



PALADIN: OATH OF SUBJUGATION (5.5e)

Paladins who find themselves in the clutches of a mind flayer colony may see no other option than to submit to death, enslavement, or ceremorphosis.

However, some Paladins, be they craven or cunning, find another option: Swear an oath of eternal servitude to an elder brain. In doing so, they keep their soul, but lose their humanity, as the rest of their days must be spent condemning those they once called brothers and sisters to the same fate they were so eager to avoid.

TENETS OF SUBJUGATION

Paladins who swear the Oath of Subjugation are sworn to care about nothing more than the desires of the elder brain they serve.

Illithid Superiority. Non-illithids are lesser beings whose only purpose is to serve the hive mind. The highest honor these creatures can achieve is to undergo ceremorphosis.

Total Domination. The illithid empire must ultimately spread to all planes of existence. No corner of the multiverse will be spared.

In some ways, a Paladin who breaks this oath suffers more severe consequences



than a typical oath-breaker. Many elder brains implant dormant mind flayer tadpoles within these Paladins, primed to begin ceremorphosis the moment the Paladin deviates from the elder brain's will. Even in less severe cases, elder brains are still able to track these Paladins even after they forsake their oath, and may dedicate vast resources to their capture.

Oath of Subjugation Features

Paladin Level	Feature
3rd	Grasp of Subjugation, Mental Shockwave, Oath Spells
7th	Aura of Subjugation
15th	Extract Brain
20th	Ceremorphic Crescendo

LEVEL 3: GRASP OF SUBJUGATION

When you take the **Attack** action on your turn, you can replace one of the attacks and expend a use of your



Channel Divinity to make a melee spell attack against a creature within 5 feet. On a hit, the target takes Psychic damage equal to 2d8 + your Charisma modifier. Additionally, if you have at least one hand free and the target is no more than two sizes larger than you, the target is **Grappled** (the escape DC equals your Spell Save DC).

Whenever a creature grappled in this way makes a Constitution saving throw to maintain **Concentration**, the minimum DC equals your Spell Save DC.

LEVEL 3: MENTAL SHOCKWAVE

As a **Magic** action, you can expend a use of your Channel Divinity to emit a wave of Psychic Energy in a 30-foot cone. Each creature within that area must succeed on an Intelligence saving throw or take Psychic damage equal to half your Paladin level (round up) and be **Stunned** until the end of your next turn, or until it takes any damage (not including the damage from this feature).

LEVEL 3: OATH OF SUBJUGATION SPELLS

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the

Oath of Subjugation Spells table, you thereafter always have the listed spells prepared.

Oath of Subjugation Spells

Paladin Level	Spells
3	<i>Dissonant Whispers, Feather Fall, Mage Hand</i>
5	<i>Detect Thoughts, Levitate</i>
9	<i>Lightning Bolt, Sending</i>
13	<i>Confusion, Evard's Black Tentacles</i>
17	<i>Dominate Person, Wall of Force</i>

Whenever you cast a spell granted by this feature, it requires no Verbal or Material components.

LEVEL 7: AURA OF THE HIVE MIND

You have **Telepathy** out to a range of 60 feet, and creatures of your choice within your Aura of Protection also gain this benefit.

Additionally, you can overhear any telepathic communication that occurs between a creature within your Aura of Protection and any other creature. A creature protected by a **Nondetection** spell or similar magic can't be overheard in this manner.



LEVEL 15: EXTRACT BRAIN

As a Bonus Action while you are grappling a creature, you can expend a spell slot and make a melee spell attack against that creature. On a hit, the target takes 1d10 plus your Charisma modifier Piercing damage, plus 1d10 additional Piercing damage per level of the spell slot expended. If this damage reduces the target to 0 Hit Points, you kill the target by devouring its brain.

LEVEL 20: CEREMORPHIC CRESCENDO

As a Bonus Action, you gain the benefits below until you end them (no action required). If you do not end these benefits within 10 minutes of activating this feature, they become permanent, and you irreversibly transform into an

illithid version of yourself under the DM's control. Once you use this feature, you can't use it again until you finish a **Long Rest**. You can also restore your use of it by expending a level 5 spell slot (no action required).

Mental Domination. Once on each of your turns, you can force one creature within your Aura of Protection to succeed on a Wisdom saving throw or take Psychic damage equal to twice your Charisma modifier and have the **Prone** condition.

Psionic Propulsion. You gain a Flying speed of 60 feet and can hover.

Telepathic Awareness. You have **Blindsight** out to a range of 60 feet.

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