

PALADIN: OATH OF SHADOWS

The Oath of Shadows is a secretive code, sworn by those paladins who realize that they cannot do what they must by the light of day. They take to the night and shadows, cloaking themselves in power drawn from the shadowfell, turning the darkness against their foes. Some are selfish blackguards seeking personal wealth, while others are vigilante heroes seeking to root out evil that is normally shielded by the law.

TENETS OF SHADOWS

Each paladin who swears to the Oath of Shadows decides for themselves what is truly right and wrong, and though they range from good to evil, they are rarely lawful. Still, they share certain tenets about how to enact their morality on the world.

Cast a Great Shadow. You know that just as a shadow can loom much larger than its source, the *idea* of you can be far more terrifying than you yourself. Use any dramatic flourish, imposing costume, or mysterious tactic you can to leave your foes telling fearful tales of you long after you have left them. The shadow you cast over your foes is your greatest weapon.

Shades of Gray. No one is perfectly good or evil. There is no moral black and white, only shades of gray. Even those with the best intentions can commit evil, and even those who seem irredeemable can still change for the better. One should not slay the wicked in thoughtless haste, for they may not be so wicked forever, and the slayer may not be so righteous.

Remain Cowled. The night and shadow are your cloak and cowl, guarding you from those who would stymie your efforts out of a misguided hunger for transparency and "truth." But darkness and deception are not inherently good or bad – they are tools that can be used for any cause. Stay within the safety of the darkness, and always keep your true nature private and hidden except from your most trusted allies.

Do What Must Be Done. Laws, norms, and rules have a purpose and a place, but you belong outside that place. You must do what you believe is correct in the privacy of your heart, even if it means being a vigilante, pariah, or criminal.

OATH OF SHADOWS SPELLS

Paladin Level	Spells
3rd	<i>Blackout (new), Disguise Self</i>
5th	<i>Darkness, Misty Step</i>
9th	<i>Fear, Nondetection</i>
13th	<i>Greater Invisibility, Phantasmal Killer</i>
17th	<i>Chilling Darkness (new), Seeming</i>

CHANNEL DIVINITY

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

Eyes in the Dark. As an action, you can imbue your eyes with power from the shadowfell, using your Channel Divinity. For 1 minute, you can see normally in darkness, both magical and nonmagical, to a distance of 60 feet. If you normally have darkvision, this distance increases to 120 feet. You can also see invisible creatures within 15 feet of you for the duration. This effect instantly ends if you become incapacitated.

Shadow Jaunt. As a bonus action, you can dive into your own shadow and out of another nearby shadow, using your Channel Divinity. You teleport up to 30 feet to an unoccupied space within 5 feet of another creature that you can see.



SHADOW SMITE

Starting at 3rd level, your Divine Smite deals force damage instead of radiant damage.

AURA OF MENACE

Starting at 7th level, when a creature within 5 feet of you makes an attack against a friendly creature and you are conscious, you can choose to give the attacker disadvantage on the attack roll. You choose before the roll is made.

At 18th Level the range of this aura increases to 15 feet.

NIGHTFALL

Also at 7th level, you learn to float like a looming shadow. You never suffer disadvantage on Dexterity (Stealth) checks for wearing any kind of armor you are proficient in.

In addition, when you fall, if you are in dim light, darkness, or shadows, you silently fall only 60 feet per round and do not take falling damage.

Finally, when you end a conversation with a friendly creature, you use your reaction to silently move up to 30 feet and Hide as a reaction while the creature isn't looking at you. You can't do this if either you or the creature are fighting anything or in any immediate danger (DM's discretion).

EBON ADVANCE

Starting at 15th level, you can step through the shadowfell to descend upon your foes in a cloak of pure darkness. You can use a bonus action on your turn to teleport up to 120 feet to an unoccupied space that you can see. Until the end of your next turn, your space is filled with magical darkness that you can see normally in. The darkness moves with you.

Once you use this feature, you cannot use it again until you finish a Short or Long Rest.

PHANTOM KNIGHT

At 20th level, you gain the ability to take on the ghostly form

of shadow itself. As an action, you can immerse yourself with shadow energy. For 1 minute, you have resistance to all damage except psychic and radiant damage, you have a flying speed equal to your walking speed, you can hover, and you have the **Incorporeal Movement** trait:

- **Incorporeal Movement.** You can move through other creatures and objects as if they were difficult terrain. When you take radiant damage, you can't move through objects until the end of your next turn. If you end your turn or take radiant damage while inside an object, you take 2d10 force damage and you are pushed into the nearest unoccupied space in a random direction.

Once you use this feature, you cannot use it again until you finish a Long Rest.

NEW DARKNESS SPELLS

BLACKOUT

1st-level illusion (All Except Paladin)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a lit candle, which the spell puts out)

Duration: 1 minute

Until the spell ends, nonmagical sources of light are suppressed while you are within 20 feet of them, causing them to generate no light. This spell does not block light that originates from sources outside the range of its effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range of the effect increases by 10 feet for each slot level above 1st. At 2nd level, light created by a cantrip-level spell is also suppressed. At 3rd level, lights created by 1st-level spells are suppressed, etc.

CHILLING DARKNESS

5th-level evocation (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 90 feet

Components: V, M (silver and a drop of pitch or piece of coal)

Duration: Concentration, up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 30-foot-radius sphere for the duration. The darkness spreads around corners. Non-magical light, as well as light created by spells of 5th level or lower, can't illuminate the area, and creatures with darkvision can't see through it.

The area inside the darkness is lightly obscured and frigid cold. Any creature that starts its turn within the sphere must make a Constitution saving throw. On a failed saving throw, a creature takes 4d6 cold damage and its speed is reduced by 20 feet until the start of its next turn. On a success, a creature takes half damage and its speed isn't reduced.

ART CREDIT:

- 1 - "The Dark Knight" By Jason Kang,
<https://www.artstation.com/artwork/the-dark-knight-f7333025-03f6-44d7-a901-a032c8f604f4>
- 2 - "Red Cloak Knight" for Guild Wars 2, © ArenaNet



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