Fate domain

Fate is seen by some as a power above the gods themselves; the cosmic force to which all, mortal and immortal, are bound. Clerics of such a force are seers, oracles, and prophets. They attempt to unravel the mysteries of destiny. Through their art they gain secret knowledge of things past, present, and future.

Fate Domain Spells

1st identify, find familiar
3rd augury, detect thoughts
5th sending, clairvoyance
7th divination, locate creature
9th commune, contact other plane

Oracle

At 1st level you learn the Thaumaturgy cantrip.

Vestal Teachings

At 1st level you become proficient in your choice of two of the following skills: Arcana, Religion, Insight.

Channel Divinity: Seer’s Omen

Starting at 2nd level, you can use your Channel Divinity to force a creature you can see within 30 feet to make a Wisdom saving throw. If the creature fails its saving throw, then for the next minute whenever it makes an attack roll or a saving throw, it must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Glimpse

At 6th level you may use your Channel Divinity as a bonus action to see things as they actually are. Until the start of your next turn, you have truesight, notice secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Seal Fate

At 17th level you gain the ability to sever a creature’s fate. As an action you choose a creature you can see, roll 1d4 and choose rounds, days, or years. The creature is forced to make aWisdom saving throw. After the chosen time has passed, the creature takes 10d10 necrotic damage on a failed save or half as much on a successful one. You can’t use this feature again until you complete a long rest.

Revision #1
Created 21 November 2021 02:26:32 by Andrej
Updated 5 November 2025 04:57:35 by Andrej