

Archive of Forgotten Lore:

Paladin

This is Supplemental Material

Sacred Oath

When a paladin reaches 3rd level, they swear an oath that binds them as a paladin forever. This is an option written by Odvaskar for that feature: The Oath of Knowledge.

Oath of Knowledge

The Oath of Knowledge is sworn to the idles of safeguarding magic, the protection of common folk against tyranny, the conservation of history and information. Sometimes called arcana seekers, preservers, inquisitors, or arcane sentinels. Paladins who follow the oath of knowledge stop at nothing to end the abuse of magic after studying and perhaps witnessing the devastation unchecked magic can cause. Many paladins of this oath usually join the ranks of organizations like Candle Keep or the Harpers.

Tenets of Knowledge

The tenets of the Oath of Knowledge are often set by the dogmas or teachings from deities of knowledge domain, or organizations that seek to preserve history and magic. Most emphasize the following tenets.

Preserve. Preserve history including art, arcane practices, rituals, and cultures.

Knowledge. You can never have too much information. Being uninformed often leads to disaster, but do not let the knowledge consume you.

End Tyranny. Too much power leads to corruption. No one deserves to be ruled by a tyrant, specially by one that abuses magic.

Sentinel of the Arcane. You find and keep guard over powerful magic that should never fall into the wrong hands.

Oath Spells and Ritual Casting

3rd-level Oath of Knowledge feature

You gain oath spells at the paladin levels listed. Additionally, through your research into arcane magic you can cast paladin spells as a rituals if that spell has the ritual tag and you have the spell prepared.

Oath of Knowledge Spells

Paladin Level	Spells
3rd	<i>Comprehend Languages, Identify</i>
5th	<i>Detect Thoughts, Locate Object</i>
9th	<i>Counterspell, Tongues</i>
13th	<i>Arcane Eye, Locate Creature</i>
17th	<i>Legend Lore, Modify Memory</i>

Channel Divinity:

Herald of Inquisition

3rd-level Oath of Knowledge feature

You can use your Channel Divinity to augment your intellect with divine power. As a bonus action, you grant yourself a +5 bonus to all Intelligence checks for the next 10 minutes

Channel Divinity:

Tactician's Insight

3rd-level Oath of Knowledge feature

You can use your Channel Divinity to extract knowledge from a creature's physiology. As an action, you present your holy symbol, and choose a number of creatures equal to your Charisma modifier that you can see within 30 feet of you, to make a Wisdom saving throw. On a failed save, you learn damage vulnerabilities, resistances, immunities, and condition immunities of the creature.

Aura of Enlightenment

7th-level Oath of Knowledge feature

You emanate an aura of mental shielding within 10 feet of you. You and allies in the aura have resistance to psychic damage, are immune to having other creatures read your mind, creatures can only telepathically communicate if you or your allies in the aura allow them to. Additionally, you and all allies within the aura can communicate telepathically with one another.

When you reach 18th level in this class, the range of the aura increases to 30 feet.

Arcane Savant

15th-level Oath of Knowledge feature

Beginning at 15th level, you choose four spells from the Wizard spell list, one from each of the following levels: 1st, 2nd, 3rd, and 4th. You add them to your list of oath spells.

Paragon of Knowledge

20th-level Oath of Knowledge feature

At 20th level, you can unleash divine energy to gain knowledge from your enemies and use it against them. Using your bonus action, you gain the following benefits for 1 minute:

- You gain truesight of 120 feet.
- On each of your turns you can use your bonus action to use Tactician's Insight on one creature.
- Enemies within 10 feet of you have disadvantage on saving throws against your paladin spells and Channel Divinity options.
- Creatures that failed their saving throw against Tactician's Insight take an extra 2d8 psychic damage from your weapon attacks.

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