

Oath of Inquisition (*Paladin*)

The Oath of Inquisition is dedicated to uncovering, protecting, and sharing knowledge. Inquisition Paladins use their extensive knowledge of magic to achieve their goals. A true Inquisitor is never happy with simply sitting by, protecting what is known; they actively pursue obtaining new knowledge, with the goal of preserving it for future generations and using it to improve their own.

Tenets of the Inquisition:

An Inquisition Paladin embraces the following vows, or ones very similar, in their quest to preserve knowledge.

Seek Out the Unknown. I will strive to uncover knowledge, whether it is a new discovery or ancient knowledge, long since lost.

Dispel Falsehoods. Lies and misinformation are a tool to tear away at true knowledge; I must combat against these and bring the truth to the light of day.

Preserve Knowledge. I must protect knowledge, along with the resources and people dedicated to sharing it. Those who would seek to destroy or obfuscate knowledge are no friends of mine.

Personal Edification. Knowledge should not be obtained solely for the sake of others; I should seek to expand my own reservoir of knowledge, and thereby improve myself.

Inquisition Magic

At level 3, you gain an Inquisitor's tome, which is magically bonded to you, that you can use to record all manner of knowledge in. If you already have a spellbook from another class or subclass, or you would gain one in the future, you can use that spellbook as your Inquisitor's tome. You can use your tome as a spellcasting focus for your Paladin spells, and you learn three cantrips from any class's spell list and can cast them at will as long as it is in your possession. These count as Paladin spells for you, and they do not count against any spell limits imposed by the Paladin class. If you lose your tome, you can focus your magic into a blank spellbook during a long rest and perfectly recreate it in the new book. Your previous tome is destroyed when you do so.

You can also inscribe Wizard spells into your Inquisitor's tome, following the Wizard rules for scribing spells (2 hours and 50 GP per level of the spell, and the spell must be of a level you can prepare). Wizard spells in the tome are added to your spell list and can be prepared as though they were Paladin spells. You can also inscribe Paladin spells into the spell book for no cost; you can add these spells as part of a short or long rest. You can cast any Paladin or Wizard ritual spells as a ritual without needing to prepare them, as long as those spells are in your tome and you are holding it for the duration of the casting.

Additionally, you gain proficiency in Arcana. While your tome is on your person, you gain a bonus to Intelligence checks equal to your Charisma modifier.

Channel Divinity

Also starting at level 3, you have gained access to some applications of magic unique to Inquisition Paladins. These manifest in the following ways you can spend your Channel Divinity.

Empowered Magic. You have learned how to augment your spellcasting through the application of your physical prowess. As a Bonus Action, you can expend a use of your Channel Divinity and gain a bonus to your Paladin spell attack and damage rolls and Paladin spell saving throw DC equal to half your Strength or Dexterity modifier, rounded up. The first time you cast a Paladin spell during this period, you do not expend a spell slot. This bonus lasts for ten minutes, unless you choose to end it early (no action required).

Suppress the Prevaricator. You can invoke your Inquisition magic and dispel all falsehood. As an Action, you can expend a use of your Channel Divinity. Make an Intelligence (Arcana) check. Illusory and shapeshifting magic within 30 feet of you is suppressed if it is from an effect of a spell level at least 10 below the result of your Arcana check; for instance, if you roll an 18, effects from spells 8th level or lower are suppressed. Additionally, creatures of your choice within range cannot willingly speak a lie. A creature can attempt to resist these effects by making a Wisdom saving throw against your Paladin save DC; a creature is only subjected to this saving throw when it enters this area for the first time, taking its result for the duration of this feature. These effects last for ten minutes, unless you choose to end them early (no action required). Once the effects end, or when you are no longer within 30 feet of a suppressed magic effect, the magic returns to normal and the illusion or falsehood returns.

Aura of Arcane Shelter

Starting at level 7, allies within your Aura of Protection gain a +1 to their AC and take no damage from *Magic Missile*.

Unerring Knowledge

Starting at level 15, you gain an innate connection to other Inquisition Paladins and can magically tap into a shared basin of knowledge. Whenever you fail an Intelligence or Wisdom check where a higher degree of success is possible, you can expend a spell slot to automatically succeed on the check.

Additionally, you can cast one of your Paladin spells at 7th-level without expending a spell slot or needing a spell slot of 7th-level. You do not have to have it prepared if it is in your tome and your tome is on your person and held for the duration of the casting. Once you have cast a spell in this way, you must take a long rest before you can cast one in this way again.

Pinnacle Magic

At level 20, you have reached an understanding of magic that no other Paladins do. You can now inscribe Wizard spells of up to 9th level in your tome and can learn one such spell as part of reaching level 20, adding it to your tome for free.

Additionally, you can cast one of your prepared spells at 9th level. You cannot use this feature to cast a spell in this way again until you receive the benefits of a long rest.