Savior in the Dark

A Paladin Subclass by My Wife is the MC inspired by the Garo franchise.

Homebrew Subclass

The following subclass is designed for the 2024 version of Dungeons and Dragons 5th Edition, and is compatible with the 2014 version.

Paladin

The Oath of Radiance is a Paladin subclass inspired by the inheritors of the Garo armor from the Garo series.

Homebrew Material
This subclass is homebrew content, created with care and refined through multiple design passes. While it hasn't been through full-scale playtesting, it's built with balance, clarity, and fun in mind. You may still encounter the occasional edge case or moment of friction during play, so feel free to adjust anything to fit your table's needs. If you find **issues** or have **feedback**, please share it **[here]**. As with all unofficial content, this material isn't legal for D&D Adventurers League or other official events. Getting your GM's approval or working with your GM to use this document in your home games is highly recommended.

Oath of Radiance

Don Radiant Armor and Push Back the Darkness

Paladins who take the Oath of Radiance hold unshakable faith and are dedicated to pushing back the darkness that seeks to corrupt the innocent. They manifest this faith through their brilliant armor, inspiring hope in those who gaze upon them.

These paladins share the following tenets:

- Push back the darkness.
- Have faith in the goodness of people.
- Inspire hope in those lost in despair.

Level 3: Oath of Radiance Spells

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Radiance Spells table, you thereafter always have the listed spells prepared.

Oath of Radiance Spells

Paladin Level	Spells
3	*Divine Favor, Hellish Rebuke*
5	*Enhance Ability, See Invisibility*
9	*Beacon of Hope, Spirit Guardians*
13	*Fire Shield, Private Sanctum*
17	*Contact Other Plane, Flame Strike*

Level 3: Radiant Armor

As a Bonus Action, or by replacing one of your attacks when you take the Attack action, you can expend one use of your Channel Divinity and draw a circle in the air or on any surface using your weapon or Shield. When you do so, a brilliant armor called the Radiant Armor appears out of the circle and flies to you, donning it immediately. This replaces any armor you're currently wearing. You determine the appearance of your Radiant Armor, such as having a wolf motif covered in gleaming gold or silver, or an ivory-white armor with avian elements. After 1 minute, the armor vanishes, and you don any armor you were previously wearing. Your Radiant Armor vanishes early when you dismiss it during your turn (no action required) or if you are reduced to 0 Hit Points.

The armor has the following traits:

Armor Category: Heavy armor
Armor Class: 15 plus your Charisma modifier (max 2)
Strength: 13
Stealth: Disadvantage
Weight: 80 lb.

While your Radiant Armor is donned, it grants the following benefits:

Soul Metal. The armor is weightless for you. Similarly, you use your Charisma score instead of your Strength score to meet the armor's Strength property. In addition, the AC you gain from your Charisma modifier increases by 1 when you reach Paladin levels 9 (max 3), 13 (max 4), and 17 (max 5).

Brilliant Glint. The first time you don your Radiant Armor, and by expending one use of your Channel Divinity as a Bonus Action on later turns, your armor pulses a Bright Light in a 10-foot Emanation that radiates from you, and Dim Light for an additional 10 feet. The Emanation of Bright Light increases to 30 feet when you reach Paladin level 18. Each enemy within the Bright Light must make a Constitution saving throw or have the Blinded condition until the end of your next turn.

Gleaming Armament. The weapons or Shield you're wielding in each hand transform. You determine its changes in appearance, such as golden glyphs appearing along the spine of the blade, or red gemstones forming along the weapon's guard and pommel. When you hit a Fiend or Undead using the transformed item, you ignore the target's Resistances to Bludgeoning, Piercing, or Slashing damage. The items revert to their original form when you doff your Radiant Armor.

Level 7: Aura of Hope

The power of your oath gives others the courage to fight through despair. When you or an ally within your Aura of Protection would drop to 0 Hit Points, it instead drops to 1 Hit Point and regains a number of Hit Points equal to your Paladin level. Each creature can only benefit from this once, and it can do so again when you finish a Long Rest.

