

## Oath of the Quest

The Oath of the Quest represents the Paladin's pursuit of a sacred task, binding them to a life of travel and adventure. Seeking a holy relic, attempting to pilgrimage to a sacred land, seeking the favor of a powerful fey lord or lady, or crusading into the unknown to defeat a particular foe are all impetus for a Paladin to take up this oath. As constant travelers, they tend to gain a love for the freedom of the road and rapport with commoners.

Sometimes called Knight-Errants, Free Knights, or Questing Knights, those of this oath typify the ideal of the traveling roads-worn knight unbound from their home to seek that which will bring salvation, honor, or glory.

### TENETS OF THE QUEST

Though the exact words and strictures of the Oath of the Quest vary, many paladins of this oath share these tenets.

**Bravery** I do not know what roads I might walk, and I cannot fear the unknown or the strange.

**Chivalry** Show honor in battle, allow yielding foes to yield, and take no pleasure in the violence.

**Courtesy** Wherever I may travel, a kind word may be more useful than a shield. Give preference to the very young and the very old, and respect to anyone that hasn't proven themselves unworthy.

**Freedom** All should be at liberty to pursue their own quests. Bondage is no fit state for an innocent person.

**The Quest** Nothing will stop me from realizing my goals.

## Oath Spells

You gain Oath spells at the Paladin levels listed.

Paladin Level	Spells
3rd	Compelled Duel, Longstrider
5th	Detect Magic, Warding Bond
9th	Create Food and Water, Crusader's Mantle
13th	Aura of Purity, Death Ward
17th	Legend Lore, Passwall

## Channel Divinity

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

**Knight's Favor** As an action, you can use your channel divinity to imbue a personal belonging (such as a memento, piece of jewelry, or a handkerchief) with positive energy using your Channel Divinity. For 1 minute, whoever holds the favor may add +1d4 to all Ability Checks and Saving Throws. After that time the item's divine magic dissipates.

**Pilgrim's Rebuke** You can present your holy symbol or weapon and proclaim a divine rebuke upon a hostile creature within 30 feet that can see and hear you as an action. The creature must succeed on a Wisdom saving throw or else be **blinded** and **frightened**, with you as the source of it's fear, for 1 minute. The creature may make attempt a saving throw at the end of each of it's turns for the duration.

## Aura of the Knight's Path

Starting at 7th level, you and friendly creatures that begin their turn within 10 feet of you are unaffected by difficult terrain. In addition, any within this aura are unaffected by any

reduction in movement speeds that are a result of spells or abilities.

At 18th level, the aura's radius increases to 30 feet.

### **Favor of the Faithful**

Starting at 15th level, your **Knight's Favor** Channel Divinity option adds +1d8 to all Ability Checks and Saving Throws instead of +1d4.

### **The Divine Pilgrim**

Starting at 20th level, you may use your action to transform into a humble guise. You may choose or roll from the following list, though details such as apparent gender and physical attributes are up to you:

1. A severe looking elderly person in a tattered cloak and holding a shepherd's crook.
2. A ragged blind beggar with an empty wooden bowl.
3. A rotund and jovial individual in a rough brown habit and carrying a quarterstaff.
4. A grizzled old wolfhound.
5. A dirty peasant carrying a large sack-load of washing.
6. A young child carrying a wooden sword.

This shape does not affect your abilities or attributes. You can maintain the guise for up to one hour, and can end it at anytime before that. While in this form you gain advantage on all Charisma ability checks, and you may use your **Pilgrim's Rebuke** without using your Channel Divinity.

If you are attacked with a weapon, spell, or ability while in the guise, the illusion immediately dissipates in a blinding flash; the attacker gains disadvantage on the attack (if

applicable) and any hostile creature within 30 feet of you must make a Constitution saving throw against your Spell Save DC; on a failed save they take 4d10 radiant damage and are **blinded** and **frightened** for one minute. On a successful save they take half and are not blinded or frightened. You cannot take up the guise again until you've had a long rest.