CORPUS ANGELUS



DRS PUBLISHING

5E

CORPUS ANGELUS

DESIGNERS: Alican Develioğlu, Ekin Topanoğlu, İzel İrem Aydın, Aysegül Gürzumar, Suat Deniz Vural, Barkın Tokalak, Eyüp Emre Erdem

EDITOR: Aysegül Gürzumar
PROOFREADER: Sedef Glover

ART DIRECTOR: Umut Çomak
COVER ART: Mehmet Ozen
INTERIOR ARTS: Ender Coskun, Muhammet Ali Parlağı, Ömer Tunç, Umut Çomak, Murat Çalıs, Ozgur Tor, Mehmet Ozen
LAYOUT AND GRAPHIC DESIGN: Umut Çomak

© 2022 Dream Realm Storytellers
Corpus Angelus is published by Dream Realm Storytellers, under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. Dream Realm Storytellers logo, Corpus Angelus and 5e logos are trademarks of Dream Realm Storytellers. All characters and the distinctive likenesses thereof are property of Dream Realm Storytellers.

Product Identity: The following items are hereby identified as Product Identity as defined in the Open Game License version 1.0a, and are not Open Content: All trademarks, proper names, dialogues, plots, storylines, locations, characters, artworks, and trade dress.



ON THE COVER

In this scene illustrated by Mehmet Ozen, we see an angelic legion about to wipe a certain evil off existence. As the mere presence of angels cleanses the environment that has been corrupted, setting fire to the denizens of evil below, we see the angels floating down with inordinate grace and elegance.

Introduction

Most stories, whether in song-form, written on a page, or performed on stage, tell tales of the struggle between good and evil; between angels and demons, between heroes and villains. However, what makes a story stand the test of time are the unique qualities of these heroes and villains; the ways in which they differ from us and from one another, as well as the ways in which they are similar. It's the details of a story, the nuances between each hero that stay with us readers, and that allow us to find joy in walking through tales that are more or less quite similar.

This book is dedicated to all good heroes and everything for which they stand. In the pages to come, you will find many things ranging from all sorts of angels, to what tools a soldier of good has at their disposal as they march against the armies of evil. You will find what makes a hero into what they are, the concepts for which they fight, the deities they worship, and even what one must do if one ever leaves the path of the hero. You will find information on concepts such as redemption and atonement or sacred alchemy, as well as tales of great heroes who have all contributed to the good fight in one way or another; be-it through healing the innocent, slaying the bad, or educating the ignorant.

This book can be used by both Game Masters and players for both good and evil campaigns. While the content that fills the pages of this book mostly concerns good, one must not forget that great adventures are forged from the duality between the light and the dark. In other words, a proper hero will make the story of any villain that much better.

Corpus Angelus is a book containing over 350 pages of good, righteous content. May you read it in the light.

HOW TO USE THIS BOOK

There are five chapters in this book; new character options, new rules, faith and deities, magic, heroes and angels.

Chapter 1 - Character Options: This chapter includes new races, archetypes, backgrounds, feats, and a new class; Paragon. The options presented in this chapter will let you create a vast variety of different characters. Anyone with good intentions can become a hero, but the information here will shape the nuances that sets them apart.

Chapter 2 - Offerings of Angelic Powers: This chapter includes information on the paths that must be walked by heroes, as well as mechanics concerning knighthood, sainthood, exorcisms, prayer and worship, and much more. You'll find that each path or each mechanic entails a different boon or reward, meant to guide the angelic in their eternal struggle against the demonic.

Chapter 3 - Orders of the Heavens: This chapter introduces new deities and cults & organizations formed to please the powers of good. Even though there is little limit to the capabilities of a good deity, evil is everywhere, and must thus be wiped off the face of all realms. Here, you may find information on the mortal emissaries of these deities, as well as guilds formed for specific ways of fighting evil, and for spreading good.

Chapter 4 - Angelic Magic, Items and Equipment: This chapter includes new spells, rituals, equipment, and magic items. Just as evil characters can bring havoc to battle with their unholy auras and profane spells; the good have faith and the support of all that is good on their side. From spells that bring down the kingdom of heaven upon the heads of evil to prayers that ensure the protection of the good; you can find many useful tools of the good in this chapter.

Chapter 5 - Heroes and Monsters: This chapter includes heroic NPCs and good monsters. Here, you can find the important characters of the cults and organizations in this book, as well as independent NPCs that you can easily use in your adventures. This is also where you'll find the many types of angels that assist heroes on their holy path, acting as the light that guides their way through the dark.

Throughout these chapters, you will notice that a lot of spells are marked with a star (*) sign. Unless otherwise stated, this sign indicates that the spell is a new spell presented in Corpus Angelus.

Table of Contents

Philosophy of Good....6

Chapter 1: Character Options....9
Angelic Races....10
Aengel....10
Angelic....11
Light-touched....12
Peri....14
Redeemed Fiend....16
Stranger....18
New Class: Paragon....20
New Archetypes....36
Barbarian Paths....36
Path of Celestial Fury....36
Path of Self-Sacrifice....37
Path of the Hopebringer....38
Path of the Virtuous....39
Bard Colleges....40
College of Hope....40
College of Truth....41
Hymn Singer....42
Cleric Domains....43
Angel Caller....43
Exorcist....44
Dawn Domain....45
Holy Virtues Domain....46
Druid Circles....47
Circle of Heaven....47
Circle of Phoenix....49
Circle of Unicorns....50
Martial Archetypes....51
Anointed Warrior....51
Glorious Combatant....52
Holy Knight....53
Iron Bulwark....55
Monk Traditions....56
Way of Angels....56
Way of Cardinal Virtues....58
Way of the Pilgrims....58
Paladin Oaths....59
Oath of Righteousness....60
Templar....61
Zealot....62
Ranger Conclaves....64
Evil Slayer....64
Holy Messenger....65
Keeper of Light....66
Roguish Archetypes....67
Chainbreaker....67
Divine Blade....68
Vigilante....70
Sorcerous Origins....71
Prismatic Sorcerer....71
Starborn....72
The Knight Dragon Bloodline....73
Warlock Patrons....75
Archangel....75
Nature....76
The Returned....77
Wizard Traditions....78
Celestial Summoner....78
Education....79
School of Sealing....80
New Backgrounds....82
Benefactor....82
Blessed Child....83
Commoner....85
Gravekeeper....86
Healer....87
Martyr....88
Penitent....90
Pilgrim....91
Sheltered....93
Temple Guard....94
New Feats....95

Chapter 2: Offerings of Angelic Powers....99
Devotion Paths....100
Deeds and Sins....100
Devotion Points....100
Paths of Devotion....100
Path of Ascension....100
Path of Charity....101
Path of Heraldry....101
Path of Honor....102
Path of Hope....103
Path of Humor....103
Path of Leadership....104
Path of Medicine....104
Path of Mercy....105
Path of Sacrifice....105
Path of Sagacity....106
Path of Truth....106
Path of Vigilance....107
Inquisitor....108
Knighthood....111
Hallowed Companions....117
Redemption and Atonement....119
Exorcism....121
Prayer and Worship....122
Sainthood....123
Holy Grounds....124
Self-Sacrifice....126
Sacred Alchemy....127
Temples....130
Signs of the Apocalypse....134

Chapter 3: Orders of the Heavens....137
Angelic Deities....138
Andu, the Unjust Virtuous....138
Dra, God of Rulers....139
Eclipse, the Veiled One....140
Heohalieha, the Mist in Minds....141
Kahribar, the First Sacred Alchemist....142
Noiriel, Lady of the Redeemed....143
Angelic Cults....144
Aureate Warden....144
Celestial Army....145
First Resort....146
H.E.A.L....147
Heroes' Guild....148
House of Extraordinary Collectors....149
Masons of Ancapeek....150
Molten Judgment....151

Mortal Inquisition of Duvark....152
Night Hunters....153
Order of Grace....154
Order of Grave Guards....155
Order of Swift Mercy....156
Red Carpeted Home....157
Saints of the Forge....157
Second Chances....159
Silent Exorcists....160

Chapter 4: Angelic Magic, Items and Equipment....162
Angelic Magic....163
Spell List....163
Spell Descriptions....165
Angelic Rituals....185
Magic Items....192
Armors....192
Potions....195
Prayers....195
Rings....197
Rods....198
Staffs....199
Wands....199
Weapons....200
Wondrous Items....204

Chapter 5: Heroes and Monsters....211
Monsters....212
Amarashi....212
Ancestor of Glory....213
Angel of Alchemy....214
Angel of Dreams....215
Angel of Flames....216
Angel of Gates....217
Angel of Honor....219
Angel of Inspiration....220
Angel of the Dark....221
Angel of the Wind....223
Angel Soul....224
Angelic Emissary....225
Angelic Legion....226
Anointer....228
Blind Justice....229
Capybara....230
Celestial Eagle....231
Celestial Sphinx....232
Celestial Squire....234
Celestial Warhorse....235
Cherubim....236
Crystal Belly....237
Diamond Angel....238
Divine Feline....239
Divine Owlbear....240
Emanation of Grace....241
Exalted Hunter....243
Fiend Hunter....245
Firefly Fairy....246
Forgiving Spirit....247
Glass Colossus....248
Grave Protector....249
Guardian Angel....250
Guardian of the Light....251
Healer Priest....253
Healing Pool....254
Heavenly Creature Template....255
Iron Angel....256
Knight Dragon....257
Light Elemental....261
Manymany....262
Mimic of Love....263
Oath Angel....264
One-Eyed Crow....265
Ophanim....266
Orb of Trials....268
Rootless Tree....269
Sacred Witness....270
Sanctified Angel....271
Seraph....272
Shaper Giant....274
Silver-Horned Tiger....275
Songster....276
Soul Guide....277
Spark of Hope....278
Spirit of Love....279
Spirit of Redemption....280
Star Incarnate....281
Starfly....282
Sworn Protector....283
The Seer....285
Trinity....287
Twin Angels of War....289
Ukradolo....291
Unexpected Savior....292
Vigilant Angel....293
Warrior-Priest....294
Watcher....295
Weeping Guardian....297
Winged Unicorn....298
Heroes....300
Agrodar, the Forge Saint....300
Alissia Veriol....302
Angelique Windtune....304
Blacktooth....306
Charles Higherhand, Geronarcanologist....308
Charlie the Stray....310
Chih-Ming Hai....312
Delaila “Audacity”, the Chief Mason....314
Dimael....316
Edrinnie Godranaella....318
Eleanor Dawnstar....320
Grandpa Anton Warden Killmark Brave....322
Gumi the Cursed....324
Ilinar Spellflame....326
Inquisitor Trelis von Grazerta....328
Khem Hahro....330
Marciel....332
Mavichar the Horned Bastion....334
Messiah....336
Miriel, the Molten Judgment....338
Mortal Inquisitor Tilsendrel Nessar....340
Mortiel....342
Nicehoof....344
Penitent Wanderer....346
Selkie, the Good Avenger....348
Silent Venys....350
Uldis Aridalynn....352
Valeria Strongheart....354
Xhereaxes....356

Backer List....358
Playtesters....364
OGL....365

Philosophy of Good

There are many evil forces in the universe. They spread evil, wreak havoc upon the good, fight amongst themselves, tempt and corrupt souls, and grow or shrink in power as a result. Whatever the result is, they succeed at spreading evil and showing what one can get or achieve through evil methods. Evil is easy to spread due to its tempting nature, and benevolent forces must be the epitome of goodness to be able to ward it off.

While it is quite easy to sin, choosing the right path, the righteous path, is often challenging, and it often requires solid determination. If you need more money, killing rich-folk to steal their money would be a much faster solution than doing honest work. If you want more power, you can make a deal with the many fiends who provide such services, and acquire it in the blink of an eye. Evil offers what it offers quickly and in abundance, which is where the temptation lies. One may lose one's immortal soul, but it is a great argument of evil priests that one has a hell of a good time in their lifetime, full of indulgence and pleasure, as a result. Of course, they leave out the part about one's eternal regret in the afterlife where one becomes a plaything.

Good, on the contrary, does not offer quick and easy rewards, which is just as well, as heroes do not do good for the sake of accolades. They do good because they must, because someone has to. Heroes have to work hard, starting from the moment they realize their purpose in this eternal struggle, and they must devote their entire being to that end. Then and only then are they rewarded with what any hero wishes for; the knowledge that they helped spread the goodness in their hearts.

Although the methods of good may seem ineffective to some when compared to the much more effective-looking methods of their evil counterparts (such as poison and cruelty), this is not the case. Heroes respect life and think about the honor and freedom of others before they act, and they prove that desirable results can still be achieved through benevolent means by doing so. They can make personal sacrifices for the well-being of others, and make the greater good a priority at all times. However, this does not mean that good must be nice, naive, or polite. Although some heroes focus on such concepts and build their philosophies upon these stones, others see good as the holy fire that burns evil off existence, the celestial sword that cuts all evil in half, or the righteous, crushing power of the heavens.

Methods of Heroes

To go up against the warriors of darkness and the followers of evil, good heroes are equipped with benevolence, selflessness, justice, righteousness, and hope. All of these tenets are reflected in the following ways heroes employ.

Faith

Perhaps the most important weapon of the dignified, faith, is the pillar upon which all acts of goodness are built. To stand against the corruption that seems to offer immediate reward, one must have a faith of steel to keep true to the path of the righteous. When you're up against a gaggle of fiends looking to tear you limb from limb, and they offer you a chance at salvation, it takes the most lionhearted to refuse. When evil looks to make its way to the heart of the good, faith is the shield that keeps them safe.

Helping Those in Need

Heroes always want to help others. They help those in need for the sake of providing them with assistance, not for some reward or other. However, this does not mean that heroes jump before all the dangers without any forethought. Goodness does not equate to stupidity. Heroes vigilantly prepare against the dangers at hand, make their investigations, equip themselves properly, make a well-thought-out plan, and then face the danger threatening others.

Improvement

The word "improvement" could be considered in two senses of the word when viewed as a method of righteousness. Both can prove equally important under the right circumstances.

The first indicates the benefits that good forces provide their legions with, to assist them against the sinister who are less limited in the methods they can use. A good cleric cannot employ such methods as torture, for instance, to extract information from their enemies. They are thus granted a plethora of benefits (as those you'll find in the pages to come) that allows them to get results without compromising their integrity. A paragon would not utilize poison to defeat the enemy before them, but would gladly set the weapons of their allies ablaze with holy fire. Such improvements allow the good to be just as effective (if not more) as the evil forces they oppose.

The second concerns meliorism; the belief that the world could be made better through effort. This belief is one shared by everyone with goodness in their hearts, and an end that they all strive towards. All the footsoldiers of good-aligned deities are working to make the world a better place; through

knowledge, healing, praying, elation, or otherwise. All that is needed to improve the world is a faith that everything can be made better, and a will to make it so.

Mercy and Redemption

This is one of the greatest principles of good and the most risky tool to equip against evil. Evil is wicked and tricky. Showing mercy against an evil foe gives them a chance to recover and act against the heroes, and the evil is very talented in using this to their benefit. However, the hope that good shall prevail also entails that certain evil can be redeemed. Heroes must thus be careful enough to not to fall into traps and show mercy to those who deserve it; for each redeemed soul is one less footsoldier in the army of evil, and another in the ranks of the good.

Respecting Life

While evil doesn't hold back when it comes to destruction, good takes power from healing. Respecting life entails the curing of disease and the closing of wounds. Many deities of good are either closely related to healing or are the very embodiment of healing themselves.

Righteous Might

Mercy is not always an option. Some creatures become so corrupt that they reject any chance at redemption, believing that their own deities will reward them just as well as the good in the afterlife, thinking their realms to be an evil reflection of heaven. Such minions of evil, unfortunately, cannot and should not be shown mercy. Similarly, you may not have the chance to show much mercy in a massive battle, when faced with foes sworn to wipe all that is good off existence. Still, the methods of a good warrior cannot be the same as those of an evil one. Even if you cannot be so merciful as to spare the foe before you, you can still offer them a quick and merciful death. You can still avoid unnecessary gore and violence.

Furthermore, the righteous must always consider the innocent when targeting evil. For instance, you should keep from throwing a fireball in the middle of a tavern full of innocent people to stop a criminal from running away with its friends. Throwing a fireball made of radiant energy truly proves how mighty you are, but harming the innocent does not. It takes the courage of the truly righteous to fend off temptation, and to keep to the right path.

Selflessness

The act of putting others before yourself is a very effective tool in winning the hearts of others and can be used in many different ways. Sharing a meal with the hungry, giving your last money to a poor, refusing to live in luxury to help orphans, buying clothes to beggars, providing homes to the homeless, sharing your loot with the temple, sacrificing your life to save your loved ones; all of these acts contribute to the greater good in its own way, and make evil that much weaker against it.

Celereth the Sanctified is a renowned commander of the forces of good and a famous paladin, whose countless victories over the enemies of angels (may their divine light always guide us) have earned her no small measure of fame throughout the realms. Specifically, her legendary offense and miraculously crushing defeat of the twelve commanders of hell has become the stuff of legends amongst the faithful and in the hearts of younger paladins. However, rightful fame, absolute success, and righteous glory are the very source of jealousy and spite. The heroic tales of Celereth has earned her and her fellow soldiers many powerful enemies; the most evil and the most vile. Although there is no direct evidence, it is most likely that these enemies engineered the events that caused Celereth and her lieutenants to be imprisoned in the deepest dungeons of the most malicious of hells. However, it was again her unwavering faith, the unmatched purity of her heart, and her unbreakable will that led her through the angelic path, ascending her to angelhood, and transforming her into a sanctified angel. She now guides all good-hearted folks towards the light, leading them through the darkness she herself experienced in person.





CHAPTER 1

CHARACTER OPTIONS

Angelic Races

This section contains a variety of new races and subraces, and the new mechanics that go along with each of them.

Here, you may find information on aengels; a race made up of angels who seek to achieve greatness outside the confines of heaven, or angelics; folk who have the blood of angels pumping through their veins. You can discover creatures made entirely of light in the light-touched, get acquainted with the unique fey race; the peri, and learn about the contradictory existence of redeemed fiends. Last but not least, you can delve into the specifics of the both blessed and cursed lives of strangers.

Aengel

I had never seen such a variety of colors in one place. At least a dozen buckets were filled with hues of nature. He was dipping a massive brush in those buckets, dancing across a wide boulder, painting it with precise brushstrokes. My curiosity bested me and I approached him to ask what he was doing. He said that he was painting the enormous boulder as an expression of his feelings about being removed from heaven's hierarchy, so it could be seen from the heavens.

I took him in and sheltered him from the evil that lurked outside the temple walls. Eventually, his curiosity about the world got the best of him, and he chose to leave this protection behind. I've missed him ever since. I sincerely hope that he can see the gray amid the black and white; that he can differentiate law and evil from all that lies in between.

- Saint Orea

There are legends of angels falling from grace, thus losing their birth right and becoming something else. Such stories generally tell the tale of the most extreme of situations, but this is not always the case. Sometimes an angel starts to believe that the greater good can only be achieved outside the confines of heaven. Such angels don't fall but are removed from heaven's hierarchy. As a result, their granted powers gradually grow dim, and they become aengels.

Life without Blessings

It takes some time for most aengels to grow accustomed to a life without the blessings of deities and the protection of heaven. As aengels lose their clear perspective of the heavens, their memories of heaven start to fade. They lose their grip on magic, their excellent awareness, and their legendary capabilities. In fact, in the instant they leave heaven, they feel naked, disoriented, and lost before they start to adapt to their new life.

Looks of an Aengel

Aengels are genderless, their bodies may resemble a woman's, or a man's; both or neither. Their skin is perfectly smooth and varies in shade from dark green to dark orange. Their eyes have a slight glow, mostly white or light blue. They still carry the wings of an angel on their backs, but these wings are smaller than before.



Aengels in Society

Aengels seek perfection in everything, and are hence disappointed in the imperfect world that they are banished to. Because they are used to perfection, their criticisms of other creatures or their surroundings may sometimes be a bit harsh. As a result, they don't get along well with others, and are mostly forced to live a life of solitude.

Aengel Names

Aengels almost always continue to use the names they had as angels. In some rare cases, they adopt new names, in accordance with their new earthly experiences.

Original Names: Aoriel, Duvrael, Tivreel, Uminiel, Zeradel

New Names: Fartraveler, Justblade, Mindboggler, Skyseer, Swiftarrow

Aengel Traits

Your angelic powers are dimmed and you are able to channel a small part of it, which offers a variety of abilities.

Ability Score Increase. Your Strength, Constitution, and Charisma scores each increase by 1.

Age. Aengels are created as adults. You can't be aged by any means, and can't die of old age.

Alignment. There are strict alignment restrictions for an aengel. They should always take actions that they believe to be in the interest of the greater good, paying no mind to rules and restrictions when necessary. In other words, they are either chaotic or neutral.

> ***Evil.*** When an aengel adopts the ways of evil, it becomes fallen and is no longer an aengel. When this happens in a game, the character either becomes a Fallen Angel, or becomes an NPC. The fate of the character is determined by the GM.
>
> ***Lawful.*** When an aengel starts to believe that the divine hierarchy works perfectly as they once did, and re-adopt the ways of the heavens, they can ascend back to heaven. When this happens in a game, the aengel becomes an angel once more, and the fate of the character is determined by the GM.

Size. Aengels stand between 6 and 7 feet tall and average about 220 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet and you have a flying speed of 30 feet.

Aengelic Infusion. When you hit with a spell or weapon attack, your attack deals an extra 1d4 radiant damage. This damage increases to 1d8 at 11th level and to 2d8 at 20th level.

Banished. You are removed from heaven and now live in the material plane of existence.

Creature Type. Your creature type is Celestial.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dimmed Resistance. When you fail a saving throw against a spell or another magical effect, you can choose to reroll the die. When you do so, you must take the second result. Once you use this feature, you must finish a long rest to use it again.

Languages. You can speak, read, and write Common, Celestial, and one other language of your choice.

Angelic

Angelics are people that have angelic blood coursing through their veins, for one reason or another (see below). The blood of angels bestows grace upon its carrier, affecting the carrier's body and soul. Angelics are partial to good and graceful acts, and possess an unearthly charisma.

The angels who share blood with the angelic watch over them; both to guide them through possible dangers and to make sure that angelic blood is put to good use.

A Heavenly Origin. One can be born an angelic or become one through the processes laid out below.

Occasionally, an angel is so impressed by the actions of a mortal that it rewards the mortal with its blood, transforming the mortal into an angelic creature.

Even more rarely, if a mortal uses an angelic relic, guards a sacred area, or interacts with another heavenly source for long periods of time, the source slowly transforms it into an angelic.

Double-Edged Sword. Angelics are generally noteworthy characters, and are easily recognized in crowds. Although this can make them valuable allies, it also means that they are more easily noticed by foes.

Aberrations and evil spellcasters hunt them down to use them as unique spell components, and fiends seek their soul to make them suffer or use them against their heavenly enemies.

Also, if an angelic abandons the ways of the angel whose blood runs through their veins, the angel can take the powers of the blood back, or even hunt the angelic if it commits an unforgivable crime.

Like Angel, Like Blooded. An angelic displays the characteristics of the angel whose blood it shares. For example, if an angelic has the blood of an angel of war, it tends to become an honorable warrior.

Angelic Template

You can choose this template while creating your character, or you can acquire it in the course of the game at the GM's discretion.

When you become an angelic, you retain all your statistics

and gain the following benefits:

Ability Score Improvement. Your Charisma score increases by 1, up to a maximum of 21.

Angelic Body and Soul. The necrotic damage you take increases by 3, and the radiant damage you take is reduced by 3.

These numbers increase by 2 for every 4 levels you have after 1st.

You also carry a physical mark. This mark can be an angelic sign on your body, jade green eyes, marble-like skin, or anything else you can think of, so long as the GM approves of your choice.

Angelic Existence. You age more slowly than before. Your lifespan is doubled, and you only require half the ration and half the sleep to sustain yourself: 1-day's worth of rations sustain you for two days, and you can finish a long rest in half the time you did before.

Creature Type. You retain your old creature type, and become a celestial. Since you can be detected by a *detect evil and good* spell, or affected by a *protection from evil and good* spell, the GM should keep in mind that being a celestial may cause serious peril.

Angelic Manifestation. Your angelic blood manifests itself more strongly as you gain more power.

When you reach 11th level, you choose one of the following benefits:

- Your weapon attacks become magical and deal an extra 1d8 radiant damage on a hit.
- You sprout angelic wings, thus gaining a flying speed of 30 feet.

You can cast the *planar binding* spell. Once you use this feature, you must finish a long rest to use it again.

LIGHT-TOUCHED

I've seen the look in her eyes, bright as the sun it was. She was there to scorch me. "Oh," I exclaimed, "I'm through with filching. Promise!" She looked at me and I saw mercy in her glowing eyes. She let me live and I never stole another thing again. Never again...

-Bernard, an ex-thief talking about a light-touched paladin

The light-touched are beacons of all that is good, a beam that illuminates the darkest of nights, the purest of souls. They are creatures of light. They were touched by it and carry its blessing wherever they go, representing the light, standing tall against the forces of evil.

Glamorous

Every light-touched has special physical properties indicating that they were touched by the light. You carry distinctive marks on your body that shine bright with the color of their innate light. Your eyes and hair emit a glaring, dazzling light. Your body glows in the dark and can illuminate your surroundings. This innate light of yours may be golden as the sun, silvery as the moonshine, or prismatic.



Consecrated by the Light

The origins of the light-touched vary; however, all are somewhat connected to other realms of existence or angelic creatures of such realms. Your parents may be the followers of a God or Goddess of light and may have received said deity's blessings. You may be the inhabitants of a realm of light where everything consists of radiant energy. Whatever the source of your existence is, you carry the light and as bright and pure as it can get.

Light-Touched in Society

A light-touched is a rare sighting in a city, not because they are excluded from society, but because they are uncommon creatures.

Light-toucheds try to build peaceful relationships with others. Although their astonishing appearance certainly helps with that, the real reason they are successful in doing so is that they make great warriors, spellcasters, politicians, and so on. They bring solace to the souls of their friends and agony to their foes.

Light-Touched Names

Most light-touched creatures are native to a realm consisting only of light and have names representing their specific gleaming nature. However, a god of light may bestow its blessing upon a baby whose parents are not light-touched. In such cases, they may have names adopted by other cultures. Also, the light-touched may go by names that indicate the color of their innate light, such as "the Red", or "the Golden".

Male Names: Bright, Candle, Dawn, Gleam, Shine, Sunny
Female Names: Aurora, Chiara, Glitter, Eileen, Skye, Starlight

Light-Touched Traits

Your light-touched character has a number of traits originating from its light within.

Ability Score Increase. Your Charisma score increases by 2.

Age. The light-touched reach physical maturity and are considered adults at about the same age as humans; however, they live up to 500 years.

Alignment. The light-touched are creatures of light. They are mostly restless fighters against the darkness, the emissaries of mercy, vitality, and hope. Therefore, most of the light-touched favor good alignments, though their ways of achieving the good may vary.

Size. The light-touched have skinnier builds than the average human. Their height ranges from 5 to 6 feet. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Creatures of Light. You know the *dancing lights* and the *light* cantrips. In addition, when you reach 5th level, you can cast the *daylight* spell once per day.

Glowing Bodies. You have a mark on your body that glows and emits a bright light as in the *light* cantrip. The light of your mark can be covered by 1 inch of common clothing or by similar materials. You have disadvantage on Dexterity (Stealth) checks when you are in a lightly or heavily obscured area unless you cover your innate glow. You also have resistance to radiant damage.

Radiant Form. As a bonus action, your whole body emanates intense light, and you can take a humanoid form made of radiant energy (transforming with your equipment) and gain the following traits:

- You gain immunity to radiant damage and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through a space as narrow as 1-inch wide without squeezing.
- You have disadvantage on Dexterity (Stealth) checks.

You remain in the radiant form until the end of your next turn. Once you use this form, you have to finish a short or long rest to use it again.

Strangers to Darkness. If a light-touched has had no contact with daylight for three consecutive days, its light slowly fades. Your hit point maximum decreases by 1 each time you finish a long rest, and you suffer one level of exhaustion (that can't be removed until you see the daylight again for 1 hour). The required daylight can be imitated with the *daylight* spell or any other spell of 3rd level or higher which radiates light. When you finish a long rest after you get in contact with daylight, your previous hit point maximum is restored and you no longer suffer from one level of exhaustion.

Language. You can speak, read, and write Common and one other language of your choice.

Subrace. The light-touched have three subraces according to the type of light they host and each subrace has specific magical benefits bestowed upon them.

Goldenborn

Your body emanates light in a form resembling sunlight. Your golden radiance soothes the souls of the innocent and strikes fear into the hearts of the forces of darkness.

Ability Score Increase. Your Constitution score increases by 1.

Wrath of the Light. As a bonus action, you can focus and channel the power of your innate light to your hand for 1 minute. When you make a melee attack, your attack deals an extra 1d4 radiant damage on a hit. This extra damage increases to 1d6 at 6th, 1d8 at 12th, and 1d10 at 18th level.

If you hit with an attack on which you used the Wrath of the Light trait while in radiant form, you are considered to have dealt the highest possible damage for your extra radiant damage.

Once you use this trait, you must finish a short or long rest to use it again.

Iridescent Ones

Your body glows with rainbow-colored lights that weave and fade into one another and change as you move, making you a very pleasant sight to behold.

Iridescents generally have artistic souls and a natural ability to blend in with almost any crowd.

Ability Score Increase. One of the ability scores of your choice increases by 1.

Natural Born Artists. You gain proficiency with an artisan's tool of your choice.

Prismatic. You are iridescent; you shine with different prismatic colors that interlock and change with every step you take; each step making you more elegant than before. However, some iridescents may prefer to settle down and choose a stable or signature color with which to shine. As a bonus action, you can choose the color of light your body radiates.

Social Beings. You have the ability to blend in with different crowds and to adapt, even in the face of the harshest of conditions. You gain proficiency in one of the following skills of your choice: Insight or Persuasion.

Silverborn

Your body exudes a graceful, silver light. All light-touched have an understanding of magic, but silverborns have a natural talent or deeper passion for the magic of all sorts, so do you.

Ability Score Increase. One of the following ability scores of your choice increases by 1: Wisdom or Intelligence.

Radiant Magic. You can change the damage type of any spell that deals damage to radiant damage. In addition, your spell save DC increases by one for spells that originally deal radiant damage.

Peri

There they were on stage, with their performance illuminated by magical flakes. The audience gasped in astonishment as the naked figures moved their bodies closer to each other. Then, a red flame burst upon the stage and I saw her. She was beautiful, they were all beautiful and were as naked as the top of my bald head. It was the first time ever that I witnessed such courage from those so alien but so familiar at the same time. They taught us not to be ashamed of love.

- Isadore Faustus, a student of poetry

The peri are a carefree folk that believe in the power of experiencing life rather than understanding it. Peris are a mystical people of ardent emotions, trying to sympathize with the actions of other people who are driven by strong sentiment. They mostly settle near elves and benevolent people capable of love. It is common for them to choose professions that appeal to their heightened senses, such as baking, brewing, gardening, painting, and singing. Most of them are peaceful and very few of them dare to venture to places of conflict.

Marked Bodies

Every peri has marks on their body, resembling tattoos. These marks mostly cover the most sensitive parts of the body, such as the mouth or the eyes.

Although their skin tones generally vary between shades of green, they can have skin of any color. They usually stand out



in crowds; on average, they are taller than most humans. Peris stand between 5 and 7 feet tall and usually weigh between 180 and 260 pounds. Their large proportions compared to other fey races may scare some at first sight.

Extreme Attitudes

Sadness, happiness, fear, anger, and similar emotions may fill a human soul in the blink of an eye, only to leave in a hurry a moment later. But once a feeling affects a peri, it stays with them until it reaches the extreme. They usually choose to channel these extreme emotions for harmless endeavors or to push themselves towards their goals. There *are* some peris who find comfort in diverting their focus on hostile actions, although they are a small percentage of the whole.

One of the defining qualities of peris is that they want to experience many things in life to the fullest and rarely avoid or deny their emotions, even undesirable ones such as fear or anger. They are not afraid of feeling unfavorable emotions. To keep control while under the influence of such feelings is a special skill that almost all peris must master at an early age to keep from causing unintentional harm. While they are still young, peris choose an emotion or a state of mind or spirit to which they can anchor their senses in times of crisis. Over the course of their lives, they master the emotion or the virtue that they have chosen and become the ultimate representation of it. Thus, they have something to turn to if they are led astray by their passion.

Flavorful Culture

Having extremely developed senses, peris chase after a variety of refined tastes, and most of them agree on the importance of hot beverages. They consume a wide range of teas made of various fruits, herbs, and root vegetables, as well as some alchemical mixtures. The earthly aromas, the warmth and sound of boiling water, and the beauty of colorful ingredients gently appeal to all their sharp senses. Some of them even craft elegant vessels to hold such beverages, and even decorate them for better presentation.

In addition to beverages, peris value spices, perfumes, clothes, and wind chimes. Every small peri tribe is ruled by a peri who has mastered the art of crafting one of these things or something else that appeals to the senses in the same way. Each tribe produces the specific commodity mastered by their ruler, and then exports them for others to enjoy. They mostly live in small settlements near large bodies of water, in houses made of driftwood, mud and stone.

Peri Names

Peris are not given names by their parents. At some point in their childhood, they begin to discover their names.

At that point, other peris intuitively start to call the youngling by incomplete versions of its name. For some time, which could vary from a week to a year, all those different names start to meld into one. A peri chooses whether it wants to adopt the name that emerges from this combination or wishes to have a completely different name.

Incomplete Names: Ay, Ae, Bo, Du, El, Fen, Gu, Hiu, Kin, Lia, Lem, Nu, Pak, Ra, Riu, Sva, Tea, Uu, Vlo, Yad, Zel, Zil

Male Names: Aykin, Bovlo, Efen, Hiuzil, Kindu, Lialemea, Ravlo, Uuzil, Yadrenad

Female Names: Ayra, Cieli, Duru, Elen, Iltea, Kosvara, Miuu, Nufen, Olia, Svana, Zelre

Peri Traits

Your fey nature blesses you with a variety of mystical traits that you share with other peris.

Ability Score Increase. Your Charisma score increases by 2.

Age. Peris reach maturity at age 20 and can live to be 1200 years old.

Alignment. Because of their mystical nature with a close connection to emotions, peris can easily empathize with people. They tend to be kind, caring, chaotic, and unpredictable; although they generally have good intentions.

Size. Peris stand between 5 and 7 feet tall. They have well-built bodies and weigh between 180 and 260 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Creature Type. Your creature type is Fey.

Darkvision. Your magical nature grants you sight, even in the darkest of environments. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Empathy. You have proficiency in the Insight skill.

Fey Endurance. You have advantage on saving throws against spells and other magical effects.

Marked Senses. You have proficiency in the Perception skill.

Tea Expert. You gain proficiency with teamaker's tools. In addition, you can discern every single aroma in food or drink, and determine whether it is poisoned or not.

Tool Proficiency. You gain proficiency with one type of artisan's tools of your choice.

Languages. You can speak, read, and write Common, Elvish, and Sylvan.

Subrace. While they are still young, every peri chooses an emotion or a value to hold onto when they encounter hardships. These emotions or values determine their capabilities as adults.

Curiosity Peri

You favor the thrill of experiencing new things. You have a deep-seated desire and ambition to learn, and your very essence is pure curiosity. Your observant nature enables you to focus on small details that others might miss and gives you an innate understanding of different languages.

Ability Score Increase. Your Intelligence score increases by 1.

Truthful Memory. For a short while, your senses remember the things you experienced perfectly. You can make a Wisdom (Perception) skill check to perceive something that you perceived within the last minute using one of your senses, even if you can no longer perceive it. You can attempt to do so once every minute.

Shared Tongue. You can cast the *comprehend languages* spell once using this trait and regain the ability to do so when you finish a short or long rest.

Love Peri

When challenged by hardships, these peris hold on to positive feelings, such as joy, serenity, and love. They are also capable of sharing these emotions with others and spreading the love they carry within. Their affection makes them attractive to almost everyone they meet.

Ability Score Increase. Your Wisdom score increases by 1.

Aesthetic of Good. You have proficiency in the Performance skill.

Charming Glamor. You can cast *charm person* as a 1st level spell once using this trait. Charisma is your spellcasting ability for this spell. You regain the ability to cast the spell using this trait when you finish a short or long rest.

Valor Peri

As a valor peri, you can channel your extreme emotions into hostile action. By doing so, you can hold your ground against the most formidable enemies, even when the odds are against you. You are aware that combat and hostility can also be used as tools to do good.

Ability Score Increase. Your Strength score increases by 1.

Brave. You have advantage on saving throws against being frightened.

Tests of Bravery. Through self-appointed tests of bravery, you learn to use great weapons as a symbol of your great courage. You have proficiency with the greataxe, greatsword, longbow, and maul.

Redeemed Fiend

I thought I was done for when I saw it coming at me baring its teeth, but it turns out it was smiling at me. I imagined it'd introduce me to my maker when it reached for me with its razor-sharp claws, but it held my hand and gave me a bunch of coins instead. A whole damn pouch of'em! All those priests, clerics passed me by; they hadn't even cared to take a look at us, did they? But, it... it... Cared...

- Clementine, a former beggar, a cleric of light

Fiends are known to be evil, ruthless, destructive, and hateful; basically the opposite of everything good. They are not only evil, evil and malevolence make up their very nature. They delight in pain and they do not know what mercy is. They do not easily change their ways either. Nevertheless, they are intelligent, capable of learning, and susceptible to change. Further, although redemption is extremely rare and difficult for a fiend, it is not impossible.

Their appearance varies since fiends vary in shape, but they look indomitable and lurid by nature. A redeemed fiend buries its past deep within and only looks back to learn from the grave mistakes it has made. Thankful for a clean slate undefiled by its past, a redeemed fiend seeks out the ways of the good, discovering the world anew.



Redemption

There are several ways to redeem oneself. For instance, there are angels powerful enough to place a shard of goodness inside a fiend by looking into its eyes and sacrificing a part of its own angelic soul for the greater good; a shard of good to make the foulest of souls question their life path... A shard of good that may, perhaps, turn evil into good.

Although very rare, there are some fiends whose lives of thousands of years granted them an understanding beyond the limitations of their nature and the traditions of their existence. Those fiends retreat and live in seclusion for hundreds of years, trying to blunt their malevolence. A few of those who live in seclusion succeed to sunder their nature and are redeemed through solitude and the wisdom they find within.

Strong emotions can also lead a fiend to redemption; a fiend can fall in love with an angel, or a devil can question the orders that caused its best friend's death, which can lead them to the paths of the righteous.

Fiendish Bloodline

Being a redeemed fiend is not easy, those who are redeemed lose most of their powers that are the legacy of their heritage. If a fiend somehow gets redeemed, its ideology, mindset, and the way it perceives the world changes, making it harder for it to use its former powers. Once the redeemed fiend goes through life enough for it to embrace its true self and accept that these powers once serving evil can now serve a good purpose, it slowly regains the courage to use some of them again.

A Secluded Life

Once evil incarnate, a fiend commits crimes both against the agents of good and the agents of evil. Due to its past, a redeemed fiend has lots of enemies that are both good and evil, whom the GM may determine and make part of the game.

Although changed, a redeemed fiend retains its appearance and its creature type, which scares folk that cross its path, and this causes redeemed fiends to mostly keep to themselves in society. They carry the full weight of the heavy burden of their past upon their shoulders. People find it hard to get close to redeemed fiends and even harder to trust them.

Redeemed Fiend Names

Male Names: Adramalech, Cresil, Melchom, Naburus

Female Names: Astarte, Hecate, Kali, Naamah

Redeemed Fiend Traits

Your redeemed fiend character has certain traits that are the legacy of your fiendish ancestry:

Ability Score Increase. Your Wisdom score increases by 2.

Age. A fiend dying of old age is not a common sight to behold. However, when redeemed, they have to sacrifice their immortality. They do not get old and have 200 more years to live after being redeemed.

Size. Redeemed fiends' size and appearances vary greatly. However, they are mostly between 5 and 7 feet tall and weigh between 220 and 260 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Creature Type. You are a fiend rather than a humanoid. You retained your fiendish form when you were redeemed.

Holy Pact. When you are redeemed, you agree to an unrelenting holy pact. You thus simply cease to exist if you commit evil acts, and your alignment shifts to evil. Shifts in your alignment are determined at the GM's discretion.

Darkvision. You once ruled over the darkness, which is why you are accustomed to it. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fiendish Heritage. You have advantage on saving throws against being charmed and frightened.

Fiend's Lifestyle. As a fiend, you've been on many adventures and seen things that most mortals could only imagine. Although you are redeemed, the memory of all that you've seen stays with you. Due to your past experiences, you have proficiency in two skills of your choice.

Unpopular. Commonfolk try to avoid you and do not trust you. You have disadvantage on Charisma (Persuasion) checks made against them while in your true form.

Subrace. Redemption leads to different outcomes for different types of fiends. The subrace of each redeemed fiend is determined according to their former self.

Redeemed Succubus/Incubus

Charming, lustful, and deadly; succubi/incubi are some of the most dangerous beings of the lower planes. When redeemed, their lust turns into affection, and their deadly kiss turns into a touch of warmth. Retaining their true forms as well as their shapechanging ability, they look however they please. When you choose this subrace, you gain the following benefits:

Alignment. Most redeemed succubi/incubi are neutral good; however, there can be redeemed succubi/incubi of any non-evil alignment.

Ability Score Increase. Your Charisma score increases by 1.

Language. You can speak, read, and write Common, and Abyssal or Infernal.

Demon's Claws. Although you have kept some of your bloodline features, some of them went blunt when you were redeemed. However, as time goes by, and as you adapt more and more to your new lifestyle, you rediscover that you can, in fact, use the features you retained for the better. As a bonus action, you can grow claws that deal 1d6 slashing damage (each) while in your true form or you can reduce them and put them away.

Fiend's Wings. Due to your fiendish heritage, you have bat-like wings. Although your wings lose some of their former functions when you are redeemed, you can still use them in some ways.

Your jump distance is doubled and you can glide while falling; your rate of descent slows to 60 feet per round, you do not take any falling damage, and you can land on your feet.

Invigorating Kiss. As an action, you kiss a creature. The target regains a number of hit points equal to your Charisma modifier (minimum of 1). A creature can benefit from this feature once until it finishes a long rest.

Shapechanger. As an action, you can polymorph into a Small or Medium humanoid or back into your true form. Without wings, you lose their benefits. Other than your size and speed, your statistics are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Once you use this feature, you must finish a short or long rest to use it again.

Redeemed Chain Devil

Born of hate, mischief, and (of course) chains, chain devils are brutal creatures of the lower planes. Their bodies are composed of chains that can be used as deadly weapons or tools to enslave their foes. The painful screams of those they torture are music to their ears. The memories of these horrid acts are burdens that redeemed chain devils must bear. They keep their appearance as it was; however, they overcome the evil within when redeemed. Redeemed chain devils generally devote themselves to be followers of law and order, punishing those who commit evil, mostly under the guidance of a good-aligned temple. When you choose this subrace, you gain the following benefits:

Alignment. Most redeemed chain devils are lawful good; however, there can be redeemed chain devils of any non-evil alignment.

Ability Score Increase. Your Strength or Constitution score (one of your choice) increases by 1.

Language. You can speak, read, and write Common and Infernal.

Devil's Chains. You once used your chains to enslave your foes, but you came to understand that you could also use them for good when you were redeemed. You can use your chains to make a melee weapon attack. The chain has the following properties: It is a simple melee weapon that has the reach and finesse properties. On a hit, it deals 1d8 slashing damage, and the target is grappled (DC equal to 8 + your Strength modifier + your proficiency bonus).

Devil's Eyes. Magical darkness doesn't impede your darkvision.

Heartening Mask. You choose a creature within 30 feet of you that you can see. As a bonus action, you create an illusion of one of the target's loved ones to comfort it. The target has advantage on the next saving throw within 1 minute. If the target is already affected by a magical effect, it can repeat its saving throw against it, ending the effect on itself on a success.

Once you use this feature, you must finish a short or long rest to use it again.

Stranger

The latest specimen was the first one we found with all its limbs and vital organs intact; however, it was frozen. We took its measurements and started our tests to determine its age. My sorcerer colleagues started to unfreeze the chunks of ice covering the specimen without damaging the flesh. The moment I realized our specimen had been in ice for 10 years, it opened its eyes. Thanks to the cleric we had with us, he now happily lives in a human village with a wife and two children; 8 years after the incident.

– Grillia, an Elven Anthropologist

Ancient, evil forces desperately tried to create a race that could establish its supremacy over others and take control of all material existence. They forged creatures out of flesh,



thunder, and magic. These creatures were truly immortal, extremely fierce, and fast on the uptake, yet, they were not obedient. Evil tried its many tricks on these creatures, they even gave them souls to bind and chain. Every single time, these creatures found ways to break free from their masters, and eventually, they started to ward off evil's attempts of enslavement effortlessly.

Nameless and Cursed

They were not given a name upon their creation, not even a true name, as evil forces didn't want others to be able to take control of their precious creation. Ironically, their creations took control of themselves and started to decide their own fate, calling themselves the "nameless". When the first nameless was struck down, they learned there were limits to their immortality. They tasted the fear of dying, of losing a loved one, and of the great unknown. Motivated by this fear, they fought back much more vigorously than before. They knew that this angst had to be their burden, and that evil had to be stopped before its wickedness spread further. Countless times, they fought back and countless times, they lost. Every time, they lost a little more of themselves, being cursed again and again by their former masters and current defeators until they lost so much power that they were no longer the concern of evil powers.

Lost Eternity, Earned Glory

Right before the evil powers that had made the nameless turned their attention elsewhere, they bestowed their final and greatest curse on their creation; mortality. A final curse was placed in their hearts to symbolize their evil origins. With a lifespan of 66 years, they searched for their place among other mortal races. They scattered across worlds and settled near anyone who had a kind heart. They searched for good people to leave their pasts, their masters, and all the evil they witnessed behind.

Different but the Same

The nameless lived in various societies, masquerading as humans. Two things gave them away; their crackling thunderous voice and the blue veins covering parts of their bodies. Some of the nameless started to feel ashamed because they were different from the rest, and this always warranted a reaction one way or another. They adopt different cultures as humans do and lead honest lives, readying themselves and their loved ones to fight back against evil if that day ever comes.

Stranger Names

When the nameless settled in various societies, they were called (a variety of the word) "strangers" and the name stuck. After some time, the nameless embraced this new name as well. They don't have names and true names, thus, they are not good with names and any concept they bring with them. A stranger usually adopts a name given to them by a loved one or an important enemy.

Stranger Traits

A speck of strength left from your glorious self and the burden of your curse present themselves in the form of the following traits:

Ability Score Increase. Your Wisdom score increases by 2 and three ability scores of your choice each increase by 1.

Age. Strangers reach maturity at age 5. Because of the curse placed on their hearts, they die when they turn 66.

Alignment. Most strangers do not like the confines of rules and regulations as it reminds them too much of their past, and thus tend to lead chaotic lives. They also try to be as different from their creators as possible, leaning towards good and trying to walk a path of righteousness to the best of their abilities.

Size. Strangers stand as tall as humans, averaging at about 6 feet. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Curse of Death. When you turn 13, dark blue veins start to spread across your body, originating from your heart. When you turn 66, you die. Also because of this condition, Wisdom (Medicine) checks to stabilize you are made with disadvantage.

Curse and Strength. Your ancestral strengths and curses occur in various severity. This condition determines your inherited strength and weakness. Roll on the two tables below, or choose one curse from the Curses table and one strength from the Strengths table.

Strengths Table

1	***Backup Organs.*** Any critical hit against you becomes a normal hit.
2	***Borrowed Gift.*** You channel the power of your creators by force. Your weapon attacks deal an extra 1d6 necrotic damage. This damage increases to 2d6 against fiends.
3	***Deep Sleep.*** When you suffer 6 levels of exhaustion, you don't die, you remain unconscious instead.
4	***Mithridatism.*** You have resistance to poison damage and immunity against being poisoned.
5	***Efficient Metabolism.*** You can survive for a month without food or water, and you can hold your breath for one hour before you start suffocating.
6	***Persistent Existence.*** Your hit point maximum can't be reduced by any means.

Curses Table

1	***Cursed Hands.*** You can't wield weapons that have metal parts. Any attempt to do so automatically fails and the weapon falls to the ground.
2	***Cursed Soul.*** You can be attuned to no more than two magic items at a time.
3	***Cursed Smell.*** Any beast within 150 feet of you is automatically aware of your location, and considers you a threat.
4	***Cursed Feet.*** You can't take the Dash action.
5	***Cursed Mouth.*** When a creature uses magical means to discern whether you are telling the truth or not, it always concludes that you're lying, even if you aren't.
6	***Cursed Emotions.*** You can't regain hit points by any means while charmed or frightened.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Voice of Thunder. Your voice is like crackling thunder. If you use your voice during an intimidation attempt, you have advantage on your Charisma (Intimidation) check.

Languages. You can speak, read, and write Common, Abyssal, Infernal, and one language of your choice.

New Class: Paragon

A human hums a carol in a language that soothes the air around him in spite of his raspy voice. His friends feel relieved and go to sleep wrapped in the warmth of the campfire.

A tiefling lifts his arms up high, screaming a prayer from scripture, while her friends try to brave the searing winds. Her loud words of devotion strengthen them against the blaze.

Through the arched marble gateway of the divine cathedral, a stranger walks in. As he approaches the altar surrounded by clerics, the temple abides his will and becomes his domain.

A human hums a carol in a language that soothes the air around him in spite of his raspy voice. His friends feel relieved and go to sleep wrapped in the warmth of the campfire.

A tiefling lifts his arms up high, screaming a prayer from scripture, while her friends try to brave the searing winds. Her loud words of devotion strengthen them against the blaze.

Through the arched marble gateway of the divine cathedral, a stranger walks in. As he approaches the altar surrounded by clerics, the temple abides his will and becomes his domain.

Paragons are those who dedicate their lives to the holy and the sacred. Although they are not spellcasters like clerics and paladins, they gain the power to wield the language of the gods themselves, and they become more and more like their deities as they become more powerful. Their devotion is unquestionable and their dedication, unbreakable.

Absolute Devotion

Clerics have access to their deities' domains and can cast spells or create wonders through them. Paladins live by tenets and make oaths to their gods, empowering themselves through martial practices and faith. Paragons, on the other hand, are a result of an unnatural level of devotion.

Becoming a paragon requires years of training. They are not spellcasters, and they do not acquire magical powers easily. Throughout the challenging years of training, they have their faith alone to sustain and protect them.

In their training, they are tested over and over again. When said training is complete, they become paragons; the very best of their clergy. Only then are their bodies and souls ready to learn the mystic realities of godly powers. At this point, they start to learn Sacred Language; the language of all things holy, and gain the ability to transform into an Avatar, becoming a reflection of their deity.

As a paragon becomes their deity's complete reflection, they are almost incorruptible, which makes them terrifying in the eyes of all evil. They carry the divine within. They are the very representation of those for whom only the most devoted can even dream to speak.

Methodology and Dedication

The paths, methods, and goals of paragons may vary greatly, but they all share one common aspect; intolerance against heretics. Whether they are greatsword-wielding paragons in their golden glistening armor, prophets who can bend the will of all with mere words, or mystics whose books can reveal the most hard-to-find, hidden secrets about the vilest of enemies, paragons live to root out all evil. This drive pushes them to wander the world in search of adventure and glory.

Creating a Paragon

While creating a paragon character, think about the character style you want to play. Unlike many other classes, paragons have a variety of Orders as opposed to archetypes. If you want

The Paragon Table

Level	Proficiency Bonus	Features	Avatar Features
1st	+2	Sacred Language (Carol), Avatar Form	1
2nd	+2	-	2
3rd	+2	Divine Order, Sacred Language (Invective)	3
4th	+2	Ability Score Improvement	3
5th	+3	-	3
6th	+3	-	4
7th	+3	Sacred Language (Confession)	4
8th	+3	Ability Score Improvement	5
9th	+4	-	5
10th	+4	-	6
11th	+4	Sacred Haven	6
12th	+4	Ability Score Improvement	6
13th	+5	Sacred Language (Prayer)	6
14th	+5	-	7
15th	+5	Sacred Haven Improvement	7
16th	+5	Ability Score Improvement	7
17th	+6	-	8
18th	+6	Sacred Haven Improvement	8
19th	+6	Ability Score Improvement	8
20th	+6	The Prophet	10

to wield weapons and be a close combatant, you may enjoy playing a paragon of the Order of Valor. If you want to talk to the masses and affect your enemies with your voice, Order of the Voice is for you. Or, if you want to be an expert about your enemies' weaknesses and powers, and be a scholar of religious knowledge, you would do well to choose the Order of Reason.

Paragons can have various goals in life that may or may not be related to their orders. No matter which order you choose for your paragon character, your unwavering will and devotion form the foundation of your powers. Being a paragon is merely a tool for your faith, the eternal and the perpetual.

Quick Build

You can make a paragon quickly by following these suggestions. First, the DC of your avatar features is determined by your Charisma modifier, and it should be your highest ability score, followed by Strength, Dexterity, or Constitution depending on your Order and play style. Second, choose the Blessed Child (p.83) background.

Class Features

As a paragon, you gain the following class features.

Hit Points

Hit Dice: 1d10 per paragon level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per paragon level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Deception, History, Insight, Intimidation, Investigation, Perception, Persuasion, and Religion



Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) any simple weapon
- (a) a priest's pack or (b) a scholar's pack
- Padded armor and a holy symbol

Sacred Language

You know Sacred Language, the secret language of paragons. You can speak and read the language but are prohibited from using it in writing. Only holy texts are written in Sacred Language, which you are free to read, but must never attempt to write. A paragon that writes in Sacred Language is forced to abandon this class, loses all of its connection to its deity and its ability to speak, understand, read, and write Sacred Language.

Sacred Language is a magical language that cannot be understood or deciphered by the use of magic. Uttering the tongue aloud has certain effects on reality, some of which paragons use. You gain the following features.

Carol. You sing a carol in Sacred Language for 1 minute at the beginning of a long rest. When you do so, all friendly creatures that can hear you can complete the long rest in 4 hours instead of 8.

Invective. Starting at 3rd level, you can harm your enemies by insulting them in Sacred Language. As an action, you choose a creature within 60 feet of you that can hear you and insult it. The target takes 1d4 + 1 thunder damage. This damage increases by 1d4 + 1 when you reach 6th level (2d4 + 2), 12th level (3d4 + 3), and 18th level (4d4 + 4) in this class.

Confession. At 7th level, you gain the ability to force the truth out of someone. As an action, you ask a creature within 10 feet of you a question that the creature can understand. The creature must answer the question truthfully or take 2d6 damage of the type that is the most harmful to the target at that moment; determined by the GM. If the target is reduced to 0 hit points by this damage, it dies. The target creature becomes aware of the dangers of this feature immediately after it is used. If the target is not able to answer the question or doesn't know the answer, this feature has no effect.

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

Prayer. At 13th level, you learn how to protect your allies from harm with powerful prayers. As an action, you start praying. Your prayer can last up to 1 minute, which requires you to maintain concentration as if you are concentrating on a spell. For the duration of your prayer, your allies within 60 feet of you gain resistance to a damage type of your choosing.

Avatar Form

Starting when you choose this class at 1st level, you can tap into the energies granted by the deities of good that are channeled through you. Using these energies, you become what many believers wish for you to be. On your turn, you can take a bonus action to assume avatar form. You can use this feature twice. You regain all expended uses when you finish a short or long rest.

You can stay in your avatar form for 1 minute, then you automatically revert to your normal form. You can also refuse to revert to your original form and force yourself to sustain your avatar form, risking fatigue. If you do so, you can stay in your avatar form for an additional number of rounds equal to 4 plus your Constitution modifier, but when you revert to your normal form, you suffer a level of exhaustion. You can revert to your normal form earlier by using a bonus action. You revert to your normal form automatically if you fall unconscious, drop to 0 hit points, or die.

At 1st level, your avatar form has one feature of your choice from the avatar features list. You gain additional avatar features of your choice at higher levels, as shown in the avatar features column of the paragon table.

Avatar Features

At certain levels, you pick avatar features if you meet the prerequisites. Some of these features grant benefits that you gain only when you assume avatar form, while some of them grant permanent benefits. If you gain a benefit only when you assume avatar form, it says "Avatar Form Only" before the benefit. You can change one of your previously chosen avatar features with a new one when you gain a level in this class.

If any of the following features require a creature to make a saving throw against you, the DC is equal to 8 + your Charisma modifier + your proficiency bonus. Also, if a feature does not state that it requires any type of action to take effect, it automatically takes effect when you assume avatar form if you choose that the feature do so, and you continue to benefit from the feature so long as you remain in avatar form. If a feature lets you cast a spell, it does so in the casting time of the spell unless stated otherwise. There can be exceptions to these rules, and these exceptions are stated in specific features.

Avatar's Invective

You shout an insult in Sacred Language filled with the anger of your deity. The Invective feature deals an additional 1 damage. This additional damage becomes 2 when you reach 12th level in this class.

Avatar Form Only. The Invective feature deals an additional 1d4 damage. This additional damage becomes 2d4 when you reach 12th level in this class.

Eyes of the Arcane

An arcane presence fills your mind and grants you magical insight. You can cast *detect magic* at will.

Avatar Form Only. You gain the benefits of the *detect magic* spell (requiring no concentration).

Eyes of the Witness

You can see in dim light within 60 feet of you as if it were

bright light, and in darkness as if it were dim light. If you have Darkvision, the range increases to 90 feet.

Avatar Form Only. Your eyes turn into mirrors. You can see through nonmagical materials within 60 feet of you that would normally block your vision. This feature allows you to see through up to 3 feet of material that light can't pass through.

Hands of the Holy

Your hands glow with destructive energies. You gain a special ranged spell attack that deals 1d8 fire, lightning, or radiant damage. You choose the damage type when you take this feature. The range of the attack is 90 feet, and the spell attack modifier of the attack equals your Charisma modifier + your proficiency bonus. The damage of the spell attack increases when you reach certain levels in this class; at 5th level (2d8), 11th level (3d8), 17th level (4d8).

Avatar Form Only. Your weapon attacks deal an extra 1d4 fire, lightning, or radiant damage. The damage type is the same as the one you chose above.

This feature can be selected up to three times, selecting a different damage type each time.

Into the Fray

While you are moving towards a fiend or undead that you can see, your speed increases by 10 feet.

Avatar Form Only. You can use your bonus action to take the Dash action while there is a fiend or undead within 30 feet of you.

Rain of Molten Gold

As an action, you conjure a globe of molten gold in your hand and throw it in the air. It erupts into thousands of droplets and rains down on your enemies. Choose a target within 60 feet of you. The target must make a Dexterity saving throw, taking 1d4 fire plus 1d4 radiant damage on a failed save, or half as much damage on a successful one. The number of targets you can choose increases when you reach certain levels in this class; at 5th level (2), 11th level (3), 17th level (4).

Avatar Form Only. On each of your turns, you can use your bonus action to make molten gold rain upon the creatures of your choice within 10 feet of you. Each chosen creature takes 1 radiant damage for each avatar feature you have.

Weapon of the One Above

An aura of divine energies covers the weapons you hold. The melee weapons you wield gain the reach property, while the range of ranged weapons increases by 15 feet.

Avatar Form Only. As a bonus action, you can imbue your weapons and the weapons of your allies within 60 feet of you with the divine energies channeled through you. The weapons shine as the sun and deal 1 extra fire, lightning, or radiant damage (one of your choice) on a hit. The extra damage increases to 1d4 when you reach 5th level in this class, or to 1d8 if you have the Hands of the Holy feature and you are a paragon of 5th level or higher.

Haven of the Blessed

Prerequisite: 3rd level

As an action, you can touch a creature and the creature regains 1d8 hit points. You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain any expended uses when you finish a long rest.

Avatar Form Only. At the beginning of each of your turns, the creatures of your choice within 15 feet of you regain 1 hit point.

Starting at 11th level, if you are within your domain when you assume avatar form, your deity blesses your allies with vitality. Your allies within the domain regain 1d4 hit point at the start of each of your turns as long as you stay in avatar form. The amount of hit points regained by this feature increases, to 1d8 when you reach 15th level, and to 2d4 when you reach 20th level in this class.

Skin of the Colossus

Prerequisite: 3rd level

Parts of your skin become semi-transparent white quartz. You have resistance to radiant damage. At 14th level, your skin completely transforms into semi-transparent white quartz and you gain immunity to radiant damage. The change of skin can vary according to the deity you worship, if the GM approves.

