

OATH OF SHADOWS PALADIN

The Oath of Shadows is a secretive order, with few knowing of its very existence. These paladins embrace the shadows to carry out the work that can not be done in the light. Often tasked with assassinations on clandestine missions or gathering intel in covert operations, all at the behest of military leaders, corrupt nobles, or even religious figures discreetly employing them so as to keep their holy veneer intact.

These shadow knights, sometimes referred to as dusk knights or cloak and warhammers, are warriors who thrive in darkness, where others would seek the light. While it is true that most shadow paladins are considered nefarious or malevolent, most of the order care little for their reputations; they see it as their duty to quietly and efficiently carry out their given orders whether they came directly from the king, their captain, or their god.

TENETS OF SHADOW

The Tenets of the Oath of Shadows is a secret prayer said under breath. It is instilled and memorized by all who take it and sworn to be kept concealed, even under threat of death.

- **Watch From the Shadows.** Make sure you can see all, but none can see you.
- **Plot From the Shadows.** Observe every detail and plan accordingly, being wise, cautious, and steadfast.
- **Strike From the Shadows.** Strike fast and true. Leaving your target oblivious of the dagger in his back and the poison running through their veins.
- **Disappear Into the Shadows.** Leave behind no trace of your presence upon completion of the mission.



OATH OF SHADOWS FEATURES

Paladin Level	Features
3rd	Oath Spells, Channel Divinity
7th	Aura of Soft-step (10 ft.)
15th	Dark Knight
18th	Aura of Soft-step (30 ft.)
20th	Living Shadow

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Shadows Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF SHADOWS SPELLS

Paladin Level	Spell
3rd	<i>Disguise Self, Dissonant Whispers</i>
5th	<i>Darkness, Mirror Image</i>
9th	<i>Blink, Nondetection</i>
13th	<i>Dimension Door, Greater Invisibility</i>
17th	<i>Mislead, Seeming</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Shadow Ambush. You can use your Channel Divinity to have your next weapon attack be extra potent. As a bonus action, your next weapon attack has advantage and scores a critical hit on a roll of 16 or higher. If that attack misses you can make another weapon attack as part of the same action.

Eyes of the Dark As an action, for 8 hours you and up to 9 other creatures of your choice, gain darkvision with a radius of 120 feet that can see through both magical and nonmagical darkness.

AURA OF SOFT-STEP

Starting at 7th level, shadows are constantly wreathed around you that soften your footsteps. Armor does not impose disadvantage for you and friendly creatures within 10 feet of you. Additionally you and allies gain a bonus to dexterity (Stealth) checks equal to your Charisma modifier, while in the aura.

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

Image used: "Assassin" by Shenfeic on Deviantart

DARK KNIGHT

At 15th level, you become resistant to necrotic damage and can deal an additional 1d6 necrotic damage on one weapon attack once per turn.

You also learn how to temporarily become like a shadow. When an attacker that you can see hits you with an attack, you can use your reaction to reduce the damage by half.

LIVING SHADOW

At 20th level, as an action, you become an incorporeal shadow for 1 minute. While in this shadow form, you gain the following benefits:

- You have resistance to all damage except force and radiant damage.
- You can move through creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside a creature or an object.
- You can teleport up to 60 feet to an unoccupied space you can see that is in dim light or darkness as a bonus action. You then have advantage on the first melee attack you make before the end of the turn.

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Feel free to leave any comments or concerns. I'd love to get some feedback. Created using the Homebrewery.

LIVING SHADOW WARLOCK

You serve the great living shadow. A massive, yet formless entity that seeks to cover the entire world in darkness. For dutifully serving your master, it grants you minor control over your own shadow.

LIVING SHADOW FEATURES

Warlock Level	Features
1st	Expanded Spells list, Awakened Shadow, Shadow Cantrips
6th	Shadow Travel
10th	Smothering Shadow
14th	Protective Shadow

EXPANDED SPELL LIST

The Lord of Dreams lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

DREAMS EXPANDED SPELLS

Spell Level	Spells
1st	<i>Bane, Inflict Wounds</i>
2nd	<i>Blindness/Deafness, Pass without Trace</i>
3rd	<i>Bestow Curse, Nondetection</i>
4th	<i>Evard's Black Tentacles, Mordenkainen's Faithful Hound</i>
5th	<i>Creation, Planar Binding</i>

AWAKENED SHADOW

By 1st level, your magic can awaken your own Shadow. It is friendly to you and your companions, and it obeys your commands. See below for the statistics in the "Awakened Shadow" stat block. While you are not incapacitated, you can summon or dispel your Shadow as an action and can give it commands as a bonus action.

When you move it automatically moves with you and has 40 feet of it's own movement, but can not end it's turn more than 10 feet away from you. In combat, the shadow shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or the Dash, Disengage, Dodge, Help, Hide, or Search action. It can also deliver any of your spells with the range of touch.

If it takes any necrotic damage, it regains hitpoints equal to the damage it would have taken. If it is reduced to 0 hit points it disappears and you can summon it again after a short or long rest. Alternatively once a day, you can expend a spell slot to summon it with hitpoints up to 5 times the spell slot expended.

SHADOW CANTRIPS

You learn two of the following cantrips: *Chill Touch, Minor Illusion, Spare the Dying, and Toll the Dead*. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

SHADOW TRAVEL

At 6th level, you gain the ability to step from one shadow into another. While your shadow is summoned, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is in dim light or darkness. Your shadow can then make one *Strength Drain* attack as part of the same action.