Level 15: Radiant Glint

When you use the Brilliant Glint benefit of your Radiant Armor, the armor's area of Bright Light becomes sunlight, and any area of Darkness created by a spell of level 6 or lower that overlaps with this Bright Light is dispelled. In addition, choose one of the following effects:

Repel the Darkness. Each enemy within the area of Bright Light must also make a Wisdom saving throw or have the Frightened condition until the start of your next turn.

Galvanizing Light. You and each ally within the area of Bright Light gain a 1d6 bonus to their next attack roll or saving throw before the start of your next turn.

Surge of Hope. You and each ally within the area of Bright Light gain Temporary Hit Points equal to half your Paladin level.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Level 20: Savior in the Dark

As part of donning your Radiant Armor, or as a Bonus Action on later turns while the armor is donned, you manifest the people's hopes placed upon you as various embellishments on the armor. You determine the appearance of these embellishments, such as a fiery ring of steel on the back or a pair of wings with steel feathers. You gain the benefits below until you doff your Radiant Armor. 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).

The One Who Shines in the Darkness. Your Aura of Protection fills with Bright Light that is sunlight. In addition, whenever this Bright Light overlaps with any area of Darkness created by a spell, that area is dispelled.

Radiant Storm Flight. You gain a Fly Speed of 60 feet and can hover.

Lament of the Dark. When you deal Radiant damage from your *Divine Smite*, you and each ally within your aura regain Hit Points equal to half the Radiant damage you dealt.

Magic Items

The following magic items are designed for the 2024 version of Dungeons and Dragons 5th Edition, and are compatible with the 2014 version.

Weapons

The following weapons are presented in alphabetical order.

Legacy of the Golden Wolf

Weapon (Glaive, Greatsword, Longsword, or Scimitar), Artifact (Requires Attunement by a Paladin with the Oath of Radiance Subclass)

This weapon has been passed down through generations of Radiant Knights who bear the title of the Golden Wolf. While no creature is attuned to this weapon, it appears as a crimson Longsword with an equally crimson sheathe, trimmed with gold embellishments.

Attunement. To attune to this weapon, you must be acknowledged by the Golden Wolf entity housed within. To do so, you perform an 8-hour ritual. During this time, you have the Blinded and Deafened condition, and you become unaware of your surroundings as you interface with the entity. The DM determines what happens during this time. At the end of this ritual, you must make a DC 20 Charisma saving throw. On a failed save, you receive 5 levels of Exhaustion, and you cannot attempt this ritual again until you finish a Long Rest. On a successful save, you receive 2 levels of Exhaustion, and you attune to this weapon.

The Mantle of the Golden Wolf. While attuned to this weapon, it transforms to one form of your choice: Glaive, Greatsword, Longsword, or Scimitar. In addition, you gain the following benefits:

Soul Metal Armament. You can use your Charisma modifier instead of your Strength or Dexterity modifier for attacks and damage rolls made with this weapon.

Returning Weapon. This weapon has the Thrown property. When you use this weapon to make a ranged attack, it returns to you the instant it hits or misses a target.

Lifetime Oath. You gain a +1 bonus to attack rolls and damage rolls made with this weapon. This increases by 1 when you reach Paladin levels 5 (+2), 11 (+3), and 17 (+4).

Necrotic Resistance. You have Resistance to Necrotic damage.