Avatar Form Only. When you take damage, you can use your reaction to reduce the damage by 1d4. When you reach certain levels in this class, this number increases; at 6th level (1d6), 9th level (1d8), 12th level (1d10), 15th level (1d12).

Avatar of the Divine

Prerequisite: 6th level

As a paragon, you were chosen by your deity and your avatar form is a blessing from the divine. As you walk your deity's path and act as the epitome of their values, your avatar form becomes even more powerful. The DCs of your avatar features and Sacred Haven features (when you gain the Sacred Haven feature) increase by one.

Avatar Form Only. The DCs of your avatar features and Sacred Haven features increase by one more.

You can acquire this feature twice. When you do so, the DCs increase by 2 instead of 1 but it still increases by 1 when you assume avatar form.

Hallowed Steps

Prerequisite: 6th level

You can have your footsteps leave a holy print on the ground, which can be seen with truesight, the *detect evil and good* spell and Divine Sense feature. The footprints remain for one month. Both your potential allies and enemies want to follow these steps and find you, whether it is to help you or to destroy you.

While a potential enemy traces your steps, they fear you more with each footprint, thinking that you are greater and more powerful than they are with each mark they see. After they spend 1 week tracing your steps, they have disadvantage

against being charmed by you and being frightened of you.

While a potential ally is following your steps, they admire your deeds, devotion, and the purity of the path you walk. They yearn for the chance to find you more and more with every step they find. After 1 month of following, they have advantage on attack rolls and saving throws so long as they keep on your trail.

Avatar Form Only. The allies who follow your footsteps have advantage on attack rolls and saving throws so long as you assume Avatar form.

Chains of the Shadow Angel

Prerequisite: 7th level

As a bonus action, you point at a creature within 120 feet of you. Dark chains protrude from the shadows and try to capture the creature in their grasp. The creature must succeed on a Dexterity (Acrobatics) or Strength (Athletics) check (of its choice) against your Avatar feature DC, or be grappled. The target can repeat the check at the start of each of its turns, ending the effect on itself on a successful one.

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain any expended uses after you finish a long rest.

Avatar Form Only. As a bonus action, you point at a creature within 120 feet of you. Dark chains protrude from the shadows and wrap around the creature, holding it until the start of its next turn. If the creature takes damage equal to or more than half of its hit point maximum while held by the chains in this way, the target is banished to its home plane. If the target is native to the plane of existence that it is on, nothing happens. While held by the chains, the target is not restrained.

You can use this feature once, everytime you assume avatar form.

Wrath of the One Above

Prerequisite: 9th level

You can draw or stow one more weapon without requiring any type of action.

Avatar Form Only. You and your allies within 60 feet of you can conjure a weapon of pure faith, forged by the wrath of your deity, in each of your hands. A creature must be proficient with the weapon to be able to conjure it in this way, and the weapon deals one of the following damage types of your choice instead of its normal damage type: Fire, lightning, or radiant. Conjuring a weapon in this way does not require any action.

Halo of Golden Aegis

Prerequisite: 10th level

You gain resistance to one of the following damage types of your choice; acid, cold, fire, lightning, necrotic, poison, thunder.

Avatar Form Only. A golden halo with divine engravings appears behind you, floating. This halo constantly emanates a protective aura. Every friendly creature within 30 feet of you has the same damage resistances and immunities you have.

Eyes of the Divine

Prerequisite: 12th level

You gain blindsight out to a range of 15 feet.

Avatar Form Only. Your eyes glow bright-blue, clearing your sight of all mundane distractions. You have truesight out to a range of 60 feet and you can't be blinded by any means.

Perishing Gaze

Prerequisite: 12th level

You lock your gaze on the very soul of your enemy, which your deity sees through your eyes. Choose a creature within 10 feet of you. The target must succeed on a Wisdom saving throw or be frightened of you for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or the effect ends on it, the target is immune to this effect for the next 24 hours.

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain any expended uses when you finish a long rest.

Avatar Form Only. You can cast the *disintegrate* spell at will, originating from your eyes, and require no components to do so. You can use this feature twice every time you assume avatar form but if you use this feature a second time during a single avatar transformation, you are blinded when the avatar form ends, until you finish a short or long rest. This condition can't be brought to an end until you transform back.

Angelic Halo

Prerequisite: 13th level

You can communicate telepathically with creatures that you are familiar with, as long as they are within 120 feet of you. A creature with an Intelligence score higher than 3 can understand you, but you can't understand the creature if you don't share a language that you speak.

Avatar Form Only. An angelic halo hovers over your head. You can communicate telepathically with creatures within 120 feet of you. Also, you have advantage on Wisdom (Insight) checks against a creature with which you communicated through telepathy.

Fury of the One Above

Prerequisite: 13th level

Lightning surges through you. As a bonus action, you can call lightning down upon a target that you can see within 60 feet of you. The target must succeed on a Dexterity saving throw or take 8d8 lightning damage.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Avatar Form Only. When a creature within 5 feet of you makes a spell or weapon attack against you, you can strike the creature with a ray of lightning as a reaction. The target must

succeed on a Dexterity saving throw, or take 4d8 lightning damage.

Epaulette of Stars

Prerequisite: 17th level

Avatar Form Only. Miniature galaxies with countless colorful stars inside hover over your shoulders. From within, you can call down a rain of stars to harm your enemies. As an action, choose a point within 90 feet of you. At the end of each of your turns, each creature within 15 feet of the point must make a Dexterity saving throw. On a failed save, a creature takes 8d6 radiant damage, or half as much on a successful one. The stars continue to rain down for three turns and you can't call down a rain of stars to a different point until the previous one ends.

Restore the Soul

Prerequisite: 17th level

Avatar Form Only. You are your deity's hand that delivers death upon its enemies, but that also shows compassion to those who are pure. You can restore the soul of your fallen allies. You can cast the *raise dead* spell at will, requiring no material components and with a casting time of 1 round.

Shine on Creation

Prerequisite: 20th level

Avatar Form Only. As an action, you shed your holy light upon heretics. As they look into the light of divine creation, you bless them with a painless death. Every hostile creature within 60 feet of you that can see you must make a Wisdom saving throw. A target takes 8d10 radiant damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, it is swallowed by the light and it disintegrates. A swallowed creature and everything it is wearing and carrying, including magic items, disappear. A creature disintegrated in this way can't be restored to life by any means.

You can use this feature only once every time you assume avatar form.

Sibling of the Sun

Prerequisite: 20th level

Avatar Form Only. As an action, you create a sun in the sky right above you for 1 minute. This sun, a sibling of the sun, is a smaller version of it. It sheds bright light in a 3-mile radius and dim light for additional 3 miles, centered on you. While in the light of this sun, you, your allies, worshippers of your deity, and worshippers of your deity's allies have advantage on ability checks, attack rolls, and saving throws. You (and they) also regain 1 hit point at the start of each of your turns.

Within radius, the *darkness* spell does not take effect and its effects are suppressed if cast beforehand.

You can use this feature only once every time you assume avatar form.

Divine Order

Starting at 3rd level, you choose your role in paragon society by joining a Divine Order, which will shape your standing with the temples. Your choice grants you additional avatar features that are only available to the members of your divine order. There are 3 different orders: Order of Valor, Order of the Voice, and Order of Reason.

Sacred Haven

At 11th level, you are granted the power to establish your own domain. Choose an enclosed space that has at least one entrance; it can have small openings, windows, or doors but it must be surrounded on all sides and secluded from the outside world. This enclosed space can't be larger than 100 feet in any dimension. Once you choose a space that meets these requirements, you can claim it to make your domain, which requires an uninterrupted 10-minute ritual. The area remains your domain until you successfully claim another. If there are hostile creatures, permanent spells, or permanent magical effects within the area, you can't claim the area as your domain.

Your domain has the following properties.

No Rest for the Wicked. Each creature that is hostile towards you or your allies must make a Charisma saving throw (DC equal to 8 + your Charisma modifier + your proficiency bonus) upon entering the domain or starting their turns within it. The creature can't gain advantage on any of its rolls while within the domain on a failed save, or remains unaffected by this feature for one hour on a successful one.

Safe Place. You and your allies in the domain have advantage on saving throws against effects that would otherwise cause you to be charmed, frightened, and possessed.

Uninvited Guests. Nothing can teleport into or out of your domain, and planar travel is also blocked within the area.

Starting at 15th level, you are able to harness magic of a greater potential to empower your domain, granting it the following additional properties.

Holy Fire. Your enemies take 1 radiant and 1 fire damage whenever they end their turn in your domain.

Summoning Crystal. You place a large crystal, 5 feet wide and 10 feet tall, in an unoccupied space within your domain. The crystal has 30 hit points and AC 10. When you place the crystal, it summons angels in unoccupied spaces in a 30-foot radius. Choose one of the following options for what appears.

- One angel of Challenge rating 8 or lower
- Two angels of Challenge rating 4 or lower
- Four angels of Challenge rating 2 or lower
- Eight angels of Challenge rating 1 or lower

If all angels summoned by the crystal are slain, the crystal summons the same angels again after 24 hours. The angels summoned by the crystal are considered to be native to your domain and can't be banished. You can dismiss a summoned angel and summon another one once per week.

Ward of Resistance. You and your allies within your domain have resistance to one type of damage that you choose while claiming your domain.

Starting at 18th level, you can claim a domain as an action instead of a 10-minute ritual, and hostile creatures, permanent spells, and permanent magical effects within the area do not prevent your ability to do so. However, to claim a domain in this way, you must succeed on a Charisma check contested by the Charisma check of the domain owner. Once you try and fail to claim a domain in this way, you can only try to do it again after a short or long rest. If there is no certain owner of the domain, the check is made against the most powerful creature in the domain (which is determined by the GM).

The domains of some creatures, for instance, certain places controlled or touched by deities, cannot be claimed in this way. Whether a particular location falls under this category or not is determined at the GM's discretion.

Also at 18th level, your domain gains the following additional properties.

Absolute. Your domain's appearance can't be changed and its structure can't be manipulated by any magical effect; although it can be damaged by normal means. For example, the *mirage arcane* spell has no effect within the boundaries of your domain, but a warhammer can still break the wooden doors within.

Greater Ward of Resistance. Your domain's Ward of Resistance feature grants immunity instead of resistance.

One Domain, One Ruler. The creatures within your domain can't use their special actions or features related to their lair.

Singular Faith. You and your allies can't be targeted by spells cast by enemy clerics and paladins, and have advantage on saving throws against such spells while within your domain.

The Prophet

You become a prophet, a living, breathing physical representation of your faith, and a mortal reflection of your deity. You gain a new feature befitting your life's dedication, which is determined by your chosen order. When you reach 20th level and finish a long rest, you receive a revelation from your deity through its angels and holy servants, affirming that you are a true believer and a paragon of your deity.

Eternal. If you are in the Order of Valor, you are an indispensable warrior whose heart burns with faith so strong that it could fuel your body, even after death. Once a month, if you died, your deity offers you the chance to start anew. If you choose to do so, you are restored to life within your domain, a temple of your deity, or your grave with all your hit points. This effect closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses that affected you at the time of your death. The feature replaces damaged or missing organs, limbs, and can even provide a new body if the original is no longer available.

Sermon. If you are in the Order of the Voice, you have become a true oratorical master and your prowess allows you to reach your listeners' souls with your words. Once a week, when you are giving a sermon in a public place, your words can be heard loud and clear within a 1-mile radius. At the end of the sermon, people who are willingly listening to your sermon regain 1 hit point and their hunger and thirst are satiated for the rest of the day.

Infinite. If you are in the Order of Reason, your mind is blessed to the extent that you can comprehend the mysteries of the universe, all destined to unravel before you. Once a month, you can perform a 1-hour ritual and travel within the strings of fate in a hypnotic state. As you do so, you think about one of your allies and see prophetic visions of an event that is going to happen to them or around them within 1 month.

Order of Valor



The blade of sacred temples discriminates against no act of evil. It must be swift and strong against any foul doing regardless of it being done by a friend or a foe. Although it is intended as such in theory, such dedication is hard to achieve in practice, which is why the Order of Valor exists.

When a member of the clergy goes rogue, a paragon armed for this duty, who is educated in the ways of the temple, intercepts the corrupted in the name of the temple and of the deity it stands for.

When you become a member of the Order of Valor, you become proficient with a martial weapon of your choice.

Deny Weakness

While you are under an effect that requires you to make a saving throw at the end of your turn, you can make the saving throw at the start of your turn instead, ending the effect on yourself on a success. You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain any expended uses when you finish a long rest.

Avatar Form Only. When you fail a saving throw, you can choose to succeed instead. You can use this feature only once every time you assume avatar form.

Golden Armor of Heaven

You become proficient with medium armor, heavy armor, and shields.

Avatar Form Only. If you are not wearing armor when you assume avatar form, you can conjure a golden version of an armor with which you are proficient on your body (no action required) for the duration of the avatar form. If the armor has nonmetal parts, they are embroidered with golden threads. You can dismiss the armor (no action required). There are no Strength prerequisites to use this conjured armor.

Weapon of the Chosen One

When you choose this feature, you must also choose a favored weapon type (for example: shortswords, longswords,



battleaxes, halberds) that you are proficient with. You can conjure one or two of them in your hands as a reaction. You can dismiss it if you wish (no action required). You can change the type of your favored weapon when you gain a level in this class. The weapons disappear when they leave your hand.

If you have the Wrath of the One Above feature, you no longer require a reaction to conjure your favored weapon. It appears in your hand when you assume avatar form if you want it to do so.

Avatar Form Only. The weapon(s) you conjure using this feature are magical for the duration of the avatar form.

The Divine Bannerette

Prerequisite: 4th level

As an action, you can conjure a banner of your deity, your temple, or another divine authority you serve. The banner can appear in your hand or floating right behind you, depending on your choice, and fluttering in all its glory. The banner remains for 2 rounds. All allies within 60 feet of you that can see the banner have advantage on their attack rolls for the duration. The banner disappears if it falls to the ground. You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain any expended uses when you finish a long rest.

Avatar Form Only. If you conjure the banner while in your avatar form or the banner is conjured when you enter avatar form, the banner remains until your avatar form ends.

Armored Wings

Prerequisite: 5th level

Avatar Form Only. You sprout wings of metal. You have a flying speed of 30 feet and the wings grant you a +1 bonus to AC while you are not flying.

When you reach 10th level in this class, you gain the wings and the flying speed even if you do not assume avatar form. However, they do not grant a bonus to AC while you are out of avatar form.

Golden Armor of the Angels

Prerequisite: Golden Armor of Heaven, 6th level

You ignore the Strength prerequisites to wear an armor.

Avatar Form Only. If you are not wearing armor when you assume avatar form, you can conjure a golden version of a +1 armor, with which you are proficient, on your body (no action required) for the duration of the avatar form. If the armor has nonmetal parts, they are embroidered with golden threads. You can dismiss the armor (no action required). If you are wearing armor when you assume avatar form, you gain a +1 bonus to AC. This +1 bonus does not stack with the *shield of faith* spell.

Extra Attack

Prerequisite: 6th level

You can attack twice instead of once whenever you take the Attack action on your turn.

Avatar Form Only. If you are a paragon of 17th level or higher, you can attack thrice instead of twice whenever you take the Attack action on your turn.

The Divine Emissary

Prerequisite: The Divine Bannerette, 6th level

You are the emissary of the divine, a sacred messenger, and the banner you conjure with the Divine Bannerette feature is the proof. So long as you carry the banner, neither you nor your allies shall ever fall. When you conjure the banner, you and your allies within 60 feet of you gain temporary hit points for 8 hours. The amount of temporary hit points gained is equal to your level in this class.

Avatar Form Only. At the start of each of your turns, if there is an ally within 60 feet of you who has less than 5 temporary hit points, it gains 5 temporary hit points.

Golden Armor of the Divine

Prerequisite: Golden Armor of Angels, 9th level

Avatar Form Only. If you are not wearing armor when you assume avatar form, you can conjure a golden version of a +2 armor, with which you are proficient, on your body (no action required) for the duration of the avatar form. If the armor has nonmetal parts, they are embroidered with golden threads. You can dismiss the armor (no action required). If you are wearing armor when you assume avatar form, you gain a +2 bonus to AC. This +2 bonus does not stack with the *shield of faith* spell.

Weapon of the Valorous

Prerequisite: Weapon of the Chosen One, 9th level

When you take this avatar feature, all your weapon attacks become magical.

Additionally, the weapons you can conjure using the Weapon of the Chosen One and Wrath of the One Above features become +1 magical weapons with radiant energy flowing through them. You also deal an extra 1d6 radiant damage on a hit with these weapons. If the target is an evil-aligned creature, the extra damage increases to 2d6. When you score a critical hit, you can choose to make another attack with the conjured weapon against the nearest enemy with advantage, provided that you can reach the enemy with your remaining movement.

Starting at 15th level, the weapons become +2 magical weapons, which deal an extra 2d6 radiant damage on a hit. If the target is an evil-aligned creature, the extra damage increases to 4d6.

Paragon's Smite

Prerequisite: 10th level

You are blessed with the holy powers of your deity to crush foes. You can cast the *branding smite* spell. Using this feature, you can cast this spell twice at its lowest level without expending a spell slot. You regain any expended uses when you finish a long rest.

Avatar Form Only. You can cast the *branding smite* spell as if it is a 3rd level spell instead of 2nd. If you are a paragon of 17th level or higher, you can cast the *branding smite* spell as if it is a 4th level spell instead of 3rd.

Wings of War

Prerequisite: Armored Wings, 10th level

You gained experience with your wings and can now use them more efficiently in combat.

- As a reaction, when you are targeted by an attack, you can cover your body with your wings made of metal. You have a +5 bonus to AC against the attack.
- As a bonus action, you can target a creature within 5 feet of you and use your wings in different ways to attack it. The target must succeed on a Dexterity saving throw or take 1d6 bludgeoning, slashing or piercing damage (one of your choice).

You cannot use this feature while flying. After you use your wings in the ways described above, your flying speed is reduced to 20 feet until the end of your next turn.

Avatar Form Only. You can use this feature while flying.

Divine's Grip

Prerequisite: Weapon of the Chosen One, 14th level

You can wield a two-handed weapon you conjured by means of the Weapon of the Chosen One feature with one hand.

Avatar Form Only. You gain a bonus to the damage of your weapon attacks, equal to your Charisma modifier (a minimum of one damage).

The Divine Commander

Prerequisite: The Divine Emissary, 14th level

Your voice can be heard by anyone within 30 feet of you, regardless of any environmental or magical effects that would normally hinder their ability to do so.

Avatar Form Only. You are the divine commander, deemed so by the forces high above. They watch over you and let you act as their hand that guides mortal forces. While you are carrying the banner you conjured with the Divine Bannerette feature, you can command your allies within 60 feet of you to attack once per turn, they can move up to their movement left for that turn and make one weapon attack as a reaction.

Blessed by the Sword of the Six-Armed Archangel

Prerequisite: 17th level

Avatar Form Only. You hold your hands out towards the sky, crying out a prayer of vengeance, destruction, and absolution. Six armored arms emerge out of your back, emitting a brilliant light, each holding a sword forged in the heavens. A small blast wave originating from you pushes all unattended objects within 60 feet of you 10 feet further away from you, and a blessed chorus sings a hymn so loud it can be heard from 1 mile away. As an action, you make six melee weapon attacks with a +3 bonus to your attack rolls against a single creature

within 5 feet of you. On a hit, each attack deals 2d6 + 3 slashing and 2d8 radiant damage. This damage cannot be increased or reduced by other effects. When you score critical hits with these attacks, you can roll the damage dice of the attack one additional time. When you use this feature, you can't take actions, reactions, or use your movement on your next turn.

You can use this feature once every time you assume avatar form.

War of the Divine

Prerequisite: 17th level

Avatar Form Only. You can summon twin angels of war (p. 289) to your domain by using the Summoning Crystal you acquired through the Sacred Haven feature instead of other angels you can summon with it. Also, while being apart from each other would normally weaken twin angels of war, there are no such limitations in this domain.

Order of the Voice

To hear someone speaking Sacred Language echoing through the hallowed halls of a cathedral is a joyous experience in and of itself, but to be able to speak the language of the divine is an absolutely euphoric one. The members of the Order of the Voice pursue perfect control over their voices and spend most of their time singing with temple choruses and reading sacred texts. They are the diplomats of many temples, their emissaries, their mediators, and the voices of their ultimatums.

When you become a member of the Order of the Voice, you learn the *message* cantrip and another bard cantrip of your choice. When you reach 5th level in this class, you can cast the *sending* spell once with this feature, requiring no spell components, and you regain the ability to do so when you finish a long rest.

The Speaker

You have an extraordinary voice. With it, you can influence the emotions of your listeners, as if the divine itself were speaking through you. All who join in one of your prayers that lasts for 1 minute, are filled with a sense of safety and tranquility. All of you are affected by the *protection from evil and good* spell for 1 hour (requiring no concentration). You can affect a number of creatures equal to your paragon level at a time in this way.

Once you use this feature, you must finish a long rest to use it again.

Avatar Form Only. You emanate a sacred aura in a 15-foot radius. Your allies within the aura gain the benefits of the *protection of evil and good* spell as long as they are inside the aura.

Silent Voice

You can use your Sacred Language (Invective) feature against a creature that you can see within normal range, requiring no sound, by simply moving your lips. The creature does not need to hear you. Creatures that can see you must succeed on a DC 14 Wisdom (Perception) check to understand that the effect is originating from you.

Avatar Form Only. The range of your Sacred Language (Invective) feature increases to 90 feet.

Shaped Voice

You can choose to change the shape of the effects of the Sacred Language (Invective) feature. When you choose this feature, you gain the following benefits;

Sacred Fist. You can use the Sacred Language (Invective) feature to imbue your fists with holy energy. When you do so, you make an unarmed strike as an action, which deals additional damage equal to your Sacred Language (Invective) damage plus your Charisma modifier (a minimum of 1 damage).

Sacred Ray. You can change the Sacred Language (Invective) feature to a ray. When you do so, the range of the feature increases by 30 feet, it deals additional damage equal to your Charisma modifier (a minimum of 1 damage), and requires a ranged spell attack. You use your Charisma modifier to calculate the spell attack modifier.

Avatar Form Only. You gain the following benefits when you assume avatar form;

Sacred Cone. You can change the Sacred Language (Invective) feature's shape to a 15-foot cone originating from you. The creatures within the cone must succeed on a Dexterity saving throw or take the damage of the Sacred Language (Invective) feature.

Sacred Sphere. You can change the Sacred Language (Invective) feature's shape to a 5-foot sphere centered on you. The creatures within the sphere must succeed on a Dexterity saving throw or take the damage of the Sacred Language (Invective) feature.

Daunting Voice

Prerequisite: 4th level

One word from you sows a relentless fear in the minds of your enemies. As an action, you choose a target within 30 feet of you and speak a word in Sacred Language. The target must succeed on a Wisdom saving throw, or be frightened of you until the end of their next turn.

Avatar Form Only. When you speak a word in Sacred Language in this way, you can choose to affect each enemy within 15 feet of you, instead of a target you choose within 30 feet of you.

A creature who succeeded on the saving throw is immune to this effect until it finishes a long rest. Also, when you reach 10th level in this class, the creatures that are frightened of you as a result of this feature are frightened for 1 minute.

Celestial Wings

Prerequisite: 5th level

Avatar Form Only. You sprout four white-gold wings that douse you with their light. You have a flying speed of 30 feet and you have advantage on Charisma (Deception), Charisma (Intimidation) and Charisma (Persuasion) checks. Also, wings shed bright light in a 10-foot radius and dim light for an additional 10 feet. You can choose the color of the light.

When you reach 10th level in this class, you gain the wings, and the flying speed, even if you do not assume avatar form. However, you still gain the other benefits of this feature only when you assume avatar form.

Improved Invective

Prerequisite: Shaped Voice, 6th level

Your voice is more demanding and commanding, enforcing the will of words upon your surroundings. When you choose this avatar feature, you must also choose one of the following features, gaining the benefits of the chosen feature. You can choose this avatar feature more than once, choosing a different feature each time.

Silencing Fist. If a creature takes damage from your Sacred Fist feature, it loses its voice for 1 minute. The creature can make a Charisma saving throw at the end of each of its turns, ending the effect on itself on success.

Baneful Ray. If a creature takes damage from your Sacred Ray feature, it is also affected by the *bane* spell for the duration of the spell (requires no concentration).

Shattering Cone. Objects that aren't worn or carried within the cone of the Sacred Cone also take damage instead of only creatures. Structures and constructs take double damage from your Sacred Cone feature.

Personal Sphere. If a creature takes damage from your Sacred Sphere feature, it is pushed 5 feet away from you.

The Echo of the Divine

Prerequisite: The Speaker, 6th level

Sacred Language echoes through you and can be heard by anyone within 15 feet of you. Your allies in the area feel more energetic, gaining a +1 bonus to attack rolls.

Avatar Form Only. Your enemies within 30 feet of you feel dread, taking a -1 penalty to saving throws.

The bonus becomes +2 and the penalty becomes -2 when you reach 14th level in this class.

Word of Dispel

Prerequisite: 6th level

You can cease the existence of mundane items, change reality and bend it to your will through the sheer power of your voice.

As an action, you can speak a word in Sacred Language and a nonmagical item ceases to exist or a common item's magical properties are suppressed for 1 hour. You can suppress the magical properties of an uncommon item at 9th level, a rare item at 14th level and a very rare item at 20th level.

If the item has an owner, the owner must succeed on a Charisma saving throw to resist the suppression of the item's magical powers. The owner of the item has advantage on the saving throw. When you rid an item of its magical properties using this feature, the item functions as a nonmagical item for the duration. You cannot use this feature to destroy a magic item that is suppressed and is currently functioning as a nonmagical item.

Avatar Form Only. If you concentrate on a magic item (as if you were concentrating on a spell) for 1 minute and use your action on each of the turns you maintain your concentration to channel magical energies into the item, you can destroy the magic item. You can destroy magic items that you can normally suppress. Only a *wish* spell can bring back an item that is destroyed by using this feature.

Holy Word

Prerequisite: Hands of the Holy, Shaped Voice, 8th level

You can change the damage type of your Sacred Language (Invective) feature to radiant damage.

Avatar Form Only. You can add the additional damage of the Hands of the Holy feature to your spell attacks.

Speaker of the Words

Prerequisite: The Speaker, 9th level

You can affect others with simple words in Sacred Language.

Sacred Word of Disturbance. As a bonus action, you choose a target within 30 feet of you. The target must succeed on a Wisdom saving throw, or you disturb its spirit with the words you speak. It has disadvantage on ability checks and attack rolls until the end of its next turn. If a target succeeds on the saving throw, it has advantage against this feature for the next 24 hours.

Avatar Form Only. Your words in Sacred Language become even more lethal as described below.

Sacred Word of Penitence. As a bonus action, you choose a target within 30 feet of you. The target must succeed on a Charisma saving throw or feel immense pain as it remembers its past sins, taking 2d8 psychic damage.

Voice's Protection

Prerequisite: 9th level

With the words that are given to you, you can deny death. You can cast the *death ward* spell.

You can use this feature once, or twice when you reach 14th level in this class. You regain any expended uses when you finish a long rest.

Avatar Form Only. You become the envoy of the divine, and they grant you their protection as a result. A red silk ribbon decorated with golden threads hovers around your body. You have the *death ward* spell cast on you until its benefits take effect or until your avatar form ends.

Voice of Salvation

Prerequisite: 10th level

Your heavenly voice is music to the ears of the innocent; however, the sound of your chants fills the hearts of sinners with dread and sorrow. You can cast the *revivify* spell, requiring no material components. You can use this feature thrice. You regain any expended uses when you finish a long rest.

Avatar Form Only. Sinners may repent their evil ways after listening to the hymns you sing in Sacred Language, even if they don't understand it. An evil creature who listens to you sing in Sacred Language for 1 minute must succeed on a Wisdom saving throw, or be overwhelmed by the weight of its past sins. As a result, it suffers one level of exhaustion, which remains until it repents and gets redeemed (p. 119). If the sinner is not redeemed, only a *wish* spell can remove the effects of the Voice of Salvation. Even if it does not understand your hymns, an evil creature can understand that listening to the hymn for too long will harm it, and can try to escape or keep from hearing it.

Elemental Invective

Prerequisite: 10th level

Sacred Language contains the power of all creation, including that of the elements. You can change the damage type of your Sacred Language (Invective) feature to acid, cold, fire, lightning (one of your choice), before you use it.

Avatar Form Only. Your Sacred Language (Invective) feature ignores resistance to damage of the chosen type.

Words of Remedy

Prerequisite: 10th level

When you speak in Sacred Language, your voice soothes pain and cures injuries. As an action, you can choose a creature within 30 feet of you and speak to it. As a result, you can choose one of the following effects.

Sacred Word of Healing. A holy wave of healing energies washes over the creature, and it regains 2d10 hit points.

Sacred Word of Invigoration. As you speak, the target creature's body is filled with celestial power. The target's speed is doubled, and it gains an additional action on its next turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object actions.

Sacred Word of Restoration. Your words mend a broken body. You can end either one disease or one of the following conditions afflicting the target creature; blinded, deafened, paralyzed, or poisoned. In addition, the target's severed body parts are restored.

You can use these features up to a number of times equal to your proficiency bonus in total. You regain any expended uses when you finish a long rest.

Avatar Form Only. As a bonus action, you can choose one of the effects of this feature, and you are affected by it. Using the feature in this way does not count against its total number of usages.

Unmaking Invective

Prerequisite: 11th level

You can choose to deal force damage instead of thunder damage with your Sacred Language (Invective) feature.

Avatar Form Only. As an action, you can use your Sacred Language (Invective) feature on structures, unattended nonmagical objects, and creations of magical force (such as the *wall of force* spell). When you do so, the target is destroyed if it is Large or smaller. If the target is Huge or larger, this feature destroys a 10-foot-cube portion of it. The target or portion of it dematerialized when destroyed.

Wings of Wind

Prerequisite: Celestial Wings, 14th level

Your flying speed becomes 60 feet and you can hover.

Avatar Form Only. You can use a bonus action to take the Dash action.

Shattering Voice

Prerequisite: 14th level

When you hit a target with a ranged spell attack, the target's hit point maximum is reduced by an amount equal to half of the damage dealt.

Avatar Form Only. With one word in Sacred Language, you shatter the mind and soul of your enemies. As an action, you target a creature and speak a word. The target must make a Charisma saving throw. On a failure, the target takes 4d10 psychic damage, its hit point maximum is reduced by 10 (which lasts until the target finishes a long rest), it takes a -1d4 penalty to every roll for 1 hour, and if the target is a spellcaster, it has one spell slot removed from its highest available spell level. On a success, the target only takes 2d10 psychic damage. The penalty can be removed by the *remove curse* spell.

You can use this feature once every time you assume avatar form.

The Words of the Divine

Prerequisite: Echo of the Divine, 17th level

Avatar Form Only. Choose two of the following spells: *Holy Verdict: Retribution (p. 174), Holy Verdict: Vengeance (p. 174), Holy Verdict: Wrath (p. 174)*. You can cast the chosen spells requiring no material components. Once you cast one of the chosen spells in this way, you can't cast it again until you finish a long rest.

Holy Invocations

Prerequisite: 17th level

Avatar Form Only. Your words reach holy realms and the divine powers hear your call. When you use the Sacred Language (Prayer) feature, you grant divine protection to your allies with the holiest of invocations. For the duration of your prayer, your allies within 60 feet of you gain immunity to a damage type of your choosing instead of resistance. In

addition, the Sacred Language (Prayer) feature no longer requires concentration.

Order of Reason

Realms are filled with the enemies of holy temples, originating from different aspects of evil. They are armed in numerous ways, adapted to various uninhabitable places owing to their supernatural fortitude, and are taught how to desecrate the efforts of the good. It is the duty of the members of the Order of Reason to study such creatures and to strategize against them. They are the keepers of the temples' bestiaries and incredibly efficient leaders against the forces of evil.

When you become a member of the Order of Reason, you become proficient in one of the following skills of your choice: Arcana, History, Nature, Religion. Also, you learn a cantrip or gain a weapon proficiency of your choice.

Far Vision

You have proficiency in the Perception skill. You have advantage on Wisdom (Perception) checks that rely on sight.

Avatar Form Only. Your range is doubled while making ranged spell or weapon attacks.

Sense Vitality

As a bonus action, you can realize whether an attack you can make has the potential to kill a creature of your choice that you can see within 30 feet of you. To calculate the outcome, consider the hypothetical attack as a critical hit that deals the maximum damage.

Avatar Form Only. If you have realized that an attack you can make cannot kill your target, the attack deals an extra 1d4 damage. If the attack deals more than one damage type, you choose the damage type of the extra damage out of the types of damage dealt by the attack. When you reach certain levels in this class, this damage increases: at 7th level (1d6), 11th level (1d8), and 15th level (1d10).

Smell of Weakness

As an action, you choose a creature within 120 feet of you and reveal one of its weaknesses. In other words, you become aware of one vulnerability of the target. If the target has no vulnerabilities, you learn one damage type to which the target has no resistance or immunity. Otherwise, this feature has no effect. If the creature is immune to magic that allows other creatures to read its mind, discern its location, or to similar divination magic, it is also immune to this feature. Also, you cannot learn information about a creature whose challenge rating is higher than your levels in this class.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Avatar Form Only. Your spell and weapon attacks deal an extra 1d4 damage to targets whose weakness you learnt by this feature. If the attack deals more than one damage type, you choose the damage type of this extra damage out of the types of damage dealt by the attack. When you reach certain levels in this class, this damage increases: at 7th level (1d6), 11th level (1d8), and 15th level (1d10).

Protector of the Temple

Prerequisite: 4th level

You know very well who your greatest enemies are, and you are well-prepared for any possible conflict with them. Choose one of the following creature types when you take this feature: aberration, dragon, elemental, fey, fiend, or undead. You have advantage on your attack rolls against the chosen creature type.

Avatar Form Only. You can sense the exact location of the creatures of the chosen creature type within 60 feet of you.

Rise Above

Prerequisite: 5th level

Avatar Form Only. By the power vested in you by your gods, you sprout angelic wings. You have a flying speed of 40 feet and you can hover.

When you reach 10th level in this class, you gain the wings, and the flying speed, even if you do not assume avatar form.

Counter Unholy

Prerequisite: 6th level

You can use the powers granted by your deity to reject a heretic's spell. You can cast the *counterspell* spell as a 3rd level spell, requiring no material components.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Avatar Form Only. When a creature within 30 feet of you makes a saving throw against a spell or another magical effect, you can choose to grant advantage on the saving throw as a reaction.

Free Skies

Prerequisite: 6th level

While flying, you gain the benefits of the *freedom of movement* spell.

Incense Burner

Prerequisite: 6th level

As an action, you conjure a censer in your empty hand. Incense burns in it, releasing smoke with a scent of your choice, which reveals the footprints of creatures that passed through, and the handprints and fingerprints where creatures touched surfaces or objects within the last three days. The censer and the prints remain for 1 minute. Only you and two other creatures of your choice can see the prints. The smoke covers a 5-foot sphere, which moves with you, remaining centered on



you.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a short or long rest.

Avatar Form Only. By using the conjured censer, you can create one of the following effects of your choice;

Charm. As a bonus action, you speak a prayer and your censer releases a charming smoke that covers a 10-foot sphere centered on you. Each hostile creature within the area must succeed on a Wisdom saving throw or be charmed by you for up to 1 minute. You must use your bonus actions on your consecutive turns to keep the censer burning, otherwise the charmed creatures are no longer charmed by you.

Cover. As a reaction, you can send the smoke released by your censer to cover an ally within 30 feet of you. The ally has half cover until the start of your next turn.

Divine Burn. As a bonus action, you can choose a creature within 60 feet of you and make a spell attack against it using your Charisma modifier. On a hit, the target takes 2d8 plus your Charisma modifier (minimum 1) radiant damage.

Mark. As an action, you can surround a creature within 30 feet of you with the smoke. The smoke marks the creature and you can see its footprints, handprints and fingerprints where the creature touches for 1 day or until you use this feature again. You can only mark one creature at a time in this way.

Obelisk

Prerequisite: 6th level

As an action, you target a point within 60 feet of you and an obelisk of a height of up to 30 feet rises out of the ground. The obelisk is made of white marble with golden veins, has AC 20, 50 hit points, resistance to bludgeoning, piercing and slashing damage, and immunity to poison and psychic damage. Each hostile creature within 30 feet of the obelisk must succeed on a Wisdom saving throw or it cannot willingly move more than 30 feet away from the obelisk. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The obelisk remains for 1 minute, until you dismiss it (no action required) or until it is destroyed. You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

When you use this feature inside your domain, each affected creature's speed is reduced to 0.

Avatar Form Only. Your obelisk reaches its full potential, gaining another feature on top of the previous one. Creatures within 120 feet of the obelisk must succeed on a Wisdom saving throw or spend their movements trying to arrive at a space within 30 feet of the obelisk, in the fastest way possible. An affected creature can repeat the saving throw with disadvantage at the end of each of its turns, ending the effect on itself on a success.

Prepared

Prerequisite: Protector of the Temple, 9th level

Your studies against the forces of evil and the blessings of your deity allow you to be more cautious and effective against the enemies of your temple. You have advantage on saving throws and ability checks made against the creature type you chose for the Protector of the Temple feature. You are immune to being charmed, frightened, paralyzed, petrified, poisoned, and stunned by the chosen creature type.

You also choose one more creature type that is listed in the Protector of the Temple feature.

Avatar Form Only. As a bonus action, you can choose a creature within 30 feet of you. The target has the benefits explained above until the start of your next turn.

Excessive Divine Knowledge

Prerequisite: 10th level

If you are not proficient with the Religion skill, you gain proficiency in it. If you are already proficient, you have advantage on Intelligence (Religion) checks.

Avatar Form Only. You magically fill the heads of your enemies with divine knowledge that they cannot comprehend. You can choose a point within 60 feet of you and cause a sudden blue light to burst forth originating from it, momentarily shining upon creatures in a 30-foot radius. Each creature within radius must make a Wisdom saving throw. On a failed save, a creature is overwhelmed by the sacred information you pour into its soul, and it takes 8d6 psychic damage and is stunned until the end of its next turn. On a successful save, the damage is halved and the creature isn't stunned. Another paragon can understand the knowledge, and is thus unaffected by this feature. You can use this feature twice every time you assume avatar form, but if you use this feature a second time during a single avatar transformation, you start to lose your grip on reality, and you have disadvantage on Intelligence, Wisdom, and Charisma saving throws until you finish a long rest.

When you reach higher levels, your understanding of divinity expands. As a result, the damage increases to 10d6 when you reach 14th level in this class, and to 12d6 when you reach 19th level in this class.

Ethereal Steps

Prerequisite: 10th level

As a bonus action, you teleport to an unoccupied space that you can see within 30 feet of you. Starting at 13th level, you can teleport back to your domain. You can use this feature for a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Avatar Form Only. When you use the feature described above, you can choose to teleport up to eight willing creatures of your choice that you are touching, or a single object within 60 feet of you. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature. If you choose to teleport to your domain, its teleportation restriction does not apply in this case.

Domain Awareness

Prerequisite: 11th level

You have a golden eye-shaped piece of metal on your forehead. You are aware of the exact position of all creatures while they are in your domain if they are not magically concealed.

Avatar Form Only. You are aware of the exact position of all creatures while they are in your domain even if they are magically concealed.

Burst the Enemy

Prerequisite: Prepared, 14th level

You can choose one more creature type that is listed in the Protector of the Temple feature.

Avatar Form Only. As an action, you shed bright light in a 30-foot radius. All creatures of the type you chose for the Protector of the Temple feature within the area must make a Wisdom saving throw. On a failed save, a creature of challenge rating 3 or lower bursts into flames leaving nothing but ashes behind, and a creature of challenge rating 4 or higher takes 6d6 fire damage. On a successful save, a creature of challenge rating 3 or lower takes 6d6 fire damage, and a creature of challenge rating of 4 or higher takes half damage. This damage does not affect the items carried by the creatures.

Deny Escape

Prerequisite: 14th level

As an action, you choose one creature within 120 feet that you can see. The target must succeed on a Charisma saving throw, or its flying speed (if any) is reduced to 0 for 1 minute. You can use this feature for a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Avatar Form Only. A constant purple mist pours out from you, slightly filling the square you are in. As an action, you can expand the mist towards a creature within 30 feet of you. The target must succeed on a Charisma saving throw or it can't use any method of extradimensional movement, including teleportation, or travel to a different plane of existence. The target repeats its saving throw with disadvantage at the end of each of its turns, ending the effect on a success. You can affect one creature at a time in this way, using this feature. You can dismiss this effect (no action required).

Paralyzing Obelisk

Prerequisite: Obelisk, 15th level

Avatar Form Only. Your Obelisk feature grows stronger. Each hostile creature within 30 feet of the obelisk must succeed on a Wisdom saving throw or be paralyzed for 1d4 rounds. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success. Even after the effect ends, creatures who failed their saving throws still cannot willingly move more than 30 feet away from the obelisk.

Deny Heretic's Magic

Prerequisite: 17th level

Avatar Form Only. You condemn a heretic casting spells against the will of your deity. You point your finger at a target creature within 60 feet of you and a ray of divine power bursts out of it. The creature must succeed on a Dexterity saving throw or an *antimagic field* spell is cast on it. The spell doesn't require concentration and it lasts as long as you are in avatar form. You can use this feature once every time you assume avatar form.

Divine Verdict

Prerequisite: 17th level

Avatar Form Only. You can target a creature whose current hit points are lower than half of its hit point maximum and cast the *imprisonment* spell as an action instead of its normal casting time. However, casting the spell in this way requires so much effort that your avatar form ends when you cast it. Once you use this feature, you must finish a long rest to be able to assume avatar form again.

New Archetypes

This section includes dozens of archetypes fitting all the themes, concepts and ideas that Corpus Angelus presents. In the pages to come, you'll find many archetypes of angelic origins that concern certain gifts given to mortals by angels themselves. The talents here that are not directly bestowed upon mortals by the divine have been developed by mortals based on heavenly techniques, and are thus still of and related to the heavens.

Barbarian Paths

The barbarian paths presented in this section takes the rage of the barbarian as a means to an end for freedom, hope and the abolition of all evil. Channel holy fire on the Path of Celestial Fury to burn all evil to a crisp, throw yourself into the heart of all danger as you walk the Path of Self-Sacrifice, or bring the light of hope to the darkest corners of existence as you follow the Path of the Hopebringer.

Path of Celestial Fury



Also known as the Fury of Celestials, barbarians who walk this path are devoted to the forces of good and of heaven. These barbarians burn with holy fire when they rage, channeling celestial energies that can also create weapons of light.

Celestial Fury

When you choose this path at 3rd level, you learn how to channel your rage to become the embodiment of heaven's fury.

While raging, you can choose to deal an extra 1d4 radiant damage with your successful weapon attacks. If you are using a blessed weapon (for example p. 204), the extra damage is doubled.

This extra damage increases: at 8th level (1d6), and 14th level (1d8).

Reckless Angel

Beginning at 6th level, when you use your Reckless Attack, you become immune to being charmed and frightened until the end of your next turn.

Barbarians who have this feature also go by the title "Reckless Angel".

Furious Lion/Lioness in Flames

Beginning at 10th level, you burn with holy fire while raging. When an enemy comes within 5 feet of you for the first time or ends its turn there, it takes 1d4 radiant damage.

When you reach 14th level in this class, this extra damage increases to 1d8.

Barbarians who have this feature also go by the title "Furious Lion/Lioness".

Heaven's Fury

Beginning at 14th level, you can channel your celestial rage to invoke the faith that sets your allies' souls ablaze. As a bonus action while raging, you let out a war cry, a prayer of your own design and making, and call on your allies to join you in a righteous battle. Until your rage ends, the weapon attacks of your allies within 60 feet of you deal an extra 1d8 radiant damage on a hit.

Barbarians who have this feature also go by the title "Heaven's Fury".

Path of Self-Sacrifice

Life is an ancient power. Those who preserve it are called healers, and those who share it are the barbarians on the Path of Self-Sacrifice. When their allies get hurt in their presence, these barbarians focus their inner rage on the forces of vitality and learn to recover their health through their emotions. Their main purpose is to preserve life and to share it with others. They keep smiling even after they get hurt, so long as they can keep their friends from harm.

Essence of Life

Starting when you choose this path at 3rd level, your emotions flow through the essence of life around you, collecting this essence within you. When you rage, you can choose to gain temporary hit points equal to 1d4 + your Constitution modifier.

The temporary hit points gained by this feature increase to 1d6 + your Constitution modifier at 6th level, to 1d8 + your Constitution modifier at 12th level, to 1d12 + your Constitution modifier at 17th level.

Power of the Survivor

Starting at 6th level, your connection to the essence of life bolsters your body and flexes your muscles each time you attack. Each time you heal a creature while raging, your Rage Damage increases by 2 until your rage ends.



Share the Life Within

At 6th level, you gain the ability to share your vitality with the people around you. As a bonus action, you can touch a creature within 5 feet of you. The creature regains a number of hit points equal to half of your current hit points, and you take the same amount of necrotic damage. This damage cannot be lowered by any means. You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

You cannot use this feature to restore the hit points of a creature if you have one hit point or less, as your life force is barely enough to sustain yourself.

You can also sacrifice your life force to cleanse disease by using this feature. By dealing 10 necrotic damage to yourself, you can cast the *lesser restoration* spell, requiring no components. Once you use this feature to ward off disease, you must finish a long rest to use it in this way again.

Swift Rescue

At 10th level, you can react to prevent harm to others. When an ally within 15 feet of you takes damage, you can use your reaction to jump to take your ally's place, pushing the ally to the nearest unoccupied space within 5 feet of it. By doing so, you take the damage instead. If the ally is not willing, you must succeed on a Strength (Athletics) check contested by a Strength (Athletics) or a Dexterity (Acrobatics) check made by the ally.

Harm to Heal

At 14th level, you learn how to turn the pain of others into relief. When you take damage while raging, you can use your reaction to touch an ally within 5 feet of you and restore a number of its hit points equal to half of the damage you take.

Path of the Hopebringer

Most great forces, entities, and deities are prone to making mistakes, losing their standing in the process. In other words, everything can be defeated; everything but hope. When you walk the Path of the Hopebringer, mystical forces shrouded in and armed with hope assist you on your journeys as you keep hope alive and carry it in your heart to shine upon others. With your guidance, you and your allies always preserve the hope in your hearts and (eventually) prevail.

Persevere

When you arrive at a battlefield and initiate a fight, you rekindle the flame of hope within the hearts of your allies, reminding them that this fire shall persevere, even in the darkest of times.

Starting when you choose this path at 3rd level, your friends are filled with hope when fighting alongside you. When you roll for initiative, you and your allies within 30 feet of you gain temporary hit points equal to your barbarian level + your Charisma modifier until the combat ends.

Prevail

Beginning at 6th level, the forces acting through you bless the weapons you wield. Your weapon attacks deal an extra 1d6 radiant damage on a hit.



This extra damage die is considered to be part of your weapon damage die for the purposes of determining the extra damage for a critical hit.

Beacon of Hope

Starting at 10th level, your presence in the battlefield encourages your allies to stay strong; even in the face of the hardest of challenges. While you rage, your allies within 30 feet of you have advantage on saving throws.

You can also use this feature to reroll a failed saving throw and must use the new roll. Once you use this feature, you can't use it again until you finish a short or long rest.

Embodiment of Hope

At 14th level, you become the embodiment of hope. While you rage, you can use your bonus action to undergo fascinating transformations. Golden veins pop out all over your body, inscribing the story of your life in celestial. An angelic halo appears over your head, glowing white. This transformation lasts until your rage ends.

During this transformation, you gain the additional abilities outlined below.

- You shed white bright light in a 10-foot radius and dim light for an additional 10 feet.
- You and your allies within 30 feet of you gain temporary hit points from the Persevere feature as if you rolled again for initiative.
- The damage bonus in the Prevail feature increases to 2d6.
- Your allies within 120 feet of you regain 1 hit point at the start of each of your turns.
- You have advantage on your attack rolls and attacks against you are made with disadvantage.

Path of the Virtuous

When the most virtuous of all are in the midst of a life-changing near-death experience, they are presented with an offer by the forces of good; they can go to heaven, or they can start a new life with the sole purpose of protecting the innocent. The barbarians walking the Path of the Virtuous are those who choose the latter.

Greatness

You catch a glimpse of the afterlife while on the brink of death, and even that is enough. Now that you know what awaits at the end of all things, you are much more fervent in everything you do.

Starting when you choose this path at 3rd level, you can't be frightened while raging and the first successful weapon attack you make on your first turn counts as a critical hit.

At 10th level, any hit you score against a creature whose current hit points is equal to its hit point maximum is a critical hit.

Fortune's Favored

Even your reckless behavior caused by your bravery is not enough to put you in harm's way. You don't hesitate to act, and this gives you an edge in combat.

Starting at 6th level, the armor class you gain by your Unarmored Defense feature increases by 1. It increases by 2 at 10th, and by 3 at 14th level.



Expose the Coward

At 10th level, you gain the ability to reveal the position of cowardly enemies in hiding, and to bring them out into the open.

As a bonus action, you unleash a joyful battlecry that invites your enemies to face you in battle. Each creature within 30 feet of you that can hear you must succeed on a Wisdom saving throw (DC equal to 8 + your Proficiency bonus + your Charisma modifier) or the creature has disadvantage on Dexterity (Stealth) checks and gains no benefit from being invisible for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

The Power Within

Beginning at 14th level, your decisiveness enables you to land perfect blows without hesitation. When you miss with a weapon attack while raging, you can choose to hit instead. Once you use this feature, you can't use it again until you finish a short or long rest.

Bard Colleges

There are bards whose stories and songs aid the good in their eternal struggle; either by spreading the tales of heroes and their glory, or by providing them with divine power in battle. In archetypes such as the College of Hope, the College of Truth, and the Hymn Singer, you'll find bards that do both.

College of Hope

The College of Hope focuses on all the good that surrounds us, and its members believe that hope moves us forward in life. They perform in honor of the bright and happy days to come, as a gentle reminder of the beauty in life; for it is impossible to fully be aware of it at all times. Usually, the members of this college visit battlefields or places in crisis to lift the spirits of those within.

Hopeful Thoughts

When you join the college of hope at 3rd level, you gain proficiency in the Persuasion skill. If you are already proficient in Persuasion, your proficiency bonus is doubled for Charisma (Persuasion) checks.

Bardic Aspiration

Also at 3rd level, you learn to spread hope with your actions. When you cast a spell that has a single target or expend one use of your Bardic Inspiration to inspire others, you can choose to sow the seeds of hope in their souls. When you do so, the target gains the following features for a number of turns equal to your bard level:

- The target has advantage on saving throws against being frightened and charmed.
- When the target regains hit points, it regains an additional 1d4.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Ambitious Repertoire

Starting at 6th level, you expand your repertoire with different kinds of spells. You can cast the *beacon of hope, daylight,* or *light*



*at the end of the tunnel** spells without expending a spell slot and requiring no material components. Once you cast a spell in this way using this feature, you must finish a long rest to do so again.

A Song for Better Tomorrows

At 14th level, with your performance, you make your allies feel that there is hope for survival yet. As an action, you can sing the song "Better Tomorrows", and all friendly creatures in a 30-foot-radius area gain immunity to all damage until the end of your next turn.

Once you use this feature, you must finish a short or long rest to use it again.

College of Truth

If you were a sword, you'd cut; if you were an arrow, you'd pierce; and as a sharp mind, you know what others don't.

You are a bard in search of truth; regardless of the content or of the amount of peril you must face along the way. You are fascinated by the realm you live in, and want to uncover its secrets; may they all be unveiled before you.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Arcana, History, Investigation, or Religion.



Power of the Truth

At 3rd level, the secrets of the universe slowly but steadily begin to reveal themselves before you. When you perform or speak, you back your words with the power of truth. You know tales, legends, and facts that would inspire others greatly. When you expend one use of your Bardic Inspiration, the creature who rolls the Bardic Inspiration die also adds your Intelligence modifier to the result.

You also gain two more uses of Bardic Inspiration.

What is this, an Illusion?

At 6th level, your profound obsession with the truth enables you to fight illusions more effectively. You can cast the *dispel magic* spell requiring no material components, and you have advantage on the Charisma checks you make to dispel an illusion spell.

The Song of Truth

Starting at 14th level, your investigation of the truth bears fruit. You begin to understand the complex phenomena of life and death, the creation of the universe, the secrets of arcane and divine powers, and other equally profound concepts. In light of this knowledge you've gathered in the course of your adventures, you have written several songs.

As an action, you can expend one use of your Bardic Inspiration to sing one of the following songs.

Blueberries. You sing a psychedelic song about blueberries that is hard to comprehend. Your magical words harm the minds of your enemies. Hostile creatures within 30 feet of you that can hear you must make a Wisdom saving throw against your spell save DC. On a failure, a creature takes 6d8 psychic damage and is frightened for 1 minute. On a successful save, the damage is halved and the target is not frightened.

Song of Death. You sing a song about the morbid nature of death and the pain that awaits some in the afterlife. Choose one hostile creature within 60 feet of you that can hear you. If the creature falls unconscious within 1 minute, it counts as having failed one death saving throw. In addition, it has disadvantage on death saving throws for 1 hour.

Song of Faith. You sing a song about the peace of mind brought on by strong faith, and how the faithful are protected by the divine. Choose one ally within 60 feet of you that can hear you. Attacks against the chosen creature are made with disadvantage for 1 minute.

Song of Life. You sing a mellow song about the beauty of life. Choose one ally within 60 feet of you that can hear you. The chosen creature regains hit points equal to 4d6 + your Charisma modifier.

Song of Magic. You sing a song about a spellcaster who could

manipulate the arcane energies flowing through the universe. Choose one ally within 60 feet of you that can hear you. The creature's spell save DC increases by 1 for 1 minute.

Truth Unraveled

Starting at 14th level, as you begin to finally understand what truth is, mysteries start to unravel before you. You have truesight out to a range of 60 feet. Also, you cannot be charmed and frightened by means of magic. At 18th level, you become a master of reality and acquire the ability to cast the *wish* spell once per month.

Hymn Singer

Hymn Singers are trained to inspire their fellow zealots and convert enemies to join their side. Students of both religion and war, they use sacred hymns and religious legends to inspire their allies, to make them stand tall against their enemies in their faith, and to provide them with advantage in combat.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Performance, Persuasion, or Religion.

Sacred Hymns

At 3rd level, you learn how to inspire your allies and to convert your enemies by using sacred hymns. As an action, you can expend one use of your Bardic Inspiration to create one of the following effects.

Hymn of Hope. You choose up to two allies within 60 feet of you that can hear you. Chosen allies gain advantage on ability checks, attack rolls, or saving throws (one type of roll of their choice) for 5 rounds.

Hymn of the Believer. You choose a creature within 60 feet of you that can hear you. It must succeed on a Wisdom saving throw against your spell save DC or be charmed by you for 1 minute.

If it fails the saving throw by 5 or more, it becomes hostile toward its allies. In this case, it can repeat its saving throw at the end of each of its turns. Success transforms this special failure into a normal one.

Hymn of the Righteous. You choose up to two allies within 60 feet of you that can hear you. The chosen allies are covered in holy flames for 1 minute. As a bonus action, a chosen ally can make a ranged spell attack using Charisma as their spellcasting ability to shoot a creature within 15 feet of it with a radiant bolt of fire, dealing 1d6 radiant damage on a hit.

Sacred Secrets

At 6th level, you learn three additional spells of your choice from the cleric and paladin spell lists. The chosen spells must be of a level you can cast. The chosen spells count as bard spells for you, but they don't count against the number of spells you know.

Hymn Magic

Starting at 14th level, when you use your Countercharm feature, the creatures affected by it also have advantage on saving throws against spells. Additionally, the duration of your Countercharm feature increases to 1 minute, requiring concentration (as if concentrating on a spell).



CLERIC DOMAINS

The domains in this section represent the holiest of the holy; the purest of the pure. Here you'll find the Angel Caller who asks the angels for help and uses their powers, the Exorcist who wanders the realms to banish evil, the cleric of the Dawn Domain who lights the darkest corners of the universe, and the cleric of the Holy Virtues Domain who channels the power of angelic virtues.

ANGEL CALLER

Angel Callers are clerics who practice the art of channeling angels into their bodies. Instead of the domain powers, angel callers use the power of the angels of their deities.

Angel callers see themselves as the extensions of their deities among mortals. They use angelic powers to exterminate enemies, and angels use such clerics' bodies to display the might of the good. Religious authorities and philosophers thus interpret the art of angel-calling as an agreement between a mortal and an angel.

Becoming an angel caller is a hard path; it requires you to live according to your deity's tenets and respect the good. You should not forget that a divine being has permitted you to use the angelic powers you have, and they may not be so generous if you leave its path. If you stray from your path, your deity may demand that you atone for your sins to be able to use the powers of angel calling again. The GM decides whether your actions require atonement or not.

Although being an angel caller is difficult, the fellow followers of your deity highly respect you owing to your determination and unwavering faith.

Bonus Proficiencies

At 1st level, you gain proficiency in the Religion skill and with heavy armor.

Angel-Calling

Starting at 1st level, you learn how to channel angels and use their powers.

You call an angel as an action. To do so, you must expend a spell slot or several spell slots of which the total levels are equal to or higher than the challenge rating of the angel you want to call. You cannot call an angel whose challenge rating is higher than half of your cleric level (rounded up).

When you call an angel, your shape changes into an angel resembling your normal form for a number of rounds equal to your Wisdom modifier (a minimum of one round). The angel's weapon(s) appears in your hand, you may wear angelic clothes, and there can be other cosmetic changes to your appearance. If there is more than one attack option of the angel, you choose one.

For the duration, you can use the angel's chosen attack option (to-hit modifier and the damage); however, you do not deal extra damage if the attack deals any (such as the extra radiant damage dealt by the Blessed Weapon feature). Your other statistics stay the same. In addition, when you transform, you assume the angel's hit points and Hit Dice. When you revert to your normal form, you have the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

You can return to your normal form as another action, when you drop to 0 hit points, or when the duration ends.

When you learn the art of angel-calling, you become an angel caller.

Channel Divinity: Angelic Grace

Starting at 2nd level, you can use your Channel Divinity to heal your allies even if they are not within your touch range.

When you cast a spell that restores hit points, you can use your Channel Divinity to increase its range by 30 feet.



Adept Caller

Starting at 6th level, you gain a reputation as an Adept Caller.

When you use the Angel-Calling feature, you can choose to gain one resistance and one immunity that the angel you called has as well. Additionally, if the angel has flying speed, you also gain a flying speed of 30 feet.

Expert Caller

Starting at 8th level, you gain more renown and become an Expert Caller.

When you use the Angel-Calling feature, you start to deal the extra damage of the weapon attack you gain with the feature.

Master Caller

At 14th level, your fame spreads far and wide and you become a Master Caller.

When you use the Angel-Calling feature, you gain all the resistances and immunities of the angel, as well as one other action, bonus action, or reaction that the angel possesses.

Exorcist

Corruption can manifest itself in the most unexpected places and in the most unexpected forms. Demons, devils, ghosts, aberrations of unspeakable horrors; all wait until the faithful are at their weakest to strike, and to whisper their horrid lies in their ears. They reach for innocents at their most vulnerable and try to affect them, or even possess them while they would accept any help, or would close their eyes in the face of danger.

There are certain clerics who excel at banishing evil in all its forms, called Exorcists. They aim to prevent the spread of corruption, acting as the emissaries of the forces of good.

Exorcist Spells

Cleric Level	Spells
1st	*comprehend languages, detect evil and good*
3rd	*detect thoughts, silence*
5th	*glyph of warding, nondetection*
7th	*banishment, locate creature*
9th	*dispel evil and good, planar binding*

Exorcist

When you choose this domain at 1st level, you become an initiate and learn the techniques of exorcism (p. 121). From then on, you are known as an "Exorcist".

In addition, you become proficient in Arcana and Religion thanks to your training, and gain proficiency with heavy armor and martial weapons.

Disturb the Wicked

Starting at 1st level, you can disturb the evil and the wicked. Once on each of your turns, when you hit a creature with a spell or weapon attack, you can choose to deal an extra 1d4 radiant damage. If the creature is an aberration, fiend, a creature with the Incorporeal Movement trait, or a creature with the ability to possess others, the extra damage increases to 1d8.