SMOTHERING SHADOW

At 10th level, as an action, your shadow can attempt to grapple another creature and slowly suffocate it. It is a Melee Weapon Attack with +5 to hit, reach 10 ft. and affects one Large or smaller creature. On a hit the creature is grappled with an escape strength DC equal to your Spell Save. Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the shadow can't smother another target. In addition, at the start of each of the target's turns, the target takes 2d4 necrotic damage. While the shadow has a creature grappled it's speed is zero, it's strength drain attack has advantage and on an attack roll of 19 or 20 the shadow scores a critical hit.

PROTECTIVE SHADOW

At 14th level, while you are unconscious or reduced to 0 hit points, but not killed out-right your shadow summons itself to protect you. While the shadow is protecting your body, you have advantage on death saving throws and it can take two of it's actions on it's turn, but can not move more than 15 feet away from you. The shadow is dispelled if you die or it is reduced to 0 hit points.

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AWAKENED SHADOW

Medium Undead, neutral

Armor Class 11 + your charisma modifier.

Hit Points equal the shadow's Constitution modifier + your Charisma modifier + five times your level in this class

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+2)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Saving Throws Dex +4, Con +4

Skills Stealth +4, Intimidation +2, Performance +3

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 10

Languages understands the languages you speak

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Attached. The shadow can not move past 40 feet in any direction from you. If it ends its turn more than 10 feet away from you, it teleports within 10 feet of you and you take 1d6 necrotic damage.

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the shadow's skill and saving throw bonuses (above), the bonuses to hit and damage of its Strength Drain attack.

Shadow Superiority. While in dim light or darkness, the shadow has advantage on attack rolls, saving throws and Dexterity (Stealth) and (Slight of Hand) checks.

Sunlight Sensitivity. The shadow has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when it, the target of its attack, or whatever it's trying to perceive is in direct sunlight. It also has its speed reduced to 15 feet and is vulnerable to radiant damage.

Vigilant. The Shadow can't be surprised.

Actions (Requires Your Bonus Action)

Strength Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1d6 + 2 necrotic damage, and the target's Strength score is reduced by 1 until the end of their next turn. On a critical hit, the damage is doubled and the target's Strength score is reduced by 2 until the end of their next turn.

Defend. The Shadow increases your AC by 2 until the start of your next turn provided it's within 5 feet of you.

Reaction

Shield of the Shadow. The defender uses its reaction to become the target of an attack made for you or an ally it's within 10 feet of. It can use this ability a number of times equal to your charisma modifier and all expended uses are regained on a long rest.

SHADOW STALKER ROGUE

Many rogues stick to the shadows, but a few can actually manipulate it, plucking strands of darkness from thin air and enveloping themselves completely in the faintest of shadows.

Your abilities may stem from the *Shadowfell*, *Underdark*, or *Astral Sea*, but wherever these power come from they are a versatile and dangerous force in your hands.

SHADOW STALKER FEATURES

Rogue Level	Features
3rd	Shadow Strike, Eyes of Night-sight, Touch of Darkness
9th	Dark Cunning
13th	Malicious Darkness
17th	Soul of Shadow

SHADOW STRIKE

When you or a target are in dim light or darkness, you have advantage on your first attack roll on your turn, which you can use to trigger your sneak attack. If your shadow strike hits you can choose to have all the damage dealt from your sneak attack become necrotic.

EYES OF NIGHT-SIGHT

Starting at 3rd level, you can see through shadows as if they aren't even there. You gain darkvision with a range of 120 feet that can see through both magical and non-magical darkness.

TOUCH OF DARKNESS

At 3rd level, you learn the *chill touch* cantrip that appears as a shadowy hand.

You also learn to cast *blur*, *blindness/deafness*, *darkness*, or *pass without trace* as a bonus action without concentration. Once you cast any of these spells with this trait you can not do so again until you finish a long rest. Dexterity is your spellcasting ability for these spells, and you cast them at their lowest possible levels.

DARK CUNNING

At 9th level, creatures have disadvantage on Wisdom (perception) checks to see you while you are in dim light or darkness. Additionally your cunning actions gain the following benefits:

- **Dash**- When you dash, opportunity attacks against you are made with disadvantage.
- **Disengage**- When you disengage, enemies can still make opportunity attacks against you, but if the attack hits, you receive no damage and the attacker takes 1d6 necrotic damage.

- **Hide**- When you take the hide action, you are considered invisible if you are concealed in an area of dim light or darkness. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.



Image used: Sagittarius by René Maxime.

MALICIOUS DARKNESS

At 13th level, your connection to the dark and shadowy forces would make the common man shudder. You gain resistance to necrotic damage and whenever you use your shadow strike you can apply one of the following abilities:

- When you hit a target with your *Shadow Strike* they take an additional 1d6 necrotic damage and must make a successful constitution saving throw or be blinded until the start of your next turn.
- When you hit a target with your *Shadow Strike* any creatures of your choice that are within 10 feet of the target must make a dexterity saving throw. On a failure the creatures take 3d6 necrotic damage or half as much on a success.

SOUL OF SHADOW

At 17th level, you are a master of concealment and avatar of all dark shadows. You are always under the effects of the *Nondetection* Spell while you are conscious and can not be scryed upon at night-time or if you are in dim light or darkness, unless you choose to be seen.

Additionally while you are in dim light or darkness, you can choose to apply one of the following benefits until the start of your next turn.

- You are immune to necrotic damage, resistant to non-magical bludgeoning, piercing, and slashing damage, but are vulnerable to radiant damage.
- You can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside a creature or object and are shunted 5 feet outwards.
- Once on each of your turns when you use the attack action, you can make two other attacks as part of the same action.
- Enemies have disadvantage on attack rolls made against you.

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