



OATH OF THE OPEN ROAD

NEW CHARACTER OPTION: PALADIN

Paladins are zealous warriors given might by their cause. Some swear oaths to rid the world of certain creatures or to be a champion of peace, whereas others exist simply to restore a sense of balance in the world as they see fit. Most paladins are good, although some of the strongest and most feared have turned to work in support of evil instead. Regardless of their virtues, it is this unwavering conviction among paladins that serves as the source of their strength: a commitment to righteousness, or at least their version of it, that fuels their every decision.

There are countless paladins across the multiverse, many of whose views are at odds with the next one's. What creature or cause has wronged you, or is so important to you that it drives you headlong into the forces that oppose you? These beliefs will impact the oaths and paths you take to in order to uphold them.

OATH OF THE OPEN ROAD

Paladins who swear the Oath of the Open Road are bound to protect the spirit, safety, and sanctity of exploration. These nomadic defenders see themselves as guardians of the roads less traveled, protecting those who journey them and ensuring the safety of travelers in a world that brims with

adventure. There is a calling rooted in the ethos of freedom, embracing the journey itself as a pilgrimage toward self-discovery and enlightenment.

TENETS OF THE OPEN ROAD

The tenets of the Oath of the Open Road are carried as a guide to safe and fruitful travel.

A Good Gift Is One Shared. Your protection of others inspires them to protect you in turn.

A Smile Opens Most Doors. Kindness is a currency shared by everyone.

A Journey Is Its Own Reward. Travel is made better, and faster, when it's fun.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE OPEN ROAD SPELLS

Paladin Level	Spells
3rd	<i>comprehend languages, longstrider</i>
5th	<i>animal messenger, pass without trace</i>
9th	<i>haste, water walk</i>
13th	<i>dimension door, hallucinatory terrain</i>
17th	<i>passwall, teleportation circle</i>

CHANNEL DIVINITY

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

Escape Route. As a bonus action, you can use your Channel Divinity to inspire you and up to four other creatures that you can see within 60 feet of you to move. A chosen creature can immediately use its reaction to move up to its speed without provoking opportunity attacks, provided that its speed isn't 0. If you've already used your Channel Divinity, you can use this option by expending a paladin spell slot of 1st level or higher instead. When you do, the maximum number of creatures you can choose is equal to the level of the spell slot you expended.

Alternatively, you can use this Channel Divinity as a reaction when a creature that you can see within range takes damage. When you do, only that creature can use its reaction in this way.

Call of the Horizon. As an action, you can use your Channel Divinity to invigorate your group's travel. Until you finish a short or long rest, while traveling for an hour or more at a steady pace, difficult terrain doesn't slow your group's travel, and your travel pace increases by 1 mph—even if traveling by a mount or vehicle. For every 8 hours you travel in this way, the distance you cover is increased by a number of miles equal to your Charisma modifier (minimum of 1). In addition, you suffer none of the penalties of traveling at a fast pace, and you can move stealthily even when moving at a normal one. Lastly, affected creatures have advantage on any Constitution saving throw they make as a result of a forced march.

AURA OF COMMUNITY

Starting at 7th level, you and friendly creatures of your choice within 10 feet of you can magically understand any language spoken by another creature within that range, provided that the affected creatures can also speak at least one language. In addition, you can use a bonus action to take the Help action. When you use the Help action to aid an ally in attacking a creature, the target of that attack can be anywhere within your aura, rather than within 5 feet of you, if the target can see or hear you.

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

DESTINED TO ROAM

By 15th level, your wanderlust can't be kept at bay by others. Your movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained. You can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or another creature's grapple.

When you use your Channel Divinity to use your Escape Route option, an affected creature can use 5 feet of its movement to automatically escape from such a grapple or nonmagical restraint.

AVATAR OF THE NOMAD

At 20th level, your comfort in the world extends to those around you. Creatures with an Intelligence score of 4 or lower that aren't constructs or undead are indifferent toward you

and will not attack you unless you threaten or harm them; doing so causes this benefit to cease to affect them until you finish a long rest.

In addition, you can use a bonus action to empower your Aura of Community for 1 minute, granting the following benefits to you and any other creature of your choice within it:

- If you start your turn within the aura, your walking speed increases by 10 feet until the end of your turn.
- You have advantage on Dexterity saving throws.
- Opportunity attacks against you are made with disadvantage.

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

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