This extra damage doubles when you reach 10th level in this class.

No Mercy for the Wicked

Starting at 2nd level, you can choose to harm your enemies while healing your allies. When you heal a creature with a spell, you can choose another creature within 30 feet of you that you can see, and send a surge of light to it. The second target must make a Wisdom saving throw. On a failed save, it takes radiant damage equal to the half of the hit points the first target regained. On a successful save, the damage is halved. If the second target is an aberration, fiend, a creature with the Incorporeal Movement trait, or a creature with the ability to possess others, the damage is doubled.

You can use this feature on spells of 4th level or lower.

Abjurant Exorcist

Starting at 6th level, you gain the ability to empower your attacks with magical effects. When you deal damage to an aberration, a celestial, an elemental, a fey, a fiend, a creature with the Incorperal Movement trait, or a creature with the ability to possess others, you can also choose to have it experience the effects of the *banishment* spell, without you having to cast it. The creature must be of a challenge rating equal to or lower than one fourth of your own level or challenge rating (rounded down).

You can use this feature a number of times equal to your Wisdom modifier (minimum of a +1 bonus). You regain any expended uses when you finish a long rest.

Possession Sense

Starting at 8th level, if there is a possessed creature within 30 feet of you, it must succeed on a Charisma saving throw against your spell save DC, or you realize that it is possessed.

Possession Denied

Beginning at 8th level, you start to emanate a 15-foot-radius aura that bolsters the minds of your allies. Each ally within the aura has a bonus to their saving throws against possession, being charmed and frightened, and mind-affecting spells and other magical effects. The bonus is equal to your Wisdom modifier (minimum of a +1 bonus).

Unbreakable Exorcist

At 17th level, you become immune to being charmed, frightened and possessed. You also gain immunity against mind-affecting spells and other magical effects as long as you are not willing to be affected.

Dawn Domain

Deities of dawn watch over the light of dawn, which is a symbol of hope, like the light at the end of a dark tunnel. According to these deities, dawn is one of the most fundamental and powerful concepts in the lives of mortals. To stand in the way of light, and to help darkness advance is thus unacceptable heresy. The deities of dawn are not the only ones that associate this idea of first light with goodness, as the interventions of good forces in history are generally depicted as a sun rising over darkness. These deities generally expect their followers to be the sentinels of light, standing tall against the darkness, banishing its minions.



Dawn Domain Spells

Cleric Level	Spells
1st	*bless, guiding bolt*
3rd	*continual flame, magic weapon*
5th	*beacon of hope, daylight*
7th	*banishment, death ward*
9th	*dispel evil and good, flame strike*

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor and the morningstar.

Carrier of the Light

At 1st level, you learn the *light* cantrip.

Additionally, when you cast *light*, you can choose a number of creatures within 30 feet of you and that you can see, up to your Wisdom modifier (minimum of one creature). The area of effect of the *light* spell cast by you becomes difficult terrain for the chosen creatures.

Once you use this feature, you must take a short or long rest to use it again.

Channel Divinity: Turn Darkness

Starting at 2nd level, you can use your Channel Divinity to banish darkness and its creatures.

As an action, you present your holy symbol and say a prayer summoning the light of dawn. The light fills a 30-foot radius, banishing all kinds of darkness. You can also choose a target within the radius. The chosen target either regains 2d6 hit points or takes 2d6 radiant damage (your choice).

Dawncaller

Starting at 6th level, your ability to channel dawnlight becomes more potent. The radiant damage dealt by your cleric spells and Channel Divinity options is imbued with dawnlight and ignores resistance to radiant damage.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Sentinel of the Dawn

Starting at 17th level, at the end of each long rest, you choose an ally within 30 feet of you that you can see. Until the end of your next long rest, you and the chosen ally can make an opportunity attack when an enemy moves within the area of effect of a *light* spell cast by you. The opportunity attack can be made with melee or ranged weapons if the enemy is within the reach or range.

Holy Virtues Domain



Self-sacrifice, honor, peace; and much more that form the foundation of universal goodness. These are holy virtues, and they come in many forms. They are some of the few things in the universe that can make kings and queens out of commoners, and their blinding light has the power to illuminate the darkest moments. The deities of these virtues watch over the virtuous, protecting and rewarding them for their deeds.

The clerics of holy virtues travel the land to spread good and to defeat evildoers. They are aware that they need the power of more than one virtue to reach their goals, and try to be the embodiment of them all. They also like to lead others by example.

Holy Virtues Domain Spells

Cleric Level	Spells
1st	*bless, heroism*
3rd	*gentle repose, warding bond*
5th	*dispel magic, healing ball*
7th	*radiant storm, personal heaven*
9th	*dispel evil and good, hallow*

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons and in the Religion skill.

Self-Sacrifice

Starting at 1st level, you can cast the *warding bond* spell without expending a spell slot. In addition, starting at 5th level, you do not require material components while casting the *warding bond* spell.

Once you cast this spell using this feature, you must finish a ong rest to do so again.

Channel Divinity: Blessing of the Virtuous

Starting at 2nd level, you can use your Channel Divinity to bless your allies. You raise your holy symbol and bless up to 3 creatures of your choice within 30 feet of you.

Blessed creatures gain the benefits of the *bless* spell, cast directly by your deity, which means the spell does not require concentration.

Holy Might

Starting at 6th level, when you deal radiant damage to a creature, it must succeed on a Wisdom saving throw or fall prone, being crushed under the might of your virtues.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.



The Honorable

At 8th level, if a creature has advantage on attack rolls against you, you have advantage on attack rolls against it as well.

Peace Bringer

Starting at 17th level, you carry the most sacred of all virtues in your heart; peace. With it, you can even calm the fury of battle.

As an action, you point your finger to a point within 60 feet of you. An area with a 15-foot radius centered on that point is blessed by your deity and is filled with peace for 1 minute. A creature that enters the area for the first time or ends its turn there must succeed on a Wisdom saving throw (DC equal to 5 + your spell save DC), or it cannot take any offensive actions (attacking with a weapon, casting a harmful spell, using a damage-dealing feature, casting spells targeting an enemy etc.) within the area.

If a creature attacks another creature in the area, it makes the saving throw. On a failed save, the attack fails. On a successful save, the attack is successful but the creature has resistance against the damage dealt by the attack.

DRUID CIRCLES

The druids here focus on the constructive powers of nature and seek to eliminate nature's enemies. While the Circle of Phoenix and the Circle of Unicorns draw power from the creature they're named after, the Circle of Heaven channels the puissance of angels.

CIRCLE OF HEAVEN

Druids of the Circle of Heaven find beauty in heavenly creations. They commune with celestials, good fey, and other good spirits, and call on them for aid. They see these creatures as the protectors of nature and of the living, and see themselves as these entities' reflections, acting in their place on earth.

The druids of this circle generally seek sacred groves and abandoned temples to tend to, and search for celestials and good fey to help them in their battle against evildoers.

Circle of Heaven Spells

Druid Level	Circle Spells
1st	*bane, bless*
3rd	*prayer of healing, warding bond*
5th	*bestow curse, spirit guardians*
7th	*death ward, guardian of faith*
9th	*commune, raise dead*

Tongue of Heaven

At 2nd level, you learn to speak Celestial. You can also communicate with celestials within 30 feet of you telepathically. The range of telepathy increases to 60 feet at 6th, 90 feet at 10th, and 120 feet at 14th level.



Celestial Spirit

Starting at 2nd level, you can use your action to summon a celestial spirit from heaven. The spirit can be an angel, an ancestor, a good fey, or a celestial beast.

The spirit is a Large celestial. Its AC is equal to 12 + your Wisdom modifier, and it has a number of hit points equal to half your hit point maximum, resistance to poison and radiant damage, and immunity to being petrified and poisoned. It has a base walking speed and flying speed of 30 feet. Its initiative bonus is equal to your spellcasting ability modifier. It makes a melee spell attack, which has 10 feet reach, uses your spell attack modifier, and deals 1d8 radiant damage on a hit.

The celestial spirit disappears when it drops to 0 hit points or when the feature ends. It is friendly to you and your companions for the duration. Roll initiative for the celestial spirit, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment (Neutral Good). If you don't issue any commands to the celestial spirit, it defends itself against hostile creatures but otherwise takes no actions.

The celestial spirit disappears after 1 minute or when it drops to 0 hit points.

Once you use this feature, you must finish a long rest to use it again.

Shepherd of Heaven

At 6th level, the damage dealt by the celestial spirit on a hit increases to 2d8 radiant damage.

Additionally, when you conjure a creature by spells or other magical effects such as the *conjure animals* spell, you can choose to conjure a *heavenly creature* (p. 255).

Heavenly Guardian of the Circle

Starting at 10th level, the celestial spirit you summon can cast the *protection from evil and good*, *sanctuary*, and *warding bond* spells.

When the celestial spirit casts one of these spells, it cannot cast the same spell until you summon the celestial spirit again.

Celestial Shapeshifting

At 14th level, you learn how to transform into a celestial by using your Wild Shape feature. The challenge rating of the celestial can be as high as your druid level divided by 5, rounded down.

Circle of Phoenix

Phoenixes are revered and deemed sacred by the druids of the Circle of Phoenix. They find the purity and the innocence of their rebirth by fire utterly amazing. These druids have a special bond with one another and they all try to live their lives in the way that these hallowed creatures do.

They safeguard their noble intentions, show grace to the innocent, and blow evil to smithereens with blazing flames. They mostly live in deserts, at the foot of mountains, or in jungles where they can (hopefully) encounter phoenixes from time to time.

Bonus Cantrip

When you choose this circle at 2nd level, you learn one additional evocation cantrip of your choice.

Flames Within

Starting at 2nd level, you can use your action to surround yourself with a cloak of flame that is harmless to your allies. When a hostile creature enters a 5-foot radius centered on you or ends its turn within, it is affected by the flames that surround you. Creatures in the area must succeed on a Dexterity saving throw against your spell save DC or take 1d4 fire damage.

In addition, your successful melee weapon attacks deal an extra 1d4 fire damage so long as you have the cloak on. The cloak disappears if you take 20 cold damage on a single hit, if you dismiss it (no action required), or after 1 minute.

You can use this feature a number of times equal to your Wisdom modifier. You regain any expended uses when you finish a long rest.

The bonus fire damage increases to 1d6 at 6th level, 2d4 at 10th level, and 2d6 at 14th level.

Circle Spells

Your spiritual connection with phoenixes makes you skilled in the magic of fire and rebirth. At 1st, 3rd, 5th, 7th, and 9th level you gain access to spells associated with these sacred creatures, as shown in the Circle of Phoenix Spells table.

Once you gain access to the spells of the circle of phoenix, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of Phoenix Spells

Druid Level	Circle Spells
1st	*burning hands, cure wounds*
3rd	*flaming sphere, scorching ray*
5th	*fireball, revivify*
7th	*fire shield, radiant storm**
9th	*greater restoration, reincarnate*

Regeneration of the Phoenix

Starting at 6th level, you internalize the regenerative properties of the phoenix. You regain 1 hit point at the start of each of your turns, provided that you have at least 1 hit point.

The amount of hit points regained in this way increases to 2 at 10th level.



Wild Shape: Lesser Phoenix

Starting at 10th level, you can use your Wild Shape feature to magically assume the shape of a lesser phoenix.

Lesser Phoenix

Large monstrosity, neutral good

Armor Class 15 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	10 (+0)	16 (+3)	11 (+0)

Damage Immunities fire

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 2 (450 XP)

Flaming Fortitude. If damage reduces the lesser phoenix to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken. On a success, the phoenix drops to 1 hit point instead.

ACTIONS

Multiattack. The lesser phoenix makes two melee weapon attacks; one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 3 (1d6) fire damage.

Resurrection of the Phoenix

Starting at 14th level, you have resistance to fire damage.

In addition, when you drop to 0 hit points, you can choose to burst into flames and turn to ashes. Each creature within 5 feet of you must make a Dexterity saving throw. On a failed save, a creature takes 4d4 fire damage. On a successful save, the damage is halved.

Then, you are reborn from your ashes. At the start of your next turn, you reappear in the last unoccupied space you were in with 7d8 hit points.

Once you use this feature, you must finish a long rest to use it again.

Circle of Unicorns

Whether they look for unicorns as they roam the wild, have spent their youth among them, or now try to protect them, the druids of the Circle of Unicorns share the beliefs and ideals that unicorns symbolize. The druids of the circle of unicorns prioritize healing and the protection of living things. They travel around the wild in search of creatures to whom they can offer their help.

Circle Spells

Your connection to nature and devotion to unicorns allow you to cast a variety of mostly harmless spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells as given below.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.



Circle of Unicorns Spells

Druid Level	Spells
3rd	*aid, prayer of healing*
5th	*mass healing word, revivify*
7th	*death ward, reflecting ward**
9th	*golden fog**, *mass cure wounds*

Horned Form

When you choose this circle at 2nd level, you gain the ability to assume a specific form, unique to the circle of unicorns. You can use your Wild Shape feature to transform into your horned form.

A unicorn horn protrudes from your forehead, your feet become hooves, your skin and hair change to colors of your choosing, and you start to glimmer.

While you are transformed, the following rules apply:

- Your speed increases by 10 feet.
- You can cast the *cure wounds* spell as if you use a spell slot of one level higher than the spell slot you expend.
- You have a shimmering ward on you. You have a +2 bonus to AC.
- You can use your bonus action to place a shimmering ward on a creature within 60 feet of you. The creature gains a +2 bonus to AC for 1 minute. When you place a shimmering ward on another creature, the first creature loses its shimmering ward. Starting at 10th level, you can place shimmering wards on multiple creatures.

Unicorn's Favor

Starting at 6th level, you have advantage on saving throws against spells and other magical effects.

Healing Seed

At 10th level, you gain the superior ability to place a seed of magic within the shimmering wards you provide. When a creature with your shimmering ward on them takes damage, every creature with a shimmering ward on them within 30 feet of the warded creature regains 1d4 hit points.

True Healing

Starting at 14th level, you are capable of fully recovering the health of a creature. As an action, choose a living creature within 60 feet of you. The target regains all lost hit points and all effects that reduce the target's hit point maximum end.

Once you use this feature, you must finish a long rest to use it again.

Martial Archetypes

As honorable, holy fighters, the Anointed Warrior uses prayers and sacred oils, and the Iron Bulwark is an unbreakable protector in the face of evil. The Glorious Combatant seeks triumph in battle and the Holy Knight is a warrior blessed by the divine.

Anointed Warrior

Anointed Warriors enhance their martial prowess using the divine powers of celestial prayers and sacred alchemical mixtures. Some alchemists and spiritual mystics can have the recipes of such mixtures and texts of prayer, and they may teach anointed warriors their methods of anointing. Whether you found them in the ruins of a lost temple, learned them from a mystic, or met a celestial in person, you studied the art of anointing yourself, your equipment, and your allies as an anointed warrior.



Battle Anointment

Beginning when you choose this archetype at 3rd level, you can anoint yourself before combat. As an action, you recite a short prayer and douse yourself in oils. When you do so, you gain one of the following benefits of your choice for 1 minute;

Angelic Body. You gain resistance to necrotic damage.

Eyes of Heaven. You gain the benefits of the *detect evil and good* or *see invisibility* spells (one of your choice).

Holy Might. You gain the benefits of the *enlarge/reduce* spell.

Holy Warrior. Your next use of Indomitable and Second Wind features within the duration does not work against the number of usages you have.

Once you use this feature, you must take a long rest to use it again. You can use this feature twice at 10th level, and thrice at 15th level.

Bonus Language

At 3rd level, you can speak, read, and write Celestial.

Anoint Weapon

Starting at 7th level, you can anoint your weapon. As an action, you douse your weapon in sacred oils or decorate it with papers that have prayers on them. When you do so, the weapon gains one of the following benefits of your choice for 1 minute;

Consecrated Weapon. Attacks against evil-aligned creatures are made with advantage while using this weapon.

Vengeance of Heaven. Successful attacks made with this weapon deal an extra 1d8 radiant damage. This damage increases to 2d8 at 10th level.

If another creature holds the weapon, the effects end.

Once you use this feature, you must take a short or long rest to use it again. You can use this feature twice at 10th level, and thrice at 15th level.

Holy Residue

At 10th level, your weapon attacks become magical and you gain resistance to necrotic damage owing to the divine residues of constant anointments. When you use the Angelic Body feature, you gain immunity to necrotic damage.

Anoint Other

Starting at 15th level, you can use the Battle Anointment and Anoint Weapon features on others within 5 feet of you and their weapons, just as you use them on yourself and your own weapons.

Anointed Commander

At 18th level, you learn one additional Battle Anointment. Choose one of the following options.

Divine Body. You gain resistance to one damage type of your choice.

Divine Might. You gain the benefits of the *might of the divine ruler* (p. 178) spell.

Eyes of the Divine. You gain truesight out to a range of 30 feet.

Glorious Combatant

All fighters are trained to fight, to wield weapons, and to show prowess. The distinctive quality of a Glorious Combatant is their will to act; unhindered even in the face of ineffable horror. For a glorious combatant, victory can only be achieved with zero casualties.

Antiphobia

At 3rd level, you learn to fight your fears even when you are unable to overcome them. While frightened, you can willingly move closer to the source of your fear. Additionally, spells and magical effects can't dictate your actions if they require you to be frightened.

Starting at 18th level, you are immune to being frightened.

Resolved Ally

Beginning at 3rd level, spells and magical effects can't force you to harm other creatures without your consent. If a spell or magical effect forces you to harm a creature, you take no action instead.

Starting at 18th level, you are also immune to being charmed.

Unwavering Defence

Starting at 3rd level, you can defend yourself effectively against weapon attacks. When you take damage from a weapon attack, you can use your reaction to roll a d6 and reduce the damage by the number rolled.

The die becomes d8 at 7th, d10 at 15th, d12 at 18th level.

Combat Stamina

With every strike you land, you sustain your will to fight.

Starting at 7th level, you gain a +2 bonus to your weapon damage and every time you deal damage to an opponent with a weapon attack, you regain 1 hit point. You can't benefit from this feature against a creature that is not fighting back.

At 13th level, you start to regain 2 hit points instead of 1. At 18th level, the weapon damage bonus increases to +4 and you start to regain 3 hit points instead of 2.

Will of the Fallen

Starting at 10th level, every fallen ally gives you the determination you need to defeat your enemies. When an ally that you can see or hear drops to 0 hit points for the first time during an encounter, you gain a +1 bonus to your weapon attack rolls and 10 temporary hit points for 1 minute. If more allies drop to 0 hit points during this time, you gain a +1 bonus to your weapon attack rolls for each of them, up to a maximum of +5.



Will and Glory

At 15th level, you learn to act in dire situations in ways you previously couldn't. When you are aware of a friendly creature being harmed by a hostile creature or being in need of immediate assistance in a possibly fatal situation, all spells and magical effects on you that restrict your movement end. The GM determines whether or not you can benefit from this feature.

Holy Knight

The realms are full of benevolent clerics, paladins, feys, celestials, and other creatures and organizations that have some relation to the forces of good. These creatures and organizations value different aspects of goodness and seek to protect their values as well as creatures, relics, and sacred places that represent these values.

These creatures, places, and relics are usually guarded by soldiers and specialists devoted to the ideas they represent. However, there are times when even their protection falls short. In such cases, blessed knights in golden armors answer their calls.

Such blessed warriors are called Holy Knights. These fighters with angelic powers are usually accompanied by celestial squires or steeds. Their indiscriminate approach earns the blessings of the people, which in turn empowers their arsenal, allowing their good deeds to grow greater.

Holy knights live by a code of conduct, in which every good value is of equal importance. They have the sacred duty of helping anyone and anything, so long as they harbor goodness within. As long as they don't stray from their code, a holy knight is free to do as they wish. While some find their calling with clergies, serving the holy people of a sacred place, others travel the world in search of more people to assist.

Becoming a Holy Knight

A fighter can become a holy knight in several ways including but not limited to:

- A powerful cleric, paladin, or paragon can grant the fighter sacred powers through a blessed ritual.
- The fighter can be exposed to radiant energies in a location having to do with celestials.
- The fighter can find a relic that somehow instructs them on the path of the holy knight, and shows them how to perform the necessary rituals.

It should be kept in mind that the options listed above are meant to act as suggestions to inspire both

the players and the GM. Feel free to find other ways to transform a character into a holy knight in order to spice up your game, drawing from the above.

Blessed by the Masses

The quality of their armor and weapons is what usually gives a combatant an edge, but the winner is determined by the valor in the hearts of the individuals. In the case of holy knights, their quality of character determines the quality of their equipment. They grow in power through their good deeds and the gratitude they receive in return, each of which empowers their arsenal.

Starting at 3rd level, the blessings you receive empower your equipment. When you wield a nonmagical weapon or finish donning nonmagical armor for the first time, choose a bonus to grant your equipment. If you doff your armor or stop holding your weapon, the bonuses granted by this feature are lost.

Each time you gain archetype features from this archetype, two more bonuses will be available to you as described at the end of each feature. You can apply only one bonus to each piece of equipment.



Blessed Armor. You have advantage on Charisma (Persuasion) checks.

Blessed Weapon. This weapon sheds bright light in a 10-foot radius while there is an evil creature within 90 feet of you.

Sacred Steed

At 3rd level, good forces award you with a mighty steed. This mount is usually a celestial warhorse (p. 235), however, your GM can choose to appoint a different celestial as a mount as well.

As an action, you can magically summon your mount or send it back to its regular dwelling place, which is somewhere in the lands of life and illumination. When summoned, it appears in an unoccupied space within 5 feet of you, or in the unoccupied space closest to you if there is none within 5 feet. Each time the mount is summoned, it appears with full health, no conditions affecting it, and any gear it was carrying when it was last sent back to its dwelling.

The celestial warhorse disappears when it dies or when you dismiss it, dropping any equipment it was carrying. As an action, you can summon it again.

Riding Outfit. You have advantage on Dexterity saving throws while riding a mount.

Flexible Weapons. You have advantage on attack rolls made with this weapon while riding a mount.

Celestial Squire

Starting at 7th level, you can conduct a 1-hour long ritual to summon and bond with a willing celestial squire (p. 234). You can have only one squire at a time and it tries to fulfill the commands you issue to it, as long as they are morally acceptable. If your command is not morally acceptable, the squire will tell you so.

As an action, you can magically summon your celestial squire or send it back to its home in the lands of life and illumination. When summoned, it appears in an unoccupied space within 5 feet of you, or in the unoccupied space that is closest to you if there is none within 5 feet. Each time the squire is summoned, it appears with full health and any gear it was carrying when it was last sent back.

When the celestial squire dies, it disappears and journeys back to its home for its eternal rest and drops any equipment it was carrying. In this case, you need to summon and bond with a new squire.

You can summon a celestial squire of challenge rating 1 at 7th level, challenge rating 2 at 11th level, challenge rating 3 at 13th level, and challenge rating 4 at 15th level.

Radiant Armor. The armor shines bright like a beacon. While

wearing the armor, melee attacks against you are made with disadvantage, and ranged attacks against you are made with advantage.

Radiant Weapon. When you hit with this weapon, it deals an extra 1d4 radiant damage.

Virtuous Stand

Starting at 10th level, you can shield your allies by expelling great amounts of the magical energy flowing through you as a result of the many blessings you received from those you helped.

If you are aware that you or your allies will be harmed, you can use your reaction to get in the way, expelling inordinate amounts of magical energy. If you do so, attacks and spells coming from the direction you are facing can't reach a 15-foot cone originating from your back. You can continue to expel this magical energy for up to 1 minute, unless you take an action or reaction or use your movement.

Once you use this feature, you must finish a short or long rest to do so again.

Flawless Armor. You have a +1 bonus to your AC.

Flawless Weapon. You have a +1 bonus to your attack and damage rolls made with this weapon.

Temple Wayshrine

At 15th level, temples start to grant you access for your teleportation rituals. When you come across a temple (with at least one enclosed space with an altar and an attendee) that shares in your values, you can spend 3000 gp worth of gold dust and perform an hour-long ritual to designate the temple as a wayshrine. Once you have designated a temple as a wayshrine, you can teleport to it by performing an hour-long ritual as long as you are in the same plane of existence.

You can designate a wayshrine once per week and you can have more than one wayshrine. Once you use this feature to teleport to a wayshrine, you need to finish a long rest to do so again.

Angelic Armor. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks while wearing the armor.

Angelic Weapon. The extra radiant damage dealt by the Radiant Weapon feature increases to 2d4.

Revelation

Starting from 18th level, you can reveal the true evil hiding behind pretty masks. As an action, you choose a creature within 120 feet of you that you can see and mark it for 1 minute. Any illusions affecting the marked creature end and its true form can be seen by anyone, as if everyone looking at it had truesight. In addition, any weakness possessed by the marked creature is revealed to all who can see it. The weakness is determined by the GM, and can be related to anything ranging from an emotion to a person or a memory.

Once you use this feature to reveal a weakness, you must finish a short or long rest to do so again.

Divine Armor. You have a +2 bonus to your AC.

Divine Weapon. You have a +2 bonus to your attack and damage rolls made with this weapon.

Iron Bulwark



Not everyone can become a paladin, a holy warrior, or a sacred messenger for the divine; not everyone possesses the spiritual capabilities of such blessed people. However, the most devout among the regular folk can still commit their lives and bodies to the service of a good temple.

There is a martial style known only to temples that prioritize protection, companionship and artisanship; one that's not even taught to paladins, only shown to the most devout fighters. The first prerequisite of learning this style is to selflessly serve your deity, without wanting a single thing in return.

The Bulwark

All things aside, you are an artisan. You may not know how to forge an armor from start to finish, but you know how to make small adjustments to armor, to make it fit you perfectly. Keep in mind that these small changes are what gives one an advantage in battle.

Starting at 3rd level, you can spend a short rest to make small changes to heavy armor, and have a +1 bonus to your AC while wearing it. This bonus increases to +2 at 10th level, and to +3 at 18th level.

The Mountain

By 7th level, you are able to stand still against seemingly unstoppable forces as a result of your long, strenuous efforts. Owing to this discipline, you are immovable by ordinary means.

Starting at 7th level, you can't be pulled, pushed, shoved, knocked prone, dragged, or carried by another creature (unless you are willing) so long as the creature is not two or more size categories larger than you.

Forceful Confrontation

At 10th level, you have complete mastery over heavy melee weapons. When you hit with a melee weapon attack using a heavy weapon, the target must succeed on a Strength saving

throw (DC equal to 8 + your Proficiency + your Strength modifier) or be knocked prone.

Wall of Metal

Your posture and stance enable you to protect your allies from incoming harm. While standing in harm's way, being aware of the consequences is nearly impossible to more feeble minds, but your unwavering code of honor allows you to do so without regret.

Beginning at 15th level, you can provide total cover to allies of the same size category or smaller.

Devastating Strike

You trained for many years to adjust your posture, to stay still against immense forces, to show resistance against the hardest challenges, and to master your equipment. And all this training was to learn one technique that can defeat the mightiest of them all.



At 18th level, you master the technique of your martial path. As an action, you can use this feature to make a single melee weapon attack with a heavy weapon. If the attack hits, the target takes 110 damage of the weapon's damage type. This damage ignores the target's resistances, but not its immunities. When you use this feature, you can't take a bonus action or a reaction until the start of your next turn, and you can't use it again until you finish a long rest.

Monk Traditions

The monks in these pages seek heavenly enlightenment. On the Way of Angels, one trains with angelic discipline; while on the Way of Cardinal virtues one becomes the embodiment of the virtues they represent. The Way of Pilgrimage concerns endurance required for a life on the road.

Way of Angels

Although an angel fighting is a rare sight to behold, it's not unheard of. The masters of various monastic traditions that witnessed such scenes retrain themselves in the search of heavenly perfection. They experiment with their styles to find the most efficient and elegant moves, and by doing so, they try to resemble angels.

One follows the Way of Angels to unlock the heavenly ki that resides in every mortal soul. Of all monk traditions, the way of angels may require the most discipline.

Golden Rings

Starting when you choose this tradition at 3rd level, you can materialize your ki in the form of large golden rings. As a bonus action, you can spend ki points to create golden rings on your wrist. You can spend 1 ki point to create a golden ring on each wrist. At 11th level, you can spend up to 2 ki points to create up to two golden rings on each wrist. At 20th level, you can spend up to 3 ki points to create up to three golden rings on each wrist. The rings disappear after 1 minute.

While you have a golden ring on your wrist, your successful unarmed attacks or your attacks made with monk weapons deal 1 extra radiant damage. In addition, on each hit, the extra radiant damage is doubled until the start of your next turn. For example, if you make four unarmed attacks against a creature and three of them are successful, your first successful attack deals 1 extra radiant damage, your second successful attack deals 2 extra radiant damage, and your third successful attack deals 4 extra radiant damage.

While you have two rings on each wrist, the extra damage increases to 2. While you have three rings on each wrist, the extra damage increases to 3.

Ki Treatment

Beginning at 6th level, whenever you spend ki points, you regain 3 hit points per ki point spent.

Superior Deflect

Starting at 11th level, you can use your reaction to deflect harm when you are hit by a melee weapon attack or a spell attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.

Heavenly Ki

Absolute control over your ki enables you to unlock the secrets of heavenly ki, which sustains, protects, and empowers you.

Starting at 17th level, you no longer need to breathe to stay alive and you can't die of old age. In addition, you can use the following benefits. The limitations to the durations of the following features are determined by those in the Golden Rings feature.

Blessing of the Heavenly Ki. As an action, you can spend (at least) 2 ki points to share (at least) two of your golden rings (one from each arm) with an ally of your choice within 100 feet of you. When you do, the golden rings disappear from your wrists and reappear on those of your ally. You can choose to share your golden rings with multiple allies by spending additional ki points. Every ally with two golden rings gains 20 temporary hit points and a +1 bonus to AC. Every ally that has a golden ring deals an extra 1 radiant damage with melee weapon attacks (the additional damage is doubled in the same way as in the Golden Rings feature). You cannot give more than two rings to the same ally within the duration.

While you are using your golden rings in this way, you can't benefit from their damage bonus. You can call back any number of rings (in multiples of two) as a bonus action.

Golden Celestial Gardens of Heavenly Legion. As a bonus action, you can spend 2 ki points to take two golden rings off your wrist and place them on the ground, completely covering a 15-foot radius with gold. Silver and golden flowers bloom in the area, and the smell of heavenly incense fills the air. You can spend 2 additional ki points to place two more golden rings on the ground, and the radius of the area increases by 10 feet per every two golden rings taken off. The allies in the area gain the resistances and immunities you have. While in the area you can also use your action to expend 1 to 10 ki points, and have an ally of your choice that is also within the area regain 1d10 hit points per ki points spent.

While you are using your golden rings in this way, you can't benefit from their damage bonus. You can call back any number of rings (in multiples of two) as a bonus action.

Wall of Golden Rings. As a bonus action, you can throw two golden rings, one from each wrist, at two different unoccupied spaces in a 60-foot radius by expending 2 ki points. These golden rings form 30-foot-high radiant force walls with all other golden rings within 10 feet of them.

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by the *dispel magic* spell. A *disintegrate* spell instantly destroys the wall and the golden rings return to you. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

While you are using your golden rings in this way, you can't benefit from their damage bonus. You can call back any number of rings (in multiples of two) as a bonus action.



Way of Cardinal Virtues

Every devoted creature wants to follow the same path as the divinity they worship and to be their likeness among mortals. Those who seek to follow paths of righteousness usually find common ground in some sacred cardinal virtues. As a monk trains to become a fighter for all that is good, these cardinal virtues act as a guide. In time, these virtues not only become their lifestyle, but also line the path they are to walk. The Way of Cardinal Virtues represents the very best in all monks and through these virtues, a monk becomes their best version.

Fists of Justice

When you choose this way at 3rd level, you realize that justice is the most important virtue separating good from evil. You fuel your soul with righteous thoughts and fill your attacks with the just power of the divine. While attacking evil-aligned creatures, you can choose to deal radiant damage instead of the type normally dealt by the attack.



In addition, at 11th level, you can spend 5 ki points to pass judgment on a creature until the end of your next turn. When you do so, your allies within 30 feet of you can deal radiant damage to the creature being judged by you.

Mortal Fortitude

Starting at 6th level, you begin to see that your resilience allows you to be a shining example of how nothing can bring the righteous down. When you are hit with an attack, you can use your reaction to spend 3 ki points and reduce the damage you take by 1d6. At 10th level, you can spend 5 ki points to reduce the damage you take by 2d6 and at 14th level, you can spend 7 ki points to reduce the damage you take by 3d6.

Prudent Fighting

Starting at 11th level, you are a master of when and how to act in combat. When a creature within your reach attacks you, you can use your reaction to make a melee attack against the attacker. If you hit, you hit the attacker before it can hit you and stop the attack, taking no damage.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Full Temperance

At 17th level, you gain full control over your body and your mind. Thus, your soul and body can't be tampered with unless you allow them to be. Your vitality endures against any magic that consumes and rots your life essence. You are immune to any necromancy spell unless you are willing.

In addition, you spend one less ki point for all the features that require you to spend ki points. This feature doesn't apply to those that require 1 ki point.

Way of the Pilgrims

You are a pilgrim monk. You are among the most committed people to ever walk the earth.

A sacred search. Yours is a life dedicated to a sacred search. Whether you seek holy grounds, an ancient statue, or a field kept sacred by your ancestors, what you are really after is a sense of inner peace.

You must determine what you are searching for. It might be a place, a landmark, or even a concept such as justice or love. Discuss it with your GM to decide on what would best suit the campaign and your character.

A sacred oath. You are a pilgrim in search of something most important, most valuable, and most sacred to you. You thus hold yourself up to an oath you've made yourself take; you shall find what you're looking for or perish on the way.

The Traveler

When you choose this archetype at 3rd level, you commit your life to finding what you seek, and to wander where you may until you do. Your body thus adapts to the harshest of conditions. You gain proficiency in Constitution saving throws.

You can also choose to have advantage on a Constitution check. You can use this feature thrice, and regain any expended uses when you finish a long rest.

Sanctified Body

Starting at 3rd level, your holy pilgrimage is blessed by the divine. When you hit a creature using the Flurry of Blows feature, you can spend 1 additional ki point to deafen or blind the target. The target is deafened or blinded (one of your choice) until the end of its next turn.



In addition, if both attacks of the Flurry of Blows hit, the target must succeed on a Constitution saving throw against your ki save DC or be stunned until the end of its next turn.

Aura of the Blessed

Starting at 6th level, you emanate an invisible holy aura in a 30-foot radius centered on you. Your aura provides your allies with relief. The aura can be detected by the Divine Sense feature, the *detect evil and good* spell, and truesight.

Your allies have advantage on saving throws against being charmed and frightened.

Aura of the Anointed

Starting at 11th level, your Aura of the Blessed grows in strength.

Any spell or magical effect that heals an ally is more effective within your aura, which allows your allies to regain a number of extra hit points equal to your Wisdom modifier.

In addition, you and your allies within the aura have advantage on saving throws against spells and other magical effects.

Aura of the Pilgrim

When you reach 17th level, unless you take a hostile action against a target, you emanate a holy aura that keeps the creatures within 30 feet of you calm. If you take a hostile action, the aura disappears, and reappears at the start of your next turn.

Each creature within the aura must make a Wisdom saving throw (DC equals 8 + your Monk level) before attacking or casting a harmful spell. On a failed save, creatures cannot attack. On a successful save, they can attack normally.

Paladin Oaths

Paladins of this book are direct representatives of heavenly entities, their temples, or their religions. They are equipped with angelic might and act on behalf of their deities. The Oath of Righteousness pursues a righteous campaign against evil, a Templar is the protector of the temple and provides unmatched support to their allies, and a Zealot is the enemy of all who oppose their deity.

Oath of Righteousness

The Oath of Righteousness binds a paladin to honor, justice, order, and all other concepts encompassed by righteousness. They pursue the greater good. They are knights who help those in need and the enemies of all that is dishonorable. They worship the good gods of honor, justice, and law. They have no fear in the face of injustice, even if that means they have to fight the entire world.

Tenets of Righteousness

Paladins that take the Oath of Righteousness may follow different ideals, but they all share the following tenets.



Passion. Never let your enemies take away your zeal. Always go after what you think is right.

Patience. Don't act in anger. Think before you act.

Truth. Always seek the truth, even if it is to your detriment.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Righteousness Spells

Paladin Level	Spells
3rd	*command, compelled duel*
5th	*warding bond, zone of truth*
9th	*dispel magic, tongues*
13th	*banishment, enhance perception**
17th	*geas, sinner's mark**

Channel Divinity

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

Ally of the Righteous. As an action, you present your holy symbol and speak a prayer. A number of allies of your choice up to your Charisma modifier (minimum of one ally) within 30 feet of you regains 1d8 hit points.

When you reach 10th level in this class, the amount of hit points regained in this way increases to 2d8.

Righteous Fire. As an action, you can imbue a number of weapons up to your Charisma modifier (minimum of one weapon) that you or your allies within 30 feet of you are wielding, with the fire of righteousness. Until the end of your and your allies' next turn, these weapons deal an extra 1d4 fire damage on a hit.

When you reach 10th level in this class, the extra fire damage increases to 1d8.

Aura of the Righteous

Starting at 7th level, you and your allies within 10 feet of you deal extra fire or radiant damage (one of your choice) equal to your Charisma modifier (minimum of one damage) on successful weapon attacks, and have advantage on Wisdom (Insight) and Charisma (Persuasion) checks.

Enemy of all Dishonorable

Beginning at 15th level, you have a +2 bonus to your weapon attack rolls.

You can also use an action to make a single weapon attack using this feature, forfeiting the additional attacks you can make with a bonus action and the Extra Attack feature. When you do so, you cannot have disadvantage on the attack roll, and on a hit, the target cannot take reactions until the start of its next turn.

Might of the Righteous

At 20th level, you can cast the *might of the divine ruler* (p. 178) spell without expending a spell slot and requiring no spell components.

You always have this spell prepared, and it doesn't count against the number of spells you can prepare each day. Also, each time you cast this spell, you regain 20 hit points.

Once you use this feature, you must finish a long rest to use it again.

Templar

The templar is a paladin educated by the temple of their deity. They are temple knights who act according to the dogmas of their temple and who carry their holy symbol with pride wherever they go. Templars are trained to withstand any foe, and to help their allies in any way they can without an ounce of fear in their hearts. Their presence comforts allies and makes enemies stagger.

Tenets of Templar

Though the disciplines and dogmas of different temples vary, templars generally share these tenets.

Faith. Be faithful, for your faith is your shield.

Loyalty. Be loyal, for the temple and your allies are your weapons.

Unwavering. Do not fear, for you have the divine on your side.

Templar and the Temple

Since a templar is trained by a temple, GMs would be advised to have a templar receive quests from the temple, even after they leave the temple to wander where they may. In addition, creating NPCs you know from the temple by working with the GM can add extra flavor to your game.

It should also be kept in mind that templars are respected members of their temple, and are usually offered help or shelter by other members of the same temple.

Temples generally provide their templars with special tokens such as badges, holy texts, ritual swords, or other items of the same sort. Carrying and presenting them can prove that you are a templar.

Oath Spells

You gain oath spells at the paladin levels listed.

Templar Spells

Paladin Level	Spells
3rd	*bless, guiding bolt*
5th	*silence, zone of truth*
9th	*daylight, spirit guardians*
13th	*divination, guardian of faith*
17th	*commune, hallow*



Channel Divinity

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

Hand of Temple. As an action, you present your holy symbol and shed bright light in a 30-foot radius. Up to five allies of your choice in the area regain 1 hit point at the end of each of their turns for 1 minute.

Will of Temple. As an action, you present your holy symbol and shed bright light in a 30-foot radius. Each ally in the area can repeat one saving throw of their choice within the next minute. The saving throw must be repeated before the GM declares the result of the first roll.

Aura of Temple

Starting at 7th level, you constantly emanate a protective aura that mirrors the divine might of your temple. The damage taken by you and friendly creatures within 10 feet of you from spell and weapon attacks is reduced by 2.

At 18th level, the range of this aura increases to 30 feet, and the reduction of damage increases to 4.

Temple's Favorite Soul

Beginning at 15th level, you are always under the effects of a *heroism* spell. The spell grants you 7 temporary hit points at the start of each of your turns. The number of temporary hit points you gain in this way does not change, as the spell is directly cast by divine forces.

High Templar

At 20th level, you become one of the most well-known individuals of your temple. Your temple grants you the highest-ranking title possible: High Templar. Now, others can undoubtedly sense the presence of your deity within you. You shed bright light in a 10-foot radius, and dim light for an additional 10 feet. If you completely cover yourself with something opaque, the light is blocked.

Additionally, you can use your action to emanate a divine aura of a 30-foot radius centered on you for 1 minute. The aura moves with you, remaining centered on you. An enemy within the aura takes a -4 penalty to its ability checks, attack rolls, and saving throws.

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

Zealot

The Zealot is both a paladin and a master orator, trained in religious teachings, as well as in the arts of battle. However, their most prominent feature is their unwavering faith. They follow the teachings of their religion and strictly adhere to them, no matter who stands in their way. Heretics and infidels are their mortal enemies. A Zealot's presence is proof of the might of their deity and a good reason to feel fear.

Tenets of Zealot

Although the religious teachings of different deities vary, zealots share the following tenets:

Divine Might. Your deity will always have enemies, and you shall always be prepared to do battle with them.

God's Kingdom. You will rule god's kingdom with wisdom and strength.

True Path. Your path is true, and all who defy it are infidels.

Oath Spells

You gain oath spells at the paladin levels listed below:

Zealot Spells

Paladin Level	Spells
3rd	*bane, detect magic*
5th	*flame blade, pass without trace*
9th	*bestow curse, protection from energy*
13th	*confusion, freedom of movement*
17th	*hallow, planar binding*

Dedicated Faithful

Nothing shall stand between you and your faith.

Starting at 3rd level, your deity bestows a portion of its divine power upon you. You gain a pool of points called Faith Points, and it is equal to your paladin level plus your proficiency bonus.

You can use faith points to cast spells or to use paladin class features that require you to expend spell slots (such as Divine Smite). The number of faith points required to do so is equal to twice the level of the spell slot.

You regain all expended faith points when you finish a long rest.

Channel Divinity

Others shall heed your call or perish.

When you become a zealot at 3rd level, you gain the following two Channel Divinity options:

Call of the Zealot. By using this option, you can incite fear, hope, or rage within people.

As an action, you quote the teachings of your deity and incite fear, hope, or rage within your audience. Choose a number of creatures equal to your Charisma modifier (minimum of one creature) that can hear you, within 30 feet of you. The targets are charmed, frightened, affected by the *bless* spell, or affected by the *bane* spell (one of your choice). If a target is unwilling, it can resist the effect with a successful Charisma saving throw. These spells do not require concentration when they are cast using this feature.



At 10th level, the range and the number of creatures you can target with this feature are doubled.

Turn the Heretic. As an action, you present your holy symbol and speak a prayer. Each enemy that does not worship your deity that can see or hear you within 30 feet of you must make a Wisdom saving throw. A creature that fails its saving throw is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect preventing it from moving. If there's nowhere to move, the creature can use the Dodge action.

Eyes of the Faithful

Nothing shall escape your eyes.

Starting at 7th level, when you or a friendly creature within 10 feet of you hits a creature with a weapon attack, the target sheds bright light in a 10-foot radius, melee weapon attacks against it are made with advantage, it becomes visible and cannot benefit from being invisible, and it automatically fails Dexterity (Stealth) checks until the end of its next turn. You choose the color of the light. Both you and friendly creatures can choose not to use this feature.

Will of the Zealot

None shall turn you from your path.

Beginning at 15th level, you have advantage on saving throws against enchantment and illusion spells.

Shadow of the Divine

You shall turn terrible defeats into the greatest victories.

Starting at 20th level, you can reroll an ability check, attack roll, damage roll, or saving throw. You can do so after you make the roll and after the GM declares the result. You can choose which roll to use.

Also, when a creature with truesight looks at you, it sees one of the humongous ethereal hands of your deity reaching out from the sky to protect and guide you.

You can use this feature a number of times equal to your Charisma modifier (minimum of twice). You regain any expended uses when you finish a long rest.

Ranger Conclaves

The rangers in this book, quite simply, hunt evil. An Evil Slayer learns about their enemies, studies their powers and weaknesses, and develops effective methods of defeating them. A Holy Messenger acts as a divine emissary, delivering the words of deities to mortals. A Keeper of Light is chosen by light itself as a companion, and together, they develop new ways of fighting evil.

Evil Slayer

You are a zealous hunter of evil masters and their minions. An Evil Slayer searches for all kinds of evil and excels at both drawing them out and slaying them. Evil slayers are destined to become the heroes of glorious legends, even if some of them are crushed beneath the feet of evil and are forgotten in the dusty pages of history.



Sense Evil

Beginning when you choose this archetype at 3rd level, you become more sensitive to the presence of evil near you. You can use your action to sense if there is any evil-aligned creature within 60 feet of you. However, you cannot sense its exact distance, direction, or the number of companions it may have with it.

Starting at 11th level, you can use this feature to pinpoint evil creatures within 60 feet of you.

Once you use this feature, you must finish a short or long rest to use it again.

Slay Evil

Starting at 3rd level, you can benefit from the slightest of opportunities to strike your enemies. When an evil creature within your reach misses you with an attack, you can use your reaction to make a melee weapon attack as an opportunity attack.

Know Thy Enemy

Also starting at 3rd level, you are able to categorize the enemies you encounter and jot down their strengths and weaknesses. In time, you gain the ability to do research about your potential enemies, learning about their methods and preparing accordingly in advance (by crafting special mixtures, buying specific spell scrolls etc.).

Each time you gain a level in this class, you add an enemy to your list, called the List of Righteous Hunt. These enemies should be specific such as the cultists of a demon lord, the minions of a lich, or the thralls of an ancient evil. To elaborate, the undead or fiends cannot be declared enemies as they are too general as categories. However, the enemies you choose with the Favored Enemy feature are also on this list.

When you hit a creature on the list with a weapon attack, it takes an extra 1d8 damage.

You and others can use your List of Righteous Hunt as a sourcebook in hunting down enemies, which grants advantage on Intelligence (Arcana, History, Nature, Religion) checks.

Escaping the Evil

Starting at 7th level, evil creatures have disadvantage on opportunity attack rolls made against you. If the creature is on your List of Righteous Hunt, it cannot make an opportunity attack against you.

No Mercy to Evil

Starting at 11th level, you do not let evil escape. On each

of your turns, you can make your first opportunity attack, requiring no action of any kind.

In addition, you have advantage on weapon attack rolls against the enemies on your List of Righteous Hunt.

Out of Evil's Reach

Starting at 15th level, you can magically protect yourself against the attacks of evil. When you take damage from an attack or an effect by an evil source, you can halve the damage as a reaction.

Once you use this feature, you must finish a short or long rest to use it again.

Holy Messenger

Holy Messengers are the chosen couriers of divine forces. They carry their divine words to mortals and sometimes to other deities. Holy messengers are known for their speed and their iconic, shining armor. Usually, they receive word of their divine purpose in their dreams or visions, and start spreading the divine word as fast as they can. People in some places believe that a visit by a holy messenger brings good harvest, but this is simply not true.

Holy Messenger Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Holy Messenger Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Holy Messenger Spells

Ranger Level	Spells
3rd	*radiant wayfinder**
5th	*prayer of healing*
9th	*beacon of hope*
13th	*guardian of faith*
17th	*blood of a saint**

Armor of the Messenger

At 3rd level, divine forces bless you with a spectral-looking, shining armor to help you in your journeys. As an action, you can summon the Armor of the Messenger onto yourself or dismiss it. You can also summon this armor on top of another armor since the Armor of the Messenger doesn't provide AC. The armor sheds bright light in a 5-foot radius and dim



light for an additional 5 feet. You can work with your GM to determine the appearance of your armor. When you summon the Armor of the Messenger, you gain one of the following benefits of your choice;

Celerity of the Unicorn. The armor's leg pieces flash a bright light, and your speed increases by 20 feet for 1 hour.

Flight of the Pegasus. The armor's back piece flashes with light, and translucent pegasus wings sprout from it. You gain a flying speed of 30 feet for 1 hour.

Rush of the Shark. An armor made of fin-like translucent pieces extends around you, granting you a swimming speed of 30 feet for 1 hour.

Once you use this feature, you can't use it again until you finish a long rest. When you reach 10th level in this class, you can use this feature twice.

Messenger's Fury

At 7th level, your attacks clear the way against heretics. When you hit a creature with a weapon attack, you can choose to deal radiant damage instead of the damage normally dealt by the attack. If you choose to use this feature against your favored enemy, the target takes an extra 1d6 radiant damage.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Unknown Gospel

At 11th level, as you carry the will and the words of the divine, you memorize some of them. As an action, you can shout out a single word granted to you by your deity that isn't in any known language. When you do so, each evil-aligned creature that can hear you within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature takes 3d6 psychic damage and is frightened of you for 1 minute. On a successful save, the damage is halved and the creature isn't frightened.

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

The Sacred Envoy

At 15th level, your abilities as a messenger are heard across the heavens and the divine reward your prowess accordingly:

- Armor of the Messenger sheds bright light in a 10-foot radius and dim light for an additional 10 feet.
- You can use the feature of Armor of the Messenger for an unlimited amount of time and you can gain all the benefits of it instead of one if you choose to do so.
- Your movement doesn't provoke any opportunity attacks.
- Once per week, you can cast the *plane shift* and *teleport* spells, requiring no material components.

Keeper of Light



Having a strong sense of enmity against darkness, some rangers choose to hunt evil creatures of the night. Be-it a celestial, a good spirit of nature, or another force, some form of magical light notices such a ranger and reaches out to them. The ranger and the light form a connection, and the light starts following the ranger like a companion, circling them in the shape of a shining ball.

The Shining Companion

At 3rd level, a ball of shining light attaches itself to you and you develop a bond with it. As a bonus action, you can call the light to appear right next to you, in your space.

The ball of light is the same size as your head. It sheds bright light out to a range of 30 feet and dim light to an additional 30 feet.

Once on each of your turns, when you hit a target with a weapon attack, the ball of light also hits the target with a ray of light, dealing 1d4 radiant damage. This damage increases to 1d8 at 11th level.

The ball of light remains until you send it back as a bonus action or until you fall unconscious.

Keeper of Light Spells

Also starting at 3rd level, you learn an additional spell of 1st level or higher when you reach certain levels in this class, as shown in the following table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Keeper of the Light Spells

Ranger Level	Spells
3rd	*guiding bolt*
5th	*continual flame*
9th	*daylight*
13th	*death ward*
17th	*flame strike*

Lightplosion

Beginning at 7th level, you can cause the light you call to explode, requiring no action. Creatures of your choice within 10 feet of you that can see the explosion take 1d8 radiant damage and must succeed on a Constitution saving throw

against your spell save DC or become blinded for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

When you use this feature, the ball of light disappears and reappears right next to you, in your space after 1 minute.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), and you regain any expended uses when you finish a long rest.

Protected By Light

At 11th level, the light that attached itself to you also provides you with protection. As a reaction, you can cause the light to cover your body. When you do so, you gain half cover until the start of your next turn.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), and you regain any expended uses when you finish a long rest.



One With the Light

When you reach 15th level, you gain the ability to become one with the light you share a bond with, and travel together. If the light is next to you, you can use your bonus action to turn into light and travel to an unoccupied space of your choice that you can see within 30 feet of you.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once) and regain any expended uses when you finish a long rest.

Roguish Archetypes

The rogues you'll find in the pages to come serve the will of the good, one way or another. A Chainbreaker abolishes slavery, a Divine Blade is an assassin of divine will, and a Vigilante investigates crimes and makes sure every criminal gets what they deserve.

Chainbreaker

Not all rogues are scoundrels, shady figures who lurk in back alleys, assassins, or wrong-doers... Some who understand the value of such things as honesty, innocence, and freedom choose a much more virtuous path; one that is far removed from that of their peers.

You understand the value of freedom and independence. You are a freedom fighter who defends the innocent and seeks to uphold justice. You stand against any and all in favor of slavery and stand in the way of all who disrespect the right of others to be free. You are, in every sense of the word, a chainbreaker.

For Freedom

When you choose this archetype at 3rd level, your swift fighting style keeps your enemies from slowing you down. You have advantage on ability checks or saving throws against being grappled, incapacitated, knocked prone, or restrained.

Opportunity attacks against you are made with disadvantage.

Masters Shall Fall

Starting at 3rd level, you are fueled with a righteous fury against all creatures who own slaves. You have advantage on your attack rolls against slave masters. In addition, when you

score a critical hit against them, you deal maximum damage.

The GM determines whether a creature is a slave master or not. Creatures who charm or dominate others to make them act against their will, accept or support slavery, or act in any other wicked way to bolster slavery can be considered a slave master.

Freedom Fighter

At 9th level, your strikes against creatures that are grappling others get much better with practice. You have advantage on attack rolls against a creature that is grappling another one provided that you are neither the grappler nor the one being grappled. In addition, any hit you score against such a creature is a critical hit.



Voice of Freedom

At 13th level, your words of wisdom favoring freedom and cursing slavery start to influence people sincerely to adapt your values and fight for them. As an action, you speak your soulful words to grant your allies within 30 feet of you that can hear you the benefits of the *freedom of movement* spell. Once you use this feature, you must finish a short or long rest to use it again.

Savior

When you reach 17th level, you are held in high regard among the common folk, and are known by them as a savior and a well-known chainbreaker who fought injustice in society . You influence those around you. Any ally within 30 feet of you has advantage on their ability checks or saving throws against being grappled, incapacitated, knocked prone, or restrained.

You are immune to being grappled, knocked prone, and restrained.

Your speed increases by 10 feet.

Divine Blade

Most assassins kill for the coin, and most thieves work to grow in fame and fortune. Divine Blades, on the other hand, have a divine calling. They seek and destroy their deities' enemies; the heretics and infidels. Temples may employ a divine blade following the same deity, or a divine blade can receive visions of the targets they must vanquish directly from their deity.

As a divine blade, you may be educated by a temple or another divine blade, or you can become aware of your abilities and your divine calling in another, perhaps mystical, way.

Although most divine blades are followers of good deities, divine blades of evil forces are not unheard of.

The Divine Quest

A divine blade is nothing without a divine quest. You can receive your quest from a temple, an emissary of your god, or a vision coming directly from your deity.

This quest can concern the elimination of a cult or a specific creature, the recovery of a precious relic from the hands of enemies, or something completely different, so long as all its details are approved by the GM.

The Avenger

When you choose this archetype at 3rd level, you are known as "The Avenger". Most clergies know and share the identities of the avengers who serve the same deity as they do. While this allows you to receive help from your temple and the members of its clergy, the same reputation also causes you to have more enemies.

Bane of the Heretics

Starting at 3rd level, you can use your action to declare a creature that you can see within 30 feet of you a heretic.

For 1 minute, your sneak attacks deal an extra 1d4 radiant damage to the heretic.

Since such a declaration is a serious accusation, it must be made carefully. On a false declaration (if the creature is not an enemy of your deity or if your deity finds your declaration unjust), your attacks do not deal the extra damage because your deity does not grant you additional power. The GM determines whether or not your deity grants the power.

When you reach certain levels in this class, the extra damage increases: At 9th level (1d6), at 13th level (1d8), and at 17th level (1d10).



If the creature you declared a heretic is also a target given to you by your divine quest, the extra damage is doubled.

If you make three wrong accusations in a week or try to abuse this power by making false accusations to learn others' intentions, your deity doubts your judgment and you cannot use this feature for the following week. The GM determines whether you abused this power or not.

You can use this feature a number of times equal to your proficiency bonus, and you regain any expended uses when you finish a long rest.

Seeker of the Heretics

At 9th level, you become an expert in snuffing out heretics. You can cast the *detect evil and good*, *see invisibility*, and *zone of truth* spells, requiring no material components. Wisdom is your spellcasting ability for these spells.

Starting at 13th level, you can also cast the *locate creature* spell, requiring no material components.

You can cast each spell once, and you regain any expended uses when you finish a long rest.

No Sinner Runs Forever

Starting at 13th level, whenever you deal your Sneak Attack damage to a creature you accused of being a heretic with your Bane of the Heretics feature, it must succeed on a Constitution saving throw (DC equal to 8 + your Dexterity modifier + your proficiency bonus) or its speed becomes 0 until the end of its next turn.

The High Avenger

When you reach 17th level, you earn the title: "The High Avenger". You become one of the most feared and most influential figures of your deity's clergy.

Also starting at 17th level, you can use your action to channel divine energies to overwhelm a creature that you can see within 30 feet of you and that you declared a heretic within the last minute. The target must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or be stunned for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Once you use this feature, you cannot do so again until you finish a long rest.

VIGILANTE

Most Vigilantes are investigators, bounty hunters, and local heroes. They work to punish crime and they value justice above practically anything else. Most vigilantes are villains and criminals in the eyes of those who prefer law over justice. It is common for a vigilante to work with people who share the same perspective about justice as they do, and it is also common for a vigilante to act as a judge, a jury, and an executioner all at once.

Vigilant

Starting at 3rd level, you are always aware of your surroundings. You gain a +5 bonus to your passive Perception and you gain proficiency in the Perception skill. Your proficiency bonus is doubled for any ability check you make that uses this proficiency.

Criminal Investigator

When you choose this archetype at 3rd level, you gain proficiency in the Insight or Investigation skills if you are not already proficient. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Vigilant Moves

Also, at 3rd level when you choose this archetype, you can make use of a variety of vigilant moves. You learn two moves at this level. You learn one additional move of your choice when you reach 10th, 14th, and 18th level. You can choose from the styles below:

Adrenaline Rush. You enter a state of exhilaration. For 1 minute, your carrying capacity is doubled and having 0 hit points doesn't knock you unconscious. You must still make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points.

Once you use this feature, you must finish a long rest to use it again.

Bleeding Cut. After making a successful Sneak Attack against a creature, you can choose to leave the weapon that you used to attack inside the creature. The creature has -1d4 penalty on its next Strength, Dexterity, or Constitution saving throw (the first one it makes). When it makes the saving throw, the weapon falls to ground out of the creature, ending the effect. The creature can also take the weapon out of its wound as an action, ending the effect by doing so.

Crisis Negotiation. You can rescue a grappled creature by striking the grappler. If you successfully hit a grappler with a Sneak Attack, it must succeed on a Constitution saving throw (DC is equal to 8 + your Dexterity modifier + your proficiency bonus), or be forced to release its hold and thus the grapple ends.

Innocuous Strike. When you make a successful Sneak Attack against a creature, you can choose to deal no damage to the creature and to reduce its speed by 10 feet for 1 minute instead.Consecutive uses of this effect do not stack.

Pinning Strike. During an encounter, when you make your first Sneak Attack against a creature, the creature's speed becomes 0 until the end of its next turn.

Symbol of Fear. As an action, you make a ranged weapon attack that requires no roll to an unoccupied space right next to a creature. The creature must succeed on a Wisdom saving throw (DC is equal to 8 + your Charisma modifier + your proficiency bonus), or be frightened for 1 minute. While frightened by this feature, the source of the creature's fear is you, or the thrown weapon or ammunition if the creature can't see you.

Taking Initiative. As an action, you can change a willing ally's initiative and make it equal to one less than your own.



Denying the Unjust

At 9th level, you learn how to deny the unrighteous advantage. If a creature that you are aware of is making an attack with advantage, you can make one weapon attack against that creature as a reaction before it attacks. If your attack hits, the target makes its attack without advantage.

Cautious Steps

Starting at 13th level, you can adjust your movement considering the actions of others. When a creature within 60 feet of you that you are aware of takes an action, you can immediately move up to 10 feet using your speed without using your reaction before the creature's action ends. This extra movement does not provoke opportunity attacks. You can use this feature once per turn.

Verdict

At 17th level, you can study a creature as a bonus action. When you do so, the Sneak Attack damage you deal to that creature increases by 2d6 for 1 minute.

Also, you gain the ability to enforce your judgment over the guilty. As an action, you speak of the crimes of a creature within 30 feet of you, also stating its punishment. As a vigilante, you are responsible for giving a just punishment and can discuss what that entails with the GM. Even if the creature can't understand or hear you, it knows that it is being accused if it is aware of you in any way. If the creature isn't aware of you or didn't commit any crimes that you know of, this ability has no effect. Otherwise, the creature has two options:

Plead Guilty. The creature surrenders and chooses not to take any hostile actions against you and your allies. It accepts the punishment of the vigilante.

