

# OATH OF KNOWLEDGE

A PALADIN OATH FOR 5E

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Christianis. 170. M. n. d. n.  
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de l'empire grec, le signe, seul qui portent des fermes, et  
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Post scriptum.  
sans avoir l'air d'être indigne  
de quelle manière il faut lire  
les vers, lorsqu'on ne s'en est ca  
pu être. L'ordre ni l'ordonnance  
de leur composition.



WRITTEN BY MATTHEW GRAVELYN

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Oath of Knowledge: A Paladin Subclass by Matthew Gravelyn

# OATH OF KNOWLEDGE

The Oath of Knowledge is a path somewhere between the divine and the arcane, a path that sees the paladin seeking enlightenment from their deity as well as the world around them. You can mark a paladin of this order by their belt pouches full of scrolls instead of arms, their packs stuffed with books instead of gear. They are masters of spell work as well as proven tacticians in combat.

Paladins who take this oath are bound to gain and understand as much knowledge as they can in service of their deity. Masters of this order are scholars and teachers, spreading both knowledge and scripture to every settlement they come to.

## TENETS OF KNOWLEDGE

The tenets of the Oath of Knowledge hold a paladin to a process of gaining and spreading knowledge.

**Hearing.** Knowledge only comes to those who are open to it. Before learning you must listen. Before mastery you must hear. Before truth you must see.

**Understanding.** Full awareness and acceptance of knowledge requires an open mind and a willingness to be wrong. It is through this process of accepting new truths and striving to fully know them that you gain new insight.

**Learning.** Knowing a thing is not the goal, but rather to take that lesson and make it a part of you. You must embrace knowledge, applying it fully to your consciousness. In this way you can master the universe through mastering yourself.

**Teaching.** To hoard knowledge is a sin of the highest order. It is always your charge to share your teachings with any and all who will listen. Knowledge is not diminished by sharing, but instead bolstered, increasing the value of the lessons you have learned.

## OATH OF KNOWLEDGE FEATURES

### Paladin

Level	Features
3 <sup>rd</sup>	Oath Spells, Channel Divinity
7 <sup>th</sup>	Aura of Enlightenment (10 ft.)
15 <sup>th</sup>	Divine Interpretation
18 <sup>th</sup>	Aura of Enlightenment (30 ft.)
20 <sup>th</sup>	Icon of Knowledge

## OATH SPELLS

When you take this Oath at 3<sup>rd</sup> level, you gain spells at the following paladin levels.

### OATH OF KNOWLEDGE SPELLS

#### Paladin

Level	Spell Level
3 <sup>rd</sup>	<i>comprehend languages, identify</i>
5 <sup>th</sup>	<i>locate object, magic mouth</i>
9 <sup>th</sup>	<i>sending, tongues</i>
13 <sup>th</sup>	<i>arcane eye, dimension door</i>
17 <sup>th</sup>	<i>contact other plane, legend lore</i>

## CHANNEL DIVINITY

When you take this Oath at 3<sup>rd</sup> level, you gain the following two Channel Divinity options.

- **Divine Inspiration:** You can use your Channel Divinity to grant divine inspiration to a willing creature you touch. That creature gains a +5 bonus to Intelligence skill checks for the next 10 minutes.
- **Arcane Inspiration:** You can use your Channel Divinity to empower a willing creature you touch with arcane knowledge. That creature regains spell slots whose total levels is equal to or less than your Charisma modifier.

## AURA OF ENLIGHTENMENT

Starting at 7<sup>th</sup> level, emanate the divine knowledge of your deity while you're not incapacitated. The aura extends 10 feet from you in all directions, but not through total cover.

Friendly creatures within the aura have advantage on all saving throws against spells.

At 18<sup>th</sup> level, the range increases to 30 feet.

## DIVINE INTERPRETATION

Starting at 15<sup>th</sup> level, you can recognize and interpret spell effects as you see them happen. When an enemy you can see within 60 feet casts a spell, you can use your reaction to cast a copy of the spell, choosing new targets. The spell must be of a spell level you have spell slots for, but does not consume a spell slot,

If the spell you cast does damage, the damage type is changed to radiant.

Once you use this feature you cannot use it again until you finish a short or long rest.

## ICON OF KNOWLEDGE

Starting at 20<sup>th</sup> level, you become an icon of pure and enlightened knowledge. Which gives you two benefits:

- You have resistance to all spell attack damage.
- You have advantage on saving throws against spells. When you make a saving throw to avoid taking damage from a spell, you take no damage on a success and only half damage on a failure.

## ABOUT

### SUPPORT

This sourcebook is release as pay-what-you-want (PWYW) on DMs Guild. Please consider supporting my work by paying for this sourcebook, leaving a review on DMs Guild, and sharing it with your friends and social networks. Please feel free to tag me online @mrmatthew if you do share it on Twitter. Thank you!

### FEEDBACK

Thank you for downloading this sourcebook! It was a lot of fun to create.

If you have any feedback or suggestions for this sourcebook, please send it to me via email at [matthew@gravelyn.com](mailto:matthew@gravelyn.com) with the subject line "Oath of Knowledge Subclass Feedback". Your input will help to make this sourcebook even better for future players!

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