

ORDER OF LIGHT AND SHADOW

*PALADIN OATH AND
ROGUISH ARCHETYPE*



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Andreas Schütt
who gave me the idea to make an organization with
two subclasses
All you wonderful readers
who make me want to keep making stuff

MY LIGHT REVEALS THE CORRUPTED,
SO DARKNESS DOES NOT HIDE THEM.
WITH THE FURY OF THOSE SUFFERED,
DOWN SHALL MY LIGHT SMITE THEM.
- OATH OF REVEALING LIGHT

JUST GET THE INFORMATION AND LET
SOMEONE ELSE DEAL WITH WHAT COMES
NEXT, YEAH?
- A SHADOW SPY'S MOTTO

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INTRODUCTION



LONG TIME AGO, THERE WAS A KING. THIS King loved his subjects but feared that his governors and lords were plotting behind his back. He appointed a few of his most trusted knights to weed out this corruption. The knights swore an oath to bring all corruption into the light and smite it down. They became the first paladins to take the Oath of Light.

With their oath, they bound themselves to righteousness and law. Their power was granted to them by the deities who embodied such virtues, and they formed the first Order of Revealing Light. But their oath could not reveal to them all secrets and it became all the more difficult for the Lanterns to investigate those who did not wish to speak with them.

One of the first paladins of the Revealing Light knew that for their light to reveal all corruption, they needed shadows. She sought an audience with an entity of dark power, an entity of shadows, and in unison, they formed a secret faction within the Order of Revealing Light called the Order of Hidden Shadow. These Shadows were to work with the Lanterns, spying on those suspected of corruption and reporting back to the Order. The Lanterns would then take over, accuse the corrupted, revealing their crimes, and smite them down.

With time, the Order of Light and Shadow held back corruption. When the King died without a living heir, his brother took over the throne. Unlike the King before him, the new King was cruel to his subjects and accused the Order of heresy before disbanding them. The Lanterns and Shadows went into hiding but within the year they revealed the new King's true identity as a puppet for a more sinister entity. A Paladin of the Revealing Light struck down the new King and was rewarded with an execution.

The Order of Light and Shadow still operates, although very few monarchs call on their aid. They no longer serve just one King and avoid any entanglement in politics. The Order now says they serve the people and continuously seek to extinguish all corruption. It is possible to contact the Order of Light and Shadow and inform them of anyone that is suspected of corruption. The Order is likely to investigate, especially if the suspect could be controlled by someone or something.

ORDER OF LIGHT AND SHADOW

The Order of Light and Shadow are actually two factions of the same order. On one hand, you have the Order of Light, a knightly order of paladins who have taken the oath of revealing light. Their specialty is to find and reveal corruption, and if necessary, smite it down and weed it out. On the other hand, you have the Order of Shadow. These rogues specialize in the spying of suspects, and either report back to the Order of Light for them to take action, or the Order of Shadow takes action themselves.

While the Order of Light wields the power of righteous light to hold the corrupt officials accountable for their actions, the Order of Shadow harness power from the

Shadowfell to create a clone of themselves to spy in places they cannot reach.

OPERATION

The Order of Light and Shadow operates in many ways similar to a guild or a monastery even, but with very restricted access. Only paladins who take the oath of revealing light may join, or those secretly recruited by the Order of Hidden Shadow. The Order operates from numerous halls, but because of how little they are trusted, these halls are scarce or sometimes hidden from the public view.

When contacting the Order, most people speak with the Order of Revealing Light. The Order doesn't always request payment for their investigations into internal affairs, but they do not turn down payment either. The Order of Hidden Shadow sometimes lightens the load of a corrupt official's coffers, and the Order of Revealing Light tends to turn a blind eye if the gold comes from a corrupt official and helps the Order of Light and Shadow's finances.

THE ORDER IN THE MULTIVERSE

The Order of Light and Shadow can exist in almost any world where corrupt governments can be found, which is to say, the Order can be found nearly all over the multiverse. In some cases, the history of the Order of Light and Shadow may need some change to better fit that world.