Refusing the Verdict. The creature refuses to comply. It must succeed on a Wisdom saving throw (DC is equal to 8 + your Charisma modifier + your proficiency bonus) or is overwhelmed with the need to clear its name. The creature can't retreat from a fight with you until you retreat or fall unconscious. The creature can repeat its saving throw once it drops below 50 hit points and repeat it again with advantage once it drops below 25 hit points. This effect ends if the creature ends its turn 300 feet away from you.

All creatures that are aware of your verdict have advantage on attack rolls against the accused creature.

Sorcerous Origins

These sorcerers owe their innate capabilities to celestial origins. A Prismatic Sorcerer bends the colors of light to their will, a Starborn wields the power of the stars in the sky and a sorcerer of the Knight Dragon Bloodline possesses the might of knight dragons.

Prismatic Sorcerer



You are of an arcane bloodline, blessed by a good celestial, native to a plane of light. You have the power of light coursing through your veins as a result. When you want, you can shine bright with the purest light of varying colors.

Each color has a different meaning and offers a different blessing; all aimed at turning you into a potent agent of good to be feared and respected.

Prismagic

Starting at 1st level, as you gain the ability to cast spells, as you realize that each color of the prism represents a different school of magic. You can choose to alter the color of your spells as you wish. For example, you can cast violet fire bolts.

In addition, you choose a color (and a spell school) at the end of each long rest, the DC for the spells of which increases by 1 until you finish a long rest.

Prismatic Spectrum

Colors	Spell School
Red	Evocation
Orange	Enchantment
Yellow	Illusion
Green	Necromancy
Blue	Conjuration
Indigo	Abjuration
Violet	Transmutation
White	Divination

Color Focus

Starting at 1st level, when you choose the same color as the one you chose on the previous day using the Prismagic feature, you gain additional sorcery points equal to your proficiency bonus until you finish a long rest.

Color Expert

Starting at 6th level, when you cast a spell that deals damage,

you can change its damage type as you wish. You can use this feature a number of times equal to your proficiency bonus.

You can gain an extra use of this feature by expending 3 sorcery points.

You regain any expended uses after you finish a long rest.

Advanced Prismagic

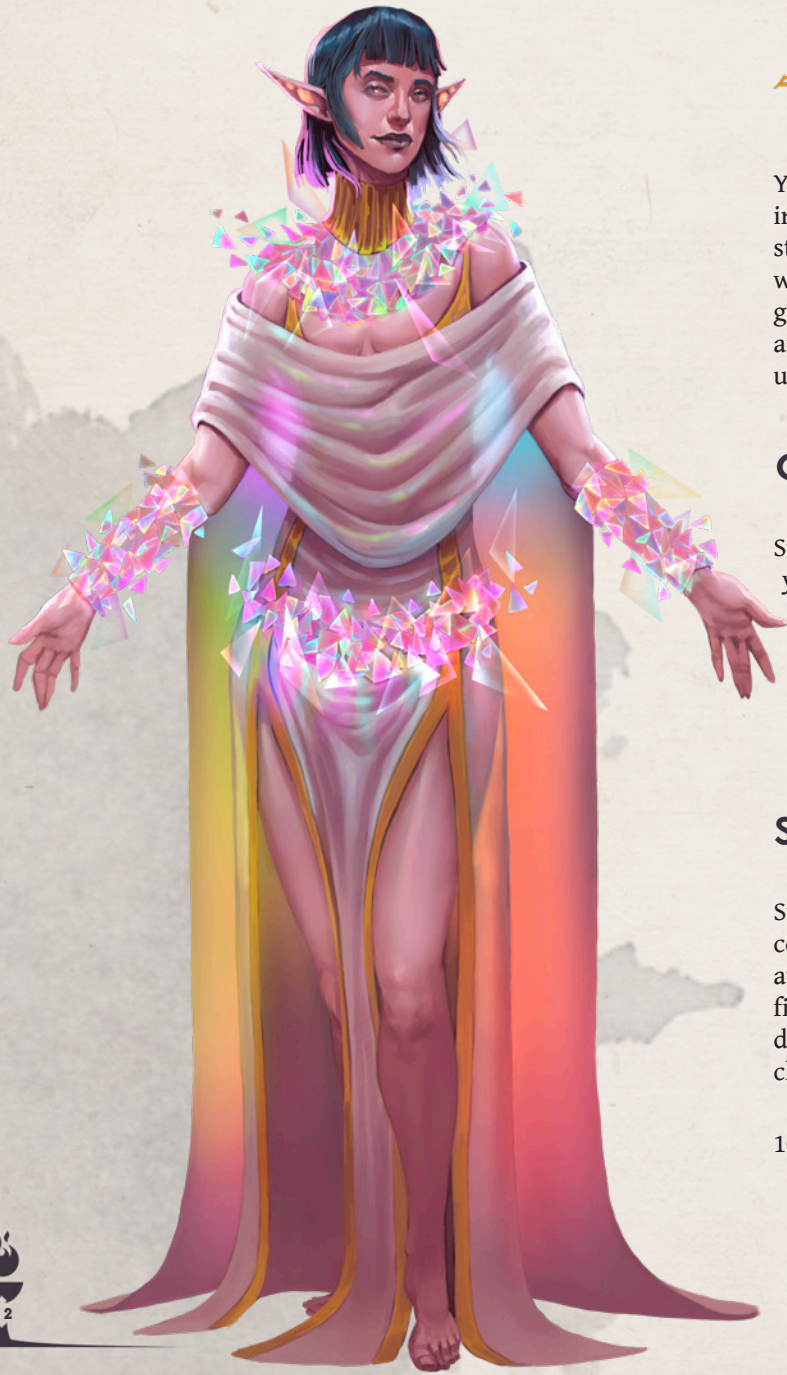
At 14th level, your Prismagic feature grows stronger. You gain the following benefits while you are under the influence of different colors.

Red. Your evocation spells deal 1d6 bonus damage.

Orange. Your spell save DC for enchantment spells increases by 2 instead of 1.

Yellow. The duration of your illusion spells is doubled.

Green. When you raise or create a creature, as in the *raise dead* spell, you can raise or create one additional creature.



Blue. The duration of your conjuration spells is doubled.

Indigo. You can cast abjuration spells whose casting time is 1 action as a bonus action instead.

Violet. Your spell save DC for transmutation spells increases by 2, instead of 1.

White. Creatures have disadvantage on saving throws against your divination spells.

Prismatic Radiance

Starting at 18th level, you can use your action to spend 9 sorcery points and radiate a bright light in a 60-foot-radius sphere centered on you, consisting of each color of your prismatic spectrum. Creatures caught in the light must succeed on a Constitution saving throw with disadvantage or be affected by the *prismatic spray* spell.

Starborn

You carry the heavenly energy of stars in your veins and your innate magic comes from the arcane forces woven around the stars. Whether you are somehow related to a star incarnate, were blessed by a divine being native to the stars, or found this gift through your own endeavors in the field of star magic; you are now of the stars. You shine bright with the gift bestowed upon you and illuminate the darkness.

Child of the Stars

Starting when you choose this sorcerous origin at 1st level, you can always find your way by looking at the night sky. You always know which way is north, provided that you can see the stars. In addition, when you finish a long rest under a starry night sky, you have advantage on your first attack roll, ability check, or saving throw (whichever happens first) until you finish another long rest.

Starstrike

Starting at 1st level, stars watch over you and help you in combat. Once per turn, when you hit a target with a spell attack, a shiny ray of radiant star energy shoots out from your fingertips and hits your target, dealing an extra 1d4 radiant damage. If the spell attack has more than one target, you choose which target takes the additional damage.

This additional damage increases to 2d4 at 5th level, 3d4 at 10th level, 4d4 at 15th level and 5d4 at 20th level.

Starrain

Starting at 6th level, you can charm others with your innate starlight. As an action, you can choose a point within 120 feet of you to fill a 30-foot radius centered on that point with stardust, which falls like rain for the duration. When a creature enters the area for the first time or ends its turn there, it must succeed on a Charisma saving throw or be charmed by you until they leave the affected area. The rain of stardust lasts for 1 minute or until you fall unconscious. In addition, creatures who failed the Charisma saving throw can't benefit from being invisible.

Creatures in the area have disadvantage on Dexterity (Stealth) checks.

Once you use this feature, you must finish a short or long rest to use it again.



Magic of Starlight

Beginning at 6th level, you are blessed with the magic of starlight. When you cast a damage-dealing spell, you can choose to deal radiant damage instead of the spell's normal damage type. You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Starshine

Starting at 14th level, you are able to channel your innate starlight to emanate radiant energy. As an action, you transform into a silhouette of bright light for 1 minute. You illuminate your surroundings; shedding bright light in a 50-foot radius and dim light for an additional 50 feet. You also gain immunity to radiant damage for the duration. Also, when a creature enters a space within 5 feet of you for the first time or ends its turn there, it must succeed on a Constitution saving throw or be blinded for 1 minute or until they are 30 feet away from you. Additionally, your spell attacks deal an extra 2d6 radiant damage for the duration.

Once you use this feature, you must finish a long rest to use it again.

Starfall

Beginning at 18th level, stars fall to come to your aid. When you take damage from a creature within 60 feet of you while your current hit points are below half of your hit point maximum, a star falls and hits the creature. The creature must succeed on a Dexterity saving throw against your spell save DC or take 1d8 radiant damage plus 1d8 bludgeoning damage.

In addition, once per week, when you drop to 0 hit points, stars fall to avenge you. When this happens, each enemy within 120 feet of you must succeed on a Dexterity saving throw against your spell save DC or take 6d8 radiant damage plus 6d8 bludgeoning damage.

The Knight Dragon Bloodline

Your innate magic comes from the heavenly might of Knight Dragons. These knights are brave dragons who reside in heaven and embody ideas of chivalry.

There are many ways one becomes a sorcerer of this bloodline; for instance, a knight dragon can gift the bloodline to those they deem worthy, or one can be a descendant of a dragon. Like the dragons they represent, most sorcerers of this bloodline have a knack for martial arts, enjoy battle, and live in pursuit of the greater good.

Heavenly Warrior Ancestor

You can speak, read, and write Celestial and Draconic. Also, you are proficient with one martial weapon and one armor of your choice.

Sword of the Knight Dragon

At 1st level, you feel you're under the watchful eye of your ancestors. Once per turn, when you hit a target with a weapon attack, a golden sword appears in the air and revolves around you. Creatures within 5 feet of you must succeed on a Dexterity saving throw or take slashing damage equal to half your sorcerer level (minimum of one damage).



Armory of the Knight Dragon

At 6th level, you can use your action to conjure up to three weapons and armor from the armory of your knight dragon ancestor (for example a longsword, a shield, and a breastplate; or a halberd, a battleaxe, and a plate), which immediately appear in your hand or on your body. You must be proficient with the armor and the weapon to conjure it. Weapons and armor made up of more than one piece (e.g. gauntlets) cannot be conjured using this feature.

The weapons and armor conjured in this way are magic weapons, and they are in gold instead of their regular color. When you attack with a conjured weapon, you can use Charisma instead of Strength or Dexterity for the attack and damage rolls you make. The conjured weapons are also larger than usual, which increases their weapon damage by 1d6.

A conjured weapon deals an extra 1d6 radiant damage on a hit when you reach 14th level, and becomes a +2 weapon when you reach 18th level in this class.

A conjured armor and shield also becomes +1 when you reach 10th level, and +2 when you reach 14th level, and +3 when you reach 18th level in this class.

The conjured weapon and armor remain until you dismiss them as a bonus action, or until you fall unconscious.

Knightly Metamagic

Starting at 6th level, when you take the Attack action to make weapon attacks, you can spend 2 sorcery points to make another weapon attack once per turn.

Extra Attack

Beginning at 14th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The Dragon Within

At 14th level, you sprout draconic wings and gain a flying speed of 30 feet.

Will of the Knight Dragon

Starting at 18th level, you refuse to fall before your enemies do. When you drop to 0 hit points, you start to regain a number of hit points equal to your Charisma modifier (minimum of one hit point) at the start of each of your turns for 1 minute.

Once this effect takes place, you must finish a short or long rest for it to do so again.

WARLOCK PATRONS

The warlocks in the upcoming pages make pacts with patrons for the purpose of doing good and fighting for good. Destroy your enemies and protect your allies with the angelic powers provided by the Archangel, be more effective in battle as you utilize the power of nature to bring the enemy to its knees, or come back from the dead and give your life a new meaning as the Returned.

ARCHANGEL

You made a pact with an archangel, one of the highest-ranking members of heaven. Archangels can be peaceful entities that aim to heal others' wounds, or they may be burning with wrath and a need for heavenly justice. You serve as the archangel's hand, watching over the world, observing mortals, and reporting and even punishing the sinful. In return, the archangel provides you with special gifts. You may have acquired this pact as a member of a temple dedicated to the forces of good, or after you were saved from a dire situation by the archangel who saw a potential in you for greatness.

Expanded Spell List

The archangel lets 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.

Archangel Expanded Spells

Spell Level	Spells
1st	*bless, cure wounds*
2nd	*angelic executioner*, spiritual weapon*
3rd	*beacon of hope, revivify*
4th	*dictate morality*, radiant storm**
5th	*burden of sins*, well of blessing**

Aid of Angels

Starting at 1st level, you gain the ability to magically summon a celestial that can destroy your enemies and heal your allies. As a bonus action, you summon a Medium celestial at an unoccupied space you can see within 60 feet of you. The summoned celestial remains for 1 minute or until you use this feature to summon another one.

When you summon the celestial, it can make a melee spell attack against a creature within 5 feet of it using your statistics or heal a creature within 5 feet of it. If it attacks, the target takes 1d6 fire or radiant damage (one of your choice) on a hit. If it heals, the target regains 1d6 hit points. When you reach 10th level, the damage and the amount of hit points regained increases to 2d6.

As a bonus action on your turn, you can command the celestial to move up to 30 feet and make it attack or heal again.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Carrier of an Angelic Spirit

At 1st level, you become an accepted member of the angelic courts of heaven. You learn Celestial and can telepathically communicate with celestials within 60 feet of you.



Channeling Angelic Powers

Starting at 6th level, you can channel angelic powers. When you deal damage with a spell or another magical effect, you can use your reaction to change the damage type to radiant. If the celestial you summoned with the Aid of Angels feature is within 30 feet of one of the targets of the magical effect when you use this feature, the effect deals an extra 1d6 fire or radiant damage (one of your choice).

Angelic Protection

At 10th level, angelic powers watch over you themselves. Under their watchful eye, you gain resistance to radiant damage.

Additionally, you can use a bonus action to gain resistance to necrotic damage for 1 minute. Once you use this feature, you must finish a short or long rest to use it again.

Angelic Intervention

Starting at 14th level, you gain the ability to call angelic forces to your aid. As an action, you choose a point within 30 feet of you. A troop of angelic figures rushes forth in a direction you choose starting at that point, harming the enemies in a 15-foot cone, and healing the allies within the area.

Enemies in the cone must make a Dexterity saving throw. On a failed save, a creature takes 4d10 fire or radiant damage (one of your choice) and is blinded until the end of its next turn. On a successful save, the damage is halved and the creature is not blinded. Allies within the cone regain 2d10 hit points.

Once you use this feature, you must finish a short or long rest to use it again.

Nature

You've sought out a powerful entity of nature and made a pact with them. You may forge this pact with powerful forces buried in the earth, deep beneath the oceans, or high above the clouds. These forces have no quarrel with the natural order of things and have no interest in interfering with it. They never reach out to a mortal to lend their powers, but are sought out by mortals to earn their blessings. Your warlock patron of nature has appointed you to the protection of nature against evil forces seeking to turn it into a battlefield.

Expanded Spell List

Entities of nature 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.

Nature Expanded Spells

Spell Level	Spells
1st	*entangle, fog cloud*
2nd	*gust of wind, spike growth*
3rd	*meld into stone, water breathing*
4th	*control water, freedom of movement*
5th	*commune with nature, tree stride*

Nature's Resilience

You have hit points equal to 8 + your Charisma modifier at 1st level, and equal to 1d8 + your Charisma modifier per warlock level after 1st. In other words, your hit points are determined by your Charisma score rather than your Constitution score.

Gift of the Mountains

At 6th level, your patron rewards your efforts with a gift that transforms your skin to iron. You have AC 18 and you are considered to be wearing heavy armor at all times. You are proficient with this armor.

Starting at 10th level, your skin is mithral and you have AC 19. At 14th level, your skin transforms into adamantine, you have AC 20 and any critical hit against you becomes a normal hit.



Gift of the Swamps

Starting at 10th level, you can cover yourself with water droplets to create an obscuring fog. As an action, you create a heavy fog that surrounds you for 1 minute. For the duration, everything within 5 feet of you is heavily obscured and everything within 15 feet of you is lightly obscured. You can see clearly within the fog.

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

Gift of the Skies

Starting at 14th level, you can conjure lightning from the skies and redirect it. You can use your action to make a ranged spell attack against a target within 150 feet of you. On a hit, you deal 20d6 lightning damage.

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

The Returned

You died and returned to life with the aid of an angel. At the moment of your death, an angel saw you dying and decided to visit your spirit before it left your body for all eternity. Perhaps it was because you led a life full of good deeds and you had yet a part to play in the grand scheme of things. Maybe you had great potential that you are not aware of, or you lived a life of sin, and haven't a clue what meritted you for this second chance. Whatever the reason may be, you now have a second chance at life, along with some conditions and instructions you must obey. When you accepted them, the angel fused itself with your body and spirit, granting you angelic features and a new existence. You are now a host carrying your angelic savior within.

Conditions of the Angel

When you choose this archetype at 1st level, talk to your GM about the specific terms and conditions that your savior asked you to obey.

Being an angel, your savior demands that you act in favor of the good and to refrain from committing evil acts. Their demands are usually along the lines of "Do not lie! Do not harm the innocent! Prevent evil from committing evil acts!", although the specifics of the conditions can change from angel to angel. For example, a warrior angel can have more battle-oriented demands such as "Kill each evildoer you meet!".

When you do not act according to the predetermined conditions and you cannot persuade your savior that you had good reasons for doing so, or when you adhere to the terms and conditions but otherwise commit vile atrocities, your savior may choose to leave you. In this case, you lose all your archetype features and die. But who knows? Another, most probably evil, force may make you an entirely different offer...

Expanded Spell List

Your savior lets 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.

Returned Expanded Spells

Spell Level	Spells
1st	*final words*, heretic's mark**
2nd	*find steed, zone of truth*
3rd	*mass healing word, spirit guardians*
4th	*death ward, guardian of faith*
5th	*mass cure wounds, planar binding*



Boons of the Savior

At 1st level, you gain the ability to use some of the power of your savior angel. Choose one of the following options of your choice.

The Angelic Armor. As a bonus action, you conjure an armor that shines with celestial light for 1 minute. The armor sheds bright light in a 20-foot radius and dim light for an additional 20 feet. It also grants you resistance to one damage type of your choice for the duration.

Also, for the duration, when you are hit with a spell or weapon attack that you were aware of, you can reduce the damage by 1d4 as a reaction.

The Angelic Necklace. As a bonus action, you conjure a bright, shining, golden necklace that remains for 1 minute. The necklace sheds bright light in a 10-foot radius and dim light for an additional 10 feet. For the duration, two damage-dealing spells of your choice (from your warlock spell list) deal an extra 1d8 radiant damage. If a chosen spell affects more than one target, each creature takes the additional damage, and if it creates several beams or rays, each of them deals the additional damage.

The Angelic Weapon. As a bonus action, you conjure a celestial weapon of light with a form of your choice, or you infuse a weapon of your choice with celestial energy, both for 1 minute. The form of the conjured weapon can vary each time. The conjured weapon deals 1d10 radiant damage regardless of shape, and the infused weapon deals an extra 1d6 radiant damage for the duration. You can use your Charisma modifier instead of your Strength or Dexterity modifier for the attack and damage rolls you make using these weapons.

Once you use this feature a number of times equal to your Charisma modifier (minimum of once), you must finish a long rest to use it again.

Celestial Travel

Starting at 6th level, you can magically teleport to a place chosen by your savior angel, called the Sanctuary. Your sanctuary can be a heavenly room, a peaceful mountaintop, or another place in which you cannot be harmed.

You can use your action to teleport to your sanctuary. When you do so, you regain 2d8 hit points and have time to do 1 thing that takes 1 action or less. After you perform the act or choose to go back, you return to the last space you were in before you teleported. Time does not pass when you visit the Sanctuary using this feature.

Once you use this feature, you must finish a short or long rest to use it again.

Becoming an Angel

At 10th level, the presence of your savior angel makes you more angelic as well. You do not require air, food, drink, or sleep. In addition, you grow angelic wings that grant you a flying speed of 30 feet.

Angelic Host

Starting at 14th level, when you use the Celestial Travel feature, you can choose to bring with you a number of allies equal to your Charisma modifier (minimum of one ally) that you can see within 60 feet of you.

In addition, the option you chose for your Boons of the Savior feature is empowered as given below.

The Angelic Armor. You gain immunity instead of resistance to the chosen damage type, and the reduction of damage increases to 1d8.

The Angelic Necklace. The extra damage increases to 2d8.

The Angelic Weapon. The damage dealt by the conjured weapon increases to 2d10, and the extra damage dealt by the infused weapon increases to 2d6.

Wizard Traditions

The wizards you may find here study angelic concepts academically. As a result of these studies, a Celestial Summoner can conjure celestials and use their energy, an Education wizard focuses on imparting their wisdom to others, and the School of Sealing focuses on closing and sealing chests and doors, closing magical gates and portals, and banishing all evil to the other side.

Celestial Summoner



The Celestial Summoner explores the cosmic secrets of angels and the laws of the good. As one, you combine your knowledge of arcane mysteries with religious teachings, and learn how to summon celestials to your aid.

Angels and other heavenly creatures answer your call if and only if your alignment is good, your cause is good, or they deem it worthy or necessary to help you.

Heaven 101

You have extensive knowledge about celestials, having studied them profusely. Starting at 2nd level, you benefit from the following:

- You can add your proficiency bonus to the Intelligence (Arcana, History, and Religion) checks you make about celestial creatures. If you are already proficient, you add it again.
- You gain advantage on Charisma (Insight, Persuasion) checks against angels.
- You can conjure a guardian angel (p. 250) as a familiar when you cast the *find familiar* spell.

Celestial Summoning

Starting at 2nd level, you can use your action to summon a celestial with a challenge rating of 1 or lower. This challenge rating increases to 2 at 6th, 4 at 10th, and 6 at 14th level.

The celestial appears in an unoccupied space that you can see within range. You must maintain your concentration on the celestial (as if concentrating on a spell) for it to remain. It disappears when you lose your concentration, it drops to 0 hit points or after 10 minutes.

The celestial is friendly to you and your companions for the duration. Roll initiative for the celestial, which has its own turns. It obeys any verbal commands that you issue it (no action required by you), as long as the celestial is also willing to execute the action. If you don't issue any commands to the celestial, it defends itself against hostile creatures but otherwise takes no actions.

The GM has the celestial's statistics.

Once you use this feature, you must finish a short or long rest to use it again. You can use this feature twice at 6th, three times at 10th, and four times at 14th level.

Exalted Conjuration

At 6th level, you become an expert on the use of magical energies to summon heavenly creatures and you can choose to apply the heavenly creature template (p. 255) to a creature you summon by a conjuration spell.



Celestial Fury

Starting at 10th level, the bond between you and those you summon allows you to channel radiant energy. While concentrating on a spell that summons a celestial or on the Celestial Summoning feature, you can use your bonus action to expend a spell slot. When you do so, choose a number of allies equal to the level of the expended slot that you can see within 60 feet of you. The chosen allies' melee and ranged weapon attacks deal an extra 3 radiant damage for 1 minute.

Celestial Resurrection

Starting at 14th level, when you drop to 0 hit points, you can choose to expend a use of Celestial Summoning feature as a reaction, and drop to 5d8 hit points instead.

Education

Education is one of the greatest virtues in existence, and you are the carrier of its enlightening flame.

You are a teacher of the arcane arts. You start your academic career from the bottom and make your way up as you improve in the ways of magic and learn how to teach it to others. Your students and their education are more important to you than magic itself. Teaching can sometimes be hard and require restless nights of hard work, but the students appreciate your patience and this gives you a sense of accomplishment.

To start your career, you graduated from a school that teaches the basics of the arcane arts and convinced a professor to let you work for them.

Instructor

You start to read and grade exams and homework, and report them to your superiors. Through this process, you learn the basics of teaching.

Starting at 2nd level, the money and time others spend to copy a spell from your spellbook are halved.

Supervised Cantrips

Beginning at 2nd level, you can teach how to cast a cantrip to others even if they have no knowledge of the arcane arts.

You give an hour-long lecture to a creature and lend them the ability to cast one cantrip that you know. The creature uses your spellcasting ability to cast the cantrip. You can lend a maximum number of cantrips equal to your Intelligence modifier (minimum of 1).

You cannot lend more than one cantrip to a creature using this feature. You can end this effect on any creature that you are sharing a cantrip with at any time.

Master Instructor

At 6th level, you learn how to effectively use your academic skills during a moment of conflict. You can use this feature to benefit from one of the following options of your choice:

Negative Feedback. As a bonus action, you give negative feedback to a creature concentrating on a spell. If the creature can see or hear you, it must succeed on an Intelligence saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier) or its concentration is broken.

Positive Feedback. As a reaction, you give positive feedback to a creature casting a spell. If the creature can see or hear you, the creature's spell save DC and spell attack modifier increase by 1 until the start of its next turn.

Quick Course. You instruct a creature on how to end an ongoing magical effect on themselves. As an action, choose a creature that can see or hear you and the creature can repeat the saving throw of a spell that is currently affecting it, ending the spell on a success. The creature makes the saving throw with advantage.



You can use this feature a number of times equal to your Intelligence modifier (minimum of once) and you regain the ability to do so after you finish a short or long rest.

Assistant Professor

Beginning at 10th level, you are an assistant professor. You prepare homework and some exam questions, and you directly report to the professor that you are working under. During this time in your career, you learn to design creative challenges for the improvement of your students through the questions you prepare.

As an action, you ask a question to a creature, who must succeed on an Intelligence saving throw or be stunned for 1 minute. The creature repeats the saving throw at the start of each of its turns, ending the effect on a success. The creature must be able to understand you or isn't affected by this feature.

Professor

At 14th level, you become a professor. You prepare the curriculum and have the authority to give a certificate to your graduate students as proof of their efforts and achievements. Upon graduation, a student becomes qualified to choose this arcane tradition.

To become a professor, you learned to tap into the untapped magical energies inside your students. You can cast the spells that have a range of self, with a range of touch instead.

School of Sealing

This school of magic is all about enhancing or reducing the effects of spells by sealing them in a specific way. The wizards of this school usually work with spells from the school of abjuration and aim to provide better protection through magic. Wizards of this school are called sealers and are generally the protectors of the groups they are in.

Weakening Seal

Starting at 2nd level, you can prevent a creature from using its powers. As a reaction, you can target a creature within 30 feet of you. The target must succeed on a Charisma saving throw or be affected by one of the following effects of your choice:

- The target's speed is reduced by 10 feet until the end of its next turn.
- The target has disadvantage on the next saving throw it makes within 1 minute.
- The target takes 1d6 radiant damage.

- The target has disadvantage on the next attack roll it makes within 1 minute.

Ritual of Protecting Seal

Also at 2nd level, you can place a seal on objects to protect them against specific types of creatures. To do so, you perform a 1-hour ritual with the item and choose one of the following creature types; aberration, celestial, dragon, elemental, fey, fiend, giant, monstrosity, ooze, or undead.

If a creature of the chosen type tries to carry the item, it takes 4d6 force damage, and an extra 4d6 force damage at the start of each of its turns while carrying it.

The sealed item retains its new properties for 1 week, for the duration of which it also becomes a magic item.

The seal is visible to the naked eye, and a creature can discern the nature of the seal by means of a successful DC 15 Intelligence (Arcana) check.

The force damage increases to 5d6 at 10th, 6d6 at 14th, and 7d6 at 18th level.

In addition, when you reach 14th level, the effects of the ritual become permanent, and you can seal the item against evil-aligned creatures instead of choosing a single creature type. Only you or a *wish* spell can dispel the effects of the ritual.

Once you use this feature, you must finish a long rest to do so again.

Interruptive Seal

At 6th level, you learn to form a seal between a creature and magic. Whenever you cast the *dispel magic* or the *counterspell* spells, you can choose to have advantage on the ability check required by the spell.

In addition, when you cast the *banishment* spell, the target has disadvantage on the Charisma saving throw, and you only have to keep it under the effect of the spell for 5 turns instead of 1 minute for the target to remain banished.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain any expended uses when you finish a short or long rest.

Detailed Knowledge of Sealing

At 10th level, your knowledge of protection magic reaches immense heights, allowing you to cast an abjuration spell without expending a spell slot. Once you use this feature in this way, you must finish a long rest to do so again.

In addition, choose one of the following creature types: aberration, celestial, dragon, elemental, fey, fiend, giant, monstrosity, ooze, or undead. When you cast a spell that targets a creature of the chosen type, the target must succeed on a Charisma saving throw or be stunned until the end of its next turn. You can change the chosen type of creature during a long rest.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses after you finish a long rest.

Master Sealer

At 14th level, you can close planar gates, teleportation circles, and portals by performing a 1-hour ritual.

You can also choose to close such gates and portals more quickly. As an action, you can expend a spell slot of 6th level or higher and consume spell components worth 500 gold pieces to close a planar gate or portal.

When closed in this way, gates or portals are not destroyed and can be activated again.

This feature does not work on the gates and portals created by gods or other prominent divine forces.



New backgrounds

In the following pages, you will find some backgrounds that can fit any alignment, although most of them are more suited to good characters. From martyrdom to penitence, from a sheltered life to the exciting one of a temple guard; you can find many backgrounds in this book, suitable for the creation of both an epic character with a past full of legendary stories, as well as one that is as plain and simple as can be.

Benefactor

Benefactors are those who work for the well-being of the people around them. They spend their time helping build houses, cook, or hand out supplies. They are generally beloved by all, because not everyone dedicates their life to the well-being of others.

A benefactor can be someone who helps people in their daily comings or goings, can come from a wealthy family and decide to use their treasures to help people or be someone who provides supplies to a wartorn village against all odds. In any case, as a benefactor, you've dedicated your life to making the world a better place; step by step and day by day.

Skill Proficiencies: Insight, Persuasion

Languages: Two of your choice

Equipment: A small knife, a scroll that reads "Do you need help?" in Common, a set of common clothes, and a belt pouch containing 20 gp

Feature: Name of Kindness

Your good deeds earned you a reputation in the settlements nearby. Those you introduce yourself to tend to think you have a good heart, which makes them eager to assist you in your adventures. For instance, they may provide you with food, shelter or information.

Suggested Characteristics

Benefactors always have people's best interests at heart. They thus don't like wasting their time with things that don't seem to be helping anyone. They also tend to be sociable, as their job mainly focuses on people. They listen to those who need help and try to comfort them. Overall, most benefactors are cheerful people with hearts full of hope.

d8	Personality Trait
1	I like to play harmless pranks on others.
2	When I am with people, I try to be serious.
3	I like being around children. They remind me of the lighter and brighter side of life.
4	I'm always intrigued by real-life stories.
5	I speak to everyone like they're my friends.
6	I don't like stingy folk who don't share their belongings.
7	I like to collect mementos from the settlements I help.
8	I am committed to my deity with my life.

d6	Ideal
1	**Foundation.** I will create an organization to help people all across the land. (Good)
2	**Humble.** Those I've saved may see me as their savior, thinking they owe me their lives. Yet I was only doing what was right. (Good)
3	**Kindness.** No matter what, I will help everyone. There's nothing that could change my mind. (Good)
4	**Justice.** All those who hurt the innocent will pay for their crimes in accordance with the law. (Lawful Good)
5	**Power.** Once I become powerful enough, I can stop all violence. (Any)
6	**Equality.** None should suffer. (Any)

d6	Bond
1	While I was trying to help someone, I accidentally got them killed. I now can't shake the fear of losing someone again.
2	I carry an item that reminds me of the first time I risked my life to save people.
3	I lost my family in a horrible event. From that day forward, I've dedicated myself to saving others.
4	When I am under stress, I start humming a melody, the lullaby my mother sang to me when I was a child.
5	Since I always side with innocents, I'm not always welcome everywhere.

6	I provide supplies to a small village from time to time. I must make sure they are doing okay.

d6	Flaw
1	I've had to work with shady folk to help others.
2	Seeing innocent people getting hurt blinds me with rage.
3	Secretly, I enjoy killing evildoers. It's what they deserve.
4	When someone flirts with me, I am charmed by them almost immediately.
5	I tend to flee from fights when I feel desperate.
6	I can't stand gore.

BLESSED CHILD

At birth, you were blessed by the forces of good or by a respected member of a good temple. Through this blessing, divine powers put their faith in you. In return, you are expected to follow their path and put *your* faith in *them*. You know the flame of faith burning in your heart will warm you and your allies if you hold on to it, even in the dampest and coldest of places. This flame is your blessing and your guide.

You carry a mark that shows you are blessed, which appears somewhere on your body right after you are blessed at birth.

Once you know you are blessed, the temple or other religious figures may want to educate and protect you to ensure that you can walk the holy path. However, some who see your mark are less than delighted, which may cause you to acquire enemies even as a child.

You may find out you are blessed through many means. You may be raised by a temple that tells you about your mark from the very beginning, or you may be brought up by regular folk who hide your mark's meaning from you, and may discover its true nature later in life through other means. You can be spoiled by religious people, disciplined by religious authorities, or even hunted by heretics.

Skill Proficiencies: Two of your choice (If you are raised in a temple, you may want to choose Religion as one of them)

Languages: Celestial and one of your choice

Equipment: A holy symbol (a gift you got when people realized you were blessed), a set of common clothes, and a belt pouch containing 15 gp

Feature: Mark of the Blessed

You carry a mark that symbolizes you are observed and guided by divine powers. This mark can be anywhere on your body. Its shape can be a holy symbol, a letter, or anything else you can think of. Religious authorities might recognize the mark with a successful DC 15 Intelligence (Religion) check and understand that you are a blessed child. While some may trust you instantly and wish to help you after recognizing your mark, others may see you as a valuable target.

Suggested Characteristics

Blessed children are generally humble. They don't talk about being blessed, and even hide their marks from others. They tend to believe that they were blessed for a reason, and that all their actions are under the watchful eye of a divine force. No matter what, they try to help people. Most of them also seek answers about their deities. Many of them therefore live lives that are appropriate for their deities and become members of a temple at some point or another.

d8	Personality Trait
1	I always act with caution, for evil lurks around every corner.
2	I will help everyone in need no matter who they are, because that's what a hero does.
3	I follow all orders from friends without so much as a second thought, even if it means risking my own life.
4	I have a catchphrase that I sometimes blurt out when I'm excited.
5	True blessing is the bond of friendship and family. Thus, I see everyone as my friend, and my friends as my family.
6	My rules are the same as those of my deity. If they conflict with the values of others, I will always choose my deity's rules.
7	Even in the face of the slightest injustice, I can't stay silent. I feel like I must set things right no matter what.
8	I always try to stay positive and smile, even in the darkest of times. Because If the one who is blessed doesn't smile, who will?

d6	Ideal
1	**Herald.** I will spread the flame of faith burning in my heart. (Good)
2	**Faith.** As a blessed child, I shall fulfill my destiny and vanquish all the enemies of my deity. (Good)
3	**Devotion.** I must prove my worth and devotion to the temple. I thus execute their orders without question. (Lawful)

4	**Truth-Seeker.** I spend my days searching for and studying the unknown about the divine. (Any)
5	**Self-Justification.** As I am blessed by righteous forces, all my actions are blessed and righteous as well. (Chaotic)
6	**Divine.** I am the hand of my deity amongst mortals and I act accordingly. (Deity's alignment)

d6	Bond
1	My deity's temple and its members mean a great deal to me. I would do anything in my power to help them.
2	Without my mark, I am no one. I must protect it with my life.
3	I would rather die than see the innocent hurt.
4	My life, and all that I am, was gifted to me by my family; this blessing included. I must protect them with my life.
5	I will find other blessed children and protect them if our ideals complement each other.
6	I must learn why I was blessed and fulfill my destiny.

d6	Flaw
1	I tend to joke about serious stuff when I can't find anything else to say.
2	I secretly want this mark gone, because my faith is wavering.
3	I get paranoid when I feel powerless.
4	I am quick to anger when someone talks badly about my religion.
5	I believe this blessing means nothing. If you ask me, I am no different than anyone else.
6	To me, faith is power. I see the faithless as my inferiors.



COMMONER

Not all heroes are nobles or trained warriors. Sometimes, fate smiles upon the most unexpected people.

You were a commoner; a farmer, a baker, or simply a villager. But then, on a day that seemed like any other, something happened that changed your life completely. There may have been an attack on your homestead or you may have found an unknown artifact that emanated an unholy aura. Whatever it was, everything was turned upside down and you left your steady life behind.

Skill Proficiencies: Choose two from Animal Handling, Medicine, Nature, and Survival

Tool Proficiencies: One of your choice

Equipment: A set of common clothes, and a pouch containing 1 gp

Feature: Common Knowledge

You used to be an ordinary person with an ordinary life; one that consisted of doing work and spending the rest of the time with a small community in a settlement. You can thus recognize whether a place is for the commoner or not when you go to a new place. You also have no trouble socializing with the common folk who immediately recognize you as one of their own. This means, while some people trust you at first sight, some don't so much as give you a second glance, thinking you're just a member of the community.

Suggested Characteristics

Commoners are people who can do all kinds of jobs; farming, baking, trading, husbandry; basically all occupations you would expect to find in a town or a village. Most are humble and honest, but there are always those who want more.

d8	Personality Trait
1	I always want to be around my friends.
2	Sometimes, I hate my life. I think a common life is better than adventure.
3	I don't care about money as long as I'm having a good time.
4	I don't like to hurt animals. I love them all.
5	I like to talk to people and learn about them.
6	Being in the wild makes me feel free.
7	I can be very nitpicky.
8	Bringing a smile to others' faces, brings a smile to my own.

d6	Ideal
1	**Benevolent.** I would help anyone that needs me. (Good)
2	**Liberation.** Life as a commoner can be hard. I must find a way to make their lives better. (Good)
3	**Hero.** Anyone can be a hero, as long as they are just and good-willed. (Good)
4	**Freedom.** I took life one day at a time just to survive. Now, I'll live my life to the fullest. (Neutral)
5	**Revenge.** One day, I will be more than a commoner. The nobles who made us suffer will pay for their insolence with their lives. (Any)
6	**Welfare.** No matter what, everyone deserves to be happy. I will make sure that the lives of commoners are just as joyful as that of the rulers. (Good)

d6	Bond
1	I have a duty to my homestead. I must always think of their well-being.
2	I left my family behind when I became an adventurer. I miss them a lot.
3	I have an item that reminds me of who I was. I always keep it with me.
4	I was shunned from my home because of something I did. I must clear my name.
5	I have a strong sense of discipline; a keepsake from my former life.
6	I am searching for a purpose that could add meaning to my life.

d6	Flaw
1	I like to hoard my treasure and don't like to share it.
2	Sometimes I feel ashamed about being a commoner, so I lie about my past.
3	I am quick to trust people because I think there's goodness in everyone.
4	I take pleasure in punishing those who oppose me.
5	I secretly believe I'm above all commoners, since I'm no longer one of them.
6	I have an addiction.

GRAVEKEEPER

While others may find graveyards frightening, even petrifying; you find serenity and composure in the cold quiet of these places. Working at night and resting during the day isn't as hard as it may seem to some, since you enjoy solitude more than the company of society.

You've devoted your life to taking care of the dead. You embalm them, burn them, dig comfortable burial places for them. All in all, you fulfill their wishes about their post-mortem resting places.

You tend the tombs and keep them from getting robbed by gravediggers. You pray for the souls of the dead, and sometimes mutter hymns for them.

You may be alone, but not lonely; you believe as you keep the dead company, the spirits of the dead watch over you as well.

Skill Proficiencies: Choose two from Medicine, Perception, and Religion

Tool Proficiencies: Carpenter's tools and mason's tools

Equipment: A bag containing ten candles and 2 blocks of incense, a shovel, a set of common clothes, a simple rag, a pouch of pebbles, and another pouch containing 5 gp

Feature: Keeper of the Graves

As a gravekeeper, you own a small hut within the bounds of the cemetery.

As the common folk illogically associate you with their fear of death, they tend to keep their distance until one of their loved ones takes their last breath.

While traveling, other gravekeepers are willing to have you as their guests.

Suggested Characteristics

You keep your distance from the rest of society and find tranquility and solace in silence and isolation. Others may be prejudiced and think you to be grim; however, you don't need to be.

d8	Personality Trait
1	Death is the ultimate reality, I embrace it without fear.
2	I try to be of service to my community, but they seem to avoid me.
3	I don't like making small talk, gravekeeping is the perfect job for me.
4	I have a dark sense of humor that others find slightly disturbing.
5	I try to do my job as best I can; you could eat off the graves in my cemetery.
6	I like when people come to visit the dead.
7	Worldly pleasures make no sense to me.
8	Silence brings me solitude, and I'm happiest when I'm at the cemetery.

d6	Ideal
1	**Undead Destroyer.** Death is the end of the story called "life", and I've always hated sequels. (Lawful)
2	**Servant.** Although others may not think so, the work I do is a must for the community. (Lawful)
3	**Hospitality.** The dead deserve to rest in peace. (Good)
4	**Keeper.** I keep the dead away from the living, preserving nature. (Neutral)
5	**Pragmatic.** Why not use the dead for the greater good? (Chaotic)
6	**Curious.** If only the dead could talk, the stories they'd tell would be invaluable. (Any)

d6	Bond
1	I fight gravediggers who disturb the dead.
2	Once a month, I visit every grave in a cemetery and place flowers on them.
3	The cemetery is my home, I better keep it clean.
4	If I see people who disrespect the dead, I confront them with anger.
5	One morning, I awoke to find a grave had been dug up. I'm investigating this crime, looking for the one responsible.
6	I visit the grave of a beloved friend of mine from time to time.

d6	Flaw
1	For me, death has become mundane; the death of my loved ones no longer affects me.
2	I often talk with the dead while I'm on the job. They sometimes talk back.
3	I know my duty is a holy one, but I sometimes question my faith.

4	I let the downtrodden steal from the dead.
5	I don't like conversing with people. I'm used to the quiet of the graveyard.
6	I take ordinary items from the dead as mementos before I bury them.

HEALER

You were once the apprentice of a healer who was also an excellent tutor in the craft of remedy and medicine. Perhaps, you wandered around the realm together, healing survivors of battles. You may have been the healers of a small settlement where you had close relations with the locals, or you practiced your craft in an entirely different context. No matter what the specifics were, you had a group of people depending on you, for whom you were a beacon of hope, of remedy, and of relief.

Skill Proficiencies: Medicine, Nature

Tool Proficiencies: Healer's kit, herbalism kit

Equipment: A bag full of herbs and components required for the practice of herbalism, a set of common clothes, a healer's kit, a herbalism kit, a pouch containing 5 gp

Feature: Master Crafter

Years of practice have made you proficient in your craft. You know the subtleties required. You know the anatomy of the humanoid body. Thus, you have advantage on your Wisdom (Medicine) checks to stabilize a dying humanoid creature.

This gift of your craft comes at a small cost. Wherever you go, the locals often seek you out to ask for your help healing someone, or for your professional advice regarding a day-to-day health issue.

Suggested Characteristics

Healers are generally required to be merciful and caring to the weak and to those in need. They are generally peaceful, kind, and helpful. They often try to stay out of killing.

d8	Personality Trait
1	I see myself as the hands of the divine.
2	Providing others with relief soothes me.
3	I hate it when people come to me for things as simple as a headache which they could get rid of with a good night's sleep.



4	I want to travel and help the helpless.
5	The humanoid body fascinates me; it's art in its purest form.
6	I believe all life forms are equally important; thus, I gladly spend my energy to save every living thing.
7	I understand that death is a part of life. Although I try to prevent it, I don't think of it as an enemy.
8	I try to refrain from killing wherever I can; unless it is absolutely necessary.

d6	Ideal
1	**Medic.** Good or evil; I'd heal anyone in need. (Good)
2	**Helper.** I've devoted myself to serving the common folk who otherwise can't afford healing services. (Good)
3	**The Judge.** I only heal those who I believe will do some good in this world. (Lawful)
4	**Nature-Friendly.** I never use materials procured from endangered species while conducting my craft. (Lawful)
5	**Pure.** I was never much for earthly ambitions involving politics and intrigue, I'm happy with nature. (Neutral)
6	**Academic.** I must constantly study the anatomy of the body to perform my craft well. (Any)

d6	Bond
1	I once lost someone close to me. I learnt to heal to keep others from suffering my fate.
2	I must travel the world to heal as many people as I can.
3	I have someone dear to me who is dreadfully sick, and I don't know how to heal that person.
4	My master has taught me everything I know. I must honor them.
5	I should find an apprentice to whom I'll pass on the craft of healing.
6	There is an outbreak of a rare condition in the community I'm staying with; one that I plan to investigate.

d6	Flaw
1	If I cannot save someone who required my assistance, I feel terrible and blame myself for their death.
2	I'd risk my own safety to save others.
3	I often need to discard the thought "All things die, why bother healing them."
4	I sometimes prank people by adding a powder to their medicine, which makes them laugh until they feel faint.
5	I can leave someone behind if I believe there are more people who need my assistance elsewhere.
6	Being exposed to death too many times has made me unresponsive to it.

Martyr

You are fighting for a cause of great importance for the good of all, or of your own community. This cause can be anything; you could be trying to win a war, seeking to put an end to a grave injustice, or looking to fill those around you with a sense of divine understanding.

You may have chosen this path as a result of various circumstances; you may have been trained for this your whole life, lived through things to see the necessity of it, or found it while seeking atonement for your past deeds.

Skill Proficiencies: One of the following skills of your choice; Arcana, History, Religion; one of the following skills of your choice; Athletics, Persuasion, Insight

Tool Proficiencies: One type of artisan's tools

Equipment: An item of honor from the organization or kingdom you belong to or a noteworthy item signifying the importance of your cause, artisan's tools of your choice, a set of common clothes, and a pouch containing 10 gp

Cause

As a martyr, you fight for a cause that will benefit others; be-they your own community or the entirety of society. This cause is of the utmost importance to you, so much so that you are ready to die for it if necessary. You should note that this cause also determines the role of the organization you are tied to, or your role within it. To determine what your cause is, you can roll on the table below, choose from the table below, or create a cause that best fits your character.

d10	Cause	d10	Cause
1	To win a war	6	For peace
2	To find a cure	7	To make discoveries
3	For faith	8	For protection
4	To help the weak	9	For change
5	For freedom	10	For welfare

Feature: Stand for the Cause

You have a strong will to follow your cause, to make it real, even if you shall (or did) perish to do so. On a challenge that keeps you from progressing for your cause, you can choose to spend an inspiration to automatically succeed on one saving throw or death save, or count a roll on a check or attack roll as a natural 20. If you don't use inspiration in your game, you can use this feature once a week.

Variant Feature: Martyrdom

You may have already become a martyr for your cause. Perhaps you came back from the brink of death, or perhaps you died (or were considered dead) but somehow came back to life.

The folk, community, or society that sees you as a martyr tries to provide for your needs to the best of their abilities. This can present itself as a free stay in an inn or a house, someone tending to your and your companions' wounds, food rations for a voyage or mission, or even simple or mundane items you may need. The GM has the final say about the extent of these demonstrations of hospitality.

Suggested Characteristics

As a martyr, your cause is always on your mind. You thus tend to consider how an action would help or hurt your cause before acting. As you see it to be the way of ultimate righteousness, you try to recruit others to it. Because of your loyalty, you hold your organization or kingdom in incredibly high regard.

However, this loyalty does not have to be to characters or entities of authority; you are also incredibly loyal to your cause. Perhaps, you may even be in conflict with your organization for the sake of this ideal.

d8	Personality Trait
1	If it's gonna help my cause, I defy authorities without hesitation.
2	I am in a state of constant melancholy due to the voluntary weight I put on my shoulders.
3	I am (sometimes overly) protective of my companions and my organization.
4	I believe in the power of the masses; I try to enlighten others to see my cause.
5	I experienced the harsh truth of how awful it will be if I fail.
6	I abide by strong principles as I follow my cause.
7	I am obsessed with my cause, but success only comes to those who make sacrifices.
8	I constantly seek ways to prove or improve myself for the sake of my cause.

d6	Ideal
1	**Ideals.** We have to abide by ideals to fulfill our cause. (Lawful Good)
2	**Wisdom.** We should find the best way to achieve our cause. (Neutral Good)
3	**Insight.** Laws and rules cannot get in the way of the benefit of people. (Chaotic Good)
4	**Honor.** I must honor my cause because it is tradition and law. (Lawful)
5	**Pragmatism.** Although not always virtuous, I should find the best way to succeed in my cause. (Neutral)
6	**Passion.** I feel the importance of my cause in my heart, and I act on it. (Good)

d6	Bond
1	My people depend on me to succeed; therefore, I must!
2	I have to prove myself worthy of my cause.
3	Our leader(s)' actions hurt my cause. I must right this wrong.
4	I must keep my cause secret, as its discovery may result in great harm.
5	I took an oath for my cause, I can never break it.
6	I secretly wish for death as it is the ultimate sacrifice I can make for my cause.

d6	Flaw
1	I tend to judge others too harshly if they do not share my cause.
2	I put myself in danger, sometimes recklessly, to help our cause.
3	Without this cause and my role within it, I am worthless.
4	If something needs to be done, I want it done right away.

5	I'm sadly (and secretly) afraid that my cause will fail in the end.
6	I secretly believe that my cause isn't important, and I try to convince myself otherwise.

PENITENT



You were once a heretic. For a time in your life, you murdered innocents, stole from others, worshipped dark powers; you sinned. But then, something happened that put you on the path of penitence.

Skill Proficiencies: One related to your past life

Languages: One of your choice

Equipment: An item of clothing, a token, and a set of items belonging to your past life, and a pouch containing 15 gp

Past Sins

Although you committed sins in your past life, you are now a Penitent. Choose a past sin or roll on the table below. You can also choose another sin, discussing it with your GM.

d6	Past Sin
1	Thievery
2	Murder
3	Worshiping dark powers
4	Blackmail and slander
5	Arson
6	Helping criminals

The Path of Penitence

An important event changed your life and you decided to leave your past life full of sin behind, to turn over a new leaf. Choose a Penitence Event or roll on the table below. You can also choose another event, after discussing it with your GM.

d6	Penitence Event
1	I was caught and sentenced to jail for my past sins.
2	I witnessed something gruesome and decided to start fresh.
3	I was betrayed by my former colleague(s).
4	I changed to protect a loved one.
5	I escaped the authorities in the nick of time. I will never go through that again.
6	I think I'm going to die soon. I want to right my wrongs before I go.

Feature: Two Sides of a Coin

You were a sinner, but you are now on the other side of life. You know people from both your past life and your new one. While your new friends will most likely try to help you on your new path, the ones from your old life may try to tempt you.

From time to time, you encounter people from your old life and they make job offers to you, or offer their help on your quest, trying to convince you to return to your old ways. Rejecting these offers may cause you hardship on your adventure, and can make you some enemies. However, every time you reject such offers, life opens new doors.

Suggested Characteristics

Although you have less to gain on your new path compared to the old one, you are happy with your new, peaceful life. Even though your past sins still haunt you, you always try to look forward.

d8	Personality Trait
1	I idolize a legendary hero who was a penitent just like me.
2	I am a devoted person by nature. I was just devoted to the wrong causes.
3	I was evil. Now, I am its destroyer.
4	I always think twice before taking action.
5	Loved ones are what really matters.
6	I always watch the actions of others and warn them if I catch them in a sin.
7	Owing to my past experiences, I am calm in extreme situations.
8	I can always bring two enemies to common ground.

d6	Ideal
1	**Faithful.** My new faith guides all my actions. (Lawful)
2	**Proving.** I have to prove that I have changed. (Any)
3	**Helpful.** I turn others from the wrong path. (Good)

4	**Forgiving.** Everybody can make mistakes. (Neutral)
5	**Fair.** I never judge others by their former actions. I judge them by their intentions. (Lawful)
6	**Vengeful.** I will destroy anyone and anything that has led me to sin. (Any)

d6	Bond
1	I lost everything because of my past sins, except a single person, who I must protect.
2	My mentor, my savior, pulled me out of my past life and taught me everything I know about penitence.
3	There are people out there whose loved ones I hurt in the past. I must seek their forgiveness.
4	The temple helped me atone for my sins. Now, it is my turn to help them.
5	My past experiences taught me the ways of evil. Now, it is time to destroy it.
6	I found atonement in a new faith. I would protect it with my life.

d6	Flaw
1	My faith is more important than anything; even my friends.
2	I fear that if I waver from my new cause, I will sin again. So, I am dogmatic in my thoughts.
3	Dark and sinful thoughts still dwell in my mind.
4	The past weighs on my conscience. Some nights, I wake from nightmares.
5	The past haunts me. Sometimes, I drink more than what's good for me to forget about it.
6	Sometimes, penitence becomes too heavy a burden and I think about going back to my past life.

PILGRIM



You are a pious person who travels to places that are sacred to your faith. Through pilgrimage, you hope to feed your soul with divine blessings and mystical inspiration to become closer to your deity.

Although some pilgrimage sites are well-known, some of them are hidden and are only revealed to the most devoted of followers. In addition to visiting the known sites, you also seek the hidden ones.

Skill Proficiencies: Religion and Survival

Languages: One of your choice

Equipment: Priest's pack, traveler's clothes, and a belt pouch containing 2 gp

Feature: Pilgrim

You went on pilgrimage before. You are thus blessed, and people of your faith identify you as a pilgrim. You are offered free accommodation in the temples of your faith.

Suggested Characteristics

Your faith is strong and you have a strong desire to travel anywhere it takes you, even if this means going off to faraway lands.

d8	Personality Trait
1	I am constantly looking for divine signs and sacred places.
2	Earthly possessions do not matter. The truth lies in faith.
3	Hallowed temples bring me more comfort than crowded places.
4	Pilgrimage can be deadly. But I would happily die for its sake.
5	I have small rituals, even for small events. We should be grateful for everything we have.
6	I love learning about different cultures.
7	Pilgrimage is a means to an end for some, but it's the journey one takes lessons from.
8	I feel free when I am far from home, searching for sacred places.

d6	Ideal
1	**Holy.** I am a holy person, a pilgrim. I must live and die with honor. (Lawful)
2	**Zealot.** Although I am a humble pilgrim, I will bring wrath upon the enemies of my faith. (Any)
3	**Free Spirited.** I will travel until I die. (Chaotic)
4	**Faithful.** I am a mere servant in my deity's grand plans, and I play my part to the best of my abilities. (Lawful)
5	**Wise.** I became a pilgrim to acquire divine knowledge and share it with others to make the world a better place. (Good)



6	**Curious.** The world has many secrets waiting to be uncovered, and my pilgrimages shall take me to them. (Any)

d6	Bond
1	I hold my loved ones above all else, even if they're far away.
2	The teachings of my faith will guide me through all dangers.
3	I carry my faith to the untouched places in the world.
4	I am the end of all enemies of my faith.
5	My duty is to protect other pilgrims and the sacred places of my faith.
6	I saw holy places in my dreams, waiting for me to find them.

d6	Flaw
1	I feel like I am missing life when I am not traveling.
2	Although I travel a lot, I don't trust different folk.
3	Although my goals are divine, I have a weakness for all earthly pleasures.
4	I place my faith higher than the others, sometimes too high.
5	I can be overly violent in times of danger.
6	I envy those who discover hidden pilgrimage sites.

SHELTERED

You were brought up with every comfort, sheltered from the heartbreaking realities of the world. You might have experienced hardships of your own, but they were different compared to what most others go through.

The stories told by the guests you entertained, those that filled the pages of your books, and that decorated the paintings you looked at became your window to the outside world; at least to the one you fantasized about. The truth, on the other hand, was entirely different and one that no one and nothing prepared you for.

Skill Proficiencies: History, Persuasion

Tool Proficiencies: One type of gaming set or one type of musical instrument

Languages: One of your choice

Equipment: A novel, three candles, a small drawing of your caretakers, a set of fine clothes, and a pouch containing 20 gp

Feature: Fourth Wall

You heard and read about many adventures. So, when you are in a situation that you liken to a trope in the genre, such as a bad guy monologuing about their plans, you can see what's coming and act accordingly. For example, when you're going to an inn for the first time in a new place, you can guess that there will be suspicious-looking, hooded figures or two groups in the midst of a brawl when you get there. Since life doesn't always make narrative sense, you may miss the mark with some of your guesses. Inform the GM of your background so that they can help you in this regard.

Suggested Characteristics

You experienced a world of your own, disconnected from most others. It had its own difficulties, pleasures, and teaching moments.

d8	Personality Trait
1	I often quote my favorite character from my favorite novel.
2	I prioritize experiencing new things above most things.
3	I dream of epic stories in my free time.
4	It gives me great pain to watch others suffer.
5	I love to be the center of attention.
6	I was sheltered from the dangers of the outside world. I now fear that I will become one of them.
7	I love learning about different cultures.
8	I want to make the world a safer place.

d6	Ideal
1	**Curiosity.** One can disobey rules to satisfy one's curiosity. (Chaotic)
2	**Quest.** I was raised to complete a quest. I shall fulfill my role. (Lawful)
3	**Tactician.** I had too much time to think, and I do not act without thinking. (Any)
4	**Courage.** The stories indicate that the heroes always prevail, and I have no intention of being defeated. (Good)
5	**Narcissism.** I know what's best for everyone. (Any)
6	**Equality.** I have lived a safe life. I will ensure that everyone does so too. (Good)

d6	Bond
1	I had a caretaker who provided me with books, who read to me and told me stories, and who taught me all I know.
2	Even in the safe place I have lived in, someone tried to kill me. I must find them.
3	I look after a pet who means everything to me.
4	Everything I know about the outside world, I learnt from a relative of mine.
5	I must find the artifact that appears in many stories I've heard.
6	I promised someone I love to live out my own adventure.

d6	Flaw
1	I believe that the world is how it is described in stories.
2	I'm not comfortable around people.
3	I trust others too easily.
4	I scare too easily.
5	I am a perfectionist.
6	I look for an intrigue in every word uttered by those around me.

Temple Guard

You were once stuck between two worlds in your profession; the hard life of a guard and the comfort of the temple. While normal guards were trained to chase and arrest criminals and conduct investigations where need be, you were trained to stay at your post at all cost. You might have been the sole protector of a shrine, the gatekeeper of a temple, or the guardian of a cleric.

Unlike most guards, you also received an education on religious matters. You thus take great care not to disrupt holy rituals or other activities of religious importance.

Skill Proficiencies: Insight, Religion

Languages: Two of your choice

Equipment: A brooch that indicates your rank, a potion of healing, a set of common clothes, and a pouch containing 15 gp

Feature: Credible Occupation

Most people think very highly of your profession as a temple guard and those with something to hide usually stay out of your way.

You can thus find the assistance you seek in most places of civilization so long as you have your brooch with you. This assistance can be in the form of food, a place to stay, directions to a particular location, and other things of the same nature.

However, your reputation does not ensure acceptance in the eyes of everyone. Criminals such as thieves or assassins stay away from you and refuse to provide you with their services.

Suggested Characteristics

The harsh training you went through and the fact that you dealt with all kinds of people during your service has made you disciplined and has taught you how to behave in most social situations. These things shaped you into the person you are today.

d8	Personality Trait
1	I'm always polite to religious people.
2	I'm getting ready to face the next terror to befall us.
3	I use lots of idioms.
4	I lost friends while I was in service, and their memories shall always be with me.
5	I like to watch people worship; it gives me peace.
6	I keep the people I protect at a distance.
7	I like weapons and the stories they tell.
8	I can stand guard for days without so much as a grumble.

d6	Ideal
1	**Honest Work.** It's not just about making a living, it's about doing it the right way. (Good)
2	**Loyalty.** My duty is to guard the temple, not to question or interfere with its affairs. (Lawful)
3	**Sacrifice.** My duty to protect ends when I die, and not a moment before. (Lawful)
4	**Strategy.** No one in their right mind would attack temples; we must try to understand those that are out of theirs. (Chaotic)
5	**Wage.** It doesn't matter what I guard as long as I get paid. (Neutral)
6	**Commitment.** My temple and the people in it come first. (Any)

d6	Bond
1	I promised a cleric I'd live an honest life.
2	I must defeat evil.
3	I'll never forgive nor forget those who attacked my temple.
4	Sacred places must be protected.
5	I have been entrusted with a secret by my temple.
6	I fight for those in need of protection.

d6	Flaw
1	I failed my duty before, and I fear I might do so again.
2	I prefer killing criminals to taking prisoners.
3	I forgive too easily.
4	I'm jealous of powerful paladins.
5	I act under orders, giving no thought to the consequences.
6	Sometimes I freeze under pressure, when my actions matter the most.

