

# Archive of Forgotten Lore: Paladin

This is Supplemental Material

## Sacred Oath

When a paladin reaches 3rd level, they swear an oath that binds them as a paladin forever. This is an option written by Odvaskar for that feature: The Oath of the Cosmos.

## Oath of the Cosmos

The Oath of the Cosmos is as old as the stars over our heads. Since time immemorial there have been forces bound to destruction and the annihilation of all mortal life. Paladins of this oath will stop at nothing to ensure the creation of the life and universe is not threatened. Those that swear this oath are not bound to a god but to an omnipresent cosmic presence responsible for the creation.

## Tenets of the Cosmos

The tenets of the Oath of the Cosmos are written in the stars. Those that take this oath do so under a clear night sky.

**Guidance.** Guide those that are lost in the path of the destruction to the right path, as the constellations guide you.

**Preservation.** The most beautiful thing in the universe is life, your charge is to preserve as much if it as possible.

**Equality.** The cosmos hang over everyone equally. Everyone deserves a chances, consider all options before passing judgement.

## Oath Spells

*3rd-level Oath of the Cosmos feature*

You gain oath spells at the paladin levels listed. Additionally, you learn the Guidance cantrip.

### Oath of the Cosmos Spells

Paladin Level	Spells
3rd	<i>Faerie Fire, Guidance, Guiding Bolt</i>
5th	<i>Levitate, Moonbeam</i>
9th	<i>Fly, Sending</i>
13th	<i>Dimension Door, Divination</i>
17th	<i>Scrying, Telekinesis</i>

## Channel Divinity:

### Comets of Conviction

*3rd-level Oath of the Cosmos feature*

You can use your Channel Divinity to summon comets from the great beyond. As an action you create a number of tiny comets equal to your Charisma modifier in your space. They orbit around round you for 1 minute. As a bonus action on each of your turns you can send one of the comets a creature within 90 feet of you. The target must succeed Dexterity saving throw or take 2d8 plus your Charisma modifier radiant damage, or half as much damage on a successful saving throw.

## Channel Divinity:

### Collapsing Star

*3rd-level Oath of the Cosmos feature*

You can use your Channel Divinity to invoke the crushing gravitational force of a black hole. Hostile creatures of your choice that you can see within 20 feet of you are forced to make a Strength saving throw. On a failed save, the target takes 2d10 plus your paladin level force damage and is pushed 10 feet toward you. On a successful save, the creature takes half as much damage and is not pulled.

## Nebules Mantle

*7th-level Oath of the Cosmos feature*

Starting at 7th level, you surrounded by a starry cloak made of nebules cosmic clouds while you aren't incapacitated. You gain flying speed of 10 feet, and you can enter and occupy the space on another creature.

## Eyes of Foundation

*15th-level Oath of the Cosmos feature*

At 15th level, you are able to see all the primeval energies used in the creation of the universe. You are always under the effects of a Detect Evil and Good and Detect Magic spells.

## Guardian of Genesis

*20th-level Oath of the Cosmos feature*

You can assume a form made of pure starlight and cosmic clouds. As an action, you gain the following benefits for 10 minutes:

- You gain a flying (hover) speed of 60 feet.
- You gain resistance to all damage.
- You can use your Comets of Conviction or Collapsing Star channel divinities once per turn.