil, the damnation banishes it only for 10 days.



EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn and you use a weapon of the guide to attack.

OTHERWORLDLY VIGOR

At 10th level you can attempt to awake or enfeeble souls. An ally affected by your soul bind feature adds your Wisdom modifier to any saving throw against charm effects. Otherwise, as bonus action you can spend 2 charges of your weapon of the guide to force an enemy creature affected by your soul bind feature to make a Charisma saving throw against your spell save DC, on a failed save it suffers 2d8 psychic damage and until the end of your next turn it loses all resistances or immunities (your choice) to magic damage (fire, psychic, necrotic and so on except for bludgeoning piercing and slashing damage), you gain these resistances or immunities. On a successful save it suffers half damage and no other effect.

BONDS CUTTER

At 14th level you can chop off otherworldly bonds of creatures you fight. When you hit an enemy with your weapon of the guide you can force it to make a Charisma saving throw against your spell save DC, on a failed save for 1 minute is affected by one of the following effects. You can spend 2 charges of your weapon of the guide (no action required) to add an extra effect:

- Loses its pact of magic;
- Loses its innate spellcasting;
- Can't teleport or move through planes;
- Loses its legendary resistance or magic resistance;
- If the creature is a summoned one, on a failed save until the end of this feature it do not respond to its summoner's commands.

The cut ends early if the target dies, you die, or you are incapacitated. Also, your first weapon attack against a creature under the effect of this feature inflicts 1d8 extra psychic damage. A creature can repeat the saving throw using its action.

A devil or fiend of level equal or less half of your psychopomp level that dies while affected by this feature is destroyed definitely if you chose to sentence it. You can use this feature once per long rest.

ALTERNATIVE OTHERWORLDLY APPARITION

As guide of the damned, your otherworldly apparition may appear differently from those of other psychopomps. It can be a ghostly lemure, imp or any other small fiendish creature, even humanoids if they belonged to someone.

CREDITS

This archetype is made for the psychopomp class you find here: [Psychopomp Class](#).

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WALL OF DAMNED*

5th-level, necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of bone dust)

Duration: Concentration, up to 1 minute

You summon a wall of restless spirits at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. When the wall appears, each creature in its area must make a Wisdom saving throw. On a failed save, a creature takes 4d8 necrotic damage, and it is frightened for 1 minute. On a successful save, it takes half as much damage and is immune to the wall frightening effect for 24 hours. A frightened creature can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that ends its turn in the wall's area takes 4d8 necrotic damage.

Until the spell ends, you can use a bonus action to target a creature within 30 feet from the wall you can see, spirits unleash a painful scream and it must make a Wisdom saving throw or suffers 2d8 psychic damage, or half as much damage on a successful one.

