



OATH OF FATE

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A solitary figure in heavy armor stands on the hilltop overlooking the battle below. In his right hand, he carried a heavy spear, and in his left, an hourglass. As he surveys the carnage below, he tilts the hourglass to one side, and the tides of the battle shift. He tilts it the other, and again, it flows.

The bloodstained corpse of the evil dragon lays slain before her. Her gauntlets are stained with mire and muck. They said it was impossible, but she proved them wrong. Fate was in her hands. She does not follow. She makes her own destiny.

TENETS OF FATE

The Oath of Fate calls to paladins who feel the inevitability of existence, seeing a greater power controlling, guiding the actions of mortals. Those who follow this way are not mere followers, nor are they those who blame the things that befall them upon fate. Paladins who swear the Oath of Fate take into their own hands the inevitability, serving the destiny of the god or goddess they follow.

Some confuse this for justice, some confuse it for laws, but paladins who follow this oath believe that there is a set path, and that their every action is deliberate, and in doing so, think deeply about every action, consider every possibility, and gather every ounce of their will to support their decision. Every action has meaning, every word has weight, and as such, no word should be spoken lightly and no deed done in vane.

The tenets of the Oath of Fate call a paladin to aid others to reach their destiny.

Every word counts. Be conscious that every word has meaning, and think carefully before speaking. Destiny does not justify your actions.

Take responsibility. Destiny is a goal to be achieved, a path to be walked, and something to strive for every day.

Be deliberate. Every moment has meaning, and everything you do shapes the future, changing your destiny. Think before you do, because your destiny can change at any moment, so do not lose sight of your current path.

OATH SPELLS

You gain oath spells at the paladin levels listed. See the Sacred Oath class feature for how oath spells work.

OATH OF FATE SPELLS

Paladin Level	Spells
3rd	darken missile, forceful smite, guidance
5th	counterspell, guiding bolt, fortune's favor
9th	frozen smite, find the path, protection from energy
13th	freedom of movement, foresight

Paladin Level Spells

17th power word heal, antimagic field

CHANNEL DIVINITY

3rd-Level Oath of Fate feature

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

Fate's Judge. You can use your Channel Divinity to invoke arcane forces to suppress a foe with arcane energy. As an action, you can cause arcane energy to manifest and surround a target you can see within 30 ft. The creature must succeed on a Wisdom saving throw or be paralyzed for a number of rounds equal to your proficiency modifier. While paralyzed by the arcane energy, the creature repeats the saving throw at the end of each of its turns, taking 1d10 force damage on failures. On a success, it frees itself and the energy vanishes.

Arcane Armament. Each day, as part of a long rest, you can use your Channel Divinity to enhance one of your armaments with arcane potential. The enchantment lasts until the end of your next long rest and is usable only by you. Once enchanted, your equipment gains one of the following effects, which you choose each day when you use this feature. When you enchant your weapon, you can add your Charisma modifier to damage rolls made with that weapon (with a minimum bonus of +1). If the weapon is not already magical, it becomes magical for the duration. When you enchant your armor, it gains an additional AC equal to half of your Charisma modifier, rounding up, (with a minimum bonus of +1), and critical hits become normal hits.

DESTINY'S SHIELD

7th and 18th-level Oath of Fate feature

The potential of your destiny manifests to protect you from harm and ensure that you survive to fulfill that destiny, forming a ward around you. You and friendly creatures within 5 feet of you have resistance to bludgeoning, slashing, and piercing damage.

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

INDOMITABLE FATE

15th-level Oath of Fate feature

When you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest. Additionally, you suffer none of the drawbacks of old age, and you can't be aged magically.

ASCENDANCE

20th-level Oath of Fate feature

You achieve ascendance, and become the perfect vessel of destiny, taking on an appearance you choose, though regardless of what changes you choose, wings spring forth.

For example, you might have a glimmering aura of silver fire, or take on a draconic appearance resembling the deity you follow.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- At the start of each of your turns, you regain 10 hit points.
- Whenever you cast a paladin spell that has a casting time of 1 action, you can cast it using a bonus action instead.
- You can use your Arcane armament on a number of items up to your proficiency modifier, and can be used by others, not just yourself.
- You gain a flying speed equal to your walking speed.
- Damage from magic and nonmagic weapons you wield deals force damage instead of its original damage type.
- You gain resistance to all damage.

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

ADDITIONAL SPELLS

Several of the spells of the oath spell list are specific to this subclass. Listed here are the details of the oath specific spells.

DARKEN MISSILE

cantrip evocation

Casting Time: 1 action

Range/Area: 60 ft.

Components: V, S

Duration: Instantaneous

A beam of black energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 necrotic damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

FORCEFUL SMITE

1st-level evocation

Casting Time: 1 bonus action

Range/Area: Self

Components: V

Duration: 1 minute (Concentration)

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with forceful energy, dealing an extra 1d6 force damage to the target. The target must make a Wisdom saving throw. On a failed save, it has disadvantage on their next attack roll or saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot.

FROZEN SMITE

3rd-level evocation

Casting Time: 1 bonus action

Range/Area: Self

Components: V

Duration: 1 minute (Concentration)

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon crackles with frozen energy, dealing an extra 3d8 cold damage to the target. The target must make a Constitution saving throw. On a failed save, it becomes paralyzed, frozen in place until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial extra damage dealt by the attack increases by 1d8 for each slot.