New Feats

The feats presented in this section are for you to provide your characters with holy, sacred, resourceful, and powerful talents. Although feats do not normally have a prerequisite in terms of alignment, most talents here are suitable for good characters.

Angelic Durability

Your body is enhanced with angelic essence and some parts of it resemble that of an angel, made out of marble. You gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.
- Once per week, you can choose to focus on the essence within you as an action. If you do so, you instantly take the benefits of a short rest. The number of spent Hit Dice count against the number of maximum Hit Dice you can use during short rests.
- You can choose to have advantage on a saving throw against spells and other magical effects. Once you use this feature, you must finish a long rest to use it again.

Angelic Strength

Your body is enhanced by angelic essences and you are blessed with the strength of an angel. You gain the following benefits:

- Increase your Strength score by 1, up to a maximum of 20.
- When you make a Strength check or saving throw and fail, you can choose to succeed instead by focusing on the angelic essence within. Once you use this feature, you must finish a long rest to use it again.

Blessing of Feather

You sprout angelic wings from your back, which grant you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You have a flying speed of 30 feet.

Blessing of Fin

Several fins appear on your arms, legs, and torso granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You have a swimming speed of 30 feet.
- You can breathe underwater for up to 1 hour.

Celestial Blood

Your blood is infused with celestial energies and you learn how to tap its potential. You gain the following benefits:

- Increase one of your ability scores by 1, to a maximum of 20.
- You can communicate telepathically with creatures within 30 feet of you. You still need to share a language to be able to understand each other.
- You have resistance to poison damage.

Consecrated Spell

Prerequisite: Ability to cast at least one spell, and your alignment must be any good

When you choose this feat, choose a number of spells equal to your spellcasting ability modifier (a minimum of 1 spell) that deal damage and target a single creature.

While casting these spells, you can choose to consecrate it, blessing it with radiant energies. A consecrated spell's damage type changes to radiant and it ignores resistance to radiant damage.

Courageous

You are a warrior at heart; valor and bravery run through your veins. You gain the following benefits:

- You have advantage on saving throws against being charmed or frightened.
- You have advantage on your first attack roll at the start of each encounter.
- Your speed increases by 10 feet when charging towards an enemy.

Divine Magic Training

You learn two cantrips from the cleric spell list, and one 1st-level spell from either the cleric or the paladin spell list. You can cast the chosen 1st-level spell only once using this feature, and you must finish a long rest before you can cast it again.

Wisdom is your spellcasting ability for the chosen spells.



Epitome of Good

Prerequisite: You must be a good-aligned cleric, paladin, or paragon

You are a hero of faith that people look up to for encouragement. You lead them by example, and their faith does not waver when you are with them. You gain the following benefits:

- Increase your Charisma score by 1, up to a maximum of 20.
- When you cast a cleric or paladin spell or use a cleric, paladin, or paragon feature, you can use your reaction to choose a target creature within 30 feet of you that saw you casting the spell or using the feature. Any effect causing the target to be charmed or frightened ends on itself. You can use this benefit up to a number of times equal to your Charisma modifier (minimum of once), and you regain any expended uses when you finish a long rest.

Expanded Radiant Form

Prerequisite: Light-Touched

You have more control over your innate light than others. Your radiant form remains for a number of rounds equal to your proficiency bonus.

Former Glory

Prerequisite: Aengel

You regain a small portion of your former glory and your wings start to shine with radiant energies. You have a flying speed of 60 feet instead of 30 feet.

Magical Birthmarks

Prerequisite: Peri

The marks on your body slowly changed as you grew and they eventually took the shapes of ancient fey runes, granting a +1 bonus to all your saving throws.

Mark of Good

You carry the mark of a good deity or another good, cosmic entity. You gain advantage on Wisdom (Insight) and Charisma (Persuasion) checks against good-aligned creatures and disadvantage on these checks against evil-aligned ones provided that they see the mark. You also deal an extra 1d6 radiant damage to evil-aligned creatures on a successful attack.

Might of the Shaper Giant

Prerequisite: Strength 19 or higher

You were either blessed by the might of the shaper giants or their blood flows through your veins; and you've just now realized your potential. You can use two-handed weapons with one hand.

Oathbound

Prerequisite: You must have an oath

Oaths have a special meaning and hold power within universal forces. When someone takes an oath, some of these forces start to watch the oathbound. These forces can be fiends trying to make the oathbound deviate from the righteous path, or angels that wish to help, reward, or punish them according to their actions.

You made an oath, whether you know the facts above or not; either to yourself, to another person, or to a celestial. Now, the oath is one of the most important things in your life and you are bound to it.

Until you fulfill your oath, you have a +2 bonus on ability checks, attack rolls, and saving throws that are directly related to your oath. Whether the roll is directly related or not is determined by the GM.

If you break your oath, you take a -2 penalty to all ability checks, attack rolls, and saving throws until you atone for your mistake or are targeted by a *wish* spell. To atone, you must either spend 40 days in seclusion without talking and with no one to talk to, thinking about your sins and wrongdoings, or you must be blessed by the *bless* spell cast by a good-aligned spellcaster of 17th level or higher.

When you fulfill your oath, you are no longer oathbound. You do, however, receive the blessing of the divine; granting you a +2 bonus to all ability checks, attack rolls, and saving throws.

GMs may choose to give this feat to a character when it takes a serious oath, even if the character shouldn't be able to gain a new feat under normal circumstances.

Keep in mind, you can only receive blessing from the divine once in this way. So, for instance, you do not gain the bonuses again if you take a second oath and then fulfill it.

Pain-Bearer

Prerequisite: Constitution 13 or higher

You were always eager to take the damage and to suffer the pain instead of your loved ones. You can now use this pain to mend others' wounds. You gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.
- When you take at least 10 damage in a round, and if you cast any spell or use any feature that restores hit points within the next round, the spell or the feature heals an additional 2d8 hit points.

Prudent

Prerequisite: Wisdom 15 or higher

You are blessed with prudence. You have the ability to discern what others cannot. You gain proficiency in the Perception and Insight skills. If you're already proficient in these skills, your proficiency bonus is doubled for any check you make with them.

Radiant Landing

A celestial taught you the secrets of high altitude landings.

When you take damage from a fall, you can choose to negate the damage. If you do so, each creature within 10 feet of you takes radiant damage equal to the amount of the fall damage you negated. Once you use this feature, you can't use it again until you finish a long rest.

Redeemed and Accepted

Prerequisite: Redeemed Fiend

As redeemed fiends keep their fiendish physical appearance when they are redeemed, some of them have a hard time finding acceptance, but not you. You have strong connections, and they have accepted you as you are. You gain the following benefits:

- Increase your Charisma score by 1, up to a maximum of 20.
- You no longer have disadvantage on your Charisma (Persuasion) checks against common folk while in your true form.
- Wisdom (Insight) checks by non- evil-aligned creatures against you are made with advantage, which allows people to understand you have good intentions.

Restoring Hands

Prerequisite: You must be a good-aligned paladin

Your Lay on Hands feature is infused with the goodness of your soul. The range of your Lay on Hands feature becomes 15 feet. In addition, your pool of healing power for Lay on Hands becomes equal to your paladin level × 6.

Starcaster

Prerequisite: Spellcasting feature

You are able to imbue yourself with the arcane powers of the stars. You gain the following benefits:

- Increase your Intelligence score by 1, up to a maximum of 20.
- As an action, you can imbue any spell with the power of the stars for 1 minute. When you do so, the damage-dealing spells you cast within the duration deal radiant damage instead of their normal damage type.
- At night, you are guided by the stars. Thus, you can't be lost during the night.

Third Eye of the Heavenly Host

You open your spiritual third eye and gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can use your bonus action to look into the Ethereal Plane until the start of your next turn.

Thrice Life-given

When you were infused with life during your creation, you were blessed three times instead of once, and it now shows. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When your blood is spilled onto soil, small plants native to your location start to grow at the spot and blossom.
- When you take damage, you regain 1 hit point at the start of each of your turns until the total of the hit points you regained is equal to the damage you took or until you take any more damage.

Twice Blessed Twice Cursed

Prerequisite: Stranger

You gain one additional strength and one additional curse from your own racial features.

Watched Over by Angels

Prerequisite: Your alignment must be any good

When you choose this feat, angels start to watch over you. You gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- Once per day, the first attack that drops you to 0 hit points misses you instead. Since you have no control over the angels watching you, the GM decides if you can benefit from this feature.
- If anything tries to harm you while you are taking a long rest, you become aware of the threat just before you are harmed, which keeps you from being surprised.

Wings of Light

Prerequisite: Light-Touched

Wings made of your innate light sprout from your back. You gain the following benefits:

- As a bonus action, you can make your wings sprout or disappear. While you have your wings spread, you have a flying speed of 30 feet.
- Your wings shed bright, magical light in a 20-foot radius and dim light for an additional 20 feet. Magical darkness doesn't impede your wings' magical light.





CHAPTER 2

OFFERINGS OF ANGELIC POWERS

Devotion Paths

Devotion Paths is an optional set of rules for GMs and players who wish to spice up their NPCs and characters. In this mechanic, you devote yourself to a concept, to a cause, and try to walk its path. Each path has its own good deeds and sins. As you live according to these restrictions, you understand the path more deeply and are rewarded for your devotion. The rewards are generally bestowed by universal forces related to the path, such as the deities of the path to which you are devoted, or powerful angels and fey.

Path Restrictions: Deeds and Sins

As is mentioned above, there are deeds and sins for each path, although different paths can have certain deeds and sins in common. These deeds and sins are listed under every devotion path. As a GM, feel free to modify them or use them as guidelines to write a new devotion path, or to write more deeds and sins for an existing path.

Devotion Points

When you commit a deed, roll a d20. If the result of the die is higher than your current devotion points, you gain 1 devotion point. You lose 3 devotion points when you commit a sin. You can walk only one devotion path at a time, and when your devotion points on a path drop to 0, you leave the path and gain a curse that is unique to it.

As a GM, you should keep two things in mind. Firstly, if you think that the deed of the character must be rewarded, you can let the character gain 1 devotion point directly, without rolling a d20.

Secondly, it must not be easy to accumulate devotion points. They should be granted as rewards for the purest of intentions. For example, a character walking on the path of honor may take 1 gold piece from one of their friends in the party as debt and pay it after 5 minutes. The character should not gain a devotion point each time they do this. The purity of the intention of characters is determined at the GM's discretion.

When you gain certain amounts of devotion points, you are granted unique rewards for your devotion.

Paths of Devotion

There are many Devotion Paths. Each path of devotion is related to a different concept or emotion.

Path of Ascension

You have devoted your life to the path of ascension. You know there is a higher truth beyond your primal needs and greedy desires; a truth you cannot wait to reveal. To transcend your bonds to perceivable existence, you have chosen to walk the path of ascension.

Deeds	Sins
Meditating regularly	Losing control of your emotions
Keeping calm	Failing to meditate regularly
Concentrating	Losing concentration
Speaking the truth	Lying
Creating a peaceful environment	Causing discomfort for no reason

Rewards

You gain the following traits as you walk the path of ascension:

1 Devotion Point. You have advantage on saving throws against being frightened.

3 Devotion Points. You can use your reaction to have advantage on a saving throw using this trait. You regain the ability to do so when you finish a short or long rest.

7 Devotion Points. You can cast the *levitate* spell on yourself using this trait.

13 Devotion Points. You gain resistance to psychic damage.

20 Devotion Points. One of your ability scores of your choice becomes 21. It reverts to normal if you lose this trait.

Curse

When you leave the path of ascension, the forces that once rewarded you for your dedication in the search for the truth now curse you. For a year, you have disadvantage against all spells and magical effects. The curse can only be removed by means of a *greater restoration* or *wish* spell cast within the first 30 days of the curse.



Path of Charity

You have devoted your life to the path of charity. You collect valuables and share them with people in need. It is your duty to make sure that the poor get their share from the treasures of the rich.

Deeds	Sins
Sharing your income	Spending coin on luxury
Feeding the hungry	Ignoring someone in need
Earning coin to help others	Being lazy
Being and looking modest	Claiming to be superior to others
Robbing evil of its riches	Bragging about yourself

Rewards

You gain the following benefits as you walk the path of charity:

1 Devotion Point. You have advantage on Charisma (Persuasion) checks while dealing with merchants and with people living in poverty. Also, if you are not proficient with the skill, you become proficient. If you are already proficient, while making the check, you add your proficiency bonus twice, instead of once.

3 Devotion Points. You can cast the *create food and water* spell once using this trait. You regain the ability to do so when you finish a short or long rest.

7 Devotion Points. You gain the ability to lend your hit points to someone in need. As an action, you can transfer any number of hit points to a creature you touch. When you do so, you lose a number of hit points, and your target gains hit points in the same amount.

13 Devotion Points. Your weapon attacks made with nonmagical weapons become magical and deal an extra 1d6 damage of the type of your choice.

20 Devotion Points. You deny your enemy its luxuries. As an action, you choose a creature within 60 feet of you that you can see. The target must succeed on a Charisma saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or all of its attunements end. Once you use this trait, you must finish a long rest to use it again.

Curse

When you leave the path of charity, the forces that once rewarded you for being charitable now curse you. Everything you possess vanishes into thin air and for 1 year, anything (except food, water, and simple clothing) that you try to own disappears without a trace. The curse can only be removed by means of a *greater restoration* or *wish* spell cast within the first 30 days of the curse.

Path of Heraldry

You have devoted your life to the path of heraldry. You are the messenger of your deity. You live by their commandments,

and it is your duty to spread them. The more you share your deity's word to the people, the closer they can get to salvation.

Deeds	Sins
Living by your deity's rules	Abandoning your deity's commandments
Helping someone of the same faith	Refusing to help someone of the same faith
Preaching in the name of your deity	Forcing someone to embrace your deity
Converting someone to your religion	Ignoring sin
Helping an evil creature redeem itself	Misrepresenting your religion

Rewards

You gain the following benefits as you walk the path of heraldry.

1 Devotion Point. You have advantage on Intelligence (Religion) checks about your deity. Also, if you are not proficient with the skill, you become proficient. If you are already proficient, while making the check, you add your proficiency bonus twice, instead of once.

3 Devotion Points. You have advantage on Charisma (Persuasion) checks while trying to spread your deity's commandments.

7 Devotion Points. You gain the ability to cast the *guidance* cantrip. If you already know the cantrip, the target of your *guidance* cantrip rolls 2d4 instead of a d4.

13 Devotion Points. You have advantage on attack rolls against evil creatures who refuse your call to abandon evil and embrace your deity.

20 Devotion Points. You are one of the most eminent emissaries of your deity and you can preach in a way that touches something in the depths of your listeners' souls. You spend one minute preaching the commandments of your deity. To do so, you make a Charisma (Persuasion) check with advantage. Creatures within 30 feet of you that can hear you must succeed on a Wisdom saving throw (DC = your Charisma (Persuasion) check) or they embrace your deity, feel closer to it, and abandon their evil acts. The GM decides which consequence happens to which creature. Creatures that are immune to being charmed are also immune to these effects.

Curse

When you leave the path of heraldry, the same deity that once rewarded you now punishes you. The fact that your deity has abandoned you disturbs your peace of mind, and you find this particularly exhausting. You constantly have one level of exhaustion for 1 year. The curse can be removed by means of a *greater restoration* or *wish* spell cast within the first 30 days of the curse, or with your active service to a temple of your deity for 30 days.

Path of Honor

You have devoted your life to the path of honor. You try to be a living example of chivalrous behavior; courage, generosity, and hospitality.

Deeds	Sins
Keeping an oath	Breaking an oath
Showing courage	Acting in cowardice
Prioritizing duty over personal gain	Prioritizing personal gain over duty
Paying debts	Leaving debts unpaid
Challenging an enemy face to face	Associating with the dishonorable

Rewards

You gain the following benefits as you walk the path of honor:

1 Devotion Point. You have advantage on all your attack rolls when you encounter an enemy face to face; when you do not approach your enemy stealthily, when the enemy is not surprised, and when you face your enemy directly.

3 Devotion Points. You can challenge an enemy of your choice within 30 feet of you that can see you. The target must succeed on a Wisdom saving throw (DC = 8 + your Charisma modifier + your proficiency bonus) or have disadvantage on all the weapon attack rolls it makes against any target other than you for 1 minute.

Once you use this feature, you must finish a short or long rest to use it again.

7 Devotion Points. Acting honorably all the time has its own hardships. To ease the weight on your shoulders, you can reroll a d20 after you make the roll but before the GM declares the result. You cannot reroll the d20 that you roll to gain a devotion point.

Once you use this feature, you must finish a long rest to use it again.

13 Devotion Points. All your successful attacks deal an extra 2 radiant damage to evil-aligned and dishonorable creatures. The GM decides whether or not a creature is dishonorable.

20 Devotion Points. As an action, you call an angel of honor (p. 219) to your aid for 1 minute.

The spirit is friendly to you and your allies. Roll initiative for the spirit, which has its own turns. It obeys any verbal command you issue to it (no action required by you) as long as it is not a dishonorable act. If you command it to do something dishonorable, you lose 5 devotion points, it leaves your command and becomes hostile to you and your allies. If you issue no commands, the spirit only defends itself against hostile creatures.

The spirit disappears when it drops to 0 hit points or when the duration expires.

Once you use this feature twice, you must finish a long rest to use it again.

Curse

When you leave the path of honor, the forces that once rewarded you for being honorable now curse you. You take a -2 penalty to all ability checks, attack rolls, and saving throws for 1 year. The curse can only be removed by means of a *greater restoration* or *wish* spell cast within the first 30 days of the curse.

Path of Hope

You have devoted your life to the path of hope. You aim to banish all sorrow and be the shining light at the end of a dark tunnel, that keeps hope alive for all eternity.

Deeds	Sins
Staying hopeful even in the most dire of situations	Falling victim to hopelessness
Proving that all evil can be defeated	Letting evil win
Being the embodiment of hope by helping those in need	Not helping others when the need arises
Inspiring allies	Discouraging an ally
Fighting impossible odds	Passing up an opportunity to inspire

Rewards

You gain the following benefits as you walk the path of hope:

1 Devotion Point. You gain proficiency in the Insight and Persuasion skills. If you are already proficient, you now have advantage on the checks made with these skills.

3 Devotion Points. You can use your devotion to ignite the flame of hope within others.

When a creature within 30 feet of you that can see or hear you makes an ability check, attack roll, or saving throw, you can use your reaction to grant advantage on the roll.

You can use this feature up to a number of times equal to half your devotion points (rounded up). You regain any expended uses when you finish a long rest.

7 Devotion Points. You can magically conjure a 6-foot-long banner of hope and place it on the ground. All allies within 60 feet of the banner gain a +1 bonus to ability checks, attack rolls, and saving throws. The banner, of which the handle is metal and the banner is cloth, remains for 1 hour, or until it is destroyed. It has AC 15, 60 hit points, immunity to poison and psychic damage.

Once you use this feature, you must finish a long rest to use it again.

13 Devotion Points. All your attacks deal an extra 2 radiant damage to creatures that threaten hope. The GM decides whether or not a creature counts as such.

20 Devotion Points. As an action, you call a spark of hope (p. 278) to your aid for 1 minute.

The spark of hope is friendly to you and your allies. Roll initiative for the spark, which has its own turns. It obeys any verbal command you issue to it (no action required by you) as long as the command is to bolster hope. If you command it to do something that is not suitable to its nature, you lose 5 devotion points, and it leaves your command, becoming hostile to you and your allies. If you issue no commands, the spark of hope only defends itself from hostile creatures.

The spark of hope disappears when it drops to 0 hit points or when the duration expires.

Once you use this feature, you must finish a long rest to use it again.

Curse

When you leave the path of hope, you lose all hope. You have disadvantage on ability checks, attack rolls, and saving throws. The curse can only be removed by means of a *greater restoration* or *wish* spell cast within the first 30 days of the curse.

Path of Humor

You have devoted your life to the path of humor. There are lots of hardships that can push people to adopt more serious demeanors. Luckily, you know the cure to this ailment: Humor.

Deeds	Sins
Making people smile	Making inappropriate jokes
Making comforting jokes	Making fun of someone
Helping people socialize	Not realizing the gravity of a situation
Having fun	Being disrespectful
Showing respect	Losing your sense of humor

Rewards

You gain the following benefits as you walk the path of humor:

1 Devotion Point. If you make someone laugh, you have advantage on Charisma checks against them for an hour or until you severely offend them.

3 Devotion Points. You can cast the *prestidigitation* cantrip using this trait.

7 Devotion Points. You can cast the *hideous laughter* spell once using this trait (DC equal 8 + your proficiency bonus + your Charisma modifier). You regain the ability to do so when you finish a short or long rest.

13 Devotion Points. As an action, you make a joke you designed for a specific creature, while the creature is maintaining concentration. If the creature can hear and understand you, its concentration is broken. The creature is not affected if it is immune to being charmed or has resistance or immunity to psychic damage.

20 Devotion Points. Your presence is enough to cause joy to your allies. If an ally within 120 feet of you that can hear or see you has disadvantage on a roll, it can choose to have advantage on that roll as well, to negate the disadvantage.

Curse

When you leave the path of humor, the forces that once rewarded you for being humorous now curse you. For 1 year, whenever you try to be humorous, you offend your audience. If you make a joke, make a Charisma (Intimidation) check contested by your audience's Wisdom saving throw. The curse can only be removed by means of a *greater restoration* or *wish* spell cast within the first 30 days of the curse.

Path of Leadership

You have devoted your life to the path of leadership. You can see that not everyone can control their fate or their disposition and lead a life of kindness, caring and love; afterall, no one is obligated to lead. You have taken up the torch, and are willing to guide others to a better tomorrow.

Deeds	Sins
Treating subordinates equally	Mistreating subordinates
Being precise	Demonstrating incompetence
Taking responsibility	Making a bad decision
Guiding people towards their goals	Setting a bad example
Setting a good example	Ignoring consequences

Rewards

You gain the following benefits as you walk the path of leadership:

1 Devotion Point. You have advantage on Charisma (Persuasion) checks while dealing with your subordinates and with people that value authority. Also, if you are not proficient with the skill, you become proficient. If you are already proficient, while making the check, you add your proficiency bonus twice, instead of once.

3 Devotion Points. You don't suffer penalties for a fast pace. Also, you and the creatures of your choice within 120 feet of you can add your proficiency bonus to Constitution saving throws against the effects of a forced march.

7 Devotion Points. You can cast the *sending* spell once using this trait. You regain the ability to do so when you finish a short or long rest.

13 Devotion Points. When you hit a creature with an attack, the creature is marked until the start of your next turn. An allied creature can move an extra 10 feet towards the marked creature if the extra movement enables it to make an attack against the marked creature.

20 Devotion Points. When you make an ability check, attack roll, or saving throw with advantage, allied creatures within 300 feet of you that can see or hear you have advantage on the same type of roll (ability check, attack roll, or saving throw) until the start of your next turn.

Curse

When you leave the path of leadership, the forces that once rewarded you for being an inspiring leader now curse you. For a year, you can't benefit from the abilities, features, or spells of others. The curse can only be removed by means of a *greater restoration* or *wish* spell cast within the first 30 days of the curse.

Path of Medicine

You have devoted your life to the path of medicine. You are aware that a person must be physically healthy, or at least devoid of pain, in order to be able to find a gentle and noble meaning in its life. You choose to follow this path and cause no harm to any living thing.

Deeds	Sins
Easing someone's pain	Causing intentional harm
Healing the wounded	Refusing to treat a patient
Doing no harm	Being negligent
Teaching first aid	Torture
Treating patients equally	Acting against a patient's will

Rewards

You gain the following benefits as you walk the path of medicine:

1 Devotion Point. You have advantage on Wisdom (Medicine) checks. Also, if you are not proficient with the skill, you become proficient. If you are already proficient, while making the check, you add your proficiency bonus twice, instead of once.

3 Devotion Points. As a bonus action, you can stabilize a creature with a successful DC 10 Wisdom (Medicine) check.

7 Devotion Points. During a long rest, you can medically treat a creature if you have the appropriate tools, which enables it to make a Constitution saving throw with advantage against a poison or disease affecting it.

13 Devotion Points. When you have a creature regain hit points, you can double the amount of hit points regained, using this trait. You regain the ability to do so when you finish a long rest.

20 Devotion Points. When you have creatures regain hit points, you can double the amount of hit points regained, using this trait. You regain the ability to do so when you finish a long rest.

Curse

When you leave the path of medicine, the forces that once rewarded you for your medical determination now curse you. For a year, all your attempts to stabilize creatures fail. The curse can only be removed by means of a *greater restoration* or *wish* spell cast within the first 30 days of the curse.

Path of Mercy

You have devoted your life to the path of mercy. Most of the time, when there is a choice to be made, the one that requires the most mercy also requires the most sacrifice. You found enough strength in yourself to be merciful and you now walk the path of mercy.

Deeds	Sins
Showing forgiveness	Taking pity on others
Assisting someone	Killing slowly and agonizingly
Relieving someone of their suffering	Ignoring others' suffering
Caring for others	Requesting payment for helping
Being empathetic	Being apathetic

Rewards

You gain the following benefits as you walk the path of mercy:

1 Devotion Point. You have advantage on Wisdom (Insight) checks while trying to empathize with someone. Also, if you are not proficient with the skill, you become proficient. If you are already proficient, while making the check, you add your proficiency bonus twice, instead of once.

3 Devotion Points. As an action, you can touch a creature with 0 hit points. The creature regains 1 hit point and you lose 1 hit point.

7 Devotion Points. When you do not intend to seem intimidating, others usually underestimate you. Unless you take a hostile action, hostile creatures are likely to pay attention to their other targets if there are any.

13 Devotion Points. As an action, you choose a creature within 90 feet of you. The creature is marked for 1 minute. When a marked creature drops to 0 hit points, it is immediately stabilized. After you use this ability, you can't use it again until you finish a short or long rest.

20 Devotion Points. In most fights, finishing off your opponent as fast as you can is a great mercy. As an action, you choose a creature within 90 feet of you. All hits scored against the creature are critical hits until the end of your next turn. After you use this ability, you can't use it again until you finish a long rest.

Curse

When you leave the path of mercy, the forces that once rewarded you for being merciful now curse you. For a year, when you fail a death saving throw, it counts as two failures. The curse can only be removed by means of a *greater restoration* or *wish* spell cast within the first 30 days of the curse.

Path of Sacrifice

You have devoted your life to the path of sacrifice. Your bravery knows no bounds and allows you to sacrifice yourself for the good of your deity (and of others) without a moment's hesitation. Knowing that you are bound for the glorious lands of your deity where you will be rewarded tenfold for your actions after death, you see no point in fearing it.

Deeds	Sins
Being on the frontlines	Fleeing battle
Not shying away from a challenge	Refusing to help someone in need
Helping others in need even at risk to yourself	Sacrificing a non-willing creature
Not fearing death	Sacrificing a non-evil creature
Guiding someone who wants to share your path	Preventing the sacrifice of a willing creature

Rewards

You gain the following benefits as you walk the path of sacrifice.

1 Devotion Point. You master the art of performing sacrificial rituals. There is a higher chance that your sacrifice will be accepted by your deity. Whether a sacrifice is accepted or not is determined by the GM.

You also gain proficiency in the Religion skill. If you are already proficient, while making the check, you add your proficiency bonus twice, instead of once.

3 Devotion Points. You can use your action to cut yourself with a dagger, spilling your own blood, and taking 5 slashing damage. On your next turn, you can touch a creature using your action to have it regain 5 hit points. You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

7 Devotion Points. When an ally within 10 feet of you takes damage, you can use your reaction to take the damage in their stead. To do so, you jump to your ally's space, pushing them to the nearest unoccupied space within 5 feet. If the ally is not willing, you must succeed on a Strength (Athletics) check contested by a Strength (Athletics) or a Dexterity (Acrobatics) check made by the ally.

13 Devotion Points. When you use the trait you gained at 3 devotion points, the creature you touch regains 10 hit points instead of 5.

20 Devotion Points. You can perform a 1-hour sacrificial ritual in which you sacrifice a non-evil item, a memory, or something else of great value to you. By doing so, you cast the *wish* spell. You can use this feature once per week. Whether the sacrifice is worthy or not is determined by the GM.

Curse

When you leave the path of sacrifice, the forces that once rewarded you now curse you. You gain vulnerability to radiant damage for 1 year. The curse can only be removed by means of a *greater restoration* or *wish* spell cast within the first 30 days of the curse. Also, to return to the path of sacrifice, you must sacrifice yourself in the name of your deity. You die; however, your deity rewards you with a new chance. You return to life but you start your new life with 0 devotion points. If you once again leave the path of sacrifice, there is no way you can return to it.

Path of Sagacity

You have devoted your life to the path of sagacity. You believe that through logic and reasoning, anyone can turn the underlying meanings of things into reality. Emotions and goodwill can only get you so far; true kindness could only be achieved under certain principles such as ethics.

Deeds	Sins
Questioning everything	Following an unreasonable request
Searching for the hidden meaning	Being driven by emotion
Rationalizing your kindness	Being rude
Defining your values	Arguing disrespectfully
Debating respectfully	Ignoring facts

Rewards

You gain the following benefits as you walk the path of sagacity:

1 Devotion Point. You have advantage on Intelligence (Investigation) checks while searching for hidden knowledge. Also, if you are not proficient with the skill, you become proficient. If you are already proficient, while making the check, you add your proficiency bonus twice, instead of once.

3 Devotion Points. You can cast the *identify* and *detect magic* spells once using this trait. You regain the ability to do so when you finish a long rest.

7 Devotion Points. If you fail an Intelligence saving throw, you can reroll it, taking the new roll as the result. After you reroll a saving throw in this way, you can't do so again until you complete a short or long rest.

13 Devotion Points. If you cast a spell or use an ability, feature, or item that requires a saving throw on a creature, the DC of the saving throw increases by 1. You can only use this trait against creatures that have at least one value that is the opposite of yours. The GM determines whether you share an opposite value with the creature or not.

20 Devotion Points. You can act with perfect reason when you are at ease. While your current hit points are equal to your hit point maximum, you have advantage on every d20 roll you make.

Curse

When you leave the path of sagacity, the forces that once rewarded you for being sagacious now curse you. You can't gain experience points for a year. The curse can only be removed by means of a *greater restoration* or *wish* spell cast within the first 30 days of the curse.

Path of Truth

You have devoted your life to the path of truth. You speak the truth, the whole truth, and nothing but truth. You find candor and fairness to be the most important virtues there are, and try to live by them with every fiber of your being. For you, there is no sin greater and more formidable than the sin of deception.

Deeds	Sins
Telling the truth at all cost	Lying
Avoiding deception	Trying to hide the truth
Pursuing the truth	Trying to bend reality to your favor
Accepting the truth even when inconvenient	Deceiving someone as a means to your ends
Protecting those who tell the truth	Destroying a document

Rewards

You gain the following benefits as you walk the path of truth:

1 Devotion Point. You have proficiency in the Investigation and Persuasion skills. If you are already proficient in them, your proficiency bonus is doubled for any ability check that uses these skills. If you have proficiency in the Deception skill, you lose your proficiency in it. Also, you have disadvantage on

Charisma (Deception) checks.

3 Devotion Points. You have advantage on saving throws against illusion and enchantment spells.

7 Devotion Points. You can cast the *zone of truth* spell. The spell save DC for this spell is 15. Once you cast this spell in this way, you must finish a long rest to do so again.

13 Devotion Points. You gain truesight out to a range of 30 feet.

20 Devotion Points. You are always under the effects of the *foresight* spell.

Curse

When you leave the path of truth, the forces that once rewarded you now curse you. For 1 year, people do not believe you even if you are telling the truth and magic can't determine if you are telling the truth or not. The curse can only be removed by means of a *greater restoration* or *wish* spell cast within the first 30 days of the curse. To return to the path, you must speak nothing but the truth for a year.

Path of Vigilance

You have devoted your life to the path of vigilance. You aim to guard your loved ones, protect the innocent, or be the ever-vigilant watcher of sacred relics and places.

Deeds	Sins
Protecting strangers	Letting tyrants rule
Rebelling against tyrants	Acting in cowardice
Sacrificing yourself to save the innocent	Prioritizing personal gain over others' safety
Noticing a threat	Failing to warn others of a threat
Taking on a ward to protect	Betraying a ward

Rewards

You gain the following benefits as you walk the path of vigilance:

1 Devotion Point. You gain proficiency in the Insight and Perception skills. If you already have proficiency, you now have advantage on the checks made with these skills.

3 Devotion Points. You gain the benefits of the Fighting Style: Protection even if you are not wielding a shield.

7 Devotion Points. Although you are an ever-vigilant protector, adventure sometimes calls you away from your duties. When it does, you are able to find out about the current status of those you are sworn to protect, using the divine bond between you.

To do so, you choose a creature, an item, a place, or something else (that the GM also approves) as your "ever-protected". You can meditate for 1 minute to find out about their state of health (if they are healthy, damaged, or dead), whether or not they are in danger, and whether or not they are in the same plane of existence as you.

Once you use this feature, you must finish a long rest to use it again.

13 Devotion Points. All your attacks deal an extra 2 radiant damage to creatures that threaten those you protect. The GM decides whether or not a creature poses such a threat.

20 Devotion Points. As an action, you can summon a grave protector (p. 249) sent directly by the forces of heaven, and leave it to guard a specific location. You can have only one grave protector guarding a place in this way at a time. When you summon a second one, the first one goes back to where it came from.

Once you use this feature, you cannot do so again for one week.

Curse

When you leave the path of vigilance, the forces that once rewarded you for being vigilant now curse you. You have disadvantage on attack rolls against creatures who threaten those you protect, and you have disadvantage on Wisdom (Perception) checks. The curse can only be removed by means of a *greater restoration* or *wish* spell cast within the first 30 days of the curse.



Inquisitor

Inquisitors are holy servants who eliminate the enemies of their faith. They are known for being hard to deceive and even harder to defeat. Generally speaking, an inquisitor is expected to uncover hidden enemies, discover their methods, and come up with the most effective way of eliminating them. All in all, they act as the judge, the jury, *and* the executioner.

How to Become an Inquisitor

Being an inquisitor requires loyalty to faith, and most faiths have temples dedicated to them. It is thus not surprising that many inquisitors work for temples. However, an inquisitor of a long-forgotten faith is not unheard of.

Inquisitors are above the temple hierarchy since one of their most important duties is to uncover the potential threats within. They only answer to their deity, but they also respect the inquisitorial hierarchy. Depending on the clergy, a temple may or may not have an inquisitorial order. However, this does not prevent the followers of such religions from becoming an inquisitor; they are either called upon by their deity, or they resolve to be one all by themselves.

Most inquisitors train for many years to prepare for the challenges that await.

When you become an inquisitor, you gain the following feat.

Inquisitor

You are an inquisitor. You are a tool of your deity and its hand among mortals. You are the judge, the jury, and the executioner all rolled into one. None can question your decisions. Your duty is to hunt what is necessary; be-it answers, items, or people.

You have acquired the title of Inquisitor. Others of your religion respect you, and more importantly, fear you. Fellow inquisitors respect you and you respect them, for you know that getting this title is no easy task.

When you become an inquisitor, you gain one inquisitorial power of your choice, of which you meet the prerequisites.

Life as an Inquisitor

Inquisitors travel a lot in search of enemies and new threats. Since they are respected within their clergy, they are generally provided with food and a place to stay when need be.

Although most inquisitors walk a holy path, sometimes, some of them realize that their consecrated methods are not enough, and start experimenting with more tricky methods such as lying and using guile. Being an inquisitor is not easy, and the line between the holy path and the path of the fallen is practically non-existent. Inquisitors who have failed to tread this line have been known to stray from the path and to start hunting other inquisitors.

Inquisitorial Powers

Since there are many different deities, there are inquisitors of many different abilities. In addition, being an inquisitor does not have any restrictions in terms of the class you are playing. Anybody with a strong will and an eagerness to annihilate the enemies of their faith can become inquisitors. You will thus find inquisitorial powers to be special qualities that can be granted to you by the GM, or that you can take as normal feats.

Some powers feed one another and help inquisitors specialize in different aspects of danger. The powers here are generally suitable for inquisitors that hunt aberrations, fiends, the undead, or mortal cults. You can also always find new things to hunt as an inquisitor, and write new powers accordingly.

Bane of Enemies

Prerequisite: Inquisitor

Your quest was blessed with the holy light, and you were educated to hunt a specific type of enemy of your choice; aberration, fiend, or undead. Your weapon attacks deal an extra 1d4 radiant damage. If the target is of the chosen type, the extra damage increases to 2d4.

You can choose another type of enemy at the GM's discretion; such as the cultists of a specific demon.

Banisher

Prerequisite: Inquisitor, at least 2 inquisitorial powers

You carry a sigil of banishment; either as a tattoo on your body or as a trinket such as a necklace. This sigil could have been given to you by your deity themselves, or it could have been assigned to you by the temple.

As an action, you can use this sigil to cast the *banishment* spell. Once you use this power, you must finish a long rest to use it again.

Call of the Inquisitor

Prerequisite: Inquisitor, Charisma 13 or higher

As you are a good leader and a figure of inspiration for others, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can inspire others in combat. When an ally within 30 feet of you that can hear or see you makes a weapon or spell attack, you can choose to grant a +3 bonus to its

attack roll as a reaction. You can use this power a number of times equal to your Charisma modifier. You regain any expended uses when you finish a long rest.

Chains of Domination

Prerequisite: Inquisitor, Bane of Enemies

As you are trained in hunting specific enemies, you can further train yourself, not only to kill them, but to dominate them. Although this training seems controversial and extreme to most, some inquisitors think that learning about and even using the powers of an enemy is vital in its defeat.

You can cast the *dominate monster* spell on a creature with a challenge rating equal to or lower than half your character level and who is of the type you chose for the Bane of Enemies power. Your spellcasting ability for this spell is Wisdom or Charisma (one, of your choice).

If the target fails its saving throw against the spell by 7 or more, it is permanently dominated by you and the spell on it no longer requires your concentration. In such a case, a magical and invisible chain appears, one of the ends of which protrudes from your chest, and the other end of which is connected to a collar around the target. The chain can be seen by spells or other magical effects that can see the invisible. However, if the *nondetection* spell is cast or if another magical effect with similar outcomes is cast on the magical chains, they can only be seen with truesight. You can only have one creature under your total control at a time using this power.

Once you use this power, you must finish a long rest to use it again.

The Dead Stay Dead

Prerequisite: Inquisitor, Intelligence, Wisdom, or Charisma 13 or higher

Relying on your faith to keep the dead in the grave, you gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score (one of your choice) by 1, to a maximum of 20.
- You can conduct a 1-hour ritual on a corpse. The corpse cannot be raised as any type of undead for the next 10 days unless a deity or an artifact seeks to do so.

Embodiment of Holy Fire

Prerequisite: Wielder of Holy Fire

When you use the Wielder of Holy Fire power, holy fire runs through your veins. For the duration of the Wielder of Holy Fire, when you take slashing or piercing damage, your blood is spilled on the creatures within 5 feet of you, dealing 1d4 fire damage to enemies, and having allies regain 1d4 hit points. A creature can negate this effect with a successful DC 15 Dexterity saving throw. The fire damage dealt by this power ignores resistance.

Enemy Lore

Prerequisite: Inquisitor, proficiency in Arcana, History, Nature, or Religion

As a result of your neverending studies, you gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- When you make an Intelligence (Arcana, History, Nature, or Religion) check to identify your enemy or its abilities, you gain a +3 bonus to the result if you have proficiency in the skill.

Eye of the Inquisitor

Prerequisite: Inquisitor, proficiency in Insight or Perception

Careful about your surroundings and people's behaviors, you gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- When you make a Wisdom (Insight or Perception) check, and if you are proficient with the check, you can choose to gain a +5 bonus to the check. You can use this power a number of times equal to your Wisdom modifier. You regain any expended uses when you finish a long rest.

Fortress of Flesh

Prerequisite: Inquisitor, Constitution 13 or higher

As you are resilient to necromantic effects that weaken the body, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have advantage on saving throws against necromancy spells and other magical effects that decrease your Strength, Dexterity, or Constitution scores, their effectiveness, or hit point maximum.

Fortress of Mind

Prerequisite: Inquisitor, Intelligence, Wisdom or Charisma 13 or higher

Your unwavering will grants you the following benefits:

- Increase one of the following ability scores of your choice by 1, to a maximum of 20: Intelligence, Wisdom, or Charisma.
- You have advantage on saving throws against enchantment spells and other magical effects that affect your mind, or that charm or frighten you.

Inquisitorial Seals

Prerequisite: Inquisitor, at least 2 inquisitorial powers

As an experienced inquisitor, you are part of the select few deemed worthy of using the seals of divine power. By performing a 1-hour ritual during a short or long rest, you can invoke the powers of one of the following seals of your choice for 8 hours. The ritual requires special components that are worth 100 gp.

Seal of Life. For the duration, you regain 1 hit point each time you hit a creature with a spell or weapon attack.

Seal of Taunt. For the duration, when you hit a target with

a spell or weapon attack, you can choose to deal no damage. When you choose to do so, the target must succeed on a DC 15 Wisdom saving throw or attack you until the end of its next turn.

Seal of Terror. 3 times within the duration, you can choose to strike terror into the hearts of your enemies with a spell or weapon attack. When you choose to do so, the target takes no damage from the attack, but must succeed on a DC 15 Wisdom saving throw or be stunned until the end of its next turn.

Seal of Wrath. Declare that you are going to use this seal at the start of your turn. For the duration, when you use the Attack action, you can choose to attack again; however, you take a -4 penalty to attack rolls until the start of your next turn.

Interrogator

Prerequisite: Inquisitor, proficiency in Intimidation

Owing to your training in interrogation, you are an expert at obtaining information from your enemies. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can try to extract secrets from the targets you interrogate. After a 1-minute interrogation session, you can choose to end it in a shocking but effective way (for instance by stabbing the target in the leg). Once you do, the target must succeed on a Wisdom saving throw contested by a Charisma (Intimidation) check from you, or it gives you one piece of secret information. The piece of information provided doesn't have to be of great importance, but it does have to be secret. When you extract a piece of information from a creature in this way, it must finish a long rest before you can do so again.

Let There Be Inquisitorial Light

Prerequisite: Inquisitor, Smell of the Heretic

The flame of inquisition must be carried all over the universe: From the top of the highest mountains to the depths of the deepest pits.

You can cast the *light* cantrip. In addition, if there is an evil-aligned creature within the radius of the *light* cantrip you cast, it casts no shadow.

If you cast the *light* cantrip on your holy symbol, evil-aligned creatures within the radius of the spell take 1d4 radiant damage at the end of each of their turns.

Master Interrogator

Prerequisite: Inquisitor, Interrogator

Having developed extraordinary methods to interrogate unique creatures such as aberrations, fiends, and undead, you are able to cast the *bless*, *command*, and *cure wounds* spells on them with extra effects. Wisdom or Charisma (of your choice) is your spellcasting ability for these spells, and when you cast one of them using this power, you can't cast it again until you finish a long rest.

Although these spells are pretty basic, you cast them in a unique way to harm specific creatures. When you target a fiend by the *bless* spell, an aberration by the *command* spell, or an undead by the *cure wounds* spell by using this power, they feel immense pain and have disadvantage on the Wisdom saving throw they make against your interrogation.

Smell of the Heretic

Prerequisite: Inquisitor

You know how the heretics smell. It is wicked, it reeks of desperate emotions, and it is disgusting. As an action, you can learn whether there is an evil-aligned creature within 60 feet of you or not by smelling air. However, you cannot pinpoint the exact location or can't identify it.

You can use this power a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Speaker of the Dead

Prerequisite: Inquisitor, Wisdom or Charisma 13 or higher

Being used to interrogating corpses, you gain the following benefits:

- Increase your Charisma or Wisdom score (of your choice) by 1, to a maximum of 20.
- You can cast the speak with dead spell once per long rest, without requiring spell components.
- If you are already able to cast the speak with dead spell, you can ask a corpse up to ten questions when you cast it, instead of five.

There Is No Escape

Prerequisite: Inquisitor

When your enemies understand that they have no chance against you, they generally try to escape as cowards. However, you are specially trained to not let that happen. When a creature within 30 feet of you tries to get away by teleporting or planar traveling (by spells such as *misty step, planeshift*, *teleportation* or other magical means), you can touch the creature as a reaction and choose to be affected by the same effect, following the creature to where they go, or, if it is not possible to touch, you can make a DC 15 Intelligence (Arcana) check to track the magical residue.

If the creature teleports, you can track the magical residue for the next 8 hours towards the points which the creature traveled. To do this successfully, you must succeed on a DC 15 Intelligence (Arcana) check at the start of each hour or you lose the track.

If the creature traveled planarly, you learn the plane to which it traveled.

Trained Focus

Prerequisite: Inquisitor, proficiency in a skill

Being trained in showing great focus in the most stressful times, you gain the following benefits:

- Increase one ability score of your choice by 1, to a maximum of 20.
- When you make an ability check in which you are proficient, you can choose to roll a 10 on the d20. When you use this power, you must finish a short or long rest to use it again.

Veteran Inquisitor

Prerequisite: Inquisitor, at least 3 inquisitorial powers

As an experienced inquisitor, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 22.
- You can charm and frighten creatures that are immune to being charmed or frightened. This also allows you to interrogate them.
- If you have Bane of Enemies power, the extra damage die becomes a d6 instead of a d4.

Wielder of Holy Fire

Prerequisite: Inquisitor

Trained in eliminating enemies with holy fire, you can imbue your attacks with sacred flames as an action. When you do so, your weapon and spell attacks deal an extra 1d4 fire damage for 1 minute. Also, the fire damage dealt by this power ignores resistance to fire, however immunity to fire still works normally against it.

Once you use this power, you must finish a long rest to use it again.

Wisdom Brings Victory

Prerequisite: Inquisitor

You know when to act and how to act. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You add your Wisdom modifier to initiative rolls.

Knighthood

Knighthood is a code of conduct followed and accepted by the bravest and most honorable warriors of every sort. Every order of knighthood has its agendas and codes, which its members hold dear. However, knights are generally known and expected to be valorous, honorable, and solemn.

Knight Orders

Each knight order focuses on a different concept such as justice, mercy, honor, valor, and grace. Therefore, knights of specific orders must embrace their order's values and must represent them to perfection. For example, a knight of justice must be fair and just in all circumstances, while a knight of mercy should seek to spare lives and try to help the weak in any way possible. Many orders as well as their requirements and benefits are given below, in the *List of Knight Orders* section.

Life as a Knight

A knight's life is one dedicated to a certain value. A knight is not an easy thing to be. A knight must uphold their order at all costs and undertake the tasks it entails at every turn. They must be the shining example of their orders' values. Anyone can live by certain codes; what distinguishes knights is that they are the very embodiment of the codes they represent.

A knight treats both their inferiors and their superiors with respect; the preservation of the order and unity between knights is essential in a knight's life.

Each knight order is a different path to walk. A knight's life can be full of journeys where the knight is always on the path to hunt evil, or it may be an immobile life dedicated to the protection of a holy ground.

That being said, almost every knight is respected by both the common folk and the knights of any order whose values do not clash with their own. Therefore, they are very welcome in villages, towns, and cities. In any place of civilization, being a knight is one of the greatest honors anyone can achieve.

How to Become a Knight

Anyone with the discipline to embrace a knight order's code of conduct can become a knight. Knighthood, therefore, is not as simple a matter as holding a blade and donning shiny plate armor. There are many types of knights; a wizard can be a magister knight, and a fighter can be a warrior knight.

Generally, one must first become a knight's squire in order to become a knight. A squire is a knight's right-hand person who tends the knight's weapons, shields, and mounts. As the squire gets more practice with time, the knight can decide to introduce the squire to their order.

In other circumstances one can apply to become a knight order by paying them a visit. If they prove their worth and loyalty, they are permitted to join the ranks of the order.

Similarly, a knight order can get in touch with someone of great honor known for great deeds, and ask them to join the order.

Once a creature becomes a squire, it gains the Squire feat. If a character is asked to become a knight as a direct result of their deeds, they don't need to take the Squire feat before taking the Knight feat. The GM should immediately give the following feats to the characters if they acquire the right to be a squire or a knight.

RESCISSION OF KNIGHTHOOD

If knights continuously act against their order's codes or break its rules, their knighthood may be rescinded. However, if the crimes committed were not unforgivable, the order can choose to reinstate former knights after they atone for their mistakes.

The GM determines whether or not knighthood is rescinded or reinstated

Squire

A knight has accepted you as a squire. Now, you must accompany your master at all costs, carry their belongings, obey their orders, and learn how to act and react to your surroundings in a knightly manner. By doing so, you shall adapt to the honorable life of a knight, hoping one day you may become one.

Once per day, when you successfully fulfill a difficult task given by your knight, you earn inspiration. The GM determines whether you earn this inspiration or not.

Knight

Prerequisite: Squire, or a great achievement

You have been promoted and became a knight. You are now a symbol of honor, bravery, and hope. You gain the following benefits:

- You can have a squire for whom you are responsible. You must train them and keep them safe. Your squire's level cannot exceed half your level.
- You have advantage on Charisma (Intimidation and Persuasion) checks.
- When you join one of the knighthood orders listed below, you can choose to take its feat. Therefore, if you join the Order of Heroes, for instance, you can acquire the Order of Heroes feat. If you do not take the feat corresponding to the order you've joined, you can increase an ability score of your choice by 1, up to a maximum of 20.

List of Knight Orders

Once you become a knight, you must join a knight order. You can choose one of the feats regarding orders, such as the Order of Heroes. You can be a member of one knight order at a time, as it requires complete dedication.

You can also become a member of an order that is not listed below. You can create your own order, taking those listed here as an example, as long as the GM approves.

Order of Heroes

Prerequisite: Knight

You are an ever-vigilant knight who lives on the road; always moving forward, and forever helping others. You are the classic proverbial knight in shining armor.

Your order has bases near places of conflict and its headquarters could be located in a number of remarkable places, ranging from a remote plateau to the capital of a kingdom, from a fortress on an island to the top of a volcano. Knights of this order can be found assisting adventurers, investigating a crisis, or enjoying a fancy meal in a luxurious inn; but of course, there are also members with a more humble and solitary lifestyle.

You gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.
- You have advantage on your initiative rolls. You also add your proficiency bonus to it.
- You are used to harsh conditions. You can ignore the effects of exhaustion when you suffer only 1 level of exhaustion. However, you suffer the effects of level 2 exhaustion as you normally would, along with the effects of level 1 exhaustion.

Order of Honor

Prerequisite: Knight, Wisdom 13

You are the embodiment of integrity; there are many who look up to you. You are the savior of good, the nightmare of evil. Whatever you do, you do with honor. You never fight dirty; and you don't need to.

Your order has many small villages under its command with little forts at each of their centers. The order produces wheat and animal products, harvests wood and mines ores. All members perform labor in order villages from time to time as they believe honor to be a way of living as opposed to a way of fighting. They also donate excess supplies to people in need, which is greatly appreciated.

You gain the following benefits:

- Creatures cannot have advantage on attack rolls against you if you are fighting one-on-one.
- If you are fighting someone dishonorable, you have a +2 bonus to damage rolls. The GM decides whether or not the creature is dishonorable.
- When you are grappled by a creature, and another one is attacking you, you have advantage on your Strength (Athletics) and Dexterity (Acrobatics) checks to escape until the end of your next turn.
- You have advantage on saving throws and checks against being restrained.

Order of Justice

Prerequisite: Knight

You are a knight of righteousness, your sword cuts the unjust while your shield protects the innocent. You must protect and

obey the order ensured by laws.

Your order prefers to keep an eye on things. Therefore, your bases are within cities. Knights of this order don't hide their identities (or their bases), because they believe they must be seen at all times as a reminder that the laws are always protected.

You gain the following benefits:

- Increase your Wisdom score by 1, up to a maximum of 20.
- You have advantage on attack rolls against a criminal or an evil-aligned creature for 1 minute. Also, your attacks against these creatures deal an extra 1d6 radiant damage on a success for the duration. You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Order of Knowledge

Prerequisite: Knight, Intelligence 13

You value information above anything else. Even the information on the most evil of acts can be used by the agents of good, to understand the enemy better. Hence, all knowledge is sacred, and therefore, must be protected.

Your order's headquarters are located around big settlements, in or around which colossal libraries or sacred grounds where they can inspect ancient, hallowed inscriptions, can be found. Knights of the Order of Knowledge can be found in libraries; reading books or investigating every little detail about the evil they hunt. Your order values information and believes that books, scrolls, or other means of transferring the information are sacred.

You gain the following benefits:

- Increase one of the following ability scores of your choice by 1, up to a maximum of 20: Intelligence or Wisdom.
- Starting at 10th level, you gain the ability to cast the legend lore spell without expending a spell slot. Once you use this feature, you must finish a long rest to use it again.
- You add double your proficiency bonus to one of the following checks of your choice: Arcana, History, Nature, or Religion.

Order of Light

Prerequisite: Knight

You are the beacon that frightens the creature of darkness. You are a knight of light, burning with the flame of righteousness. People look up to you to light their way and set their sins ablaze, burning them away.

Your order protects the light of the divine and its glimmer that guides the mortals. Its bases can be anywhere ranging from small altars to large temples, but their headquarters are located somewhere hard to reach like atop a mountain or in the middle of a cave system.

Although some people see the knights of light as their saviors, the knights of this order actually hunt down creatures of the night as well. As a result of this duality of purpose, they guide people during the day and unleash their wrath upon evil minions at night.

You gain the following benefits:

- You have the ability to cast the light cantrip.
- As a reaction, you can choose to deal radiant damage instead of your weapon's damage type until the end of your next turn. Once you use this feature, you must finish a short or long rest to use it again.
- As a bonus action, you speak a holy phrase and are blessed by the deities of light. Your attacks deal an extra 2d6 radiant damage until the start of your next turn. Once you use this feature, you must finish a long rest to use it again.

Order of Mercy

Prerequisite: Knight, the ability to cast at least one spell

You believe that mercy is what keeps the realms going and try to live by that philosophy.

Your order does not have a headquarters. You go wherever you are needed. Therefore, you mostly encamp around warzones where you can tend to the wounded, travel around the realms to protect weaklings from the heinous acts of the forces of evil, or try to convert evil to embrace a good way of life. Therefore, you can come across a knight from the Order of Mercy almost anywhere.

You gain the following benefits:

- Right when you are about to kill an evil creature, you can choose to give it a chance to shift its alignments towards good. If the creature is willing to adopt a good way of life, it can be redeemed (p. 119). You can use this feature once per week.

  However, if you kill the creature after you give it the chance and the creature accepts it, you are banished from the order, losing the benefits of this feat.
- You can touch a creature and end one curse or disease on it. Once you use this feature, you must finish a long rest to use it again.

Order of the Dandelion

Prerequisite: Knight, Charisma 15

Love is the purest value of all, and art is but a mere reflection of one's love deep within. You are a knight; you wield a sword in one hand, and your other hand is no stranger to the smell of roses.

The members of your order can be found anywhere that people love each other, enjoy life, and appreciate art and beauty. The headquarters are generally located in big cities where bardic colleges are also located, and the order organizes performance contests to attract the attention of new members. Although your order loves to enjoy life, they are not made of candy and roses. They are also the fiercest and the most feared enemies of all who threaten the joy of life.

You gain the following benefits:

- Increase your Charisma score by 1, up to a maximum of 20.
- Your etiquette charms people without requiring a spell. You have advantage on Charisma (Deception and Persuasion) checks.
- You understand people in a way others fail to do so; you



have advantage on Charisma (Insight) checks.

- You are able to create one form of art perfectly. You have advantage on your Charisma (Performance) checks. When you start making your art, others must succeed on a Wisdom saving throw contested by your Charisma (Performance) check or be charmed by you until the end of your performance.

Order of Valor

Prerequisite: Knight

Courage runs through your veins; falling in battle would be a great honor.

The members and the bases of your order can be found everywhere courageous people are needed. Massive battles, demonic invasions, knightly contests, disasters, or any such other event are a call of duty for a knight of this order. The members of this order live, fight, and die with honor, so that the others may sleep in peace.

You gain the following benefits:

- You are immune to being frightened by spells with a slot level of 5 or lower.
- If you happen to be the first character who spills the first blood during an encounter, you have advantage on your attack rolls and ability checks for 1 minute. Your attacks have a +1 damage bonus for the duration.

Knighthood Hierarchy

You can rise in the ranks of your own order of knighthood; if you dedicate yourself to your knighthood path, you can be promoted and become a knight captain. If you fulfill your duties as a knight captain well, you can rise in rank and become a knight commander, or even become a high commander of your order, which is the highest rank of a knight order.

Your knighthood rank shows how committed you are to following your order's commandments. Below, you can find feats you can acquire when your character is experienced enough to become a knight of high rank.

Knight Captain

Prerequisite: Knight

You rise in station as you grow in glory. Increase an ability score of your choice by 1, up to a maximum of 20.

As a knight captain, you can demonstrate an excellent

ability to protect yourself or your allies and inspire them. By using your reaction and bellowing a war command, you or an ally of your choice within 30 feet of you gain one of the following benefits of your choice:

- A +2 bonus to AC until the end of your next turn.
- Advantage on the next saving throw made within 1 minute.
- Advantage on the next weapon attack roll made within 1 minute.
- A +1 damage bonus to melee weapon attacks until the end of your next turn.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Knight Commander

Prerequisite: Knight Captain, Charisma 15

You have become a respected knight and a prominent member of your order. You have the leadership ability to command other knights now.

Once a month, you can ask for the help of your order in combat. You can have a number of **veterans** equal to your Charisma modifier come to your help and obey your commands. These veterans stay with you until the end of the combat. You also gain the following benefits:

- Your attacks have advantage against creatures acting against the values of your order.
- You can benefit from the feature of your Knight Captain feat for an additional number of times equal to your proficiency bonus.
- As a reaction, you can command a creature that can understand you to stop a hostile action. The creature must make a Wisdom saving throw contested by your Charisma (Intimidation) check. If you win the contest, the creature takes no action until the start of its next turn.

High Commander

Prerequisite: Knight Commander, Charisma 18

You are one of the highest-ranking knights in your order. You might be the leader of your knight order or one of the candidates. People throughout the realms respect you, while creatures of evil fear your presence. You gain the following benefits:

- Increase your Charisma score by 1, up to a maximum of 22.
- You can count the result of a Charisma (Intimidation or Persuasion) check against a creature from your order as 20. Once you use this feature, you must finish a short or long rest to use it again.
- You score a critical hit when you roll a 19 and a 20, instead of 20.
- Whenever you have advantage on an attack roll, you can reroll one of the dice. Once you use this feature, you must finish a short or long rest to use it again.

Knightly Feats

You don't need to be a warrior with shiny armor to become a knight. You can be a knight who sings, a knight who cherishes art, a knight whose mount is their closest ally, or a knight who is the master of shadows. Anyone and everyone can become a knight, as long as they are prepared to fully commit their whole lives to the good.

Below, you will find feats that are designated for specific fighting styles, lifestyles, or classes. For example, only knights who are also bards can take the Knightingale feat, while the Healer Knight feat is for those who want to have their allies regain vitality.

Banner Knight

Prerequisite: Knight

You carry your knight order's banner on the battlefield. You must carry it until your dying breath as a symbol of victory and unity. You gain the following benefits:

- You can use your banner in battle, as if it were a spear or a pike.
- As an action, you raise the banner of your knighthood and wave it. Your allies within 30 feet of you that can see your banner have advantage on attack rolls and saving throws for 1 minute. Once you use this feature, you must finish a long rest to use it again.
- Your allies within 30 feet of you, who can see your banner when they drop to 0 hit points, must fail four death saving throws to die instead of three.

Healer Knight

Prerequisite: Knight, Bard, Cleric, Druid, Paladin, or Paragon

You find solace in healing others. For you, knighthood is a means to an end to help others for you. You gain the following benefits:

- Increase your Wisdom or Charisma score by 1, up to a maximum of 20.
- When you heal your allies, they regain an additional 2d8 hit points.
- At 11th level, you gain the ability to cast the heal spell without expending a spell slot. Once you use this feature, you must finish a long rest to use it again.