EBERRON

In the pulp noir world of Eberron, the Order of Light and Shadow was created by King Galifar before the Last War. Between the Daelkyr and Dragons and the Dragonmarked Houses and all sorts of secret organizations, the Order of Light and Shadow has plenty of work cut out for it. The Order went mostly into recession during the Last War, but since the Treaty of Thronehold, there has been a noticeable rise in its activity.

FORGOTTEN REALMS

The Order of Light and Shadow can operate mostly as is in the Forgotten Realms. Any King could have commissioned the Order in the beginning, but now it operates primarily independently all over Faerun and beyond.

RAVNICA

In Ravnica, the Order of Light and Shadow was more likely to have been commissioned by Azorius Senate to root out any opposition to the Guildpact. As much as they investigate corruption within every Guild (to what extent the Guilds allow them to) they are also tasked with internal policing of corruption within the Azorius Senate.

SUBCLASSES

OATH OF REVEALING LIGHT

Those paladins who swear an oath of revealing light specializes in corrupt governments, especially those where the government is suspected of being controlled by an aberration or a fiend. They are sometimes called lanterns, inquisitors, or shining knights, and they do not approach quietly. When you see a shining knight, there's a good chance that corruption is near. A paladin who has sworn this oath focuses on revealing the corrupt as much as striking them down when necessary. Striking down government officials without proof has never lead to anything good, and lanterns find it necessary to prove guilt as much as it is necessary to punish for it.

TENETS OF REVEALING LIGHT

Paladins who take this oath must memorize the tenets of revealing light by heart, and remember that should they fall to corruption they too will be hunted by the Order.

Reveal the Corrupt. The lantern must reveal the corruption of those who misuse power. Finding them is not enough, shedding light on their true selves to the people they subjugated is necessary.

Leave no Darkness for Cover. Once their dark deeds have been revealed, the lantern must not give the corrupted any room to hide their deeds again. There is no forgiveness and there is no place for corruption in a seat of power.

Let Bright Flames Burn out the Wicked. When the corrupted cannot be redeemed or if otherworldly power is the source of corruption, the lantern must act to make sure that corruption no longer threatens the seat of power. When the corruption is too great and redemption is not possible, the shining knight must burn it away and snuff it out.

OATH FEATURES

When you swear the oath of revealing light, the oath's features become available to you as per the Oath of Revealing Light Features table below.

OATH OF REVEALING LIGHT FEATURES

Paladin Levels Spells

3rd	Channel Divinity
7th	Reveal the Hidden
15th	Incorruptible
20th	Burning Sight

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Revealing Light Spells table.

OATH OF REVEALING LIGHT SPELLS

Paladin Levels Spells

3rd	<i>detect evil and good, detect magic</i>
5th	<i>see invisibility, zone of truth</i>
9th	<i>counterspell, daylight</i>
13th	<i>banishment, locate creature</i>
17th	<i>dispel evil and good, legend lore</i>

CHANNEL DIVINITY

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

Cut the Influence. You can expend one use of your Channel Divinity to remove the charmed condition from a creature that you touch. If the creature is being possessed by another creature, that creature must make a Wisdom saving throw against your spell save DC or be forced out of the creature they are possessing.

Turn Corruptors. You can use your Channel Divinity to chant a scripture of light that cuts deep into the ears of corruptors. You present your holy symbol as an action and every aberration or fiend within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature's true form is concealed by an illusion, shapeshifting, or another effect, that form is revealed while it is turned.

REVEAL THE HIDDEN

At 7th level, you can sense if someone is magically cloaked within 10 feet from you. This applies to creatures that are either invisible or whose true form is altered by magic or shapeshifting, but not creatures who are hidden or disguised via mundane means. You can expend one use of your Channel Divinity to cast dispel magic at a level equal to your highest spell level. Doing so does not require any material components and does not expend one of your spell slots. When you use your channel divinity in this way, it can only dispel magic that is used to hide a creature or alter its true form.

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

INCORRUPTIBLE

When you reach level 15 as a paladin, you become immune to being Charmed and you have an advantage on saving throws against illusion spells and effects.

