

SACRED OATHS

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF ETERNAL NIGHT

The oath of Eternal Night is closely tied to assassination, subterfuge, and intimidation. Those who follow this oath often believe that it is better to eliminate those who can do evil before they have the chance to commit it. They also have a strong tendency to eliminate rulers who abuse their power or their citizens, such as mad kings and tyrants. Since divine magic itself does not lend itself well to stealth, those who follow this path learn to mimic arcane spells through their divine might.

TENETS OF ETERNAL NIGHT

Paladins who swear the Oath of Eternal Night normally share a strong sense of law and tend to believe in the following core tenets:

None are Exempt. Even the kings and magistrates who the write laws must be held accountable to them.

Good of the Many. The needs of the many always outweigh the needs of the few.

Knight of Night. When justice is not made publicly and in the light of day, you should restore it under cover of darkness.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>disguise self, unseen servant</i>
5th	<i>invisibility, darkness</i>
9th	<i>clairvoyance, feign death</i>
13th	<i>greater invisibility, Mordenkainen's faithful hound</i>
17th	<i>mislead, scrying</i>

CHANNEL DIVINITY

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

Shrouded Armor. As an action, you can transmute the armor you are wearing with special properties. The metal in your armor becomes jet black with swirling smoke patterns

on its surface that magically shift and move. This jet black material is silent and removes the armor's disadvantage on Stealth checks, if any. While wearing this armor, you gain proficiency on Stealth checks and may use either your Intelligence or Dexterity modifier for Stealth checks. Your armor loses all effects from this ability when it is removed or when you finish a long rest.

Spread the Night. As a bonus action, you create a sphere of darkness around yourself for 1 minute which appears to be a dense fog and does not block vision. This darkness travels with you and makes spaces adjacent to you difficult terrain for any creature moving through it. A creature entering this area must make a Strength saving throw. On a failed save, you have advantage on attack rolls against this creature until the beginning of its next turn.

BLADE OF DARKNESS

Starting at 7th level you learn to do additional damage to unsuspecting or unaware opponents. You gain the Rogues Sneak Attack feature dealing 1d6 damage. At 12th level this increases to 2d6 and at 17th level it increases to 3d6.

You also gain the ability to see normally in magical and nonmagical darkness out to a distance of 30 feet.

CLOAK OF NIGHT

At 15th level while wearing your Shrouded Armor, as a reaction to a successful attack against you, your armor sheds small flakes of darkness which briefly whirl around you before disappearing. The next attack roll made against you before the beginning of your next turn has disadvantage.

In addition your ability to see through darkness permanently improves. You may now see through darkness and magical darkness out to 120 feet.

SPECTRE OF STARS

At 20th level, you can as an action become a spectre composed of shadowstuff for 1 minute. While in this form, the effects of the spell *darkness* are centered on you, and you have resistance on bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantine.

You can also move through other creatures and objects as if they were difficult terrain. This movement is limited to 5 feet each turn and does not provoke opportunity attacks. You take 2d10 force damage and are shunted to the nearest available space if you end your turn inside a creature or object. After using this feature, you cannot use it again until completing a long rest.