Holy Knight

Prerequisite: Knight, the follower of a good-aligned deity

Your deity approves your knighthood, and you thus have their blessings on your holy journey. You gain the following benefits:

- Increase your Wisdom score by 1, up to a maximum of 20.
- You gain the ability to use the Turn Undead feature. If you can already use it, you can now use the Destroy Undead feature instead. If you already can use the Destroy Undead feature, the challenge rating of the undead you can

destroy increases to 2. Once you use this feature, you must finish a long rest to use it again.

- As an action, you can benefit from the protection from evil and good spell. The spell lasts for 1 minute (no concentration required). Your allies within 5 feet of you can also benefit from the spell. Once you use this feature, you must finish a long rest to use it again.

Knightingale

Prerequisite: Knight, Bard

Your voice is the symbol of glory. You ignite a fire in the hearts of your allies with the songs you sing on the battlefield. You gain the following benefits:

- Increase your Charisma score by 1, up to a maximum of 20.
- Add a d4 to your Bardic Inspiration die.
- You start singing a song that can last for 10 minutes. For the duration, your allies within 30 feet that can hear you have a +1 bonus on their attack and damage rolls. Continuing to sing requires concentration (as if concentrating on a spell). Once you use this feature, you must finish a short or long rest to use it again.

Magister Knight

Prerequisite: Knight, Ability to cast at least 3rd level spells

You are a knight who is also a master at the arcane arts. Your spells are more potent, and so is your will to fight. You gain the following benefits:

- Increase your spellcasting ability score by 1, up to a maximum of 20.
- Your spell save DC increases by 2.
- Choose 3 spells that you can cast from your spell list. You can now cast them, requiring no components. You can change these spells by performing a one-hour ritual once per week.

Mounted Knight

Prerequisite: Knight, Strength 13, Dexterity 13

You are an unstoppable warrior on your war mount. You gain the following benefits while you are mounted:

- You have advantage on melee weapon attacks against Medium or smaller creatures that are on foot.
- If your mount moves at least 10 feet before you hit a target with a melee weapon attack, the target must succeed on a Strength saving throw (DC = 10 + your Strength modifier + your proficiency bonus) or be knocked prone, taking an extra 2d6 damage from the attack.
- As a reaction, when you or your mount are targeted by an attack, you must make a Dexterity saving throw (DC equals the creature's attack roll), taking half damage on a failed save and no damage on a successful one. Once you use this feature, you must finish a short or long rest to use it again.

Unseen Knight

Prerequisite: Knight, Ranger or Rogue, Dexterity 13

Not all knights wander around in shining armor; you are a master of shadows, but it doesn't make you any less of a knight. You gain the following benefits:

- Increase your Dexterity score by 1, up to a maximum of 20.
- Your proficiency bonus is doubled for Dexterity (Stealth) checks.
- When you hit a surprised creature with a weapon attack, you deal the highest possible damage you can score. Once you use this feature, you must finish a long rest to use it again.
- When you hit a surprised creature with a weapon attack, you deal an extra 1d6 damage.

Warrior Knight

Prerequisite: Knight, Strength or Dexterity 13

You are a knight that relies on your weapon and your weapon alone. You are well-trained and a master at melee fighting. You gain the following benefits:

- Increase one of the following ability scores of your choice by 1, up to a maximum of 20: Strength or Dexterity.
- You become proficient with 2 weapons and 1 armor of your choice.
- You have two favored weapons. You have advantage on the attack rolls, and a +2 bonus on the damage rolls you make with them. If you lose a favored weapon or break it somehow, you can claim another weapon as a favored weapon after you use it in three separate combat encounters.

Royal Knight

Prerequisite: Knight

You devoted your life to the protection of a royal family or other people who you think are essential. You are sworn to defend them. You gain the following benefits:

- You can parry a melee attack that targets a person whom you are sworn to protect that is within your reach. As a reaction, you can grant the creature a +4 bonus to AC if you are wielding a weapon or a shield.
- When an ally within 5 feet of you is targeted by an attack, you can use your reaction to jump to the space of your ally, pushing the ally out of the way to the nearest unoccupied space within 5 feet of you. By doing so, you take the damage instead. If the ally is not willing, you must succeed on a Strength (Athletics) check contested by a Strength (Athletics) or a Dexterity (Acrobatics) check by the ally to be able to push it out of the way.
- You have advantage on attack rolls made against creatures who are attacking people you are sworn to protect. You also have a +1 bonus to your damage rolls against those creatures.

Hallowed Companions

Good fey, celestials and some animal inhabitants of celestial realms are naturally interested in great deeds and acts of charity performed with the purest of intentions, without any selfish concern. They thus tend to seek out the very best of people, and offer their loyal company to those who are the purest of the pure. When fey and celestials do so, they take on the form of their animal counterparts. The name given to all who choose mortal companions in this way, is "Hallowed Companion". When the hallowed companion finds a mortal to bond with, the mortal needs to approach them with the same sense of amiability for the connection to be formed. A hallowed companion must be of challenge rating 1/2 or lower.

It should be kept in mind that it is rare to form a bond with a hallowed companion. Not every good-aligned individual has a hallowed companion; these majestic creatures only follow those in whom they see great potential.

Not a Familiar

Although there are resemblances, a hallowed companion is not a familiar. Hallowed companions can act independently of you, just like a familiar, but they still obey the verbal commands you issue to them (no action required by you), as long as the commands don't violate their nature. A hallowed companion rolls its own initiative and acts on its own turn. Unlike a familiar, a hallowed companion can use its action to attack.

You can only have one hallowed companion at a time. Like familiars, when a companion drops to 0 hit points, it disappears, leaving no physical form behind (unless it is native to the plane of existence you are currently on). If it dies, it can be brought back to life through magical means.

You cannot dismiss your companion magically, but you can ask it to stay at a designated place. You don't have a telepathic bond with your companion but it understands and obeys your commands. You cannot perceive through its senses, it cannot deliver spells for you; however, you can develop these skills at higher levels.

The bond between you and your hallowed companion can be broken in various ways. You can break the bond between you and your companion by simply saying so to your companion. However, because this statement breaks the heart of your companion, it leaves you - never to return. If you want to reinstate your bond, you must track down your companion and express your remorse. It can also leave on its own accord because your alignment shifts, or because you've abused your power. Whether or not your companion leaves you is determined by the GM.

When your companion leaves you, you do not only lose your companion, you also lose the favor of the good forces that once rewarded you. You take a -3 penalty to your saving throws, which decreases by 1 at the end of each week (for instance, from -3 to -2). The penalty can be removed by a *greater restoration* or *wish* spell.

Hallowed Companion Levels

Your hallowed companion's level is equal to your class level, and it shares your proficiency bonus. As you gain more experience together, your bond grows stronger and your companion gains additional benefits. To elaborate, you may have gained your companion when your level is higher than 1. In that case, your companion has past experience enough to match your current level. When you level up, your companion levels up.

Companion Level	Hit Points	AC	Features
1st	-	-	Keen Senses
2nd	+1d4	-	-
3rd	-	-	Hallowed Companion Feature
4th	+1d4	-	-
5th	-	+1	Well-Rested
6th	+1d4	-	Hallowed Companion Feature
7th	-	-	-
8th	+1d4	-	-
9th	-	-	Hallowed Companion Feature
10th	+1d4	+1	Relieving Presence
11th	-	-	-
12th	+1d4	-	Hallowed Companion Feature
13th	-	-	-
14th	+1d4	-	Very Well-Rested
15th	-	+1	Hallowed Companion Feature
16th	+1d4	-	

17th	-	-	-
18th	+1d4	-	Hallowed Companion Feature
19th	-	-	-
20th	+1d4	+1	Hallowed Companion Feature

Your hallowed companion's hit point maximum increases by 1d4 at even-numbered levels and its AC magically increases by 1 at 5th, 10th, 15th, and 20th levels.

Keen Senses

Every companion has a habitat it's most comfortable in. Whether or not a place qualifies as a habitat is determined by the GM. When your companion is in its own habitat, it has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Well-Rested

When you take and finish a short rest while your hallowed companion is within 5 feet of you, you feel well-rested and regain an extra 1d4 hit points.

Relieving Presence

The presence of your hallowed companion offers you relief. While within 30 feet of your hallowed companion, you can choose to have advantage on a saving throw against being frightened. Once you use this feature, you must finish a short or long rest to do so again.

Very Well-Rested

When you take and finish a long rest while your hallowed companion is within 5 feet of you, you feel very well-rested. After you finish a long rest, you earn inspiration. You must use it until the end of your next long rest.

Hallowed Companion Features

As your hallowed companion gains experience, it also gains multiple features that enable you to customize your companion as you like. You may, for instance, prefer a companion that can communicate with you telepathically, or one that is more primal than magical.

Each time your hallowed companion gains a feature, choose from one of the options below.

Unless stated otherwise, your hallowed companion can receive these features only once.

Sense Danger

Your hallowed companion is always on high alert. It cannot be surprised, and if you share a telepathic bond with your companion, you cannot be surprised either.

Extra Attack

Your hallowed companion makes an extra attack.

Evil Hunter

Your hallowed companion has a burning passion to destroy evil monsters. On a hit, its attacks deal an extra 1d6 radiant damage to evil-aligned creatures.

Improved Movement

As an action, your hallowed companion can sprout angelic wings according to its size and have a flying speed of 30 feet for 10 minutes, or it can develop fins and have the ability to breathe underwater for 10 minutes. Once your companion uses this feature, it must finish a long rest with you to use it again.

Improved Communication

Prerequisite: Telepathy

You can communicate with your companion telepathically while both of you are on the same plane of existence.

Invisible Companion

As an action, your hallowed companion can benefit from the effects of the *invisibility* spell for 1 minute. Once your companion uses this feature, it must finish a long rest with you to use it again.

Locate Companion

You know exactly where your hallowed companion is at all times, provided that you are on the same plane of existence.

Lustrous Companion

Your hallowed companion radiates bright light in a 30-foot radius and dim light for an additional 30 feet. It can turn its lights on or off as an action.

Magister Companion

Your hallowed companion knows a cantrip of your choice from the sorcerer spell list, and can cast them requiring no components. Your companion can receive this feature up to three times and can learn different cantrips.

Spell-Sharing

When you cast a spell that targets you, your hallowed companion can also choose to benefit from the spell, if you are within 15 feet of each other, as a reaction. However, any spell

that alters your shape, such as *polymorph*, does not affect your companion.

Also, when you cast a spell with a range of touch, your companion can deliver the spell as if it had cast the spell. Your companion must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Strong Companion

A melee weapon, such as bite or claws, deals one extra die of its damage when your companion hits with it.

Telepathy

While your companion is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the companion has. During this time, you are deaf and blind with regard to your own senses.

Tracker

Your companion has advantage on Wisdom (Perception and Survival) checks while tracking a creature and trying to find the right path in wilderness.

Vital

The hit point maximum of your hallowed companion increases by an amount equal to your Constitution modifier (a minimum of 1 hit point) for each even-numbered level it has. Whenever it gains an even-numbered level thereafter, its hit point maximum increases by an additional amount equal to your Constitution modifier (a minimum of 1 hit point).

Redemption & Atonement

A paladin of love might be tempted by a succubus and commit unforgivable sins, a cleric of mercy might lose its sanity and massacre a band of slave traders, an evil lich may want to abandon its evil ways because the years have brought it wisdom, a fiend might enter the path of righteousness after being counseled by an angel. All of the above might happen in a roleplaying game; both NPCs and characters might deviate from their path. This deviance often results in a change in their moral and personal attitudes, or alignments, falling from grace, being rejected by a higher power, and losing all the benefits of one's previous way of life.

A creature who wants to repent must be redeemed or atone for its sins. Only then, can it regain its former glory or start its life with a clean slate. These redemption arcs can be an important part of the development of a character.

Below, you'll find information on who must repent, how a creature can enter the path of redemption, and how it can atone for its sins.

Sinners Must Repent

Before one can walk the path of redemption, one must have sinned or been born a creature of darkness or of evil. Clerics and paladins who've lost the favor of their deities, fallen angels, knights expelled from their knighthood order, fiends, liches, vampires are among those who can seek redemption if they feel remorse.

The degree of one's sin, or sins, decides how relentlessly one should ask for forgiveness. As a guideline, the following table outlines the severity of a few sins, ranging from Minor to Ultimate. Examples of appropriate acts of repentance for sins of different severity are given under Atonement.

Greed resulting in theft	Minor
Lying to cause harm	Minor
Summoning evil creatures	Minor
Taking revenge by bloodshed	Major
Signing a pact with a devil	Major
Turning a creature into an intelligent undead against its will	Ultimate
Devouring a soul	Ultimate

One should keep in mind that a myriad of actions can be considered sins, which are determined by the character's ideals, motives and personality. As such, GMs and players can both decide whether an action qualifies as a sin and whether it is Minor, Major, or Ultimate. Also, a Minor sin for one character can be a Major sin for another character. For example, murdering an innocent for fun is always one of the ultimate sins; however, not showing mercy to a criminal might be a sin for a cleric of mercy whereas a paladin of war may see it as a necessary casualty. In such gray areas, the GM determines whether something qualifies as a sin.

Now that you have sinned, you are ready to enter the path of redemption.

Path of Redemption

Desperate times call for desperate measures. Even good-aligned creatures can bargain with evil forces, cause misery,

betray, cast evil spells, murder, harm one's soul, steal, and so on; willingly or unwillingly. Such actions may shift their alignment towards evil if the GM wishes. Similarly, evil creatures who have spent their whole lives on atrocious, blood-soaked killing sprees can decide to mend their ways for a multitude of reasons. What matters for the purposes of this section is that they both try to seek redemption.

How and why a creature enters the path of redemption is a different story. There are an endless number of reasons why one may choose a path to redemption. For example, an evil bandit may suffer from the consequences of its evil actions and be filled with regret, a cruel warlord may observe the misery of its subjects and question its own ways, an evil wizard may come to think that choosing good over evil is the formula to a clear conscience, a spirit of redemption (p. 280) may come across a demon and place a shard of goodness inside it, a couple thousand years may give a lich the necessary wisdom to decide that all its greed for power was in fact enfeebling, an incubus may fall in love with a mortal and change his ways. All in all, feeling remorseful is enough to enter this sanctified path.

You should follow the steps below if you are seeking redemption.

Acknowledgment. Be aware that your deed(s) was evil.

Remorse. Feel the guilt, sorrow, or shame for your deeds to the core.

Confession. Admit that you have sinned, and seek counsel to change your ways.

Forgiveness. Ask for the forgiveness of those you hurt, if possible.

Reconciliation. Offer the offended party something of spiritual value to express your remorse, if possible.

Atonement. Actively make amends until you finally find your inner peace. See below for further detail.

A Clean Slate. Start a new slate, cleansed by the wisdom you acquired from your past mistakes.

There is no particular time period that must be spent on each step; while some are able to get through them in a heartbeat, others may struggle for years on one step.

Whether your apology is accepted or not, whether the hurt parties accept your reconciliation, and whether your acts of redemption have been enough are all determined by the GM.

Atonement

Atonement is basically making amends while trying to clear one's own conscience. Therefore, it is a highly subjective matter. As no one feels the exact same thing after they do the same thing, no one's inner journey to redemption can be the same either. Hence, there are multiple ways of atonement for every sin. You can determine what method of atonement your sin entails by discussing it with the GM. The table below provides a few examples of atonement for specific sins. However, there are also those who look for atonement not as a result of specific sins but because they are incarnations of evil cosmic powers, such as fiends. Redemption of such creatures requires for them to get an Ultimate atonement (see below).

Atonement Example	Sin
Providing food for the hungry for a month, without earning a single coin.	Petty Theft (Minor)
Working as a servant in a temple dedicated to healing the wounded people for a year.	Torturing someone to receive information (Major)
Live in seclusion until you find your inner peace and dedicate your life as a servant of a good deity, until the end of your days.	Murdering an innocent (Ultimate)

Minor sins require Minor atonement, Ultimate sins are harder to overcome and require Ultimate atonement.

Minor Atonement. Such atonements usually require you to undo your actions if possible, working for the better of the community. You should spend a month making amends in order to get Minor atonement. If you commit the same sins again, you must seek Major atonement because repeating the same sin is a grave mistake for a repentant.

Major Atonement. Major sins usually cannot be undone; therefore, Major atonement requires you not to undo them but to devote a year of your life to the exact opposite value of your sin. If you harmed people, you should try to heal others; if you burned down settlements, you should try to rebuild others. If you commit the same sins again, you must seek Ultimate atonement because repeating the same sin is a grave mistake for a repentant.

Ultimate Atonement. Ultimate sins cover the worst things a creature can do. Usually, there is no way of compensating for them. Therefore, you must make peace with your inner remorse. One of the best ways of doing this is to live in seclusion, alone with your thoughts. You may also choose to find others who go through the same redemption path as you and try to find solace in solidarity. However, even that is not enough.

Ultimate atonement requires for you to dedicate the rest of your life to a good concept that you wholeheartedly believe in. Only then, can you truly atone for your sins.

As a GM, note that a character who is seeking Ultimate atonement should be atoned after three years of being devoted to a good way of life. However, the character must keep living accordingly to maintain this atonement.

If you commit the same sins again, you must get Ultimate atonement once more. However, this time around, your deity, your knight order, or your conscience will find it harder to believe in you.

Your GM determines whether you can be atoned or not for each of these cases.

Keep in mind that only the willing can truly be atoned. One must be sincere in their remorse and repentance. If one must refrain from doing an action, they must keep away from said deed by their own free will, not because of spells such as *geas* that would magically help them refrain.

Exorcism

Exorcism is the practice of forcing a possessor out of a possessed body, mind, or soul. An exorcism is a challenging act of will, and those who perform it are called exorcists. Exorcists must have an unbreakable will, unquestionable faith, and unwavering methods. Otherwise, they may face dire consequences, as exorcism is a very dangerous task.

Exorcism is a religious, 1-hour ritual that must be performed by someone of faith. They do not have to be performed by a cleric or paladin, since exorcism requires strong belief as opposed to divine power. However, an exorcist must be proficient in the Religion skill. During the ritual, an exorcist must carry a holy symbol of its religion as it symbolizes the presence of its deity.

A GM might decide that an exorcism should take longer than 1 hour under special circumstances, especially if the possessor is particularly powerful. In such a case, exorcism can take 1 hour if the possessor is of challenge rating 1-5, 1 day if the possessor is between challenge rating 6-10, 1 week if the possessor is between challenge rating 11-15, and 1 month if the possessor is of challenge rating 16-20.

The ritual of exorcism normally takes 1 hour and if interrupted, the creature performing the ritual must start over. However, the possessor has advantage on reattempted saving throws against exorcism, since it has already seen the methods employed by the exorcist. For longer rituals of exorcism, the exorcist can take breaks to rest. While resting, restraining the possessed creature would be best, as the possessor can (and probably will) do anything it can to escape.

The methods of exorcism can vary from exorcist to exorcist. A few examples are:

- The exorcist places its hand on the possessed creature's forehead and starts to recite prayers to its deities or read passages from their teachings. The possessed creature reacts abruptly and violently and tries to run away, so the exorcist must hold the creature in place by making a successful Strength (Athletics) check or restraining it. When the position of the possessed creature is secured, the exorcist demands the possessor to leave in the name of its deity.
- The possessed creature is placed in the middle of 10 people of the same faith as the exorcist. The exorcist recites a holy passage from its holy book 101 times and then performs a small action relevant to its deity, such as blowing a horn or burning a specific incense.
- The exorcist bleeds itself, dealing 10 slashing damage that cannot be reduced by any means to itself in the process for it believes that blood grants protection against possession. While bleeding, the exorcist starts dancing in a euphoric state to draw the attention of the possessor. A



successful DC 19 Charisma (Performance) check forces the possessor to leave the possessed creature's body and try to possess the exorcist instead. However, the blood protects the exorcist, and if the possessed creature has also been covered with blood, the possessor cannot return to the body, mind, or soul (whichever was possessed), and leaves.

These are only a few examples that are meant to inspire players and Game Masters; every exorcist can create new and unique methods.

However, whatever the method is, once the ritual is complete, the possessor must succeed on a Charisma saving throw. The DC equals 8 + the exorcist's Wisdom or Charisma modifier (whichever is higher) + the exorcist's proficiency bonus. On a failed save, the possessor leaves the possessed creature, but it either manifests in an unoccupied space within 10 feet of the possessed creature in incorporeal form, or returns to its body if it has one.

On a successful save, the possessor can choose to stay in the possessed creature, or it can leave the possessed creature and try to possess the exorcist instead. If the possessor cannot possess the exorcist, it may try to possess another creature, or leave.

An exorcism is a dangerous and tiring experience for both the exorcist and the possessed. Hence, they each take levels of exhaustion according to the length of the exorcism ritual; 1 level of exhaustion for an hour-long ritual, 2 levels of exhaustion for a day-long ritual, 3 levels of exhaustion for a week-long ritual, and 4 levels of exhaustion for a month-long ritual. Some possessors hold grudges against exorcists and may try to take advantage of the exorcist not being at its full fighting capacity. If the possessor succeeds in staying in the body after three consecutive rituals, the possessed creature dies at the end of the last exorcism, and the possessor takes full control of the body.

Exorcists are rare due to the risks and requirements involved in the practice of exorcism. However, this makes them valuable and their fame spreads swiftly. After performing a successful exorcism ritual for the first time, one is granted the "Exorcist" title by the witnesses who spread the word. Once a reputation has been established, an exorcist is always in demand. They are highly respected members of society and are generously rewarded for their services. When an exorcist is called to a village, for example, they do not pay for food or board, and receive a fee of 100 gold pieces for an exorcism ritual of 1 hour. Exorcism rituals that last longer cost more, but you should keep in mind that some exorcists offer their services for free, simply for the greater good.

Just as exorcists hunt possessors, some possessors hunt famous exorcists. There are ghosts, fiends, aberrations, and other creatures that ruin others' lives by possessing them for hundreds, sometimes thousands of years, and some exorcists target them specifically.

Also, some exorcists write down their hunts, some of them work on classifying the possessor and give lessons in academic institutions and temples, and some others travel around to find both apprentices and hunts. The experiences of former exorcists can be invaluable for those starting out, and finding special techniques and unique methods to hunt a specific possessor can be a stand-alone storyline of the game.

Prayer and Worship

There are many different divine entities that are regarded as deities. For ages, people have tried to communicate with these higher powers, and to receive their blessings by following their teachings. Prayer and worship have been common practice for quite some time, as evident from the many temples and shrines all around the universe, and all the communities formulated around belief.

Deities grew in power while their followers gained influence, starting the long line of tradition where the follower prays to the divine, sometimes getting an answer in return. When someone cries out their deity's name in times of trouble, or utters a prayer as they selflessly bow before the might of their deity, their intentions echo through the planes and are heard by divinity. The divine forces who hear the pleas and demands of mortals intervene when they see fit, although they usually abstain from meddling in earthly matters.

Prayer is the simplest way of communicating with a deity. In essence, praying is pouring one's heart out before a greater power; whatever the reason may be. Whether uttered to find relief, forgiveness, or wellness, the act of praying is an intimate one. There is no "correct" way of praying, it only matters that the one who offers the prayer is sincere. A warrior can shout out a prayer for victory in the middle of a battlefield just as a farmer can kneel in the middle of a field and pray in silence for good harvest. One prayer is not of a higher status than the other in the eyes of the divine, as long as the one who is praying is a devout believer. There are also perpetual and communal acts of prayer, although the most common form of prayer is probably still the one performed in solitude where a believer asks for the help of a higher power.

Worshiping, on the other hand, requires close attention to certain instructions. These instructions can concern a specific set of movements to be performed while praying, visiting a holy place during a specific time period, or simply gathering in a temple to read holy scripture. While most believers pray in similar ways, acts of worship differ from deity to deity. For example, a goddess of fire may require sacrifices burnt on a bonfire whereas a god of nature may ask for a festival of sorts, where people plant trees and flowers in barren areas.

GM TIP

You can use prayers and acts of worship to create a story

arc. For instance, characters can help people who have been praying for a solution to what ails them, without knowing if anyone heard their pleas. They may take the arrival of the party to be a sign from the divine. The party can assist them in various ways; for instance by lifting a curse that has been haunting the village for a generation, or by clearing the nest of a monster that was abducting people.

You can also play with the notion that for some people, acts of worship are solely taught by the clergy. Characters may thus discover that people have been deceived by the so-called clerics or priests and have been worshiping an evil entity without knowing it.

Whatever the case may be, the GM should keep in mind that all prayers and acts of worship are not answered, but that some are bound to be heard by higher powers.

Sainthood

Saints are blessed people renowned for their benevolence, mental resilience, and zeal. They live their lives pursuing religious studies, and fulfilling the necessities of their beliefs. Although no one is certain of the precise requirements to become a saint, saints tend to share the following characteristics.

Saints are blessed people renowned for their benevolence, mental resilience, and zeal. They live their lives pursuing religious studies, and fulfilling the necessities of their beliefs. Although no one is certain of the precise requirements to become a saint, saints tend to share the following characteristics.

Benevolence. Saints don't intentionally harm living things and are very careful so as not to cause unintentional harm. Their benevolence is so strong that it usually manifests itself in physical ways.

Humility. Saints have a very modest view of themselves. They are humble in spirit and deportment. They refuse luxuries, comfort, and material attachments. Saints don't carry magic items except those entrusted to them by their temple, and they never use currencies. They are thus unable to form connections with magical equipment; they form connections with spells granted by their deities instead.

Enlightenment. Although their road to enlightenment varies, from searching the depths of their own mind and soul to studying the subtleties of natural phenomena, it is a fact that saints are enlightened one way or another. Their title indicates that they have found their truth and are no longer searching for it. Having an answer to existential questions gives them an edge over the lies and deceptions of reality.

Willpower. Deities don't grant sainthood to just anybody; especially not those who might abandon their beliefs. Every saint possesses an indomitable will that allows them to stay strong against the temptations of evil. Though their body may break, the spirit of a saint is unbreakable.

Perseverance. Though they are able to achieve great things through their indomitable will,

saints are, after all, just people. Sometimes, they need help. When saints are truly in need of assistance and their motives are just, their calls don't go unanswered.

Becoming a Saint

As a player, you can't choose to become a saint. Game Masters can grant *a chance* at sainthood as they see fit. Once you are granted the chance, you start your journey to becoming a saint by learning to be benevolent and you must follow its necessities one by one in order to ascend to sainthood. You should keep in mind that agents of evil tend to seek people such as yourself out, in order to try and corrupt their ways. You gain the following benefit and as you advance in your path of becoming a saint you gain additional benefits as described below.

Benevolent. If you intentionally harm a living thing that can feel physical or emotional pain, you lose all benefits of sainthood.

As a bonus action, you can shed bright light in a 30-foot radius and dim light for an additional 30 feet. This light dispels magical darkness as well. You can use your bonus action to end this effect.

You need to spend a month without using magic items and without trading with currencies to gain the following benefit.

Humble. After gaining this benefit, if you use a magic item, spend any currency on trade, or seek luxuries, you lose all benefits of sainthood.

You can't attune to magic items. You can attune to cleric and paladin spells instead. While affected by a spell that requires concentration, you can attune to it as an action. While attuned to a spell, you remain under the effect of the spell until you end the attunement as part of a short rest or until dispelled, and it no longer requires the concentration of the caster. You can attune up to 2 spells at a time.

You need to spend a month without telling a lie to gain the following benefit.

Enlightened. After gaining this benefit, if you tell a lie or insult anyone, you lose all benefits of sainthood.

You know when you hear a lie and you have truesight out to 60 feet.

You need to pray three times a day with eight hour intervals for a month to gain the following benefit.

Indomitable. After you gain this benefit, if you forget to pray for two days in a row, you lose all benefits of sainthood.

You are immune to being charmed and frightened. Your thoughts and emotions can't be discerned by magical means.

You must spend nine more months without losing the benefits of sainthood to gain the following benefit.

Perseverant. When you gain this benefit, you become a saint. If you fail to uphold any of the necessities of your sainthood, you lose all benefits of the title.

If you are forced in any way to act against your beliefs and you are incapable of resolving the situation by any means, a divine intervention can take place if the GM sees fit.

You are revered by non-evil creatures and highly respected by religious people. It is not unlikely for a paladin to risk their life for you.

Holy Grounds

No matter how big or small, every good act in the universe empowers the forces of good. Whether it's making a child smile, saving a forest from burning down, or destroying an ancient evil entity before it devours thousands of souls; each act performed with the right intentions contributes to the good. All of these actions form a will with time, and may even become creatures that embody the good, such as celestials.

Sometimes, the act performed is of such great scale or is such a rare occasion that people tell the tale for generations to come. Priests blessing thousands of warriors who clash with an undead army, angels pouring down from the heavens to put an end to a fiend invasion, a deity of fertility making an appearance in a festival in its name, a hero turning into a statue in an act of self-sacrifice; are all a few examples of what such an event would entail. The site of such an occurrence is filled with holy energies that sometimes take on a will and a physical form. Such a site is considered to be holy ground. The effects of the events that turn a place into holy ground tend to be more profound and last longer.

Holy grounds reflect the intense emotions felt during the events that took place within them. They have unique auras, relevant to the nature of the specific incident that took place there. For instance, an aura of glory can constantly fill a battlefield, or a festival site can constantly inspire feelings of joy.

Different holy grounds have different characteristics (the specifics of which are determined at the GM's discretion), however, they may have the following effects in common:

Blessed Residents. The spirits of witnesses to holy events can choose to stay at the site of the event. These spirits protect holy grounds and help good-aligned visitors, while they do what they can to prevent the entry of evil. Such spirits can be forgiving spirits (p. 247), ancestors of glory (p. 213), or another spiritual being that the GM sees fit.

Cherished Emotions. Emotions experienced during holy events permanently affect the aura of holy grounds. The effects of such auras vary from creature to creature.

Unwilling creatures who enter holy grounds must succeed on a DC 19 Charisma saving throw or be affected by the aura within.

The auras of holy grounds can differentiate good from evil, and tend to protect the good and dampen the powers of evil. When creatures with good intentions enter an ancient battlefield in which glorious warriors won blessed victories, they may be affected by the *heroism* spell for as long as they stay in the battlefield. Similarly when evil creatures try to cast a *bane* spell in the same area, the spell can fail automatically.

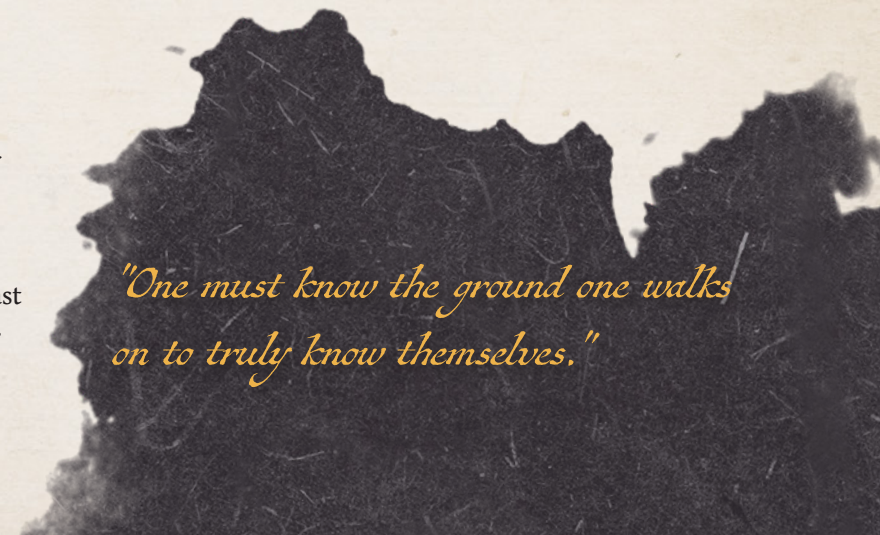
Apart from the effects holy grounds have on game mechanics, a good creature can feel the emotions related to holy grounds to the full, while an evil creature may feel anxious.

Some places are of such holy importance that not even a successful Charisma saving throw can save creatures against the effects of the aura. Places touched by hundreds of angels, or those that are blessed directly by a deity may have powerful auras as such.

Embodiment of Good. Sometimes, the aura on holy grounds is so intense and powerful that it takes a physical form or another creature(s) comes there, or is sent by higher forces, to live and protect the place. Grave protectors (p. 249), sworn protectors (p. 283), or other thematically suitable angels or spirits can be found guarding such places.

Holy. Holy grounds are filled with holy energies, as if affected by the *hallow* spell. The particular effects caused by the *hallow* spell are determined by the GM. The holy energies filling an area generally have many points of origin, which makes dispelling the effects challenging. For instance, each and every weapon and piece of equipment belonging to a paladin who died in a fight against an archdemon can be affected by the *hallow* spell, and stored in a mausoleum. In this case, the spell must be dispelled for each item, separately. Evil-aligned creatures make their saving throws against the *hallow* spell with disadvantage while on holy grounds.

Holy Scent. Holy grounds have a sweet, comforting scent, unique to each of them. Such a scent is a sign of holy energies filling the place, owing to which, evil creatures have disadvantage on saving throws against spells and other magical effects on holy grounds.



"One must know the ground one walks on to truly know themselves."



Self-Sacrifice

All good-aligned deities want their followers' well-being. However, life usually gets in the way, as it is full of all sorts of challenges that cannot be overcome without divine help. When faced with such a challenge, one follower can offer up their own well-being in return for intervention for another. This offer is called self-sacrifice and it is considered one of the greatest, most selfless, and most honorable acts a follower can partake in. Even though self-sacrifice isn't unique to the clergy, not everyone would choose to sacrifice themselves for the sake of another; after all, letting go of abilities, capabilities, comforts, and one's own life takes absolute courage.

In exchange for self-sacrifice, the intervention of divine powers can help overcome difficulty, provide protection to loved ones, or simply prove the devotion of the one making the sacrifice. Keep in mind, however, that self-sacrifice is not always answered, as not every plea is heard by deities.

In terms of game mechanics, you must make the sacrifice yourself after you specify what you want from your deity. When you do, roll a d100. If the result is between 1 and 10, your deity shall provide something in return for your sacrifice. Certain actions increase your chances of getting this reply. For example, let's say a druid wants to be freed from a cage and she requires help from her deity to do so. Normally, she would need to roll a d100, and if the result was between 1-10, she would get her reply. If she were to cut her own hand to demonstrate her devotion, dealing 10 damage to herself in the process, she would have to roll between 1-11 instead. In this case, the druid's sacrifice would have granted her a +1 "bonus".

Self-Sacrifice	Bonus
A wound worth 10 hit points	+1
Fasting for a month*	+5
Sacrificing a spell slot	+The spell level of the spell slot minus 2 (minimum one)
Permanently expending a spell slot	+ The spell level of the spell slot
Losing a limb, eye, or another organ	+5
Taking damage on behalf of someone else	+2
Forgetting the most peaceful memory you have	+3
Offering a spiritually valuable item of a loved one	+3
Permanently sacrificing an emotion (love, hatred, curiosity, etc.)	+5
Sacrificing yourself, dying permanently unless the deity wills otherwise	+89

* Fasting results in 1 level of exhaustion that cannot be removed by any means for the duration.

Keep in mind that you can always create new ways of self-sacrifice. The ones given above are merely examples, and are meant to act as guidelines for both GMs and players. What qualifies as self-sacrifice and the bonuses it grants are determined at the GM's discretion.

If you succeed on your roll of the d100, the GM determines the response of the deity according to the wishes of the character. You would be advised to use already-existing effects of spells or items that correspond to the wish of the character. For example, a barbarian who sacrifices an eye in the name of a war god and prays to become more powerful may experience the effects of the *enlarge/reduce* spell, an increase to Strength score and acquire a very rare battleaxe; all for a time. Similarly, when a character mourning the death of a party member permanently sacrifices one of their spell slots, the party member may be resurrected as a reward.

As a GM, you should prevent your players from overusing self-sacrifice features by reminding them that is a last resort, or by having their deity not respond to their constant use of self-sacrifice.

"Live to believe.
Die to protect.
Live to worship.
Die in sacrifice."

Sacred Alchemy

Alchemy has always been one of the greatest allies of adventurers. The mixtures created as a result; small amounts of fun-colored liquids preserved in bottles of many shapes and sizes can create wonders in times of need.

Just as it is possible to create the most evil and wicked things, such as flesh-rotting drugs and painful poisons, through alchemical methods, it is also possible to create sacred oils and holy potions with a plethora of positive effects.

In this section, you will find a list of holy potions and sacred oils that can be crafted by sacred alchemy, as well as a guide on how to craft them, which will also help you to create potions and oils of your own design.

Sacred Alchemy 101

There are four vital parts of sacred alchemy: Education, recipe, components, and faith. Practitioners of this art are known as "Sacred Alchemists", and anyone with a little bit of talent and strong faith can become one.

Education

A sacred alchemist must above all be proficient with alchemist's supplies. As the practice is dangerous in inexperienced hands, it is advised that it be undertaken by those trained in the basics of alchemy. Such a person can be trained in the ways of sacred alchemy in the temples where sacred alchemists can take on apprentices. You can also get an education from a wandering sage, a forgotten tome, an elder in your tribe, or any other source the GM approves of.

Sacred alchemy is not designed to be exclusive to a select few. Therefore, if you are not proficient with alchemist's supplies, you can become proficient by studying sacred alchemy for at least a month from any of the sources mentioned above and paying 500 gold pieces.

If you are proficient with alchemist's supplies, an education of 1 week is enough to learn the basics of sacred alchemy. During this time, one is provided the knowledge required to practice sacred alchemy. At the end of the education, a sacred alchemist knows one tier I recipe, which can be chosen from the options below.

Recipes

Temples are the best place to find the recipes and samples of widely-used holy potions and sacred oils. Some temples may allow you to buy these commodities, while some other temples may give them to you as gifts. The members of the temple determine if and how you can acquire such items from them.

While most recipes can be found in one temple or another, there are some recipes of sacred alchemy that are lost or protected. It is highly unusual to learn the existence of such a recipe, let alone find and use it. Uncovering one of them could be a fun plot hook for a campaign.

The cost of a recipe is equal to the material cost of a holy potion or a sacred oil. Once you obtain a recipe, you can use it to produce more than one alchemical product as long as you have it on your person. Otherwise, you make the check to craft the item with disadvantage as you might misremember the process.

Components

Although obtaining components is usually one of the easiest parts of sacred alchemy, it can sometimes be the hardest. These components can be ordinary things like a silver mirror or a bouquet of daisies, or they can be items of epic proportions such as a willingly-given unicorn hair or a scale of an ancient gold dragon.

Faith

Although sacred alchemy is basically alchemy with a holy kicker, it is believed that there are angels (p. 214) and even a deity (p. 142) who watch over and assist faithful sacred alchemists.

Temples may sell blessed alchemist's supplies, of which the price is 750 gp, and that grant a +1 bonus to any ability check you make using the supplies. You must be of non-evil alignment and proficient with alchemist's supplies to use and thus enjoy the benefits of blessed alchemist's supplies. Otherwise, you do not get the bonus.

In addition, keep in mind that certain places are more suitable for alchemy. Carefully designed and specifically blessed temple rooms, personal laboratories of sacred alchemy masters, long-forgotten ruins holding mythic knowledge waiting to be uncovered, and many other places that are suitable to conduct sacred alchemical experiments can grant advantage to the ability checks you make using alchemist's supplies.

Crafting

Once you have completed your education, acquired the recipe, gathered the components and strengthened your faith, you have everything you need to craft holy potions and sacred oils through sacred alchemy.

Sample lists of holy potions and sacred oils have been provided below; each of which contains a "Crafting" section that includes the cost (including material costs), the crafting DC and crafting time required to make the item concerned.

To craft a holy potion or sacred oil, you must succeed on an Intelligence check with alchemist's supplies (DC stated in the "Crafting" section for each). On a fail, the material is wasted and you must start the crafting process all over again.

You can craft an item gradually throughout different sessions as long as each session is within 1 week of each other. For instance, if crafting a holy potion takes 8 hours but you do not have 8 hours of uninterrupted free time, you can take 1 hour to craft it one day, then 2 hours the next day, and 5 hours the day after that.

Whether you craft a potion or oil in a single sitting or in several crafting sessions, you make the required Intelligence check at the end of the crafting process.

Crafting Your Own Content

You will notice numbers within parentheses in the titles of the holy potions and sacred oils below. These numbers indicate the **tiers.** There are 5 tiers in total. The higher the number, the more powerful the product. You may also notice that items of the same tier have identical Crafting sections. You can thus use these sections as guidelines to create original recipes for your own concoctions.

Holy Potions

Holy potions are alchemical liquids that take effect when consumed. Evil creatures are, in a way, allergic to them. When an evil creature drinks a holy potion, the potion does not work, tastes like the thing the creature hates most, and the drinker has disadvantage on their ability checks, attack rolls, and saving throws for 1 hour.

Holy Potion of Angelic Boon (III)

Crafting: Cost: 250 gp, DC: 21, Time: 1 day

Components: An angel feather

When you drink this potion, you have advantage on attack rolls and ability checks of one ability score of your choice for 1 minute. Also for the duration, your attacks and damage-dealing spells deal an extra 1d8 radiant damage.

Holy Potion of Arcane Surge (II)

Crafting: Cost: 100 gp, DC: 15, Time: 8 hours

Components: A molten arcane focus

When you drink this potion, you feel a surge of magical energies. Choose one school of magic. The spell save DC for the spells of the chosen school increases by 1 for 1 minute.

Holy Potion of Bless (I)

Crafting: Cost: 20 gp, DC: 11, Time 1 hour

Components: A parchment with prayers on it

When you drink this potion, you experience the effects of the *bless* spell for 1 minute.

Holy Potion of Celestial Prowess (IV)

Crafting: Cost: 500 gp, DC: 23, Time: 1 week

Components: A feather of a celestial eagle

When you drink this potion, any disease you have is cured, you gain a +2 bonus to AC, and you gain an additional action on each of your turns for 1 minute.

Holy Potion of Consecration (II)

Crafting: Cost: 100 gp, DC: 15, Time: 8 hours

Components: A pinch of soil from consecrated ground

This potion consecrates your body and you emanate a 5-foot-radius holy aura for 1 minute. When an evil-aligned creature enters the aura for the first time or ends its turn there, it takes 1d6 radiant damage. Spells and other magical effects (such as the *nondetection* spell) that act as wards against divination spells also protect a creature against the effects of this potion.

Holy Potion of Divine Protection (II)

Crafting: Cost: 100 gp, DC: 15, Time: 8 hours

Components: Tear of a good-aligned cleric or paladin

When you drink this potion, you can't target a creature with an attack or take any other action that is going to harm it for 3 rounds, but you are immune to all damage for the duration.

Holy Potion of Divine Purge (III)

Crafting: Cost: 250 gp, DC: 21, Time: 1 day

Components: A bouquet of daisies

When you drink this potion, a *dispel magic* is cast on you to end the most powerful magic effect on you. The spellcasting ability modifier for the spell is +5, and it uses your proficiency bonus.

Holy Potion of Divine Strength (V)

Crafting: Cost: 1000 gp, DC: 27, Time: 1 month

Components: A bottle of storm giant breath

When you drink this potion, your Strength score increases to 29 for 1 minute.

Holy Potion of Fiend-Sense (III)

Crafting: Cost: 250 gp, DC: 21, Time: 1 day

Components: Silver mirror

When you drink this potion, you know the location of any fiends within 60 feet of you for 1 minute. This potion only reveals their presence, it doesn't give information on the size or identity of the fiends present.

Holy Potion of Magic Surge (I)

Crafting: Cost: 20 gp, DC: 11, Time 1 hour

Components: A melted arcane focus

When you drink this potion, you feel a surge of magic bestowed by the forces of good. Your weapon attacks are magical against evil foes for 1 minute.

Holy Potion of Sacred Endurance (II)

Crafting: Cost: 100 gp, DC: 15, Time: 8 hours

Components: A lock of hair that belongs to a good fey

When you drink this potion, you experience the effects of the *lesser restoration* spell.

Holy Potion of Saint Blood (V)

Crafting: Cost: 1000 gp, DC: 27, Time: 1 month

Components: A drop of saint's blood

When you drink this potion, your blood carries radiant light for 1 minute. When you are hit with an attack by a creature within 5 feet of you that deals piercing or slashing damage, the attacker must succeed on a DC 15 Dexterity saving throw, or your blood splashes onto it, dealing 8d6 radiant damage.

Holy Potion of Sanctuary (I)

Crafting: Cost: 20 gp, DC: 11, Time: 1 hour

Components: A stone taken from somewhere you belong to

When you drink this potion, you experience the effects of the *sanctuary* spell for 1 minute.

Holy Potion of Serenity (II)

Crafting: Cost: 100 gp, DC: 15, Time: 8 hours

Components: A feather of a celestial owlbear

When you drink this potion, charm, frighten, rage, and any other emotion-changing effect ends on you.

Holy Potion of Taint-Sense (III)

Crafting: Cost: 250 gp, DC: 21, Time: 1 day

Components: An iron mirror

When you drink this potion, you know the location of any aberration within 60 feet of you for 1 minute. This potion only reveals their presence, it doesn't give information on the size or identity of the aberrations present.

Holy Potion of Undead-Sense (III)

Crafting: Cost: 250 gp, DC: 21, Time: 1 day

Components: A golden mirror

When you drink this potion, you know the location of any undead within 60 feet of you for 1 minute. This potion only reveals their presence, it doesn't give information on the size or identity of the undead present.

Holy Potion of Unicorn (IV)

Crafting: Cost: 500 gp, DC: 23, Time: 1 week

Components: A piece of a unicorn horn

When you drink this potion, you regain 4d8+4 hit points. In addition, the potion removes all diseases and neutralizes all poisons afflicting you.

Sacred Oils

Sacred oils take effect when applied. They mostly result in strange effects that could easily be the stuff of an angelic legend. Evil creatures are not prohibited to use sacred oils, but when sacred oil gets in contact with evil creatures, they act like holy water.

Sacred Oil of Angelic Tears (II)

Crafting: Cost: 100 gp, DC: 15, Time: 8 hours

Components: Soil from the grave of a good cleric or paladin

When you apply this oil to your weapon, the weapon deals an extra 1d6 radiant damage on a hit for 1 minute.

Sacred Oil of After Life (II)

Crafting: Cost: 100 gp, DC: 15, Time: 8 hours

Components: Soil from the grave of a good cleric or paladin

When you mix this oil with your blood, the mixture turns into diamond dust that can only be used as the material component of spells such as *resurrection*. It has no monetary value, and 50 hit points worth of blood results in 1000 gp worth of diamond dust.

Sacred Oil of Bless (III)

Crafting: Cost: 250 gp, DC: 21, Time: 1 day

Components: Gold dust

When you apply this oil to a point on the ground, up to 5 creatures of your choice within 15 feet of the point are affected by the *bless* spell.

Sacred Oil of Communication (II)

Crafting: Cost: 100 gp, DC: 15, Time: 8 hours

Components: A handful of snowdrops

When you apply this oil to your tongue, you experience the benefits of the *tongues* spell for 1 minute.

Sacred Oil of Consecration (V)

Crafting: Cost: 1000 gp, DC: 27, Time: 1 month

Components: A drop of saint's blood

When you apply this oil to a point on the ground, a 30-foot-radius area centered on that point becomes consecrated. Undead can't be raised in the consecrated area, fiends must succeed on a DC 15 Charisma saving throw to get in or out of the area, and aberrations have disadvantage on Intelligence checks and Wisdom saving throws while in the area.

Sacred Oil of Fire (II)

Crafting: Cost: 100 gp, DC: 15, Time: 8 hours

Components: Cinder taken from a flame burning in the temple of a good deity

When you apply this oil to a weapon, the weapon is set aflame and deals an extra 1d6 fire damage on a hit for 1 minute.

Sacred Oil of Heavenly Sight (V)

Crafting: Cost: 1000 gp, DC: 27, Time: 1 month

Components: A flower taken from heaven

When you apply this oil to your eyes, you gain the benefits of the *true seeing* spell for 1 hour.

Sacred Oil of Holy Light (III)

Crafting: Cost: 250 gp, DC: 21, Time: 1 day

Components: Silver dust

When you apply this oil to your armor, the armor sheds bright light in a 15-foot radius and dim light for an additional 15 feet for 1 minute. In addition, for the duration, the fiends and the undead within the light have disadvantage on attack rolls they make against you and your allies while you have the armor on.

Sacred Oil of Merciful Touch (V)

Crafting: Cost: 1000 gp, DC: 27, Time: 1 month

Components: Gold dust

When you apply this oil to your hands, for 1 minute, you can use your action to touch a creature and reduce its exhaustion level by 1.

Sacred Oil of Peaceful Sleep (I)

Crafting: Cost: 20 gp, DC: 11, Time 1 hour

Components: A sunflower

When you apply this oil to your lips, your voice is enchanted by angelic powers for 1 minute. If you start singing right after you apply the oil, and a creature listens to you for 1 minute, the creature sleeps peacefully during its next long rest within 12 hours. It does not have nightmares, and is immune to the spells and other magical effects that cause it to have nightmares.

Sacred Oil of Preservation (IV)

Crafting: Cost: 500 gp, DC: 23, Time: 1 week

Components: A handful of the hair of a unicorn

When you apply this oil to a corpse, it cannot be raised as an undead for 1 week unless an artifact is used or a deity itself intervenes.

Sacred Oil of Sun (I)

Crafting: Cost: 20 gp, DC: 11, Time 1 hour

Components: A sunflower

When you apply this oil to your eyes, you know the sun's position for 1 minute.

Sacred Oil of the Gravekeeper (II)

Crafting: Cost: 100 gp, DC: 15, Time: 8 hours

Components: A handful of grave soil

When you apply this oil to your lips and pray at a grave for 1 minute, you learn the name of the corpse in the grave and the deity it had worshiped while living. The effects of the oil end when you learn about one grave.

Sacred Oil of Vermin Warding (IV)

Crafting: Cost: 500 gp, DC: 23, Time: 1 week

Components: Several teardrops of a saint

When you apply this oil to your body, vermin (including insect swarms conjured or called by spells and other magical effects) do not attack you for the next hour.

Temples

Temples are the main gathering places for any believer to follow their deity's teachings. People can go to a temple to pray, attend events like weddings or funerals, or conduct rituals. Since almost all temples are dedicated to a single deity each, all events that transpire within are conducted in the ways of a particular deity. Something else that all temples have in common is the presence of clerics, paladins, paragons, and priests, who are there to perform the necessary acts of worship and to meet a myriad of needs of both the temple and of the worshippers. There are also healers or cooks in some temples, while there are monks or knights in others. In other words, anyone that has dedicated their life to a deity can be a part of a temple in one way or another.

The concept of a temple depends on the deity it serves, and different temples perform different tasks in society, ranging from simple chores to a divine mission. For example, a temple dedicated to death can be located next to a graveyard in which the temple members are responsible for burying the dead.

While the true owner of any temple is without a doubt the deity for which it was built, the most prominent religious figure in a temple or the person who paid for the construction of a temple can be considered the owner as well.

Building a Temple

To build a temple, a location must first be selected according to the particular needs it is going to have. For instance, a tundra could be the ideal place for a temple worshiping a deity

associated with the cold, while a deity of nature may prefer it if their temple were built in a barren land to which they can bring rain or good harvest. If the selected area is within a city or kingdom, it may have to be bought or earned by passing a test or providing a service.

Once the location is chosen, the material must be decided upon, and the right material also differs from temple to temple. For instance, a deity whose greatest aim is to preserve nature might not want the construction of their temple through the destruction of nature. Thus, cutting down an entire forest for this purpose would not be prudent. Similarly, a deity of craftsmanship might prefer to have their temples built of stone and appear glamorous; as only such a display would be worthy of their name.

Temple Size - Construction Cost and Time

The duration of construction varies from 3 months to a year, depending on the size of the temple. Since temples can be of any shape and size, it is up to the owner to determine its appearance.

The construction cost depends on the location and the material of the temple. The construction of a small wooden temple costs around 10000 gold pieces while a larger stone building can cost 50000 gold pieces. The time, money and material required to build different structures have been laid out in the table below.

Temple size and material	Cost (gp)	Time (days)
Small, Wooden	10000 gp	90
Small, Stone	20000 gp	120
Large, Wooden	35000 gp	240
Large, Stone	50000 gp	360
Huge, Wooden	75000 gp	450
Huge, Stone	100000 gp	600

A small temple is approximately the same size as a regular house. A large temple is nearly four times the size of a normal house, and can contain a variety of rooms. A huge temple is generally the main attraction of the town it's in, and is almost the size of a castle. A huge temple can include gardens, libraries, and other buildings that are not attached to the main building of the temple.

All temples, no matter the size, have a main hall, a main altar, and a room that can be used for various purposes.

Since most buildings are constructed from wood and stone, many temples are also built from these items. There are, in fact, a plethora of materials from which a temple can be built, but they are usually not preferred due to inconvenience. For instance, one could build a temple from a precious metal like adamantine, but doing so would cost a fortune and take an incredibly long time. Talk to your GM to determine the size, material, cost, and time required to build a temple of your own, since many different factors can affect the construction of a building.

Building Additions

Just like all buildings, temples have different parts for different things. There are also some optional parts that can be built for some extra coin. For example, a temple that also houses the priests it employs would require a room for the priests to sleep in. Similarly, a temple that does charity work for those without access to resources may require a kitchen.

The following can be added to a temple at any time for a fee, as long as there is a suitable location. A small temple has enough space to construct six building additions, a large temple has enough space to construct twelve building additions, and a huge temple has enough space to construct twenty-four building additions.

All these additions can be built as separate buildings, or be connected to the main building.

Academy Building

Prerequisite: Large or huge temple

An academy building is a place where you can educate people about the teachings of your deity. A single academy building can fit up to 20 **acolytes** and requires a teacher figure. The teachers at an academy building in a temple are usually **priests**, since this is a place of religion.

An academy building takes up to 25 days to complete and costs 10000 gold pieces. Once construction is complete, you can recruit new people to join your temple and teach them to spread the holy word. An acolyte finishes their education in one year and becomes a priest.

Additional Living Quarters

Living quarters are a necessity for those who don't have a place to stay, or for the priests working in the temple. Thus, the addition of living quarters would allow more people to visit your temple and allow priests to stay the night.

A living quarter takes 5 days to complete and costs 3000 gold pieces. Once construction is complete, the living quarters can comfortably fit up to ten people. Staying at the temple doesn't have to be free, you can charge people for a stay as well. If you do so, the temple gains 10 gold pieces per month. However, it may be wise to keep in mind that visitors to your temple might be more willing to accept your deity as their own after a free night of rest.

Altars

Aside from the main altar or statue in the main hall, some temples have altars to different deities. The placement of these altars for different faiths ensures that the temple attracts different worshipers, creating a multi-religious community.

The construction of a small altar takes 5 days and costs 1000 gold pieces, while the construction of a larger one takes almost 30 days and costs 4000 gold pieces. A temple that has more

than five altars, including the main altar, ceases to be a temple dedicated to a particular deity (e.g. Temple of the Goddess of War) but is rather a holy place for all. This means the temple will be protected and loved by many, and will be seen as a point of pilgrimage.

Armory/Barracks

Prerequisite: Large or huge temple

Some temples also train the guardians of their faith (e.g. knights, paladins, monks, or other warriors), generally in the armories that also equip them. Up to 10 **acolytes** can be trained in an armory at a time, and educating them requires a teacher figure, who can be any kind of warrior. An armory building can fit a total of 50 weapons and armor.

The construction of an armory takes 30 days and costs 10000 gold pieces. Once constructed, temple members can be trained as warriors of the temple and provide protection. They can also be sent on various missions to aid other believers in need. These warriors can be trained in a variety of ways; they can be inquisitors that seek heretics across the lands, just as they can be guardians that protect the innocent. This is decided by the owner of the temple thus, discuss with your GM about how you will train your warrior group and what their name or titles will be. An **acolyte** finishes their training in 180 days, at which point they become a warrior priest (p. 294).

Cellar/Dungeon

Some temples may require a place to store their rations, while others may need a dungeon to punish heretics. No matter what the reason is, a temple growing in size or power needs a cellar or a dungeon.

The construction of a cellar takes 10 days and costs 3000 gold pieces. Once construction is complete, it can fit rations to feed up to fifty people for a year.

The construction of a dungeon takes 10 days and costs 5000 gold pieces. Once construction is complete, it can fit up to ten people in separate cages, and has a room especially designed for any interrogation needs.

Garden

When temples construct additional buildings that are separated from the main building, the area between them can be used as a secluded resting area. This resting area (or garden) can contain altars, sculptures, gazebos, and various plants. The main idea of a garden is to create a calming place for the people visiting or staying in the temple.

The construction of an empty garden takes 2 days and costs 500 gold pieces. All other things like plants or sculptures can be added in time, for additional costs.

Infirmary

Prerequisite: Large or huge temple

A temple could have the main intention of curing the sick and treating the injured, or the sick and injured may seek temples out to benefit from the healing properties of divine magic. With an infirmary, you can cure people and train healer priests (p. 253). An infirmary can be built as another room or an unattached building.

The construction of an infirmary takes up to 20 days and costs 5000 gold pieces. Once construction is completed, you can train the priests as healers. A priest finishes their healing training in a month. You and your allies can be treated free of charge, and your healers can cast a *resurrection* spell once per month. You can choose to charge others for treatments, or have them be free for all who visit the temple.

If you choose to charge for the services of the infirmary, the temple earns 100 gold pieces per month.

Kitchen

A kitchen in a temple can serve as a mess hall for the people staying in the temple, or as a public kitchen to serve food to others. In any case, most temples have a kitchen; firstly to feed the employees and the other people staying there, and secondly to feed those who visit the temple to find comfort and food. A kitchen is also necessary for storing provisions needed for the gatherings held to attract new members, or to make important decisions with the old.

The construction of a kitchen with a mess hall takes 3 days and costs 3000 gold pieces. The construction of a simple kitchen alone takes a day and costs 1000 gold pieces. A mess hall can fit up to 20, and it requires one more person to cook and serve the meals. Once the hall is built, people can dine together in the temple, and it is more likely that they choose to stay longer, maybe long enough to join your cause. While providing food to those in need is always nice, you do not have to provide free rations for everyone; you can also charge those who eat here.

The temple provides free meals for its employees. However, it can resolve to serve its visitors at a price. In the case of the latter, the temple earns 10 gold pieces per month.

Library

Prerequisite: Large or huge temple

Since divine knowledge is the basis for every religion, coming across a library containing scriptures, books or the diaries of saints in a temple is not surprising. A library can be built as another room or an unattached building. **Commoners** can come here to learn about deities and can become **acolytes** of the temple after a year of education.

The construction of a library takes 3 days and costs 2000 gold pieces, excluding the cost of the books, which you may obtain separately. It can fit 1000 books and texts. People can come to your library for research and may choose to stay as acolytes if you have built additional living quarters or an academy building. An acolyte in a temple with a library can finish their education to become a **priest** in 10 months instead of a year. Use of the library doesn't have to be free for outsiders.

Intelligence (Religion) checks within the library are made with advantage.

If you choose to charge others for entry, the temple earns 50 gold pieces per month. Libraries are among the biggest moneymakers for temples, because they contain elusive,

precious knowledge.

Master's Chamber

Prerequisite: Huge temple

As the "owner" of the temple, you can choose to build a room reserved for yourself and your allies. This room can serve as a bedroom, an office, or both. It can contain specific stations according to your occupation and personality, such as a calligraphy table or an easel.

The construction of a master's chamber takes 3 days and costs 3000 gold pieces. Once construction is complete you can stay in your chamber whenever you wish, and you can decorate it to your liking.

A master's chamber is an indication that the owner of the temple lives in the building. You gain the title of Head Master if you have built an academy building, High Priest if you are a person of religion, or simply Master if neither is the case.

Ritual Chamber

Prerequisite: Large or huge temple

Ritual chambers are quite common in temples. These rooms are where priests gather to conduct various rituals like blessings, specific prayers, and sometimes even weddings or funerals.

The construction of a ritual chamber takes up to 5 days and costs 1000 gold pieces. Once construction is complete, priests, you, or your allies can cast spells with the ritual tag inside the chamber without any problems.

The room has a *nondetection* spell cast on it at all times. The *hallow* spell can be cast on the entire temple from inside the room. In addition, once per week, any spell can be cast as if that spell can be cast as a ritual.

Room of Reliquaries

Prerequisite: Huge temple

The room of reliquaries is where a temple stores and displays its holy trophies or relics. Any kind of item can be studied here by the acolytes of the temple. Those who do not live or work in the temple can also visit the room to admire the holy items on display.