BURNING SIGHT

Using your action, you become a beacon that burns the corrupted. Your eyes shine a blinding light on those near you. This transformation lasts for 1 minute and you gain the following benefits:

- Your eyes shine bright light out to 15 feet. Any creature that enters a space within 15 feet from you or ends its turn there must make a Constitution saving throw against your spell save DC or be blinded until the end of their next turn. A creature that cannot see you automatically succeeds on their saving throw.
- You have an advantage on all saving throws.
- When you deal weapon damage, your attacks deal additional 2d10 radiant damage.

Once you use this feature, you can't use it again until you have finished a long rest.

SHADOW SPY

The rogues who join the Order of Shadow learn to harness energy from the Shadowfell. They commonly work with the Order of Light to root out corrupt governments, but few know about their existence. Instead, they hide in the shadows, using their shadowy abilities to form a clone of themselves to spy in places they cannot reach. These shadow spies rarely act on what they find but prefer to hand the information over to the Order of Light. In times of need, however, a shadow clone has proven to be more than useful in a scrap.

SHADOW SPY FEATURES

When you become a shadow spy at the 3rd level, you gain the features associated with that archetype as per the Shadow Spy Features table.

SHADOW SPY FEATURES

Rogue Levels	Spells
3rd	Shadow Clone
9th	Shadow Leap
13th	Shadow Strike
17th	Shadow Cloak

SHADOW CLONE

As a bonus action, you can conjure a living shadow that appears within 30 feet from where you are standing. It looks like a colorless, darkened version of yourself, but with two dull, red eyes. It cannot speak and does not eat, sleep, or breathe. It cannot enter an area that is lit with bright light. It has AC equal to 10 + your Dexterity modifier and a number of hit points equal to half your Rogue levels, rounded down. It is resistant to bludgeoning, piercing, and slashing damage from weapons that are not magical, and is immune to poison damage and being poisoned, but cannot regain hit points.

You can use your bonus action to have your shadow clone move up to 30 feet, but no further than 120 feet away from you. It can climb any surface without slowing down and is not hindered by difficult terrain or water. It can also move through any tight space that is at least half an inch wide, without slowing down. If it is forced to move further away than 120 feet or into an area that is brightly lit, it is destroyed. As part of your bonus action to move it, the shadow clone can use the help action to distract an enemy within 5 feet from it.

You can possess your shadow clone's senses, allowing you to see and hear what it sees and hears. While doing so, your own senses do not work and you are effectively both deafened and blinded. It makes no sound while moving, and counts as being invisible while in darkness. It makes Dexterity (Stealth) and Wisdom (Perception) checks using your modifiers and has darkvision out to 60 feet. It automatically fails all Strength checks and cannot lift or move items.

You can conjure a shadow clone as often as your Wisdom modifier (at least once) and it remains for 10 minutes or until you lose concentration. You regain all uses of this feature when you finish a long rest.

SHADOW LEAP

If your shadow clone is within 30 feet from you, you can switch places with your shadow clone as a bonus action. You can only do this if the shadow clone is in an unoccupied space where you can fit.

When you are hit with an attack that you can see, you can use your reaction to switch places with your shadow clone if the above conditions are met. Your shadow clone takes all damage that you would otherwise take. You can do this after the attack roll hits you, but you must do this before any damage is applied.

SHADOW STRIKE

As part of your bonus action to move the shadow clone, you can have it make an attack instead of using the help action. The attack uses your Dexterity modifier + proficiency bonus and does 1d6 necrotic damage on a hit. If you have not used your sneak attack feature this turn, the shadow clone can use that feature on this attack if it otherwise fulfills all requirements for a sneak attack.

SHADOW CLOAK

As a bonus action, if your shadow copy is within 30 feet from you, you can have it enter your space and envelop you. While you are enveloped and in dim or no light, you have a +2 bonus to your AC, +10 to all Dexterity (Stealth) checks, and a climbing speed of 30 feet. If you stand still in no light while enveloped, you are considered invisible. While you are enveloped by your shadow clone, you have darkvision out to 120 feet.