

OATH OF SILENT RESERVE

The Oath of Silent Reserve calls to Paladin's who focus more on the discovery of knowledge than martial prowess or vehement worship. These paladins know the power that knowledge holds; knowledge of magic, knowledge of the weave, knowledge of forgotten ancient runes. Words have power and they realise that many evils in this world seek to discover dangerous truths and that these truths must remain undiscovered, be guarded, above all else be kept out of the minds of those that do not comprehend the power of such things. These paladins hold a silent vigil, divulging information only when they deem it absolutely necessary, to the detriment of their enemies, or the benefit of their allies. When evils seek to destroy knowledge that needs to be known, or prevent others' didactic improvement with magic and violence, it is also for these paladins to act, and to prevent what positive knowledge there is in the world from being destroyed.

Paladins of this subclass are all about studying and knowing hard truths so others do not have to, and being responsible with that knowledge. They study magic, its effects, and know when and when not to use it, know when to keep it from others, or divulge it as they deem necessary or see fit. This is their burden to bear; their steadfast silence, or their radical revelations that others cannot begin to comprehend.

TENETS OF SILENT RESERVE

The tenants of Oath of Silent Reserve have long been kept secret, written down in tomes as old as time.

Silent Study. There is always more to learn and you have dedicated much time and effort to understand the weave and how the world works, this is your burden, not to be passed.

Ignorance is Bliss. Knowing more than others is your responsibility, but sharing that knowledge will only bring pain and confusion and others need to be guided in this regard, and that knowledge kept or removed from them.

Eloquence over Vagueness. Being succinct and to the point saves time and energy for all, whether what you say is true or not, directness is important.

A Time and a Place. Knowledge is power which you must govern with your words and your magic. You must always be aware of the right moment to divulge or conceal it, to the detriment or benefit of others. **Thought to All Conduct.** Rational and logical are vital in all conduct. Mistakes are acceptable—for no craft can be perfect—but willful misdeeds are not.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF SILENT RESERVE SPELLS

Paladin level Spell

3rd	<i>comprehend languages, dissonant whispers</i>
5th	<i>enhance ability, gift of gab</i>
9th	<i>dispel magic, incite greed</i>
13th	<i>confusion, hallucinatory terrain</i>
17th	<i>commune, modify memory</i>

CHANNEL DIVINITY

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

Imperious Silence. You can use your Channel Divinity as an action to resolve to never give answer to those who would hound you, and your steadfast silence is a rebuke to foes. For 1 minute, no effect can force you to speak or detect your thoughts. When a hostile creature hits you with an attack or deals damage to you with a spell during this time, it takes psychic damage equal to your Charisma modifier (minimum of 1) as it gains a sudden flash of knowledge it cannot comprehend. You can choose to end this effect on your turn (no action required), and it ends early if you fall unconscious.

Undisclosed Knowledge. You can use your Channel Divinity to tap into a weave of arcane power. Choose a spell from the wizard spell list. You cast the spell, expending an appropriate spell slot. A spell you choose must be of a level you can cast, as shown on the Paladin table, or a cantrip.

The chosen spells count as paladin spells for you for this casting.

AURA OF SURETY

By 7th level, your presence dispels confusion and disarray amongst your allies. While you are conscious, you and friendly creatures of your choice within 10 feet of you are immune to being blinded and deafened and cannot be affected by the confusion spell or effects similar to it that cause a creature to act randomly. At 18th level, the range of this aura increases to 30 feet.

INSCRUTABLE

At 15th level, your mind becomes slightly removed from the world and its quarrels, and your ambivalence is inscrutable.

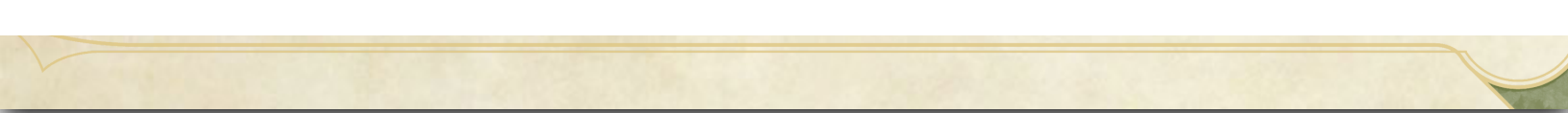
You are immune to any effect that would sense your emotions or read your thoughts, and you can't be targeted by divination magic that you don't choose to be affected by. Wisdom (Insight) checks to ascertain your intentions or sincerity are made at disadvantage. You also gain proficiency in Intelligence saving throws, and your alignment can't be changed by magic.

AWAKENED CONSCIOUSNESS

By 20th level, you can use your action to break free of all bonds and restrictions of the mind and understand yourself and your foes.

For 1 minute, you are immune to being charmed and enchantment spells you do not choose to be affected by. Additionally, you ignore a creature's resistance and treat immunity as resistance to any damage you inflict on it.

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





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