

# Ozrakas the Oathbreaker

Class: Paladin (level 4)  
 Race: Tiefling  
 Languages: Common, Infernal  
 Alignment: Lawful Evil  
 Background: Criminal

Max HP: 37  
 Hit Dice: 4d10  
 Armor Class: 18 (plate)  
 Speed: 30 ft.  
 Initiative: -1  
 Passive Perception: 11  
 Passive Investigation: 10  
 Passive Insight: 11  
 Darkvision: 60 feet  
 Resistant: Fire damage  
 Immune: Disease

## Proficiencies (Bonus +2)

- All armor, weapons, and shields
- Thieves' Tools
- Chess

SKILLS	MODIFIER
Acrobatics (DEX)	-1
Animal Handling (WIS)	+1
Arcana (INT)	+0
Athletics (STR)	+2
<b>Deception (CHA)</b>	<b>+4</b>
History (INT)	+0
Insight (WIS)	+1
<b>Intimidation (CHA)</b>	<b>+4</b>
Investigation (INT)	+0
Medicine (WIS)	+1
Nature (INT)	+0
Perception (WIS)	+1
Performance (CHA)	+2
Persuasion (CHA)	+2
<b>Religion (INT)</b>	<b>+2</b>
Sleight of Hand (DEX)	-1
<b>Stealth (DEX)</b>	<b>+1</b>
Survival (WIS)	+1

STATS	SCORE	MODIFIER	SAVE
Strength	15	+2	+2
Dexterity	9	-1	-1
Constitution	14	+2	+2
Intelligence	10	+0	+0
<b>Wisdom</b>	12	+1	<b>+3</b>
<b>Charisma</b>	15	+2	<b>+4</b>

Once a shining example of Tyr's justice and the triumph of good over evil, Ozrakas was seduced by power of the Nine Hells. Now in service of Glasya, Ozrakas the Oathbreaker's known mercenary activities always seems to bend the law but not break it. Glasya's devils have put Ozrakas to great use, often using him to eliminate the mortal minions of rivals.

ATTACKS	HIT	DAMAGE	NOTES
Greatsword	+4	2d6+2	Two-handed, Heavy
Battleaxe	+4	1d8+2	1d10+2 if used two-handed
Handaxe	+4	1d6+2	Light, Thrown (20/60)
Unarmed	+4	3	

SPELL SLOTS	MODIFIER	SPELL ATTACK	SAVE DC
3 Spell Slots (LEVEL 1)	+2	+4	12

**Channel Divinity:** You can channel divine energy once per short or long rest.

- **Control Undead:** one undead target of your choice within 30 ft. must make a Wisdom saving throw or obey your commands for 24 hours (or until you use this feature again). An undead with a CR of 4 or greater is immune.
- **Dreadful Aspect:** each creature of your choice within 30 ft. must make a Wisdom saving throw or be frightened of you for 1 minute. If it moves more than 30 ft. from you, it can attempt another saving throw.

**Divine Sense:** Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, or undead within 60 ft. that is not behind total cover. You can use this 3 times per long rest.

**Lay on Hands:** You have a pool of healing power that can restore 20 HP per long rest. You can touch a creature to restore any number of HP remaining in the pool, or 5 HP to cure a disease or neutralize a poison.

**Great Weapon Master:** When you score a critical hit with a melee weapon or reduce a creature to 0 HP with one, you can make a melee weapon attack as a bonus action. Additionally, you can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands. Before you make an attack, you can choose to take a -5 penalty to the attack roll to add +10 to the attack's damage.

**Divine Smite:** When you hit with a melee weapon attack, you can expend one spell slot to deal 2d8 extra radiant damage to the target plus another 1d8 against undead or fiends.

**Heavy Armor:** Your plate armor imposes disadvantage on Stealth checks.

**Criminal Contact:** You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from you contact, even over great distances.

**Spellcasting:** You have three Level 1 spell slots. Your spell slots are refreshed upon a long rest. Select 4 spells from the indicated list below to prepare at the start of the game and after each long rest.