The construction of a room of reliquaries takes up to 3 days and costs 10000 gold pieces. Once construction is complete, you can train priests as researchers, and have them travel far and wide to retrieve holy items, or have them study new-found relics within the confines of the library or the academy building. A priest can complete their training and become a researcher in 3 months if the temple has a library. If the temple has both a library and an academy building, a priest can complete their training in one month.

The storage of holy relics and maintaining their safety is no easy task; and the construction of these rooms are quite expensive as a result. These rooms are constantly under the effect of the following spells: *nondetection, protection from evil and good, magic circle, hallow*.

The followers of your deity who visit the temple generally don't leave without granting a donation for the maintenance of reliquaries. As a result, the temple earns 100 gold pieces per month.

Stable

Stables can be found in almost every temple as priests and pilgrims come from far and wide to perform various acts of worship, and require a place to leave their trusty steeds when they do. A stable can fit 10 horses.

The construction of a stable takes up to 3 days and costs 1000 gold pieces. Once construction is complete, you can hire a groom for 1 gold piece per month.

You can upgrade the stable by adding a ritual circle at the entrance, the construction of which takes up to 5 days, and costs 10000 gold pieces.

The horses in the circle regain 1 hit point at the start of each of their turns. If the spellcaster is within the circle, the casting time of the spells that summon steeds such as *find steed* decreases to 1 action instead of its normal casting time. Also while the spellcaster is within the circle, the duration of the *phantom steed* spell increases to 24 hours.

Tower

A tower can be used for many purposes in a temple. It is generally used as a bell tower to notify people of the time of worship, as well as various other things like a warning for danger. A tower can also be built as a lookout or as a wizard's tower if the temple trains wizards or is associated with magic.

The construction of a tower takes up to 20 days and costs 3000 gold pieces. Once construction is complete, it can be designed for different purposes:

- The addition of a bell to the tower takes up to 5 days and costs an additional 1000 gold pieces. This addition turns a tower into a bell tower.
- Although any tower can technically be used as a lookout, fortifying a watchtower is still a good idea. The fortification of a tower to turn it into a proper watchtower takes up to 10 days and costs 2000 gold pieces.
- Those who praise magic as a divine force usually build a wizard's tower (or arcane tower) to study magic or to simply pray in, in magical ways. The transformation of a tower into a wizard's tower takes up to 5 days and costs 1500 gold pieces.
- For temples built on the shore, a tower that acts as a lighthouse is a common addition. The transformation of a regular tower into a lighthouse takes up to 5 days and costs 2000 gold pieces.

Temple Services

Almost all temples offer one kind of service or another in order to attain different goals. Some may only want to help the folk, some may want to increase their number of followers, and others may only want to fill up their treasury. The following table specifies the services a temple can provide

and the average costs of these services. Please keep in mind that temples aren't commercial establishments, even if some do ask for certain payments. A temple may thus choose not to charge a fellow believer, a notable cleric/paladin/paragon, or the downtrodden. In addition, not every service can be found in every temple. Temples in larger cities or important places usually offer many other services when compared with temples of smaller settlements.

Services	Cost (gp)
Atonement Ritual	100
Ceremonies (per hour)	
Coming of Age	5
Funeral	10
Wedding	20
*Spellcasting**	
1st level spell	40
2nd level spell	100
3rd level spell	200
4th level spell	500
5th level spell	1500
6th level spell	5000
7th level spell	10000
8th level spell	20000
9th level spell	40000
Food and Drink	0.1
Lodging	0.2
Infirmary	5
Hirelings (per day)	
A researcher (or an acolyte)	1
A healer priest	2
A warrior priest	5
Using temple's buildings (library, stable, etc.)	0-5

*material costs are not included

Signs of the Apocalypse

This chapter describes an example of the end times, which may be tomorrow, or which may never come. If you want to integrate notions, stories and clues of an apocalypse into your game, you can use this as a guideline.

The Book of Prophecy

Our logic dictates that there must be an end to a series of events that has a beginning, and that these events are interconnected by cause and effect. One might argue that this rationale can be challenged by thought experiments and can even be half-denied through an empirical approach. Even so, our innate systems, call them emotions, spirits, or characteristics, don't allow us to deny the actuality of an inescapable, absolute end to all things in existence.

The same mysterious need for sentience, which tries to categorize events temporally with a beginning and an end, has been studied by scholars of great importance. The most important work uncovered by these scholars is an ancient book written in Sacred Language, the language of Paragons, filled with prophecies for the end of all creation.

A few of the relevant pages were archived and a widely accepted interpretation can be found below. Although most scholars agree that the book suggests the sigils will break in numerical order, some scholars claim that the Seraphim's arrival will predate the sigils.

The First Sigil

A creature of unknown nature that looks part-fiend and part-celestial shall come forth, bearing the first sigil embedded in its chin, with a sight that reaches as far as the eye can see; a sight that can't be fooled by any. Its tongue shall be forever silent, never uttering a single word. Above the waist, it shall plummet from the highest sky and below the chin, it shall pierce and break the soil, and the two shall rejoin together and form the hideous body. "The time has come." it will announce, and the first sigil shall break under its chin.

The Second Sigil

The wind and the wave shall lose their sound. Blue mist shall carry scents of lavender across the lands; save only the mountains, which shall remain untouched. As all do as they must, the wise alone shall notice the absence of the second sigil.

The Third Sigil

After the third sigil breaks, all shall be as if it never was, save the marks it shall leave on our hearts. The present shall

retreat to the past, heralding the judgment days.

The Fourth Sigil

The sun shall wait until noon and rise with a loud boom, which shall be heard by all, regardless of ability. With the noise shattering glass and gems, we shall know 'tis judgment day when the fourth sigil breaks. The stars shall align around the globe and the sun shall never set again.

The Fifth Sigil

Above the clouds, where the sacred reside, the fifth sigil shall break to be witnessed by the winged. They shall gather the worthy, whom they will have shepherded, and shall feed and bathe them with care. All will then depart to reunite with the holy with martyrs first in line.

The Sixth Sigil

Below the dirt, where corruption spreads, the sixth sigil shall break to be witnessed by the horned. They shall gather the unworthy, whom they will have tortured, and shred to pieces to be melted into a single grain. The unholy shall devour the grain and within its unfathomable existence, the dead shall remain.

The Seventh Sigil

On the seventh day of the seventh month, the seventh sigil shall break. For seven days and seven nights, beasts shall howl and cry. All the fences and walls made by hand shall crumble beneath the feet of rampaging beasts as they return to their ancient home with the high sky where the two blues meet.

As the beasts retreat, leaves and branches shall fill their void. A plane tree shall set its roots across continents and its body shall shadow three kingdoms; until three kings approach the tree and with their sharpened axes they end its life. The plane tree shall fall and when it does, it shall shed three fruits that hit the ground. The soil will devour their seeds and they shall be the last there ever was. No plant shall have seeds from that day forth, and the land shall only yield tasteless grass.

The Eighth Sigil

Four from the North, three from the East, three from the West, three from the South, and one in the middle; thirteen of the queens shall adorn themselves in white, save her in the middle, shrouded in the dark. Thirteen dark knights shall accompany. A gold dragon shall fly over the queens and hover over the dark one, before a dark flame pierces its heart. The eighth sigil shall break upon the serpent's final breath. When it does, all the kin of dragons shall vanish, leaving trails of flame and acid that shall ravage what was once their home.

The Ninth Sigil

The sun shall turn red, and clouds will disappear. The earth shall be depleted of all iron and coal. And we shall know that the ninth sigil has been broken.

The Tenth Sigil

An impossible spell, forbidden by the divine, shall be cast by a mere mortal. The surprising surge of magical energy shall break the bonds amid the fabric of magical existence and the balance shall collapse. All living things shall suffer and mourn, for magic shall be no more. When the magic binding the tenth sigil retreats into nothingness, the tenth sigil shall break.

The collapse of the tenth sigil shall see all the realms come together, and out of them all, a new realm shall emerge. At the end of all things, all shall share a single, dying world.

The Eleventh Sigil

A gentle winter shall cover the last world in a blanket of white and every flake of snow shall carry a small piece of the broken eleventh sigil.

The Twelfth Sigil

As the end comes close, the final fortress of mortals at the peaks of the great, untouched mountains shall become uninhabitable. From the depths of the land, red liquid rocks shall ooze out of the cracks of boulders. Stars shall free themselves from their chains, and with a weapon in one hand and a bow in the other shall come down from the skies, which shall be left barren and black. With fifty legs and fifty feet and twenty eyes fixed upon the remaining, the stars shall land on snow and purple glass. Their seven wombs shall birth three children, and the three children shall bear the sigil. The remaining mortals with impure hearts shall lose themselves in bloodlust, and slaughter the children of the stars. The twelfth sigil shall break then, opening up a path for the purest of mortals. At the end of the path, there shall be the last light.

The Thirteenth Sigil

The mountains shall fill the depths and oceans shall cease to exist, disappearing into the darkened skies. All shall flatten into a battlefield for the remaining souls to meet their final challenge. No rules nor limits shall be left to burden the flesh, but souls shall be tested in this final clash.

The Arrival of the Seraphim

At first, all shall be covered in silence. Then, the sound of drums beating to the rhythm of every heartbeat coming from every direction, guiding one and all into submission. An all-ascended chorus shall sing their arrival and once more, the wind shall sweep the barren land as their wings span across the horizon. There shall be a flash of heat and thunder and lightning will follow. Boulders will crumble into rocks, rocks to sand, and sand to pure glass. Air will cry in pain as it shatters, and a gate from nothingness shall eat its way through reality. As the divine avert their gaze from their doomed creation, the joyous and hateful flames of unmaking shall arrive on their wings. They shall fall upon what there was until there is nothing more. The Seraphim arrives, and their arrival is final.




CHAPTER 3
ORDERS OF THE HEAVENS

Angelic Deities

All angelic deities, respected by the angels themselves, are the embodiment of different concepts related to good. Each holds the greater good above all else, yet what that phrase entails as well as their means of achieving it vary greatly.

Andu, the Unjust Virtuous



Some may argue that if you take a value to its extreme, you will end up with its opposite. Andu is a powerful deity that took goodness to its extreme and sought the utter annihilation of even the tiniest traces of evil in the whole of existence. Throughout the realms, Andu's creations and subjects decimated thousands of villages, cities, kingdoms, and empires filled with vile people. At some point, Andu's crusades began to threaten the balance of creation.

Many deities came together, putting aside their differences, and worked together to stop Andu's neverending crusade. Not even their collective power was enough to end Andu, and as the deities of good were strongly against such action, together they built an evil realm into which they lured Andu. Upon Andu's arrival to the realm, they separated the realm from the rest of the existence.

Even though Andu is immensely powerful, only a small portion of its power reaches the rest of creation, but even that is enough to sustain its followers and subjects.

Alignment. Andu is goodness incarnate and would do anything to spread its doctrine without delay. Its alignment is chaotic good.

Domains. Andu offers power to anyone good-aligned, willing to slay evil. The deity offers a variety of domains related to the cause of the worshiper and Andu.

Worshippers. Andu's followers are mostly zealots who hunt down any and all evil that crosses their path without distinction. Its angels reward the good who slay evil, thus aiding them in the eternal battle against all that sullies the path of the virtuous.

Andu's followers do not interfere with events that are in a morally gray area. If there is doubt about whether something is evil, the followers of Andu get in touch with followers of other good-aligned deities and wait for them to prove the evil before they obliterate it.

Realm. The realm created to lure Andu is now completely free of evil. It is perfectly good and peaceful; maybe even more than the heavens. There are no entrances to or exits from this realm; only Andu, its angels, and the descendants of its followers from the crusade live in this realm.

When a follower of Andu dies, their soul is pulled to this realm by the deity to live in eternal bliss until the end of times. Andu's followers can't be brought back to life.

Rituals and Rules. When its name is invoked, Andu directs its gaze at the creature that does so. If the situation calls for the slaughter of evil, and it always does if evil is present, Andu sends a gift to the creature that will facilitate the killing.

A person must be careful when uttering the deity's name in holy places dedicated to others. Even followers of the benevolent divine do not approve of giving voice to the name of the Unjust Virtuous.

"Balance is a lie told to sustain cowards. Choose a side, and be willing to die for it."

Dra, God of Rulers



Dra is an ancient deity who came into existence when a ruler rose among others to lead their community. Dra's origins, story, and description are mostly shrouded in mystery, and different cultures have different variations of the story.

Dra opposes tyranny and supports righteous rulers. It represents celestial rulership, however some say that Dra was the first to come up with the dogmas embraced by heaven today.

In many cultures, Dra is associated with an animal, although this animal also changes from culture to culture. Lions, eagles, dinosaurs, wolves, tigers, bears and many more are among the variations of animals that symbolize the god. The crown is another symbol used to represent the deity. Whether a highly detailed jeweled crown or a simple piece of wood in the shape of a crown, the concept of a crown universally defines rulers.

Dra does not show itself directly, but sends messages. It is known to give cryptic messages to future, current, or past rulers in their dreams. This message can be a warning to a ruler whose reign is under threat due to its imminent corruption, a declaration of one's irrefutable right to rule, or other prudent advice.

It is believed that a rulership blessed by Dra lasts longer and is harder to corrupt. When Dra blesses one's reign, it sends a sign meaning that it is watching, and that it shall watch forevermore. An eagle may perch on a queen's arm, a dying bear may entrust the lives of its newborn cubs to a king, or other animals can show their respect or trust to a prince as a sign of Dra's blessing on their reign.

There are also angelic emissaries (p. 225), oath angels (p. 264), and iron angels (p. 256) that serve Dra, and they act as Dra's eyes and ears on the earth.

Alignment. Dra is lawful good. The establishment of a righteous and just rule forms the basis of Dra's dogmas; no matter how small the community.

Domains. Dra can bestow any domain to its clerics, as long as the domain is related to the ideals and dogmas Dra represents.

Worshippers. Dra's worshippers mainly split into two groups.

The first, the Order of Dra's Voice, are consultants to rulers. Be-they king, queen, warlord, mayor, baron, baroness or anything else, the members of this order do everything in their power to make sure all rulers stay on the right path.

The second is called the Order of Righteous Rule. These wandering worshippers travel the realms and fight unjust rulers. They lead rebellions against tyrants, work to correct problematic laws, and are thus greatly feared by the wicked rulers.

Realm. Dra's realm is a throne room. Here, Dra sits on its throne with its worshippers' souls as its consultants. Together, they watch the lives of mortals and debate their acts so that they can give the most correct answer if anything is asked.

Rituals and Rules. Dra takes an interest in coronation days and rituals. If its name is evoked, Dra heeds the call by sending one of its favorite animals or angels in its place. If Dra's blessing is requested by an area in which there are no Dra clerics, paladins or paragons, Dra sends one over by giving them cryptic messages in dreams.

"A ruler without wisdom and righteousness is no different than a warrior without strength."

Eclipse, the Veiled One





The good are usually closely associated with the sun, and are even depicted as rays of sunlight in many cultures, but this does not mean they stop working when the lights go out. A deity, shrouded in a blackened veil, rules over the night sky and demands beneficence, governing morality that lies within the dark. Its most prominent doctrine is, "Everything is justifiable in the name of good, so long as no wound is made to the body, mind, or soul."

The shrines devoted to Eclipse are quite small and are located out of sight, in places such as alleyways, basements, and small caves. There are no temples dedicated to Eclipse, as its followers pray in the shadows in other temples, and do so in silence.

From time to time, at uneven intervals, Eclipse reveals itself to the inhabitants of the material world by overshadowing the sun.

Alignment. Neither entropy nor order is relevant to morality; they are merely measures of one's capability to categorize. Eclipse's alignment is neutral good.

Domains. There are many among the religious whose tasks are carried out in darkness, such as exorcists. Eclipse offers powers to such individuals willing to confront the agents of evil in the dark; where evil feels most at home.

Worshippers. Most people pray to Eclipse while traveling at night or when they want to be left alone. Those who find peace in dark and quiet places tend to worship Eclipse.

Every once in a while, just before a truly horrific event takes place out of the light's reach, Eclipse sends its angels to interfere. These angels, known as Angels of the Dark (p. 221), came to be at the same time as Eclipse; when the brightest light shone and cast its shadow.

Victims of discrimination also tend to worship Eclipse or seek counsel and help from its followers.

Realm. Eclipse rests in a realm that overlaps with the material realm. The material realm casts a shadow on Eclipse's realm, leaving it in darkness and making it extremely difficult to locate.

To enter this realm, one must wake from their sleep in the middle of the night, start walking without sobering up and without thinking where to go, and keep walking until they find themselves in a peaceful realm of darkness.

Rituals and Rules. It is possible to call upon Eclipse to darken the sun, as it has been done before. If the situation is so dire in mortal affairs that even light has chosen not to interfere, and thousands of prayers asking the light for help have gone unanswered, the Veiled One does its best to assist.

Eclipse values peace and hates discrimination. After all, all is the same and all is quiet in the dark.

"All souls are created in our image; don't be fooled by the varieties of flesh."

Heohalieha, the Mist in Minds



Heohalieha is the peri goddess of ambiguity. Although all descriptions or legends about her are inexact in detail, it is known that she is the one who created the uncertainty of morality. She believes that being a good person shouldn't be about following a set of rules; an act of kindness must come from the heart, not from the mind.

Knowledge about her physical appearance, how she became a deity, and her powers and domains are all ambiguous at best. Although there are lots of different depictions of the deity, several show her with curly orange hair, eyes that look like they rest in a deep well of wisdom, and blue-ish skin with colorful peri marks all over her body.

Heohalieha's goal is to make everything doubt themselves, to make them curious, and to teach them the thrill and joy of mysteries that are left uncovered. True faith comes from uncertainty and the innate need for things that are out of the reach of reason.

Alignment. Without equivocation, there would be no mysteries to follow; only rules to obey. Heohalieha stands for the opposite of that. She is the reason that there is faith; as opposed to blind belief. Her alignment is chaotic good.

Domains. The powers she rules and the extent of them are unknown as her clerics choose a variety of domains that are associated with good and chaos.

Worshippers. Heohalieha's followers are mostly peris, although she has many followers of other folk as well.

Her followers are the ones who don't find themselves in the throes of an existential crisis while questioning the meaning of everything, but they rather enjoy the unknown and find kindness in it.

Realm. The entrances to her realm could be anywhere; a simple wooden door in your dreams, a flower blooming on the scorching earth of hell, a cave entrance behind a waterfall could all be gateways. If a creature is curious enough to explore these passageways, it will probably find itself in a realm of mysteries that cannot be described by the limitations of mortal literature; the realm of Heohalieha.

Rituals and Rules. The goddess of ambiguity has already given her blessing to all without distinction. She doesn't offer other blessings per se; but one may unearth knowledge prudent to the solution of a mystery while one prays in her name.

I saw a woman by my door today,
Though she wasn't really there.
Forever with me I knew she'd stay,
She who was both ugly and fair.

All mine eyes saw did contradict;
She was meak but strong, short but tall.
And though stunned, I did predict,
All I knew was nothing at all.

"To be sure could equal the rejection of all possibilities... mayhaps."

Kahribar, the First Sacred Alchemist



All who dabble in sacred alchemy have heard of Kahribar, the First Sacred Alchemist, the Cunning Ancestor of the Curious. And yet, very little is actually known about this great mythical figure, thought to be the divine power behind all accomplishments in this practice. Most sacred alchemists agree that Kahribar was the one who discovered sacred alchemy, but everything else regarding the story of this great thinker, including the details of Kahribar's life and their rise to divinity is disputed. A summary of a popular rendition of the story is given below.

Kahribar was an ordinary, humble cleric living in a town like any other, whose only discerning quality was an undying curiosity. When a library was built as an addition to their temple, Kahribar lost themselves in their studies. They met alchemy during these studies, and fell in love with it instantly. Before long, they were able to create all the alchemical mixtures that the resources of their small town would allow, and so Kahribar resolved to make pilgrimage to every corner of the universe to uncover the secrets of alchemy, and to return them to the temple.

Kahribar traveled far and wide, learning each and every practice, uncovering each and every secret alchemy had to offer. They met fallen angels who informed mortals about metallurgy, happened upon a practitioner who focused on the alchemy of inside the body, and even met an alchemist working on the materialization of the soul to be used as components. It was during these travels that they first thought about sacred alchemy - a form of alchemy that would help good in their fight against evil. However, Kahribar did not yet believe they were apt enough for such an undertaking.

One day, they found themselves caught in a trap laid by the forces of a corrupt king. The king was an unintelligent, greedy man lacking vision; but even he was aware of what a gem he had found in Kahribar.

He locked Kahribar in a fortified dungeon so that they could not be heard by their deity. For about three years, Kahribar toiled under the king's roof, making things (however small) that would aid their enemy in the great, everlasting battle between good and evil. Thankfully, the king's lack of vision kept him from figuring out all the different ways in which he could abuse Kahribar's prowess. All the while they were kept in the dungeons, Kahribar preserved their faith, even if all the deities seemed to forsake them, holding onto it tighter than ever.

One day, the king and his forces were summoned to a great battle; a monumental fight between good and evil. The king took his alchemist with him to the battlefield post-haste, but in doing so, forgot to form a barrier between Kahribar and their deity. This time, when Kahribar sat down to work and prayed, their prayers were finally answered. Mustering all the knowledge they collected, they decided to create a potion with dual effects - one that would hurt the evil and help the good - and blessed every single component they used in its making, disguising the potion's sacred qualities. They were certain they would die that day, but were determined to be useful before the end.

And they were. When all seemed lost; when the forces of good were scattered and hopeless, and the ranks of evil smiled victoriously upon the gruesome scene; one of the king's guards grabbed a potion, and threw it into the middle of a group of gravely injured angels. Instead of killing them, however, the potion exploded with a burst of light that stretched for 1 mile, healing the good and scorching the evil. Realizing what had happened, the angels seized the potions Kahribar had prepared and used them to their advantage. The battle was won by the forces of good that day. And though Kahribar was among the many casualties, when they opened their eyes, they were in their own realm; a deity.

Alignment. Kahribar is neutral good; although they may have followers from any alignment able to do sacred alchemy.

Domains. The followers of Kahribar can choose any domain as long as it is related to scholarship, cognition, invention and goodness.

Worshippers. The worshippers of Kahribar are the practitioners of sacred alchemy; although certain scholars also revere Kahribar as a mythological being.

Realm. Kahribar's realm is an enormous workshop of sacred alchemy.

"A true alchemist does not turn lead into gold, but seeks to better themselves and everything around them."

Noiriel, Lady of the Redeemed



Noiriel is the goddess of all who seek redemption. She was once the guardian angel (p. 250) of a paragon (p. 20) following a deity of light. The paragon was a traveler tasked with the inspection of all the temples of his deity.

When Noiriel was given the task of guarding this paragon, she wondered why he was so valuable. Throughout his journey, Noiriel observed the paragon. He was a simple man who wore a plain gray robe, a silver holy symbol, and a silver morningstar out of combat. In combat, he was the paragon of light; summoning golden armor, shedding bright light with his weapon, creating a second sun in the sky.

For years, he traveled alone, from temple to temple, from inspection to inspection. He was feared and respected. His mere presence in a temple was cause for great tension among the temple clergy. Still, Noiriel knew that his heart was pure, that there was great warmth and kindness beneath his hard exterior. It was his job to be serious, inspect others, and ensure discipline; his grimness was a natural consequence.

For years, Noiriel watched the paragon fulfill his duties to perfection. Then, she started to wonder why she was asked to guard such a powerful mortal. The paragon did have a family. Perhaps Noiriel was there to save them.

Everything became clearer when the paragon's family was abducted by a creature of darkness. The paragon rushed to save them, threw caution to the wind and faced the creature alone. Although his faith was strong and he was remarkably powerful, the creature was able to best the paragon. When Noiriel was about to intervene, the paragon started begging for mercy and offered his services to the creature in exchange for the safety of his family. Noiriel couldn't believe the sudden turn of events. She watched in shock as the paragon of light turned into a harbinger of darkness and started to single handedly destroy temples. When Noiriel understood that there was nothing she could do to stand in the paragon's way, she called for assistance.

The corrupt paragon was captured by the angelic forces that answered Noiriel's call, while the creature of darkness was annihilated by the mortals. Unfortunately, the paragon's family was already dead. The paragon was subjected to celestial trial, and was sentenced to death by execution. However, Noiriel's conscience kept eating at her. She too felt responsible for the paragon's crimes. She had watched him for years; she should have predicted what would happen, she should have seen it coming. She thus stated to the jury that she wanted to be punished as well.

Noiriel's actions changed the verdict of the angelic jury: They resolved to turn Noiriel into a mortal and send her and the paragon back to the mortal realm, giving them a last chance to make things right.

After 25 years spent on the path to redemption, the paragon reached his final hours, but alas, his acts were not enough to redeem him. When he died, his spirit couldn't join his family. Noiriel kept doing good deeds in the paragon's name until she died. She was killed by bandits as she threw herself on a blade to protect a child from the weapon, screaming the paragon's name.

This final act of selfless sacrifice redeemed the paragon, and Noiriel ascended to godhood, transforming her into the protector of all who seek redemption.

Alignment. Noiriel is neutral good. She does not favor law or chaos, as long as good is pursued.

Domains. Followers of Noiriel generally become clerics of the Holy Virtues Domain.

Worshippers. Although Noiriel accepts everyone as followers, those who choose to worship her are generally people with a dark past; especially redeemed fiends.

Realm. Noiriel's realm is an endless temple, which has a place for all who seek redemption.

Rituals and Rules. Noiriel does not ask for special rituals and mystic festivals from her followers. As the Lady of the Redeemed, she only expects true intent for redemption and the will to assist others on their own path leading to that end.

"THERE IS NO EVIL THAT CANNOT BE REDEEMED."

Angelic Cults

Spreading good to the far ends of all realms requires much more than the construction of temples. This is where the angelic cults and organizations below come into play. You may find many of them in the pages to come, and you can use them to spice up your game.

Aureate Warden



Aureate Warden, also called Golden Wanderers, is a large organization that spans across continents. Its members work together with other organizations and groups to improve the living conditions of people and to preserve wildlife. Lots of people from different professions facilitate the operations of the organization.

They also have moral consultants who assist those in the throes of a moral dilemma, trained by gold dragons. Any member of the organization can train to be a consultant after they are evaluated and seen fit (or not) by another.

Even though this organization was not founded by gold dragons, it has certainly caught their eye. Nowadays, Aureate Warden is overseen by gold dragons who make sure that members don't deviate from the path of kindness.

Goals and Activities

The main goal of this organization, and the dream that many of its members share, is to create a world with no poverty, war, or sickness in it. They work to establish their utopia, knowing that they probably won't see it, and even that alone is proof of their pure intentions.

There are various kinds of operations undertaken by the organization. A member makes a plan that suits the goals of the organization and explains it to other members; through the organization's organs, the news travels. When such a member finds sufficient help from other members, they start their operation. They mostly rebuild villages, offer education, care for animals that have escaped wildfires, and supply essentials to people in need.

The organization's entire income is made up of donations and all its members are volunteers. Some members also organize events to ask for donations to fund important operations.

Headquarters

Located in a large city, between the temple district and trading district, an old three-story mansion serves as the headquarters of the organization.

Its walls and ceilings are made of treated, durable wood. This square-shaped mansion is hollow in the center, where there is a small courtyard and many balconies looking over the small garden within. The building can house up to 48 people, and has a bathhouse, a kitchen, a cellar, a storage room, three study rooms, a small library, a small meeting room, a large meeting room, and a workshop for daily repairs.

The mansion once belonged to the founder of this organization, a noble named Christina Veriol. She donated all of her savings to this organization believing it will achieve its goal one day.

Initiation and Membership

Everyone can become a member of this organization. All they need to do is write down their personal information and send it to an office of the organization. There is no hierarchy in the organization, all a member needs to be able to take part in greater efforts is the trust and respect of other members.

Leaders

Aureate Warden was founded by Christina Veriol. She was a kind old lady and a wealthy noble. She had one daughter, Lavinia, who resented her for spending her fortune to help others. Lavinia left her mother by herself and married a wealthy noble, with whom she had a daughter of her own. For years, during which Christina led the organization, Lavinia ignored her. After Christina's demise due to old age, Lavinia tried to take back the wealth that her mother had spent, but these attempts were hindered by her own daughter, Alissia Veriol. Alissia wanted to cherish the dreams of her grandmother whom she never had the honor of knowing, but held in the highest regard nonetheless.

Alissia Veriol (p. 302) is the current leader of Aureate Warden. She offers everything in her possession to help others build a better world, just as her grandmother intended.

Plot Hooks

In a recently burned-down village, there are villagers camping in the open. Their tents seem quite durable and expensive; and they seem to be wearing brand new embroidered clothes. Both the tents and the clothes carry the same symbol.

A talented bard has come to town. She performs in taverns and on the streets in return for donations. She is saying that she needs the coin to feed the survivors of a recent dragon attack.

Celestial Army



Celestial Army is an organization that recognizes all the good forces in the universe and that protects their methods and followers at all costs. Members of this organization are mostly clerics and paladins, but anyone who is willing to help others is welcome. Celestial Army has a member in almost every temple both to keep it safe and to recruit others. Other members travel the lands like adventurer groups, everything that threatens the ways of the good and destroying it.

Goals and Activities

Celestial Army was established to help the followers of the good-aligned deities. They protect temples, villages, and holy places in which the good have a presence. Some members dedicate themselves to the protection and assistance of these places while others travel in search of monster lairs. Their ultimate goal is to get rid of all evil and all villainy in mortal planes.

Headquarters

The headquarters of the organization, a castle built by the founder of Celestial Army, is located atop a small mountain, named Heaven Peak by the locals. The castle is called Steel Cloud, and it contains all kinds of temples dedicated to good-aligned deities, armories, libraries, barracks, and many different stores. The castle is usually shrouded in rain and mist, but this doesn't affect the mood of the people within. They are always up for a new challenge and eager to demonstrate their will and courage.

There is a large room in the middle of the castle with golden engravings on its walls. In the middle of the room, there is a huge portal, which is always monitored by clerics and wizards of all the good-aligned deities. The organization dubbed this portal the Celestial Gate. The members of Celestial Army move swiftly and respond to dangers in an instant using this portal. They also use it to raid the lairs and dungeons of evil creatures from time to time.

Initiation and Membership

To become a member of Celestial Army, one must follow a good-aligned deity and be willing to help people. If they meet this criteria, all they have to do is find a member of the organization and simply ask to join. If the applicant is deemed suitable, they are directed to the Steel Cloud Castle to learn more about the organization. In the castle, newcomers are welcomed by the other members and shown around. Those who wish to help people can join, and all different kinds of people are needed for this task. Chefs, healers, librarians, or any other metier is seen as valuable contributions to the organization. All newcomers can state their reasons for joining the organization, and are placed in a suitable position accordingly.

Although the organization is called an army, there isn't a rank system. All members are deemed equal in the hierarchy of the organization, because everyone within is working for their deity in their own way. Their titles are simply given to establish their function. Aside from the chefs, healers etc., there are protectors who defend Steel Cloud Castle at all times, keepers who live in the castle and work as the maintenance crew, shop keepers, priests of the temples, guardians who protect the temples and soldiers who travel from city to city to help people and fight against hordes of evil.

Each job has a training phase when old members teach the newcomers how to go about their mission. For those who fight, this training generally concerns defeating monsters. Once those training the newcomers are satisfied, they become members.

Once a newcomer becomes a member, they are blessed by the clerics, who each represent a good deity. Such members abandon their former holy symbols (if they had one) and receive a new holy symbol that represents all the good forces in the universe. Now, they shall fight for the good of all, not just one good deity. This holy symbol can still be used as a spellcasting focus.

Leaders

The leader and founder of this organization is a human named Khem Hahro (p. 330). He is a paladin that fights for good. There is no ranking system, he only sees to the concerns of the people who live in the castle and deliver tasks to the members fighting outside its walls. Khem always smiles as he works, not just because he enjoys what he does, but because he believes that everyone deserves to find a friendly face in their rescuer, and he wishes to encourage this behavior, leading by example. He still travels from time to time to help people and gather information.



Plot Hooks

A village was recently attacked by unknown monsters and a group of warriors has gone to help the villagers.

A mysterious figure with an interesting holy symbol has been seen in a temple, recruiting people to fight against evil.

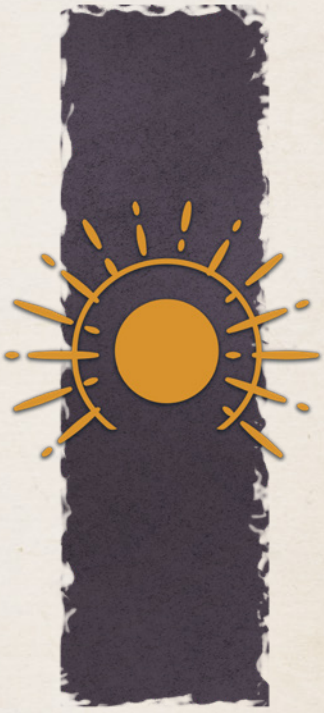
A warrior seeks help to save her friend from a dungeon. She says they were the warriors of an organization called Celestial Army.

First Resort

First Resort is an organization formed by a group of benevolent merchants seeking to help those in need. They find peace by helping the downtrodden, and believe that this act is the pillar of all contributions to society. Their doors are open to anyone who wishes to help their cause or who wishes to receive their help. However, their main goal is to teach people professions.

Goals and Activities

First Resort wishes to be the first thing poor people turn to when they require help. They collect donations from those who wish to help society and distribute the income with total transparency. The guild notebook has records of all the donations in terms of who received how much.



However, the guild mainly trains those who seek to find a job in a metier that suits them. There are many who have mastered their craft voluntarily staying in the headquarters of the guild; bladesmiths, armorers, tailors, carpenters, butchers, warriors; all waiting to provide a thorough education of their craft to others.

When the trainees learn enough of the profession to be able to work on their own, they sign an agreement stating that they shall return to teach others in five years time. The guild thus ensures a sustainable training system.

Headquarters

First Resort has a large network that stretches throughout the realms, it is possible to find a base in almost all the big cities and crowded towns. The bases contain classrooms, as well as rooms for its members. Every year, on the first day of spring,

First Resort throws a feast for the poor inside its bases.

Initiation and Membership

Everyone can become a member of First Resort. Anyone who wishes to make donations is also more than welcome to do so. However, each application of those who wish to receive financial aid is strictly reviewed and evaluated to ensure that their contributions go to those who really need it.

Leaders

First Resort holds elections in which a leader is chosen. Hai the Wise (p. 312), one of the founders of the guild, is still the current leader of First Resort. He is an old man with a great heart, and nothing else. He used to be a traveling merchant and a carpenter.

Plot Hooks

A wealthy merchant made quite a generous donation to the guild, claiming that he is a philanthropist acting solely out of the kindness of his heart. However, he has been trying to form connections with powerful individuals within the guild and expand his network while trying to rise in rank. By doing so, he is hoping to control the flow of donations and take the money for himself and his allies.

A page is missing from the guild notebook, and Hai insists that it be found.

A group of lumberjacks who are the members of First Resort have gone missing.

H.E.A.L.

Healer's Establishment and Aid Logistics, also known as H.E.A.L., is an organization with healers, herbalists, clerics, and doctors at its disposal. Its members are all professionals and specialists in different areas of healing, who follow a strict hierarchy. They send medical supplies and assistance to places where it is needed with no regard for political, social, or physical consequences.

Goals and Activities

The majority of this organization's members live by a code built on morality and ethics. They work for H.E.A.L. to make a difference in the cruelty of existence and lessen the pain of its innocent inhabitants.



There are two types of aid that this organization provides: Personnel aid and drug aid. The type of aid provided to a location is determined by considering the severity of the situation and the methods needed to interfere.

Personnel aid consists of herbalists, alchemists, clerics, trained volunteers, medical professionals, and extras. Drug aid consists of healing scrolls, magical potions, hygiene supplies, healthy rations, and disinfection mists.

Headquarters

A warehouse near the leader's house stores the medical supplies of this organization and acts as its headquarters. There are no meeting halls, no social facilities, and no medical facilities the organization possesses as their job is mainly to intervene in medical crises in remote locations.

Initiation and Membership

To become a member, one must volunteer. To do so, they should find a member to file a report, which will start the process and which will be approved or declined by the leader or his assistants. After initiation, the new member must pass a test of their capabilities and if found insufficient, they must finish an additional, mandatory training.

Leaders

A stranger named Charles Higherhand (p. 308) is the founder and the leader of the organization. He has the final say in all affairs of the organization. His ten assistants help him with both his school and organization work. Usually, he assigns trusted professionals to oversee some of the organization's activities and most of the time, these professionals also have their own assistants who help them with their work.

Plot Hooks

A bitter smell is coming from the carts of a convoy, which seems to be accompanied by clerics and guards. The smell reminds you of medical herbs that you have recently applied to your wounds.

A third party arrives on the battlefield, tending to wounds on both sides. Because of the possible political crises that could occur if the third party is attacked, the battle comes to a halt.

Heroes' Guild



Heroes' Guild is an organization that welcomes all kinds of adventurers from all around, and that provides them with a mission, items, a place to stay, and much more. The guild has members and safehouses almost anywhere. Many adventurers who became the best of the best are known to have started their hero's journey here.

Goals and Activities

Heroes' Guild aims to help people by getting them in contact with a "hero". Anyone can request help from the guild for a fee, and any adventurer can accept quests from the guild. Once the quest is complete, the guild may choose to take the fee or not but the heroes always take their share.

The organization also accepts alchemists, blacksmiths, calligraphers, leatherworkers and many other kinds of artisans to help the heroes on their journeys. Therefore, anyone can join.

The members are generally called heroes or adventurers, and they always travel from one place to another. As a result, there aren't many local heroes in the guild that only help people in a specific area.

Headquarters

There are many buildings in various sizes and in various places that belong to the guild, but the headquarters of the guild is located near a large settlement. Built on a shore with docks, this huge manor hosts the heroes of the guild as well as artisans of all kinds. The guild members have named this place "Battlenest". Within this giant construct, there are libraries, armories, shops, docks, rooms for board, and cookhouses with huge gathering halls in the manor of Battlenest. Most importantly, there is a War Room where heroes choose their quests. There are five tables in the War Room that distribute all kinds of tasks and quests to different members. Each of these tables has a quest of different difficulty levels.

Members can buy all sorts of things at the Battlenest. From weapons to adventuring gear, from assistants to ships; anything a hero might need is available in the manor. Celebrations are common, and many people attend them for both their own enjoyment and as an excuse to return to the headquarters after a long journey.

Initiation and Membership

One can join the guild to work in guild houses as an assistant, an artisan or as an adventurer to help people. There is not an initiation ritual or training; people can simply go to a guild house and ask to join. Those who ask to join are asked to fill out a simple form in which they state their name and the reason behind their application to the guild, then they become a member.

All members can use most assets of the guild but only certain higher ranks have access to all the resources available There are five hero ranks in the guild:

Fifth Rank (1st - 5th levels). This is the rank at which all new members start out. Owing to this rank, they can use some part of the libraries for free, stay at the Battlenest or use any service provided by the artisans for a fee. They are also given a cloak with the symbol of the guild on it. With this cloak, others can recognize them as heroes, and ask for their help when necessary. Fifth Rank heroes can only assist in simple quests like the delivery of an item, protecting commonfolk, locating mundane objects, or ridding a basement of some rats.

Fourth Rank (6th - 10th levels). You have completed enough quests or have performed admirably enough in a handful of them that you have moved up in the ranks of Heroes' Guild. Now you can stay at the Battlenest for free and you can acquire the services of all the artisans in the Battlenest, 25% off. You receive a new cloak with the symbol of the guild as well as a sword embroidered on it. Fourth Rank heroes can assist in quests such as securing the protection of someone important, hunting a dangerous monster, or preventing an assassination.

Third Rank (11th - 16th levels). You have proven yourself a worthy hero yet again, and have moved up in the ranks of the guild accordingly. You now have a room reserved for you at all times in the Battlenest. You can use any kind of nonmagical transportation in the Battlenest for free and your discount on the services provided by the artisans rises to 50% off. You can now ask the guild for aid in any of your quests, and if you do, a Fourth Rank hero is assigned at your side to help you (as a GM you can use a **knight**'s stat block for this character). You can also access all of the sections of the libraries in this rank, including the ones containing books of magic. You receive a new cloak that has a symbol of the guild and two swords on it. Third Rank heroes can take on quests such as traveling to another realm to secure a relic, finding and clearing a cult's hideout, or protecting a village from a monster.

Second Rank (17th - 19th levels). You have completed quests that are truly heroic. You are now known across the lands as a savior, and consequently rise in the ranks of the guild once more. You can now use anything in the Battlenest for free. You receive a new cloak with the symbol of the guild and three swords on it, as well as a sending stone with which you can communicate with the War Room to receive new quests or ask for help. This new cloak is magical and requires attunement, and you gain a +1 bonus to AC while wearing it once you become attuned. If you ask for help, the guild sends you four

Fourth Rank heroes (as a GM you can use a **knight**'s stat block for these characters) to assist you in your quest. Second Rank heroes can choose any quest to assist in, and can be hired by members of the nobility to perform secret tasks concerning delicate matters.

First Rank (20th level). There used to be only four First Rank heroes in the guild and you've now become the fifth one. The First Rank heroes of the guild are the best of the best. They prevent calamities and catastrophic wars, destroy cults all across the realms and fight alongside angels in unimaginable battles. They are the protectors of mortals and their lands. When you become a First Rank hero, you can choose a type of dragon. You are then given a magic cloak made from the scales of your chosen dragon. The cloak requires attunement, and once you are attuned to it, you gain a +2 bonus to AC and resistance to the damage type of your chosen dragon's breath weapon. You are also tattooed with a magic ink, granting you the following ability:

Might of the Hero. As an action, you can activate the tattoo to have advantage on ability checks, attack rolls, and saving throws for 1 minute. In addition, while wearing your First Rank cloak, you gain immunity instead of resistance to the damage type of the chosen dragon's breath weapon.

Leaders

Heroes' Guild is led by a council of ten. No one knows who they are, and their identity is not revealed for security reasons, as the divulgence of their identity would make them an active target. The council is simply called "The Council" among members, and they live in the Battlenest. There is even a saying in the guild that goes "Be kind to everyone, for one never knows when *they* might be watching." In truth, the council is formed by four old adventurers and some kings and queens. They are the ones who created this organization out of a desperate need to keep people safe. The founding of the Council also eliminated the chaos caused by the sheer number of adventurers all over the realms.

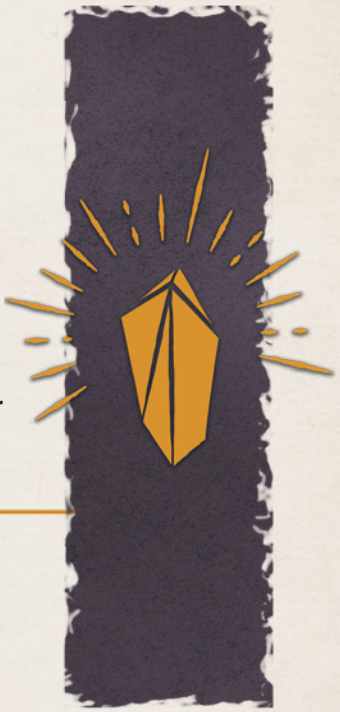
Plot Hooks

The party happens upon a huge manor built on the shore. Someone walks towards them with a smile on their face and greets them joyously, saying "Welcome to the Battlenest!"

A lonely man in the woods is looking for the company he was keeping. He says "They were supposed to keep me safe! This is the last time I put my trust in Heroes' Guild."

There is commotion in the village. Our party learns that a high-ranking hero is on their way to save them from trouble.

House of Extraordinary Collectors



The House of Extraordinary Collectors is a guild that focuses on history and magical artifacts. Its members are usually wizards who want to delve deeper into arcane secrets, archeologists who wish to uncover relics and remains, and those who are good at solving mysteries. The organization is formed to find answers to the unanswered questions of the universe and share them with others.

Goals and Activities

The House of Extraordinary Collectors aims to teach people the unknown. In this sense, they are both a guild and a school. The members, called extraordinary collectors, travel to find ancient burial sites, the remains of a city, or an old dungeon to recover relics, to solve mysteries or to shine a light on secrets. All information they find is recorded by the members and delivered to the organization for safekeeping. But as the people in the organization are fascinated by mysteries, they generally talk about new findings for days, rather than archive the information right away.

The members can sometimes happen upon fiendish artifacts, heretical scriptures, and cursed objects. When they do, it is their duty to deliver it to the right hands before these items can cause any harm. It is important for the organization to continue its exploration without being deceived by evil forces.

Headquarters

The headquarters of the House of Extraordinary Collectors is located in an extremely crowded city. The building, now known as the home of the bravest of researchers, used to be a store called the Mystic Wardrobe that sold magic items. There is an immense library with lots of obscure information in it, a main hall and a garden where people gather, a dining room for fancy meetings, and two small towers where the leaders live. One of the towers is called the House of Spectacular Mysteries, and the second is called the House of Supernatural Possessions. Each of the towers represent a different side of the organization; members can choose one or simply work for both of them.

Initiation and Membership

To join the House of Extraordinary Collectors, one must prove they are an extraordinary collector by recovering a relic or an artifact, finding an answer to an ancient question, or solving a mystery that leads to different kinds of research. Once one accomplishes these deeds (or similar ones), they can simply go to the House of Extraordinary Collectors and share what they have done with the leaders of the organization. If the leaders deem their findings worthy, the applicant becomes a member of the organization, and is awarded the title of " Extraordinary Collector" and a badge with the symbol of the organization. The more a member works as a mystery-solver and the more information they acquire, the more respect and accolades they receive. Each finding is dubbed a "breakthrough" and each breakthrough grants a bonus.

Extraordinary Collector. By becoming a member of the House of Extraordinary Collectors, you receive the title of "Extraordinary Collector" and a copper badge. This badge grants you access to most libraries in cities; even some of the restricted sections. You can stay in the room you are provided within the headquarters of the organization any time you want. You can also examine all the findings of the other members like magic items and their writings in the headquarters.

Extraordinary Explorer. You have proven yourself with another breakthrough to the House of Extraordinary Collectors. You are now titled the "Extraordinary Explorer" and receive a silver badge. You become proficient with one of the following tools of your choice: Calligrapher's supplies, cartographer's tools, or navigator's tools. You can ask for protection and the organization will provide you with two **guards** as long as you are on a mission related to the organization.

Extraordinary Auctor. With another breakthrough, you now become a notable member of the House of Extraordinary Collectors. You are now titled "Extraordinary Auctor" and you receive a golden badge. Kings and queens might want to hire you for complicated tasks like finding a long-forgotten tomb. Also, you can now borrow magic items from the headquarters on the condition that you return them within a week.

Extraordinary Master. You have achieved the highest adventuring rank in the House of Extraordinary Collectors with yet another breakthrough. You are now the best researcher, archeologist, arcanist, or occultist in the organization. Every member looks up to you. You are titled the "Extraordinary Master" and you receive an adamantine badge. This badge is a very rare magic item, and once you attune to it, you can use the following properties:

You have a +2 bonus to all your ability checks.

This badge has 10 charges and it regains any expended charges daily at dawn. By expending 1 charge as an action, you can cast one of the following spells: *dispel magic, knock, locate object, sending*.

By expending 5 charges as an action, you can cast one of the following spells: *legend lore, true seeing.*

Also by expending 5 charges as a bonus action, you can teleport back to the headquarters of the organization.

Head. You rise to this rank through your performance as an Extraordinary Master, teaching a great number of people and solving a myriad of mysteries. Once the leaders of the organization, Uldis and Dimael, are convinced that you can be a leader in the House of Extraordinary Collectors, you are given permission to establish your very own house. Currently, there are only two houses of the two leaders; the House of Spectacular Mysteries and the House of Supernatural Possessions. If you decide that you wish to found your own house, you are asked to give it a name and decide what the goal of the house is. You also receive a tower in the headquarters both for your research and as a home. Once you decide the name, you are titled the "Head" of your house and become one of the leaders of this organization.

Leaders

Uldis Aridalynn (p. 352) and Dimael (p. 316) are the leaders of the organization. They lead two different houses in the House of Extraordinary Collectors. Uldis leads the House of Spectacular Mysteries, and Dimael leads House of Supernatural Possessions. Their main purpose is to find any kind of information and share it with others. They spend most of their time teaching both members and outsiders about arcane arts, secret organizations, ancient civilizations, and many more topics. Personally, Uldis wants to expand the House of Extraordinary Collectors and build a museum named House of All There Are.

Plot Hooks

The locals have seen a group of people wandering around the caves nearby. It is said that they were looking for something in those caves.

A body lies lifeless in front of you, clutching a bunch of parchments. On one of them, there is a map and an inscription that reads "To whoever finds my body; please deliver this message to the House of Extraordinary Collectors. I think I've finally found it."

Masons of Ancapeek



The masons that reside in the village at the top of Mount Ancapeek are the so-called villains of the surrounding settlements, infamous even in the big cities. The underlying truth, on the other hand, is a bit more complicated. The masons are a group of people who build villain lairs and dungeons with a small twist.



Goals and Activities

This organization is a small one with a couple dozen members. Their main goal is to sabotage the lairs and dungeons of villains. They raid neighboring villages and damage their buildings, then come back in disguise to repair the damage they caused. This way, they preserve their reputation as villains, which enables them to network with other villains and take over their construction projects.

Headquarters

Their headquarters is at the peak of Mount Ancapeek, a village built by their leader and her deceased adventuring party. It is a stone castle with wooden walls.

Initiation and Membership

The members of this organization have become so because they are all close friends that have found one another over many years. To join them, you need to befriend them and share the same goals as them: To take action against evil and have fun doing it.

Leaders

A strong tiefling named Delaila (p. 314) is the chief mason, the builder of the village, the founder of the Masons of Ancapeek, and its current leader. She manages job offers and designs the lairs and dungeons. Apart from that, she spends time in her village, feasting and crafting.

Plot Hooks

A group of sketchy people claiming to be masons are staying at an inn and are said to regularly travel to a nearby cave complex and back.

A group of well trusted adventurers are refusing requests to travel to Mount Ancapeek to face the evil that awaits at the peak. The groups that have accepted the requests come back without completing the task.

Molten Judgment



The cult called Molten Judgment is an adventuring guild and a knightly order founded by an angel and that exclusively accepts the most devoted of all. The members of the cult worship any deity that favors the law and the good.

The order is known for their members. They are mostly combatants, can conjure molten armor and weapons, and their presence makes even the most terrifying creatures of the night quake with fear.

Led by Miriel (p. 338), a former mortal who is now an iron angel, the group leads others by example, demonstrating how to fight and how to show mercy in angelic ways.

Goals and Activities

Molten Judgment is known for its members who are highly talented in battling evil. The members seek evil and either destroy it, or convert them to the cause of the good if they think it is possible.

In general terms, the order aims to illuminate even the darkest corners of the universe with the light of aid and hope, whether it is by the sword or by diplomacy.

Miriel, the leader and the founder of the cult, teaches mortals angelic methods. She encourages the worship of good-aligned deities, trains the members herself and educates them in the ways of angels who strike any and all evil, destroying it before it can bear bitter fruit.

Headquarters

The headquarters of Molten Judgment is both a base of operations and a temple dedicated to the deities of good, called the Molten Temple. The stone temple houses many altars, as well as ever-working forges, personal chambers, training grounds, and stables. The main hall is surrounded by canals full of molten iron that are carved into the stone ground. The temple has large stained glass on all the walls, which depict the victories of angelic forces against fiendish figures.

Initiation and Membership

The organization accepts anyone that is devoted to the battle against evil and to spreading the holy messages of the good. However, Miriel is very sensitive about new members and

wants to be sure that no one with ill intentions infiltrates the order. To ensure that a newcomer's intentions are pure, she demands that they participate in a special ritual, also called Molten Judgment.

Molten Judgment. When a newcomer first joins the order, they receive training. After they complete the training, which means they have reached 6th level at the very least, Miriel orders the blacksmiths of the order to fill a pit with molten iron, which she then blesses. The new member is to enter the pit and stay there for 1 minute. If the member has no evil intentions, the molten iron does not harm them. Otherwise, the metal deals 6d6 fire damage, which cannot be lowered by resistance or immunity to fire damage, at the end of each turn the member stays in the pit. Those who succeed are admitted into the organization, obtaining the chance to take the order's oaths and gaining a unique ability called Molten Armory owing to the ritual.

Molten Armory. As an action, you can conjure molten armor on yourself. Additionally, you can conjure two molten weapons or one molten weapon and one molten shield along with the armor. The molten armor is a +1 armor made of metal, and it always comes with a blank mask that hides your facial expressions. The molten weapons are magical and deal an extra 1d8 fire damage on a hit. The items conjured in this way disappear when you fall unconscious, and they cannot be wielded or worn by others.

When a member passes the trial of Molten Judgment, they must take their oaths to complete their initiation. Once the initiation is complete, the member is called a Molten Knight. The member becomes a Molten Captain at 10th level, and a Molten Champion at 14th level. Rising in the ranks of the order has unique benefits.

Molten Knight. You start taking quests from the order and the order's resources are made available to you with a 10 percent discount (such as potions, holy water, magic items).

Molten Captain. You can demand the aid of up to 3 molten knights for an upcoming battle once per year. These knights stay with you until the battle ends.

Molten Champion. Items of rare or lower rarity are supplied to you for free.

If a member betrays the order, abuses the services they can get for their title in any way, or acts in disloyalty, they are given a chance at atonement. If they insist upon their ill-advised ways, the punishment is clear: A quick death.

Leaders

The order is led by Miriel (p. 338); an iron angel. She rules the order with an iron fist, but when her orders are questioned, she answers with patience and helps everyone understand her methods.

Plot Hooks

A molten captain and a molten knight disappeared without a trace around a small village. Their location couldn't be recovered through divination spells and they have not responded to spells such as *sending*. Miriel wants them to be found at all costs.

One of the characters of the adventuring party is being hunted by a molten knight.

The characters have a long-time enemy and request the aid of Molten Judgment against it.

Mortal Inquisition of Duvark



The Mortal Inquisition of Duvark was formed by the people of the town of Duvark; a small town that existed many years ago.

They didn't have a long history with many wars, and thus never felt the need to form an army. The security of the town was ensured by the small number of guards who patrolled the streets at night. This did not seem to cause any problems until one night, a terrible monster attacked the town, killing many and kidnapping a few.

Terrified, the townspeople sent word to everyone they could about their terrible fate, asking them to save their beloved town from these horrors. The monster kept coming every night to unleash nightmares upon the town, and there seemed to be no help or hope in sight. After a bloody week of massacre after massacre, a group of knights finally arrived, killing the monster that very night. There were celebrations all across town, as people rejoiced at their salvation.

Alas, their joy was short-lived, for the very next night, their heroic knights were butchered mercilessly by two monsters.

This went on for a year, at the end of which Duvark was more like a post-apocalyptic realm than a town. Heroes arrived to slay the monsters, and new monsters replaced them the next day to kill the heroes. One fateful night, the people of Duvark decided that they had had enough. They armed themselves with anything they could find and charged at the monsters. And the organization, now feared by most creatures of the night, was thus founded by mere commoners.

Goals and Activities

The Mortal Inquisition of Duvark was formed to hunt down

every evil creature there is. If there are villainous activities in a village, the inquisition arrives and mercilessly wipes out all who aid in the wickedness. Their usual targets include the undead, werewolves, and evil cultists. For them, evil is a curse that must be cleansed; by knife or by fire.

Headquarters

On the remains of Duvark, the inquisition built the Black Temple of Duvark. In the beginning, the headquarters was simply called the Temple of Duvark. The organization burnt their foes in huge bonfires right outside the walls of the temple, causing the walls to darken over time, and giving the temple its current name.

The Black Temple of Duvark is not a big building. It is made up of a main hall, three private quarters, and a storage room containing food and drinks. The organization keeps their weapons all around the main hall on racks, so that they are easily accessible at all times and also so that they intimidate those who walk in. Members usually stay in tents outside the temple, but people rarely stay more than one night, for everyone knows that evil never sleeps.

Since this area is in ruins, it has a dark and gloomy atmosphere, with burnt houses and the darkened remains of trees all around.

Initiation and Membership

Anyone willing to join the inquisition must first find the Black Temple of Duvark. The town of Duvark is surrounded by mountains and forested areas, which makes locating the temple a challenge in and of itself. Once located, one must prove itself to the Immortals of Duvark, the leaders. Initiation is a difficult procedure, including thirty days of fasting, branding oneself with a cold steel rod, and most importantly, going out of the temple only at night. Once initiation is complete, the newcomer becomes a knight of the temple.

Knight of the Black Temple. You have redeemed yourself for your past sins and took an oath to never commit evil again. By branding yourself with the symbol of your deity and the symbol of the inquisition, you became one of these relentless warriors. As a knight, you are given a black sword of the inquisition (p. 201) and a black armor of the inquisition (p. 193) to strike fear into the hearts of the monsters of the night and their supporters. A knight's main purpose is to eliminate evil creatures and to protect innocent souls. They usually travel alongside the inquisitors to protect them, and offer their assistance whenever necessary.

After you fight an endless horde of malicious creatures and save too many lives to count, the inquisition demands that you return to the Black Temple of Duvark and repeat the initiation process once more. After you do so, you become a Mortal Inquisitor and become a full member of the organization.

Mortal Inquisitor of Duvark. Once you become a mortal inquisitor, you can intervene in the daily jobs of people, command the Knights of the Black Temple, brand someone as a heretic, and order someone's execution. A mortal inquisitor's main task is to find corruption within commoners and expose them to the public, or to fight against cults and disrupt their plans. If the knights are the muscles of the organization, the mortal inquisitors are the brain.

As a mortal inquisitor, you are given a black holy symbol (p. 204) to help you identify the evil within people.

Leaders

Leaders of the Mortal Inquisition of Duvark are the spirits of its founders. They are bound to the Black Temple of Duvark and thus, can never leave. They don't appear as long as they aren't needed. They are called the Immortals of Duvark and are respected among the inquisition. The Immortals generally alert members by whispering in their ear or appearing to them in dreams. Nobody knows how many Immortals there are, but everyone is certain that they shall stand beside the mortals until the very last battle in their fight to annihilate all evil.

Plot Hooks

There is a rumor about a cult in town. There are whispers about a group of black-armored knights that wander around the town at night.

Our party comes across a huge bonfire surrounded by people; one of whom is a woman saying that the Mortal Inquisition of Duvark is here to cleanse the evil within with holy fire.

In the middle of the woods, a black-armored knight is fighting a group of werewolves at night. It seems the knight has already taken down a bunch of them.

Night Hunters



Night Hunters are heavily trained warriors specializing in hunting "outsiders" such as fiends and aberrations. The organization has had many names throughout its existence; however, its current name is the one that stuck. The commonfolk frequently use expressions such as, *"coming to the rescue as a Night Hunter".*

Night Hunters do not ask to be compensated for their deeds; they are funded by what they find in their adventures and the donations of benevolent people and organizations. As they protect the commonfolk and ask for no coin, they are usually welcome in towns and cities. People love to have them as guests in their taverns and homes free of charge; it's the least they can do after all.



Goals and Activities

The organization's primary goal is to keep the realm free of evil monsters, be they fiends, aberrations, or even humans. They travel from town to town in small groups, seeking monsters to slay. Night Hunters also train others, turning them into capable warriors who can slay monsters on their own.

Headquarters

A Night Hunter's life is mostly spent on the road, tracking their prey. Therefore, Night Hunters have no bases or headquarters, nor do they need one. For a Night Hunter, the closest thing to a base is their area of training. Each little group has its own area to train new initiates; however, these areas can change from season to season.

Initiation and Membership

Becoming a Night Hunter is no easy feat. It requires precision, determination, and hard work. Fighting the most ferocious of monsters, such as demons and devils, demands heavy training. Therefore, most of their training techniques may be perceived as extreme and unorthodox to other martial guilds, but the hunters owe their fame and success to their methods.

Every mortal can be an initiate of the Night Hunters, but very few manage to complete training. Night Hunters often recruit abandoned children and orphans of war and provide them with shelter in their training areas. These kids also receive training, but through much simpler methods. When they reach adulthood, they are presented with a choice; they can either start training to become a Night Hunter, or they can leave to find their own path.

The training of a Night Hunter involves both mental and physical challenges. For example, a Night Hunter must resist the illusions of a chain devil: As part of their training, they are left alone in a dark room filled with illusions representing their deepest fears for the duration of one night. Through this process, they learn not to let fear corrupt their hearts, even in the most dreadful of situations.

