

PALADIN OATH OF DISCOVERY

The oath of discovery promises an endless interest in exploration and invention. From brave adventurers seeking new lands to studious intellectuals poring over ancient tomes, paladins following the oath of discovery are committed to bringing to light knowledge that will help the world at large. These paladins test, survey, and document their surroundings to share with civilization when they return.

TENETS OF DISCOVERY

The oath of discovery is meant to ensure the preservation of vital knowledge, and to acquire much of it, for the general good.

- **Nature.** The natural world is beautiful and vast. Humanoids must explore it to understand it, so that they might determine how to use it to benefit all.
- **Nondestruction.** While exploring natural locations, it is important not to overly harm them. They must be intact for further discoveries and advancement.
- **Accuracy.** You are committed to detailed and accurate documentation and recollection of your discoveries. This is critical to the advancement of the world's knowledge.
- **Documentation.** Your discoveries cannot die with you. Write much, and write often to make sure little is lost when you fall.

OATH SPELLS

You gain oath spells at the level listed.

OATH OF DISCOVERY SPELLS

Ranger Level	Spell
3rd	Animal Friendship, Identify
5th	Alter Self, Detect Thoughts
9th	Clairvoyance, Tongues
13th	Giant Insect, Locate Creature
17th	Commune with Nature, Scrying

CHANNEL DIVINITY

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

- **Understand Object.** As a reaction to seeing any item you do not understand, you may point at it and use this channel divinity to understand it, as long as it is within 120 feet of you. You learn what this item is used for when you use this effect. This ability is not limited to targeting physical tools and items, and may also let you know what a creature uses an abendage, horn, or other body part for. It may also give you an idea of what a book is used for, even if you don't understand its language (for example, you will know that a book is used for being a cookbook, even if you cannot read its language and do not know what type of cooking it is used for. This ability can also let you know if an item is being used to hide items or deceive others, rather than its typical use.
- **Detect Curses.** As an action, you detect all cursed creature, objects, and locations within 60 feet of you. This ability does not go through total cover, and lasts for the next minute. You do not know any details about the curses, and will not detect curses that are magically disguised from identification.

AURA OF SHARED KNOWLEDGE

You have telepathy with creatures within 10 feet of you, starting with 7th level. This allows you to silently message creatures in the area, and for them to message you similarly, as long as they are not hostile to you.

At 18th level, this aura's range increases to 30 feet.

THIRST FOR KNOWING

Beginning at level 15, you cannot be magically blinded or deafened.

BOUNDLESS DISCOVERER

Once between long rests, starting at 20th level, you may use an action to enter your Boundless Discoverer form. While in this form, which lasts one minute, you have truesight for 120 feet, you cannot be blinded or deafened by any means. While in this form, you may cast any spell as if it was on your spell list, provided you have the spell slot needed to cast it.