SPELLS	RANGE	HIT/DC	EFFECT
Minor Illusion (At Will)	30 ft.	12	You create an illusory sound or image that lasts for up to 1 minute. If a physical object is conjured, it must be no larger than a 5-foot cube and can't create light, sound, smell, or any other sensory effect. Physical interaction reveals it to be an illusion, as does a successful Investigation check.
Disguise Self (Level 1, once per long rest)	Self	12	You may make yourself look different for up to 1 hour. You must have the same basic arrangement of limbs, and the illusion does not hold up to physical inspection or a successful Investigation check.
Hellish Rebuke (Level 1)	60 ft.	DEX 12	As a reaction after being damaged from an attack, you cause hellish flames to surround the creature that damaged you. The target takes 2d10 fire damage on a failed Dexterity save or half as much on a successful one.
Inflict Wounds (Level 1)	Touch	+4	After making a successful melee spell attack, the target takes 3d10 necrotic damage.
<b>SELECT 4 SPELLS FROM BELOW TO PREPARE AFTER EACH LONG REST</b>			
Bless (Level 1, Concentration)	30 ft.	-	You bless up to 3 creatures within range. Whenever they make an attack roll or save within 1 minute, they may add 1d4.
Command (Level 1)	60 ft.	WIS 12	You speak a 1-word command to a creature within range, which must succeed on a Wisdom saving throw or follow the command on the next turn. The spell has no effect if the target is undead or if your command is directly harmful to it.
Compelled Duel (Level 1, Concentration)	30 ft.	WIS 12	As a bonus action, target must succeed a Wisdom save or be compelled by your demand for up to 1 minute. On a failure, the target has disadvantage on attacks against creatures other than you, and must make a Wisdom save each time it attempts to move more than 30 feet away from you. The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your move more than 30 ft. away from the target.
Cure Wounds (Level 1)	Touch	-	A creature you touch regains 1d8 + 2 HP. This has no effect on undead or constructs.
Detect Evil and Good (Level 1, Concentration)	30 ft.	-	For up to 10 minutes, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell is blocked by 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt.
Detect Magic (Level 1)	30 ft.	-	For up to 10 minutes, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic and its school, if any. It is similarly blocked by the materials in Detect Evil and Good.
Detect Poison and Disease (Level 1, Concentration)	30 ft.	-	For up to 10 minutes, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, creature, or disease in each case. It is similarly blocked by the materials in Detect Evil and Good.
Divine Favor (Level 1, Concentration)	Self	-	For up to 1 minute, your weapon attacks deal an extra 1d4 radiant damage on a hit.
Heroism (Level 1, Concentration)	Touch	-	A willing creature you touch is immune to being frightened and gains 2 temporary HP at the start of each of its turns. The target loses any remaining temporary HP when the spell ends. Concentration can be held up to 1 minute.
Protection from Evil and Good (Level 1, Concentration)	Touch	-	Requires holy water or powdered silver and iron, which the spell consumes. For up to 1 hour, one willing creature you touch is protected against aberrations, celestials, elementals, fey, fiends, and undead. Those creature types have disadvantage on attack rolls against the target. The target can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saves against the effect.

SPELLS	RANGE	HIT/DC	EFFECT
Purify Food and Drink (Level 1)	10 ft.	-	All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.
Searing Smite (Level 1, Concentration)	Self	CON 12	Cast as a bonus action. The next time you hit a creature with a melee weapon attack within 1 minute, the attack deals an extra 1d6 fire damage and cause the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution save, taking 1d6 fire damage on a failure or ending the effect on a success.
Shield of Faith (Level 1, Concentration)	60 ft.	-	Cast as a bonus action. Target within range gets +2 AC for up to 10 minutes.
Thunderous Smite (Level 1, Concentration)	Self	STR 12	Cast as a bonus action. The first time you hit with a melee weapon attack within 1 minute, your weapon rings with thunder that is audible within 300 feet of you and the attack deals an extra 2d6 thunder damage. If the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.
Wrathful Smite (Level 1, Concentration)	Self	WIS 12	Cast as a bonus action. The next time you hit with a melee weapon attack within 1 minute, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action , the creature can make a Wisdom check against your spell save DC to end the spell.
Ceremony (Level 1)	Touch	-	<p>You perform a ceremony for 1 hour and choose one of the following rites. The spell requires and consumes 25 gold worth of powdered silver.</p> <ul style="list-style-type: none"> <li>• Atonement: you touch one willing creature whose alignment has changed and you make a DC 20 Insight check. On a successful check, you restore the target to its original alignment.</li> <li>• Bless Water: you touch one vial of water and cause it to become holy water.</li> <li>• Coming of Age: you touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can add 1d4. A creature can benefit from this only once.</li> <li>• Dedication: you touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll 1d4 and add the number rolled to the save. A creature can benefit from this rite only once.</li> <li>• Funeral Rite: you touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell.</li> <li>• Wedding: you touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.</li> </ul>