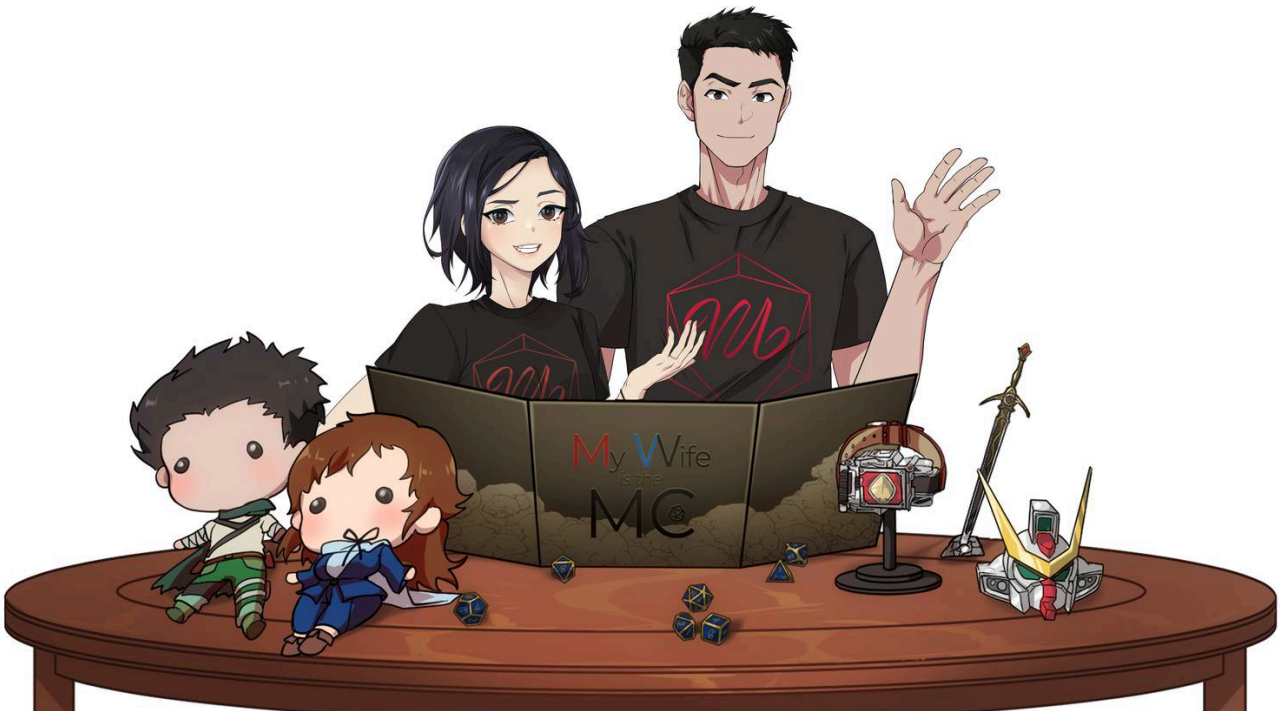
Mettle in Steel. Your Radiant Armor grants a +1 bonus to your Armor Class. This bonus increases by 1 when you reach Paladin levels 9 (+2) and 17 (+3). In addition, you have Resistance to Bludgeoning, Piercing, and Slashing damage dealt by Fiends and Undead while your Radiant Armor is donned.

Partial Sentience. The *Legacy of the Golden Wolf* is a partially sentient Lawful Good weapon with an Intelligence of 10, a Wisdom of 17, and a Charisma of 20. It cannot perceive anything, but it holds the memories of all its previous users. When you have Attunement with this weapon, your experiences and memories are added to the Golden Wolf's collective knowledge.

You can communicate with the Golden Wolf within this weapon while you are asleep. To do so, you must make a DC 15 Charisma check when you begin a Long Rest. If your Long Rest is not interrupted, you interface with the Golden Wolf at the end of your Long Rest for up to 10 minutes.

Personality. The weapon's purpose is to cut through the darkness, be it from Fiends, Undead, or unchecked ambitions born of mortal desires. Willingly enabling such dark forces may force the Golden Wolf to sever its connection with you, immediately ending your Attunement with this weapon.

Destroying the Legacy of the Golden Wolf. A creature with Attunement to this weapon that commits a grievous act of evil (as determined by the DM) will taint this weapon with dark forces. When this happens, and the Golden Wolf is unable to sever this Attunement in time, the weapon becomes petrified. While petrified, the weapon can be destroyed by dealing 666 Force or Necrotic damage to it in a single turn. A level 9 *Greater Restoration* or a *Wish* spell can purify the weapon and remove its petrification.



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About My Wife is the MC

My Wife is the MC is a YouTube channel run by DM V, who creates homebrew content that translates characters from popular media into narratively themed 5e mechanics. This includes creating classes, subclasses, and magic items, or even putting homebrewed characters from various anime, movies, or video game titles into the 5e versions of their settings. By homebrewing content with the source material as a priority, we aim to capture how a pop culture character feels for any player who wants to take their favorite characters to a gaming table, all while keeping within the system's boundaries.
DM V also runs single-player campaigns with his wife, who plays the channel's titular MC.