

WARLOCK PATRON: THE FATES

Your patron is the Fates, a triad of enigmatic entities whose dominion extends over the very fabric of destiny and the lifespans of mortals and gods alike. In their inscrutable wisdom, they weave the threads of existence, intertwining the lives of all creatures within the vast tapestry of the cosmos. To serve the Fates is to be privy to the arcane secrets that underpin the universe, to glimpse the underlying patterns that dictate the rise and fall of empires, and to understand the fleeting nature of time itself. Your bond with these ancient weavers grants you powers that are both wondrous and terrifying, allowing you to manipulate the threads of destiny. Yet, this extraordinary privilege comes with a profound burden—the constant awareness of the inexorable march toward the end of all things, the ultimate destiny that awaits every soul. This knowledge is a solemn reminder of the great responsibility that accompanies your gifts, for in your hands lies the ability to alter the course of fate, to protect the innocent, or to bring about untold destruction.

Expanded Spell List

At 1st level, the Fates let you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Fates Expanded Spells

Spell Level	Spells
1st	bane, bless
2nd	aid, augury
3rd	bestow curse, clairvoyance
4th	compulsion, divination
5th	antilife shell, commune

Destiny Fulfilled

Starting at 1st level, as part of your deal with the Fates, you've been given the ability to alter the weave of destiny. You learn the *guidance* cantrip.

Fate

Also at 1st level, you gain a number of Fate dice, which are d4s, equal to 1 + one third of your level in this class (rounded down, minimum of 1), regaining all expended dice when you finish a long rest. As a bonus action, you can expend one of your Fate dice to influence the fate of a creature you can see within 30 feet of you. When you do so, roll the Fate die, granting the creature a benefit from the Prophecies Table based on the number rolled. The target gains a Fate die, which they can expend as a reaction to fulfill the prophecy. The target keeps the Fate die for 8 hours, until it expends it, or until it receives another Fate die.

Prophecies Table

D4	Effect
1	War. You receive a vision of war: death pouring on the battlefield. As a reaction when the target rolls initiative, it can roll and add the Fate die to its initiative roll, move up to half its speed towards a hostile creature, then make a single attack or cast a cantrip. The prophecy is then fulfilled.
2	Hope. You receive a vision of hope in dark times. As a reaction when the target fails a saving throw, it can reroll the saving throw and roll and add the Fate die to the result. It must use the new result. The prophecy is then fulfilled.
3	Resolve. You receive a vision of a warrior, injured from battle and shoring up their resolve. As a reaction when the target takes damage, it can roll and spend a number of hit dice up to its proficiency bonus. It regains a number of hit points equal to the total rolled + a roll of the Fate die + its Constitution modifier (minimum of 1). The prophecy is then fulfilled.
4	Death. You receive a vision of death, its march unimpeded. As a reaction when the target hits a creature with an attack roll of 18 or 19, it can turn the hit into a critical hit, and it rolls and adds the Fate die to the damage of the attack. The prophecy is then fulfilled.

Foretold Spellcasting

Beginning at 6th level, you have learned to foretell the emergence of powerful magics and can withhold them for important times. As an action, you can foretell a spell you can cast of 1st level or higher from your Pact Magic, with a casting time of 1 action, expending the slot for the spell without casting it. The spell remains foretold until you cast it, finish a short or long rest or until you foretell another spell.

On a subsequent turn, you can cast the foretold spell without expending a spell slot. When you cast the spell in this way, you can choose one of the following benefits:

- **Expedite Fate.** The casting time for the spell becomes a bonus action.
- **Enhance Experience.** The spell is cast as though you expended a spell slot one level higher than the expended spell slot. If you foretold the spell more than 1 hour ago, the spell is cast as though you expended a spell slot two levels higher than the expended spell slot.

Note: If you choose Expedite Fate, the spell counts as though you cast it as a bonus action, meaning you can't cast another leveled spell with your action that turn (see Spellcasting Rules).

Foiled Future

At 10th level, you grant creatures the ability to undo their fate and return to the past. As a reaction, when a creature who has a Fate die is targeted by an attack roll or forced to make a saving throw, it can expend the Fate die to teleport up to 60 feet to an unoccupied space that it can see. Once a creature teleports in this way, it can't do so again until it receives another Fate die.

Sever the Thread

When you reach 14th level, you've gained the ability to foretell a creature's doom with your spells. When you cast a foretold spell that forces a creature to make a saving throw, you can instead choose the following benefit:

- **Foretold Doom.** On a failed save, the creature loses any blindsight or truesight (if it has any), and it loses any damage resistances it has for the next minute.

