

OATH OF SECRECY

A SACRED OATH FOR PALADINS



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OATH OF SECRECY

Paladins who take the Oath of Secrets believe in both the redemptive and destructive power of knowledge in the right hands. Often called grey knights or shadow knights, many of these warriors become sentinels dedicated to keeping forbidden and dangerous knowledge from falling into the wrong hands. Others who swear this oath seek out ancient tombs, secret libraries, and hidden archives in an effort to secure or preserve texts of great power.

TENETS OF SECRECY

The full tenets of the Oath of Secrecy is a closely guarded secret. Despite the mystery, Paladins who take this oath share at least these basic principles.

Keep Secrets. Some knowledge is too dangerous and must be kept secret. Secrets must never be allowed to fall into the wrong hands under any circumstance.

Preserve Knowledge. Knowledge must be preserved. Even seemingly pointless information may one day prove important.

Deceive Sparingly. Lying should never be taken lightly, but when necessary to protect an important secret, should be done without hesitation or remorse.

Stay Vigilant. Those that covet forbidden knowledge will resort to any means in their pursuit of it. Guard yourself against those who wield wit and guile, as well as swords.



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OATH SPELLS

Oath of Secrecy Spells

Cleric Level	Spells
3rd	<i>disguise self, illusory script</i>
5th	<i>darkness, see invisibility</i>
9th	<i>glyph of warding, nondetection</i>
13th	<i>hallucinatory terrain, Leomund's secret chest</i>
17th	<i>mislead, modify memory</i>

CHANNEL DIVINITY

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

Discern Intentions. As a bonus action, you utter a holy prayer granting you a glimpse into the mind of a creature within 10 feet of you that you can see, using your Channel Divinity. That creature must make a Wisdom saving throw.

If the creature fails its save, you learn its current surface thoughts are. For example, what it hopes to achieve by attacking or deceiving you. In addition, the creature has disadvantage on attack rolls against you and you have advantage on Wisdom (Insight) checks against the creature for 1 minute.

Expose Falsehoods. You can use your Channel Divinity to cut through deception and disrupt illusions. As an action, you present your holy symbol and speak a prayer condemning deceit and lies.

Choose a point within 60 feet of you that you can see. All illusions within a 10 feet radius of that point are disrupted. Any illusions on the terrain are suppressed for 1 minute. Any creatures in that area must make a Wisdom saving throw. On a failed save, any illusions they are under are suppressed and they have disadvantage on Charisma (Deception) checks against you for 1 minute.

AURA OF SECRECY

Starting at 7th level, you and friendly creatures within 10 feet have advantage on Wisdom saving throws against spells that would read thoughts or charm.

At 18th level, the range of this aura increases to 30 feet.

MENDACIOUS MIND

Beginning at 15th level, when you are targeted by or perceived through a divination spell, make a Wisdom saving throw as normal. If the spell does not call for a saving throw and you would be subject to its effects, make a Wisdom saving throw. On a success, you can choose to not have the spell fail and instead provide false or misleading information to the caster, letting them believe that the spell has been cast successfully. For example, you can choose to not appear, or appear as someone else, under remote seeing spells like clairvoyance or scrying, or provide false information when subject to mind reading spells like detect thoughts.

INSCRUTABLE GUARDIAN

At 20th level, you can make your form indiscernible and your mind inscrutable. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- All Wisdom (Insight) checks made against you automatically fail.
- Your physical form blurs, gaining the benefits of a blur spell.
- You emanate an aura of forgetfulness in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or forget what it was supposed to be doing,

taking no action. At the end of each of its turns, the creatures can make another Wisdom saving throw. On a success, the target remembers what's going on, and the effect ends.

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