After training is complete, initiates are put to trial, where they are tested on everything they learnt thus far. The initiates who pass the trial become Night Hunters. Some Night Hunters are further specialized in the killing of certain creature types. They are then named accordingly, as fiend hunters, aberrant hunters etc.

Night Hunter. When an initiate passes the trial and becomes a Night Hunter, they gain immunity to being frightened. As you complete more and more quests and slay more and more monsters, your fame spreads and your reputation grows.

Leaders

Night Hunters is an organization that has long existed, which was founded by a human named Adil the Thunder. He believed that mortals must gather their strength to fight off monsters without relying on the help of celestial beings. Centuries have passed after his leadership. Now, the organization is led by a middle-aged orc called Valeria Strongheart (p. 354). She joined the organization when she was 27, after a conjurer and his fiends massacred her beloved family. Since then, she has worked hard and has become the organization's leader at the request of her peers. Once every five years, she gathers all prominent Night Hunters in her training area and holds council on the organization's future.

Plot Hooks

Rumors say that a dark cloud lurks above a village, and children have been going missing.

A cloaked man requested gold to track monsters down, saying that he was a Night Hunter.

All night hunters in a training area have gone missing; other hunters are looking into the mystery.

Order of Grace





An emanation of grace (p. 241) is a celestial that is good and grace incarnate. It radiates an aura that pleases non-evil creatures and that makes them more potent than ever. The Order of Grace is a community consisting of both knights and commoners formed around actual emanations of grace.

Goals and Activities

The order is established around these embodiments of grace for two reasons: First, because their presence make good-aligned warriors mightier and second, because they need to be protected; being the materialization of all that is good and holy. These reasons parallel the order's purpose of existence; to fight evil and to protect the good.

The order tries to keep the emanation of grace and the

creatures around it from harm. They act on intel and organize crusades to where evil forces are situated. The order also sends aid to nearby villages that need help in any way, as long as the order can provide the required need.

Headquarters

The headquarters of the order is a small village founded around an emanation of grace by the order itself. Members of the organization have simply named the village; Grace. However, when the order receives word that another emanation of grace has been located, it sends some of its members to build another settlement around the new emanation, expanding the order's reach.

Initiation and Membership

Everyone who wishes to live in the settlement founded by the order is welcome, provided that they have good intentions. Therefore, anyone can be a member so long as they carry good in their hearts. However, only those who are strong enough to fight against evil are taken as knight initiates. If an initiate is deemed worthy, they become a Knight of Grace, joining the ranks of the fighting members of the order. Knights of Grace gain a unique ability called Graceful Touch thanks to the magical existence of the emanation of grace.

Graceful Touch (Recharges after a Long Rest). A Knight of Grace touches a creature as an action, granting the target a number of hit points equal to 4x the knight's Charisma modifier (minimum of 1 hit point).

Leaders

Blacktooth (p. 306), a silver, dragonborn paladin of righteousness in his late 20s, is the leader of the organization. He is the one who discovered the very first emanation of grace and who founded both the Order of Grace and the settlement around the emanation. Therefore, he also acts as the head of the village.

Plot Hooks

The emanation of grace seems weaker than ever. There must be evil creatures near the order's boundaries. However, the order cannot find the source of this disturbance.

Someone has carved nonsensical words on the emanation of grace and the order is trying to find the one responsible.

Forces of evil are currently gathering strength for a sudden attack to enfeeble or destroy the emanation of grace.

Order of Grave Guards



The Order of Grave Guards is a knightly order that seeks out and destroys evil undead of all types.

Members of this organization gather intel about the evil undead, infiltrate evil cults of necromancy if necessary, collaborate with temples and local guards, and hit their target with the intention of wiping them off the face of all existence.

Goals and Activities

The main goal of the Order of Grave Guards is to destroy all kinds of evil undead and their creators.

To achieve this, the organization educates all its members on the undead; their types, abilities, and weaknesses. A member that completes this education becomes a Grave Guard. The grave guards separate into two groups; those who seek, called the "Inquisitors", and those who destroy, called the "Disruptors".

The order works in collaboration with temples of the gods that defy the undead, and the rulers of kingdoms. Since hunting the undead is dangerous and dirty work, the Order of Grave Guards is called when a threat arises. The order is well-rewarded in return, and most of the orders' funding comes from those rewards as well as the loot they find.

Veterans and retired members of the order are highly feared and respected among the people. The organization also has the right to reward its members with a knighthood. These knights are also generally granted the right to rule a small piece of land, as a sign of gratitude and as a political move.

Headquarters

The order operates in Castle Grazerta; the castle of the leader of the order, Trelis von Grazerta (p. 328). It is a stone fortress placed in the middle of a beautiful and fertile forest.

Initiation and Membership

Anyone can join the order. A candidate member always talks to an inquisitor before joining the order, and its intentions are always checked out through both mundane and magical methods (such as Insight checks or the *cure wounds* and *zone*

of truth spells). A new member can join the order for fame, money, knighthood, or for personal reasons, which may have resulted in a thirst for vengeance.

Since the order is a knightly order that has strong relationships with temples and kingdoms, Grave Guards are expected to be courageous and good-willed. Otherwise, they are kicked out of the order.

Leaders

High Inquisitor Trelis von Grazerta (p. 328) leads the organization.

Plot Hooks

A retired knight of the Order of Grave Guards was found dead in her castle last night. It is rumored that the body was completely drained of blood.

Order of Swift Mercy

The Order of Swift Mercy is a knightly order that can grant legitimate knighthood.

Also known as the Students of the Heavenly Truth, the members of this organization are devoted religious people who believe in the necessity of earthly preparation for the revelation of the heavenly. All of the members of this organization believe in the end, the Apocalypse, when the heavenly truth shall be revealed to all mortals, to be followed by the destruction of the world.

The order was founded with the purpose of creating an army that could cleanse the impurities of the world in order to prepare it for the end.

Goals and Activities

The main goal of this organization is to wipe evil from the world and thus prepare it for the end times, when it will be judged by their deities. They make up for their fatalistic approach to the problems caused by evil by trying to administer fast and painless deaths to agents of evil, which they consider to be merciful.

The members, knights, of this order operate in a couple of ways; on their own or with a small group to exterminate evil influence, or as an army with a lot of other members when facing greater evils.

Headquarters



Located in a large military castle, which covers a large island, the Saint Valendra Cathedral acts as the headquarters of the organization. The chants echoing amid the walls of the cathedral have never been silenced and there has never been a single moment that these walls were left unguarded.

All ceremonies the members of the organization partake in take place in this castle. A member must travel here after training to become a knight.

The castle is packed with clerics, paladins, farmers, fishers, and devoted soldiers. The walls of the castle cover all of the island, securing the farmlands and houses as well as military structures. The most important part of the island is the port which was built on a small cove and secured with high stone walls and chains that deny entrance to ships.

Initiation and Membership

First, one must have training in ranged and melee combat, as well as knowledge of religious studies. Only then can they become the squire of a knight of this order.

Knight of Mercy. A squire who has completed training earns the chance to become a Knight of Mercy. After attending the ceremony and achieving this rank, a Knight of Mercy is taught the secrets of unveiling evil.

As an action, they can pierce the veil of ambiguity, granting themselves special vision for a minute. This special vision enables them to see the traces of evil, which looks like black and sticky smoke, and determine whether or not a creature's alignment is evil.

Grand Knight of Mercy. Knights are mostly capable of slaying fragile servants of evil, but grand knights are those who proved their strengths over evil masters.

Knight Lord of Mercy. Unlike knights and grand knights, a knight lord's duty is to protect the lands owned by the organization and organize the attacks against evil.

Sacred Knight of Mercy. Sacred knights are expert warriors who possess great knowledge of divine matters. There are only 13 sacred knights in total, who protect artifacts, one for each, which were believed to be the 13 sigils of the Apocalypse (p. 134). It is the highest status a person can achieve in this organization.

Leaders

One of the 13 sacred knights lead the organization but it is not known which one.

Plot Hooks

A rider covered in plate armor and armed with weapons rode by the village, claiming that recent earthquakes have broken a sigil (Signs of the Apocalypse - p. 134). She suggested the villagers make their amends. She was wearing a metal insignia that stood out.

Religious chants could be heard in the whispering winds sweeping through the forest and echoing throughout the mountain range. People claim that it is the sign of the approaching holy army, coming to reclaim the lost lands occupied by evil.

Red Carpeted Home



Under the protection of monks and clerics, there are orphanages bound to one another by a set of rules. The rules are designed to ensure the development and protection of the children in the organization's care. One interesting rule is that all orphanages in this organization must cover their floors with red carpets; hence the name.

Goals and Activities

This organization's goals are simple, to protect the children in its care and to provide the best education that the children could acquire. Their top priority is to prepare the children for adulthood.

There are many events that the organization coordinates between orphanages, the main goal of all of which are to make the children feel like they are a part of a big family regardless of their differences.

Headquarters

The organization has no headquarters. Each orphanage within its structure is equal and each of them provides equal treatment to the children under their care.

Initiation and Membership

To be a part of children's life means having a strong influence over them; a factor that the organization takes into extreme consideration while recruiting new caretakers. Most of the caretakers are monks and clerics who believe in good-aligned deities, although forcing their beliefs on children is strictly prohibited. Anyone can volunteer and become a member, but before they can interact with children, they must successfully conclude various detailed courses ranging from pedagogy and sociology to the art of protection.

Leaders

Each orphanage of the Red Carpeted Home has its own leader. One among the leaders is elected to lead the entire organization. The leaders must be former residents of one of the orphanages of the organization, must have respected professions in which they must be outstanding, and must have no biological children. Currently, a military veteran gnome named Anton Warden Killmark Brave (p. 322) leads the organization. The children call him Grandpa, which he embraced as one of his names.

Plot Hooks

A couple of monks were sighted near a village, which was recently raided and burned down, with a group of children in it.

In a village, the townsfolk take care not to consume alcohol or other addictive substances, and not to use offensive language when within earshot of a large stone mansion where a red carpet can be seen in front of the main entrance, protruding out from under the door.

Saints of the Forge

Saints of the Forge are a group of blacksmiths who forge armor and weapons using celestial methods; the collection of which they have dubbed the "Sacred Art".

Kingdoms, temples of the forces of good, paladin groups, knightly orders, inquisitorial orders, and many others who battle against evil think the blacksmiths of this organization to be invaluable, since armor and weapons forged with the Sacred Art are highly effective against the forces of evil. The items created with this art are called blessed items.

Blessed Items. Blessed weapons forged by members of this organization deal extra radiant damage to evil-aligned creatures. The radiant damage ranges from 1d8 to 4d8 (1d8 - uncommon, 2d8 - rare, 3d8 - very rare, 4d8 - very rare).

Also, the wearer of blessed armor can cast the *protection from*





evil and good spell. Once it casts the spell in this way, it can only do so again after finishing a short rest.

Goals and Activities

Saints of the Forge aim to teach the Sacred Art to talented and good-hearted blacksmiths. To find such blacksmiths and train them, members of the organization (also called Forge Saints) generally travel around in search of worthy apprentices.

The purpose of a Forge Saint's travels is not limited to the search for apprentices. The members of this organization also protect the secrets of the Sacred Art against spies who want to use it against the forces of good, and help folks who are in need of it.

Headquarters

Forge Saints have no permanent headquarters. They travel a lot, and the only thing they need to bring their art to life is a functioning forge.

Initiation and Membership

To become a member, one must be found worthy of training by a Forge Saint. To learn the Sacred Art, one must be good-aligned and proficient with blacksmith's tools. The training takes around 1 year, at the end of which the trainee is asked to forge a blessed item. Once they do so, the new Forge Saint starts their own travels to seek apprentices of their own.

Leaders

Agrodar (p.300), a dwarven blacksmith, leads the organization. He is the first Forge Saint and one of the very few mortals who has managed to master the Sacred Art. Through his solitary travels, his reputation preceded him and people started to call him "Forge Saint". People then started to follow him and before long, the organization was formed organically.

Plot Hooks

There is a blacksmithing competition in the nearby city, and the prize is training from a Forge Saint.

There are certain rumors about a traveling blacksmith; people say that every forge the blacksmith uses is blessed by

angels. The blacksmith declares that they shall forge a weapon for the strongest warrior around these parts.

A Forge Saint was found dead. Further inspection has revealed that their blacksmithing tools and diary have gone missing.

Second Chances

Second Chances is a group made up of redeemed creatures who abandoned their evil ways and started to walk on the path of good, worshiping good deities.



After being redeemed, most creatures experience a time of obscurity and feel a great sense of nothingness. Also, most of the time, the sins of the past do not leave the redeemed easily; people don't trust them freely, and old enemies do not let them grow old in peace.

Formerly an immensely powerful and extremely vicious chain devil, now a humble worshiper of the Lady of the Redeemed (p. 143), Xhereaxes experienced these hardships to the core. However, he saw an opportunity in this and thought that he could guide similar creatures into something useful, both for the good and for the others who walk the path of redemption. He started to search for such individuals, found many of them, and made them redefine life as they knew it.

Goals and Activities

Xhereaxes himself was lost when he first set foot on the path of redemption. However, he found salvation in the assistance of others and the guidance of angels, specifically the emissary, Lady of the Redeemed (p. 143).

The group helps the redeemed, teaching them how to live their new lives and helping them discover new ways, so that they can put their newfound power to good use.

Recently, Xhereaxes has been learning the methods of the Lady of the Redeemed, and he is willing to teach them to anyone that wants to learn.

Headquarters

All members of Second Chances reside in Chain Bulwark, one of Xhereaxes' secret havens. It is a castle built within a distant plane.

The castle is made up of adamantine chains which can be animated and used as weapons by Xhereaxes. Although the castle is on a desolate ground, there have been recent sightings of flowers blooming around it, owing to the good energies flowing through the residents.

Chain Bulwark is protected by spells, especially against divination magic and golems of many sorts. A grave protector (p. 249) has also been built on site by the angel guiding Xhereaxes, Selviel.

There is a temple dedicated to the Lady of the Redeemed within the castle, as well as shrines of all good deities. The clerics and paladins of these deities, all of whom experienced redemption, guide the new members and help them to be atoned.

Initiation and Membership

All sinners who truly want to be redeemed can join Second Chances. However, since all members have enemies and rivals from the past, Xhereaxes is extremely careful when accepting a new member to the organization. He uses any means possible to understand the intentions of a new member without causing them any harm. Countless Wisdom (Insight) checks, *zone of truth* spells, and many forms of divination magic are among some of the methods he uses.

Leaders

Xhereaxes (p. 356) leads the organization with the consultation of Selviel and the guidance of the Lady of the Redeemed.

Plot Hooks

There are rumors of a succubus helping the people of a nearby village. The authorities want to be sure that she bears no ill will.

A character of the adventuring party wants to be redeemed, but does not know where or how to start.

A powerful demon wants one of its former lieutenants dead. It is said that the lieutenant left to seek redemption.

Silent Exorcists



The tools of evil are everywhere. Forked-tongued fiends, mind-altering aberrations, body-possessing undead and many other dangers await the faithfuls' weakest moment to attack. They wait for days, for months, for years for the right moment and whisper wickedness in blessed ears, clouding their thoughts and judgment. But this is not just. There has to be someone to stop all this madness and protect the innocent; and filling this gap are Silent Exorcists.

Goals and Activities

Silent Exorcists travel a lot in search of cases of possession. Before their travels, new members are trained in the ways of evil, possessor creatures, and exorcism. But above all, they are taught the power of words. They have the power to heal wounds when uttered from the lips of a saint, just as they can tempt the most faithful of paladins when uttered by a fiend. To prevent the potential sins they can commit with their words, willingly or unwillingly, they take a vow of silence after which they cease to speak altogether.

Although Silent Exorcists do not talk, they communicate through silent prayers. They can communicate with other Silent Exorcists telepathically as long as they are in the same plane of existence. Although they can talk like that, they mostly choose to do so when it is urgent.

They are enemies of corruption in all forms and do whatever it takes to purge it.

Headquarters

Although the organization has no designated headquarters, the temples of good deities respect and welcome Silent Exorcists.

Initiation and Membership

Since Silent Exorcists have no headquarters, each member takes up an apprentice, trains them, and sends them off to wander the world to fulfill their quests and find apprentices of their own.

When a new member is ready to take the vow of silence and take on the mantle of exorcist, their master sends word to other Silent Exorcists. When at least 5 of them are gathered together, the initiation ritual is held.

The new member stays at the center of a ritual circle, surrounded by candles. They are blessed by holy water and silent prayers from dusk till dawn. When the sun starts to rise, the new member hears a voice in their mind; that of their master. This voice guides the member through the vow of silence.

Leaders

Silent Venys (p. 350), a paragon of light, founded the organization and has led it to this day.

Plot Hooks

Two priests visited the village's temple today and haven't been heard of or seen since. There is no word from the temple either. Its doors are also shut. The townsfolk also say that the priests did not speak a single word.

A friend of the characters is possessed by a powerful fiend that could not be exorcized through the methods known to them. They require the aid of experts.

The evil master of the characters is constantly being hunted by Silent Exorcists. The characters must deal with them.

The Claws of Good



The Claws of Good is a mostly non-humanoid organization that protects nature, sacred groves, and the wild.

The organization tries to destroy all evil forces that aim to harm nature or that harm nature for other goals.

It would be better to call the Claws of Good a movement rather than an organization, since it first came to existence with the battle between a minotaur, Nicehoof (p. 344), and the evil mages that tried to destroy his homeland. After he formed the Claws of Good and succeeded in ensuring the protection of his war-torn homeland, his tales spread all around and many different creatures joined the movement, each protecting their own homeland.

Goals and Activities

The main goal of the members of this organization is actually one of the most basic needs of any creature; protecting their home, especially against the "civilized" folk who call them "uncivilized monsters". They hunt anyone and anything that tries to harm their home; nature. The members work alongside druid groves and followers of the deities of nature.

Mostly, members living in the same territory operate together, but members of different territories helping each other is not unheard of.

Since this movement has many members in many different areas, some of them lose themselves in hatred and rage, which leads them to commit non-good acts. Others try to persuade such members to adapt to less evil ways.

Headquarters

This movement has no headquarters, but many gathering places. Each territory has its own unique place where the members meet up.

Initiation and Membership

Any good-hearted non-humanoid creature willing to protect its homeland is welcome. Although members are generally suspicious of the "civilized" folk, even they can be welcomed if they prove their intentions to be pure.

Most members revere good deities and powerful spirits of nature.

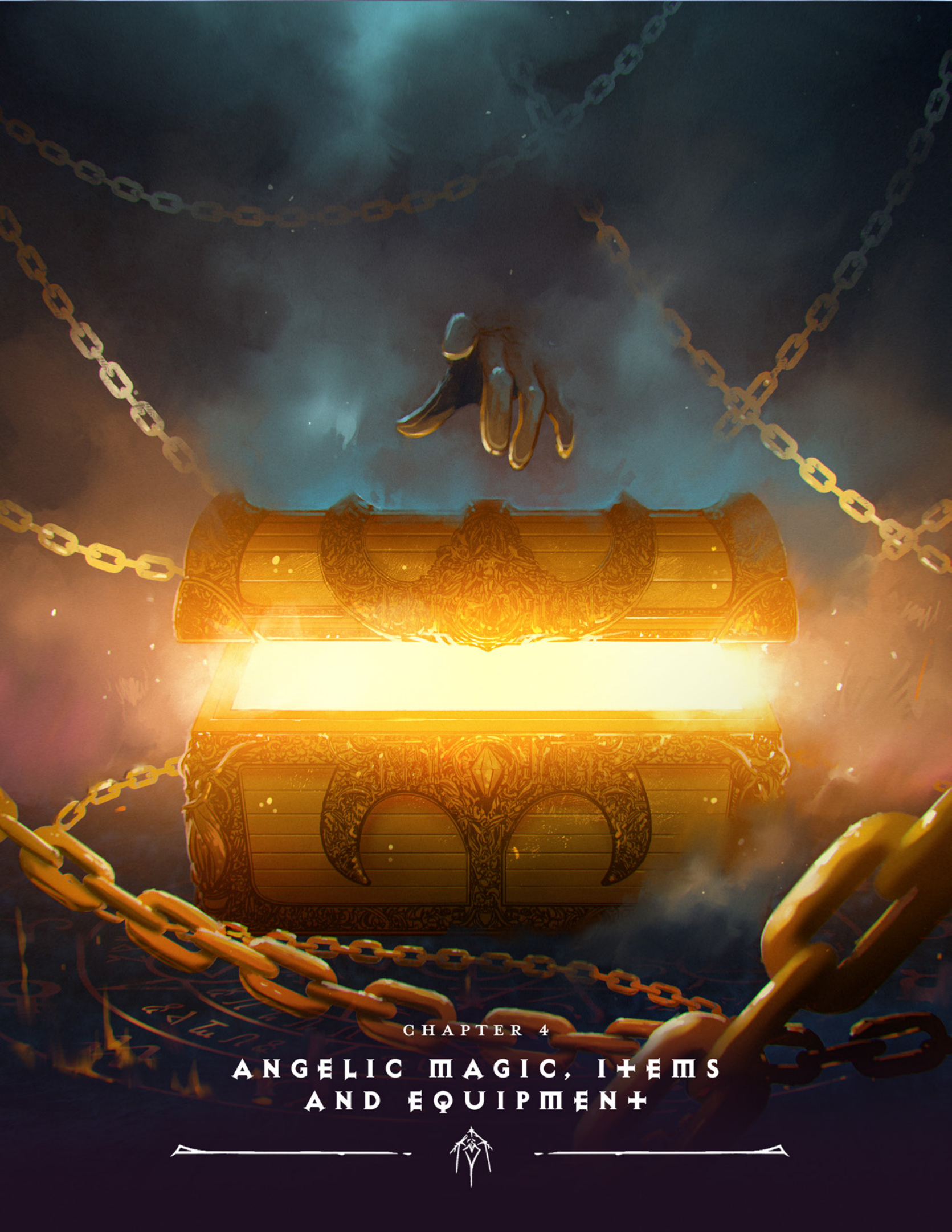
Leaders

Nicehoof is quite popular among the wild folk; not as the leader of the whole organization, but as the founder of this movement.

Plot Hooks

The wilderness is quite active these days. It is rumored that centaurs butchered a goblin horde that was trying to invade a village nearby. The mayor wants to talk to these centaurs.





CHAPTER 4

ANGELIC MAGIC, ITEMS AND EQUIPMENT

Angelic Magic

A rain of radiant swords lighting the sky, angelic cities falling from the heavens to crush heretics; all of this and more await in the following pages.

Bard Spells

Cantrips

Inure
Look of Righteousness
Shielded by the Graves

1st Level

Blessed Wine
Final Words
Radiant Wayfinder
Trick Question

2nd Level

Chime of Arrogance
Light at the End of the Tunnel
Mnemonic Residue
Weapon of the Hero

3rd Level

Dedicated

4th Level

Dictate Morality

5th Level

Aid of the Holy Mages
Condemn Thievery
Divine Choir
Sinner's Mark

6th Level

Exclusion
Invisible to Mind's Eye
Merciful Touch
Teleport to Companion

7th Level

Holy Verdict: Mercy
Holy Verdict: Redemption
Holy Verdict: Wrath

8th Level

Eyes of the Celestial Warriors
Lawmaker

9th Level

Holy Verdict: Retribution
Holy Verdict: Vengeance
Merciful Gesture
Solar Apocalypse

Cleric Spells

Cantrips

Calm Mind
Faith Burst
Look of Righteousness
Shielded by the Graves

1st Level

Delayed Healing Aura
Final Words
Heretic's Mark

2nd Level

Angelic Executioner
Bone of the Blessed
Garden of Heaven

3rd Level

Angel Feathers
Healing Ball
Sleep of the Sinful

4th Level

Angelic Might
Blessing of the Martyr
Dictate Morality
Locate Soul
Radiant Storm

5th Level

Blood of a Saint
Martyr's Spear
Mass Purification
Sphere of Vitality
Fountain of Blessing

6th Level

Burning Halo
Divine Visions
Merciful Touch
Twin of Light

7th Level

Angelfall
Holy Verdict: Mercy
Holy Verdict: Redemption
Holy Verdict: Wrath
Endow Life
Hallowed Altar
Relentless Fortitude
Temple's Denial

8th Level

Gates of Heaven
Holy Chains of the Divine Lawmaker
Pillar of Thousand Blessings
Rain of Holy Fire
Mark of Righteous Return

9th Level

Holy Verdict: Retribution
Holy Verdict: Vengeance
Grace
Kingdom Come
Redeemer of Souls
Weapon of Holy Divines

Druid Spells

Cantrips

Changing Feather
Conjure Starfly
Inure
Shape of the Wind

1st Level

Blessed Wine
Delayed Healing Aura

2nd Level

Bone of the Blessed
Garden of Heaven
Piercing Rain

3rd Level

Angel Feathers
Split Spirit

4th Level

Curse of False Armor
Might of Nature
Radiant Storm

5th Level

Golden Fog
Fountain of Blessing

6th Level

Awakening the Flesh
Cutting Leaves
Merciful Touch

7th Level

Holy Verdict: Mercy
Endow Life

8th Level

Eyes of the Celestial Warriors
Judgment of the Sun
Mark of Righteous Return

9th Level

Grace
Solar Apocalypse
Weapon of Holy Divines

Paladin Spells

1st Level

Celestial Chains
Heretic's Mark

2nd Level

Cleaving Smite
Weapon of the Hero

3rd Level

Chain Smite
Glass Wings
Sleep of the Sinful

4th Level

Almighty Weapon
Angelic Might
Blessing of the Martyr
Reflecting Ward
Scourging Smite

5th Level

Angelic Smite
Burden of Sins
Martyr's Spear
Might of the Divine Ruler

Ranger Spells

1st Level

Vital Warning

2nd Level

Chime of Arrogance
Weapon of the Hero

3rd Level

Anchor Point
Angel Feathers
Slaying Light

4th Level

Curse of False Armor
Enhance Perception

5th Level

Condemn Thievery
Martyr's Spear

Sorcerer Spells

Cantrips

Inure
Shape of the Wind
Silver Grapple

1st Level

Charge of Glory

2nd Level

Angelic Executioner
Piercing Rain
Weapon of the Hero

3rd Level

Glass Wings

4th Level

Personal Heaven
Radiant Storm

5th Level

Aid of the Holy Mages
Blood of a Saint
Golden Fog

6th Level

Exclusion
Twin of Light

7th Level

Holy Verdict: Wrath
Relentless Fortitude
Temple's Denial

8th Level

Judgment of the Sun
Rain of Holy Fire

9th Level

Holy Verdict: Retribution
Holy Verdict: Vengeance
Solar Apocalypse

Warlock Spells

Cantrips

Inure
Mindful Insight
Shielded by the Graves
Silver Grapple

1st Level

Charge of Glory
Night's Veil

2nd Level

Bone of the Blessed
Chime of Arrogance
Mnemonic Residue

3rd Level

Anchor Point

4th Level

Blessing of the Martyr
Enhance Perception
Locate Soul

5th Level

Aid of the Holy Mages
Blood of a Saint
Sinner's Mark
Sphere of Vitality

6th Level

Awakening the Flesh
Bind Soul
Invisible to Mind's Eye
Twin of Light

7th Level

Holy Verdict: Mercy
Holy Verdict: Redemption
Holy Verdict: Wrath
Weaponification

8th Level

Fall From Heaven
Gates of Heaven
Holy Chains of the Divine

9th Level

Holy Verdict: Retribution
Holy Verdict: Vengeance
Merciful Gesture
Redeemer of Souls
Redemption Through Pain
Weapon of Holy Divines

Wizard Spells

Cantrips

Calm Mind
Changing Feather
Conjure Starfly
Mindful Insight
Silver Grapple

1st Level

Night's Veil
Radiant Wayfinder
Trick Question

2nd Level

Anchor
Mnemonic Residue

3rd Level

Anchor Point
Split Spirit
Sphere of Protection

4th Level

Enhance Perception
Personal Heaven
Reflecting Ward

5th Level

Aid of the Holy Mages
Burden of Sins
Light Sensitivity

6th Level

Bind Soul
Exclusion
Invisible to Mind's Eye
Teleport to Companion

7th Level

Relentless Fortitude
Weaponification

8th Level

Eyes of the Celestial Warriors

9th Level

Constant Reshape
Merciful Gesture
Redemption Through Pain

Aid of the Holy Mages

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a point within range, in which a golden, translucent humanoid figure (the holy mage) appears as your requested aid from the holy. You can cast a spell using the holy mage's position as your own. In addition, when you cast a spell targeting only one creature, you can ask the holy mage for help. The holy mage casts the same spell as you at the same time targeting the same creature, but vanishes afterward, ending this spell. The spellcasting ability, spell save DC, and the spell attack bonus of the holy mage are the same as yours. The holy mage can only cast a spell of 5th level or lower in this way.

Almighty Weapon

4th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a piece of metal and a vial of holy water)

Duration: 1 minute

When you cast this spell, you conjure a divine weapon in your free hand. This weapon can be in the shape of any melee weapon of your choice, and it remains for the duration. You can use your action to make a melee attack with the divine weapon. On a hit, the target takes the normal damage of the chosen weapon as well as an extra 4d4 radiant damage.

If you let go of the weapon, it disappears, but you can summon it again as another bonus action.

You can also throw the divine weapon into the air, choosing a point within 30 feet of you on which the weapon shall strike. All creatures within 15 feet of the point must make a Dexterity saving throw, taking 4d4 radiant damage on a failed save, or half as much damage on a successful one. You can resummon the divine weapon to your hand as a bonus action. When you do so, the divine weapon disappears from its current location and reappears in your hand.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the additional radiant damage of the divine weapon and damage of the ground strike increases by 1d4 for every two slot levels above 4th.

Anchor

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small crystal anchor worth at least 20 gp)

Duration: 1 hour

This spell anchors you to a willing creature and binds you to each other until the spell ends.

If you are more than 50 feet apart, the target is immediately teleported to the nearest unoccupied nonhazardous space within 50 feet of you.

The spell ends if there are no spaces that the target can teleport to, if the spell is cast again on either of the connected creatures, or if you dismiss it as an action.

Anchor Point

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You choose a point on a surface within range and magically draw an anchor-like symbol on it. While within range of this point, you can use your action to teleport to it. If the space is occupied, you appear in the nearest unoccupied space within 15 feet. If there is no such available space, the spell fails.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell's range increases by 10 feet for each slot level above 3rd.

Angel Feathers

3rd-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (an angel feather)

Duration: Instantaneous

You point at an area and angelic feathers erupt from your hands, piercing through everything. Each creature in a 60-foot cone in the direction in which you pointed must make a Dexterity saving throw, taking 6d8 radiant damage on a failed

save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Angelfall

7th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of stone, and the feather of an angel)

Duration: Instantaneous

As you throw the stone and the angel feather into the air and say a little prayer, choose a Large or smaller creature within range. A Large angel statue appears 30 feet above the target's head, and then drops on it. The target and creatures within 5 feet of the target must make a Dexterity saving throw. The creatures within 5 feet of the target make their saving throw with advantage. On a failed save, a creature takes 5d10 + 20 bludgeoning damage. If this damage reduces a creature to 0 hit points, the statue buries it underneath and this location is now considered its grave. The names of the buried creatures magically appear on a stone plate on the statue.

Angelic Executioner

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of coal, which is consumed by the spell)

Duration: Concentration, up to 1 minute

Choose a target that can see or hear you within range. The target must succeed on a Wisdom saving throw or believe that the coal burns with a holy fire, which it sees take the shape of a Large, halberd-wielding angel. This angelic figure, the angelic executioner, starts chasing the target, dealing 1d6 psychic damage at the start of each of the target's turns.

The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Angelic Might

4th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You summon the unparallelled strength of angels. Your Strength score becomes 21.

At Higher Levels. Your Strength score increases even more when you cast this spell using a spell slot of 5th level or higher (to 23 at 5th, to 25 at 6th, to 27 at 7th, and to 29 at 9th).

Angelic Smite

5th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You imbue a weapon you are wielding with angelic might until the spell ends. The imbued weapon gains the thrown property (with a range of 20/60 feet) for the next attack you make with this weapon until the spell ends. Also, the weapon deals an extra 4d6 radiant damage on a hit.

Awakening the Flesh

6th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Magic courses through your body and unlocks its true potential, enabling it to heal most wounds almost instantly. You are immune to bludgeoning, piercing, and slashing damage from nonmagical attacks. You also don't take damage from falling and can't lose your limbs.

Bind Soul

6th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamond dust worth at least 200 gp, which the spell consumes)

Duration: Instantaneous

You touch a nonmagical item, thereby calling on the soul of a deceased creature with whom you are familiar, not so that they walk the earth once more, but so that you can fill the item with a part of the creature's consciousness. If the soul is willing, it can choose a part of its consciousness to bind to the item. You can communicate with the soul telepathically provided that you are on the same plane of existence as the item and that you are attuned to it. The soul has blindsight out to a range of 60 feet. You cannot be surprised if the soul senses the dangers and informs you.

If you bind the soul to a weapon, you gain a +1 bonus to attack and damage rolls made with it.

If you bind the soul to an armor or shield, you gain a +1 bonus to AC while wearing the armor or carrying the shield.

If you bind the soul to another type of item, you gain a +1 bonus to saving throws while you wear or carry it.

The soul shares a part of its consciousness with the item; however, it stays in the same plane of existence it was in before this spell was cast.

The soul can dismiss its bond with the item at will. However,

when it does, the soul cannot be affected by this spell again for 1 year.

Blessed Wine

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a drop of holy water)

Duration: 8 hours

You touch up to four bottles of water and transform them into bottles of magical wine for the duration of the spell. Upon drinking a bottle, a creature regains hit points equal to 2d8 + your spellcasting ability modifier and has disadvantage on its Charisma saving throw until it finishes a short or long rest. The wine has no effect on the undead or on constructs.

After the spell ends, unconsumed bottles of wine transform back into ordinary water. If you create new bottles of wine using this spell, the previous ones cease to function.

Blessing of the Martyr

4th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a vial of martyr's blood)

Duration: 1 minute

You touch a creature and the signet ring of a martyr appears on the target's hand. For the duration, the ring shines with bright light. The target regains 4d8 hit points if it knocks an evil opponent unconscious.

If the target knocks an opponent unconscious with a critical hit, it regains 32 hit points instead.

Blood of a Saint

5th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You carry the blood of a saint within your veins, which harms your enemies when spilled. When a creature within 5 feet of you deals piercing or slashing damage to you, it must make a Dexterity saving throw, taking 4d6 acid damage on a fail, or half as much on a successful one.

Bone of the Blessed

2nd-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, M (a piece of bone that has been soaked in holy water for 1 hour)

Duration: Concentration, up to 10 minutes

You hold a bone segment blessed by your deity and focus on it. A one-handed sword (of your choice) made of bones appears in your hand. You are considered proficient with this weapon. As an action, you can make a melee spell attack with it. On a hit, the weapon deals necrotic damage equal to 2d6 + your spellcasting ability modifier.

If you let go of the sword, the bone returns to its original form, but you can transform it again using another bonus action.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Burden of Sins

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature and cause it to see all the deeds of evil it has ever committed in an instant. The creature must succeed on a Wisdom saving throw or be overwhelmed by the evil it has done, having a brief vision in which it sees itself in a dark place being tormented by its past self, taking 10d10 psychic damage as a result.

Burning Halo

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of holy water and an iron ring, which the spell consumes)

Duration: Concentration, up to 1 minute

You select a creature you can see within range and pray for its sins to be washed away with holy fire. The target must succeed on a Charisma saving throw, or a burning halo appears, hovering over its head, following it. The halo deals 4d6 fire damage at the start of each of the target's turns. The target can repeat its saving throw at the end of each of its turns, ending the effect on a success. If this damage reduces the target to 0 hit points, it turns to ash and its soul is marked. The target is given a chance at redemption in the afterlife.

Calm Mind

Divination cantrip

Casting Time: 1 reaction, which you take when you are charmed or frightened

Range: Self

Components: V

Duration: Instantaneous

You attempt to end one condition affecting you by instantly clearing your mind. While you are charmed or frightened, you can use your reaction to reroll the saving throw.

Celestial Chains

1st-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (part of a steel chain and a vial of holy water)

Duration: Concentration, up to 1 minute

You conjure bright glowing chains wrapped around your arms. You can use these chains to grapple a creature from a distance. As an action, target a Large or smaller creature within 30 feet of you. The target makes an Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. On a failure, it is grappled by you until the duration of the spell expires, or until it can escape as an action. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your spell save DC.

The chains also shed bright light in a 5-foot radius for the duration of the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one more creature within range for each slot level above 1st.

Chain Smite

3rd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, the weapon cracks with lightning as you strike, dealing an extra 3d6 lightning damage to the target. In addition, a bolt of lightning strikes another target of your choice within 10 feet of the target, and another bolt of lightning strikes a third target of your choice within 10 feet of the second target. The second and third targets must each succeed on a Dexterity saving throw or take 2d6 lightning damage.

Changing Feather

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, M (fire from a torch, a drop of water, a handful of dirt, or nothing)

Duration: Instantaneous

When you cast this spell, a dagger-sized feather appears in your hand. You throw it at a target within 30 feet of you, making a ranged spell attack against it. On a hit, the target



takes 1d6 piercing damage.

You can cast this spell using a material component and change the damage type of the attack. A feather made of fire is aflame when it appears and deals fire damage instead of piercing damage. A feather made of water appears in your hand in frozen form and deals cold damage instead of piercing damage. A feather made of earth appears in your hand in the form of a stone, and it deals bludgeoning damage instead of piercing damage.

Charge of Glory

1st-level evocation

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Concentration, up to 1 minute

Spirits of glorious, mount-riding knights appear in your space in their shining armor, and charge in a direction of your choice in a 30-foot-long and 5-foot-wide line. Each creature in the line must succeed on a Dexterity saving throw or take 2d4 radiant damage. The spirits then keep attacking one of the affected creatures of your choice. The target must succeed on another Dexterity saving throw at the end of each of its turns or take 2d4 radiant damage. The effect ends when the target succeeds on the saving throw or when the duration ends.

Chime of Arrogance

2nd-level enchantment

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 hour

You create an invisible bubble of arcane mist in a 15-foot-radius sphere centered on you that moves with you, which remains for the duration of the spell or until dispelled.

If a creature makes an attack against a surprised creature while inside the bubble, the attacker must succeed on a Wisdom saving throw or hear a loud ringing noise before completing its attack and be stunned until the start of its next turn.

Cleaving Smite

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, the weapon shines with bright light as you strike, dealing 2d6 radiant damage to the target and 1d6 radiant damage to a creature of your choice within 5 feet of the target.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radiant damage increases by 1d6 for each slot level above 2nd.

Condemn Thievery

5th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a stolen coin retrieved from a thief)

Duration: Instantaneous

You touch a creature and draw the attention of justice to it. The creature must succeed on a Charisma saving throw or magically drop anything it is carrying that was stolen within a week. The dropped objects fall on the nearest unoccupied space on the ground.

Conjure Starfly

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a starfly (p. 282) that appears in an unoccupied space that you can see within range. A starfly summoned with this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned starfly is friendly to you and your companions. Roll initiative for the starfly, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the starfly, it defends itself from hostile creatures, but otherwise takes no actions. The GM has the starfly's statistics.

You cannot summon more than 1 starfly at a time using this spell. The number of starflies you can conjure with this spell increases by 2 when you reach 5th level (3), 11th level (5), and 17th level (7).

Constant Reshape

9th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The rules of existence of all that surrounds you are altered constantly, bending to your will. For the duration of the spell, you can't cast spells or benefit from any magical effects other than this spell, can't wield or use items, or can't be affected by any conditions, spells, or magical effects. Additionally, when you are subjected to damage, you take no damage and instead regain a number of hit points equal to the amount of damage. This spell functions in areas affected by the *antimagic field* spell.

Curse of False Armor

4th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You target a creature within range and curse it. The target must succeed on a Constitution saving throw or it takes a -3 penalty to AC if it has natural armor for the duration of the spell.

Cutting Leaves

6th-level transmutation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V S M (a handful of leaves)

Duration: Instantaneous

You throw a handful of leaves in the air, and they swiftly fly in a 60-foot cone, slashing into everything that stands in their way. Each creature in the cone must make a Dexterity saving throw. A creature takes 12d6 slashing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 7th.

Dedicated

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You target a creature within range that can hear you and assign a goal to it in the form of a declaration. This goal must be reasonable and in line with the actual goals of the target. For example, you can say *"You must kill the bandits that have ambushed us"*, or *"You must find your ancestral swords that you've been looking for"*. In addition, the target must have an Intelligence score of 3 or higher.

The target receives a +1 bonus on every d20 roll it makes to pursue the goal. The GM determines whether the roll is related to the goal or not.

The target can make a Wisdom saving throw to negate the effects of the spell. The bonus lasts until the target achieves the goal. A creature can be affected by this spell once at a time.

Delayed Healing Aura

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Wherever you go, you're able to manifest a magical aura that hangs in the air for a moment. When you cast this spell, a magical aura appears where you are standing. It remains there until the start of your next turn, and then disappears into thin air. For the duration of the spell, you can use your action to conjure other magical auras at the start of each of your turns. If a creature moves through the space filled with the aura or ends its turn there, it regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Dictate Morality

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose a creature within range and dictate your own rights and wrongs to it. The creature must succeed on a Wisdom saving throw or be affected until the spell ends. The affected creature takes 2d10 psychic damage if it harms a creature that has done no harm to it.

This spell and the damage dealt by the spell are not considered to harm the creature.

Divine Visions

6th-level divination (ritual)

Casting Time: 1 hour

Range: Self

Components: S, M (a piece of the target creature such as a lock of hair and 500 gp worth of ruby, which the spell consumes)

Duration: 1 hour

You focus on a certain part of a specific creature for 1 hour, for the duration of which you enter a state of a special meditation and are incapacitated.

As you cast the spell, you experience each and every moment of the target's existence in the form of visions. You learn everything there is to know about it, from its creation to the last moment of its existence. You are no longer incapacitated when you shift your focus at the end of the hour and your mind is equipped to best the target in any conflict, but you forget everything you saw in your visions. For the duration, your melee and ranged attacks against the target automatically succeed, and the target has disadvantage on attack rolls against you. In addition, you can't be charmed or frightened by the target creature.

Endow Life

7th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of an aorta preserved in amber)

Duration: 1 day

You touch a creature, expanding its ability to sustain life. The creature's hit point maximum increases by 20 for the duration of the spell.

Enhance Perception

4th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a raven's eye and a pinch of silver dust)

Duration: Concentration, up to 1 hour

You touch a creature and enhance its ability to perceive its surroundings. The target can see in all directions without having to physically look at them, and the range of its sight (including darkvision and truesight) is doubled. It also has advantage on Wisdom (Perception) checks and its proficiency bonus is doubled for any Wisdom (Perception) checks related to sight.

Exclusion

6th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a rotten egg)

Duration: Concentration, up to 1 minute

For the duration of the spell, you do not take damage from spells and other magical effects that target an area. If a spell or magical effect causes an effect in an area without dealing damage, you are still affected by it.

Eyes of the Celestial Warriors

8th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (the weapon of a veteran)

Duration: Concentration, up to 1 minute

Your mind is filled with the knowledge of all martial arts and battle techniques, which you can bestow upon a willing creature. When you cast this spell, the target shuts its eyes, revealing a sigil on each eyelid that allows it to see everything clearly. The creature has a +2 bonus to AC, rolls initiative with a +3 bonus, and cannot have disadvantage on attack rolls (as they are guided by the knowledge of a thousand warriors) for the duration. When the spell ends, the target's mind can't bear the weight of the knowledge it received, the sigils on its eyelids disappear and the creature forgets all it learned with the spell.

At Higher Levels. When you cast this spell using a 9th level spell slot, the first attack the target makes on each of its turns is a critical hit.

Faith Burst

Conjuration cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V

Duration: Instantaneous

You conjure a symbol of your deity momentarily with a burst of light. All other creatures within 5 feet of you must succeed on a Wisdom saving throw or take 1d6 radiant damage. Your allies have advantage on this saving throw. An ally that worships the same deity as you does not take this damage.

At Higher Levels. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Fall from Heaven

8th-level transmutation

Casting Time: 1 minute

Range: 1 mile

Components: V, S, M (the feather of an angel and a small piece of adamantine)

Duration: Instantaneous

You call upon the forces of heaven to carry you to the skies. For 1 minute, you remain motionless, ready to pounce, and you prepare your body for the upcoming holy devastation. At the end of 1 minute, you jump and the divine powers instantly carry you above the clouds. Choose a point within range. You fall from the skies to that point with great speed and slam into the ground with a radiant blast. At the point you fall, a divine and holy sigil with a 100-foot radius appears, scorched into the ground. Every creature within 100 feet of the point you have landed must make a Dexterity saving throw. A creature takes 6d6 bludgeoning damage and 6d6 radiant damage on a failed save, or half as much damage on a successful one. A creature within 10 feet of the point you have landed automatically fails the saving throw. Also, you take no damage from the fall.

Final Words

1st-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a small piece of concave glass)

Duration: 1 minute

You channel magical energies into a corpse to wake it from its eternal sleep for a moment, just long enough for it to say its final words. Choose a corpse and a creature, both within range. The corpse wakes and talks to the creature, uttering up to three sentences that it wanted to say to the creature at the moment of its death.

The corpse must still have a mouth and can't be undead. The spell fails if the corpse doesn't have anything to say to the creature or if the corpse uttered its final words as a result of this spell before.

Fountain of Blessing

5th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You create a fountain of blessed water with a 10-foot radius centered on a point within range. The fountain can look like it belongs in a marble temple, like a part of a sacred grove, or anything else of which the GM approves. As an action, one of your allies can drink from the fountain, regaining 2d6 hit points. If an ally drinks from the fountain for 3 consecutive turns, it gains the benefits of the *bless* spell.

The fountain can be destroyed; it has AC 15, 50 hit points, resistance to necrotic damage, immunity to poison and psychic damage. Also, a poison worth at least 400 gold pieces can be used to poison the water in the fountain. If poisoned, the water in the fountain loses its properties and reflects the effects of the poison instead.

A poisoned fountain can be purified by casting the *bless* spell on it 3 consecutive times.

Garden of Heaven

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: 5 feet

Components: V, S, M (a vial of holy water, a dozen red roses)

Duration: 8 hours

You choose a point within range and cast a ritual by pouring holy water and throwing petals of red roses around it. At the end of the ritual, a 30-foot-radius sphere centered on the point transforms into a part of heaven before your eyes; with the greenest grass you've ever seen, trees with multi-colored, juicy fruit on the branches, and a temperate breeze. Creatures who finish a long rest in the area have advantage on an ability check or saving throw (of their choice) until the end of their next long rest.

Gates of Heaven

8th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a point within range. A 20-foot-high and 20-foot-wide marble arch appears, centered on it. The arch is a one-way gate from heaven and sheds bright light in a 90-foot cone emerging from the designated point. The aberrations, fiends, and the undead within the light must make a Wisdom saving throw. On a failed save, a creature takes 6d8 radiant damage and is frightened for 1 minute. On a successful save, the damage is halved and the creature is not frightened.

Also, a celestial of your choice of challenge rating 2 or lower comes forth through the gate. The celestial disappears when it drops to 0 hit points or when the spell ends. The celestial is friendly to you and your companions for the duration. Roll initiative for the celestial, which has its own turns. It obeys no verbal commands you issue to it, but acts in the way that is most beneficial to you. The GM has the celestial's statistics.

On each of your turns until the spell ends, you can use your action to make the gate shed bright light, dealing the radiant damage again, and summoning another celestial of challenge rating 2 or lower.

Glass Wings

3rd-level illusion

Casting Time: 1 reaction used after being targeted by a melee attack

Range: Self

Components: V, S, M (a piece of glass)

Duration: Instantaneous

When you are targeted by a melee attack, you spread wings made of glass. The wings instantly burst into color with all the colors of the rainbow and confuse the attacker. When you use this spell, roll a d100. On a 50 or higher, the attack misses you, dealing no damage. Otherwise, you take the hit.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the lower limit of the interval required for the attack to miss you is lowered by 5 percent for each slot level above 3rd.

Golden Fog

5th-level conjuration

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: V

Duration: 1 minute

You take a deep breath, praying for blessing, and let out a golden fog that fills a 20-foot-radius sphere centered on you, which also spreads around corners. The area is lightly obscured for the duration or until a wind of great speed (at least 10 miles per hour) disperses the fog. When a good-aligned creature starts its turn within the sphere, it regains 1d6 hit points. When an evil-aligned creature starts its turn within the sphere, it takes 1d6 poison damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radius of the fog increases by 10 feet for each slot level above 5th.

Grace

9th-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: S, M (an emanation of grace (p. 241))

Duration: 24 hours

You pray for an hour as you touch an emanation of grace. Each good-aligned creature within a 2,000-foot-radius sphere of the emanation of grace gains the following benefits for the duration:

- Successful weapon attacks against evil-aligned creatures deal an extra 1d6 radiant damage.
- Creatures have advantage on weapon attack rolls against evil-aligned creatures during the first round of every combat.
- Creatures have advantage against being charmed or frightened since the emanation of grace gives them peace and comfort.
- Creatures regain 1 hit point at the start of each of their turns.
- Creatures have resistance against necrotic damage as their life essence is protected by the emanation of grace.
- The number of hit points regained by spells is doubled. If you are within 150 feet of the emanation of grace, this effect does not stack with the Enhanced Healing feature of the emanation.

Evil aberrations, elementals, fey, fiends, or undead must succeed on a Wisdom saving throw in order to enter the area. If they enter the area for the first time, their hit point maximum is reduced by 3 times your spellcasting modifier.

Hallowed Altar

7th-level conjuration

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (a holy symbol and a piece of marble worth 500 gp, which the spell consumes)

Duration: 8 hours

You hold a piece of marble in one hand and a holy symbol in the other, and pray for your deities to conjure a 5-foot-cube altar of marble in an unoccupied space within range. A wooden feast table of a maximum of 60 feet in length that seats a maximum of 24 appears in an unoccupied space near the altar. The altar and the table remain for the duration or until dismissed by you.

A 60-foot-radius circle centered on the altar becomes consecrated ground. Evil aberrations, elementals, fey, fiends, and the undead have disadvantage on ability checks, attack rolls, and saving throws while within the area.

When you and your allies use the altar to perform rituals, you have advantage on every roll regarding the ritual.

While within 30 feet of the altar, the DC of the spells cast by good-aligned clerics, paladins, and paragons increases by 2.

Creatures praying within 5 feet of the altar feel light and peaceful. Also when they pray in this way, they must roll a d100. On a result of 80 and higher, they receive the blessing of a deity, and have advantage on Wisdom saving throws until they finish a long rest.

Celestials summoned within 30 feet of the altar are stronger. They have temporary hit points equal to twice your spellcasting ability modifier and a +1 bonus to their attack and damage rolls.

While within 30 feet of the altar, spells that heal creatures take effect as if they were cast using a spell slot of one level higher than its original. If a healing spell cannot be cast using a spell slot of a higher level, the healed creature regains an extra 1d8 hit points.

You can create a permanent *hallowed altar* by casting this spell in the same location every day for 50 days.

Healing Ball

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an oak leaf)

Duration: Instantaneous

You send a radiant ball of light to a point within range, and a wave of healing energy surges through all creatures within 20 feet of it. Each creature regains 1d4 hit points. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of hit points regained increases by 1d4 for each slot level above 3rd.

Heretics' Mark

1st-level divination

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 hour

You choose a creature you can see within range, and the symbol of your deity appears on its forehead (or another part of its body that can be seen clearly), marking it as a heretic. Until the spell ends, you deal an extra 1d6 radiant damage to the target whenever you or an ally hit it with a weapon attack.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radiant damage increases by 1d6 for each slot level above 1st.

Holy Chains of the Divine

8th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a vial of blessed blood, a piece of holy

scripture, and a gold chain worth at least 250 gp, which the spell consumes)

Duration: Instantaneous

You reach towards the sky with your open hands as you call upon the divine forces of good to punish the heretic before you. Choose a creature within range. The clouds part above its head, and a golden chain falls through the gap from the heavens. If the target's remaining hit points are equal to or less than 50, the chains coil around it and yank it back to heaven. Its fate is determined by the divine. Otherwise, the chain deals 4d12 bludgeoning damage and 4d12 radiant damage to the creature. If this damage reduces the target to 0 hit points, it is hoisted up to heaven to have its fate determined by the holy.

You can cast this spell on creatures that aren't under the open sky as well. If you do, the chain simply appears out of thin air.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the chain pulls the creature you choose if it has 75 hit points or less.

Holy Verdict: Mercy

7th-level enchantment

Casting Time: 1 action

Range: Self (60-foot-radius sphere)

Components: V

Duration: 1 minute

With only one word of power, you surround yourself with a sphere of light that pacifies the creatures within. When a creature enters the sphere for the first time or ends its turn within, it must make a Wisdom saving throw with disadvantage. On a failed save, it cannot take hostile actions, bonus actions, or reactions until it leaves the area. On a successful save, it has disadvantage on its rolls to take hostile action while in the area.

The sphere moves with you, centered on you.

Holy Verdict: Redemption

7th-level divination

Casting Time: 1 day

Range: 10 feet

Components: V, M (conversation)

Duration: Instantaneous

You become an emissary of angels and the spirits of redemption to reach those who seek forgiveness. You and the target sit up to 10 feet away from each other, and you speak with the target about its past sins and the reasons for their search for redemption, embellishing the dialogue with the magical words of the divine. You speak for the casting time and the conversation acts as the material component of the spell. At the end of it, if the divine find the target's intentions to be righteous, they present the target with a quest that must be completed within the next 77 days. If the target succeeds in their quest, it is redeemed of all sins.

For these 77 days, the target has advantage on all saving throws unless it deviates from the path of redemption.

Holy Verdict: Retribution

9th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: Instantaneous

Choose a target that you can see within range. You utter a single word. The clouds give way to a heavenly golden spear, which falls down from heaven upon the target to destroy it, demonstrating the power of retribution. The target must succeed on a Dexterity saving throw or take 10d8 piercing damage and 10d8 radiant damage. If the target is evil, it has disadvantage on the saving throw.

If this damage reduces the target to 0 hit points, all good creatures within 120 feet of the spear gain 10 temporary hit points for 8 hours.

Holy Verdict: Vengeance

9th-level divination

Casting Time: 1 hour

Range: Self

Components: V

Duration: Instantaneous

You meditate about a creature on whom you want to wreak vengeance. At the end of the meditation, you speak a single word of vengeance and reshape fate to bring you and the creature together.

When you cast this spell, fate makes sure that you two see each other in the upcoming year, but you do not know when.

When you meet, you have advantage on ability checks, attack rolls, and saving throws against the creature until the end of the encounter.

You can affect fate in this way for only one creature at a time. If you die before taking your vengeance and after you cast this spell, the quest of vengeance is given to another creature determined by the forces of good. This can be your loved one, closest relative, or another creature that the divine see fit.

Holy Verdict: Wrath

7th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Choose a target that you can see within range. You speak a single word filled with wrath and a heavenly golden sword falls down from the heavens to destroy it. It must succeed on

a Dexterity saving throw or take 8d8 slashing damage and 8d8 radiant damage. If the target is evil, it has disadvantage on the saving throw.

Illusionary Divine Choir

5th-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You clap your hands and everyone around you starts to hear the singing of a heavenly choir to the backdrop of beating war drums. All evil-aligned creatures within 100 feet of you must make a Wisdom saving throw. A creature takes 1d12 psychic damage and 1d12 radiant damage on a failed save, or half as much damage on a successful one. Creatures with truesight can understand that the effect is an illusion and thus have advantage on the saving throw.

On each of your turns until the spell ends, you can use your action to make the heavenly choir continue to sing in this way, forcing the evil-aligned creatures to make another saving throw and take damage accordingly.

Inure

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

Your body is slightly strengthened against minor inconveniences. For the duration of the spell, you are unharmed by the hazards of controlled performances; such as walking on a pile of broken glass, sleeping on a bed of needles, holding an ember, or swallowing a burning torch. The GM decides whether something qualifies as a minor inconvenience or not.

Invisible to Mind's Eye

6th-level enchantment

Casting Time: 1 action

Range: 150 feet

Components: S, M (a handful of colorful paint dust)

Duration: Concentration, up to 10 minutes

Choose two targets within range; the first being a creature and the second either a creature or an object. The first target must make a Wisdom saving throw. On a failed save, it loses its ability to perceive the second target by any means for the duration of the spell, and does not realize that it is affected by a spell. On a successful save, the target is not affected by the spell and it becomes aware that a mind-altering spell is cast on it.

The second target or object can't be larger than 10 feet in any dimension. The spell ends if the target leaves the spell's range or if the second target does harm to the first target.

Judgment of the Sun

8th-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You call upon a fragment of your deity's power to turn rays of sunlight into flaming spears to impale your enemies with, and encourage your allies to fight in the name of all that is good and holy.

You choose a point within range. Each hostile creature in a 100-foot-radius sphere centered on the chosen point must make a Constitution saving throw. A hostile creature takes 6d6 fire damage and 6d6 radiant damage on a failed save, or half as much damage on a successful one.

Your allies, on the other hand, are encouraged by the sunlight that hits them in the shape of blazing spears, owing to the power of faith. Their weapon attacks deal extra 1d6 fire and 1d6 radiant damage on a hit for 1 minute.

Kingdom Come

9th-level conjuration

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (a star taken from a star incarnate (p. 281), which the spell consumes)

Duration: Instantaneous

Choose a point within range. You conjure a charming but equally mind-blowing piece of the heavens up in the sky, before it all comes tumbling down. The conjuration can have the appearance of a mountain, a temple, or a part of a celestial city. Every evil-aligned creature within 1 mile of the point is struck by the pieces of the kingdom of the divine. Piles of rubble, shards of ice, thunder and lightning, unidentifiable liquids, and bodies of various things come crashing down. An evil-aligned creature in the area must make a Dexterity saving throw. It takes 2d12 acid damage, 2d12 bludgeoning damage, 2d12 cold damage, 2d12 fire damage, 2d12 force damage, 2d12 lightning damage, 2d12 necrotic damage, 2d12 piercing damage, 2d12 poison damage, 2d12 psychic damage, 2d12 radiant damage, 2d12 slashing damage, and 2d12 thunder damage on a failed save, or half as much damage on a successful one. When the spell ends, every piece that collapsed and shattered re-merges in the sky, taking its initial shape once more before it disappears to become a part of your deity's domain.

GMs must be aware that finding the material component of this spell constitutes a unique questline on its own. There are several ways in which a star can be taken from a star incarnate; it can be from one that is living, or one that is dead. Since locating a living star incarnate and coaxing it into giving

you a star is incredibly challenging, and since a star taken from a star incarnate would be a very rare and highly valuable relic, both methods should prove sufficiently challenging.

Lawmaker

8th-level enchantment

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (up to eight stone tablets with your code of conduct carved upon them)

Duration: 1 day

For an hour, you loudly declare the laws you dictate upon the land and place the stone tablets in an unoccupied space within the spell's range. When the spell takes effect, the stone tablets start to hover and orbit around the center of the space in which they were placed. The stone tablets can't be moved and can't be harmed or damaged for the duration of the spell.

Immediately after the casting is complete, all creatures within a 1-mile-radius sphere centered on the tablets become aware of the laws that they must obey. If a creature disobeys one of your laws, you can sense its mind and are aware of its exact location while the creature is within the sphere for the duration of the spell.

Casting this spell on the same spot every day for a year makes these effects permanent.

The laws must be in keeping with your alignment, your personal code of conduct, or the dogmas of your deity.

Light at the End of the Tunnel

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes

You sing a joyful song to remind your allies that hope still lives on in their hearts. Each friendly creature within 30 feet of you that can hear you cheers up and regains 1 hit point at the end of each turn they spend listening to you. If a friendly creature takes necrotic damage, this trait doesn't function at the end of the creature's next turn.

Also, if a creature benefits from this spell for 10 consecutive minutes, it regains hit points equal to 1d12 + your spellcasting ability modifier.

Light Sensitivity

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You point at a creature and a wave of radiant energy washes over its body. The target must succeed on a Constitution saving throw or gain vulnerability to radiant damage for the duration of the spell. If the target has immunity to radiant damage, it is not affected by the spell.

Locate Soul

4th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of an item belonging to the target)

Duration: Concentration, up to 1 hour

Describe or name a loved one who has died. You sense the exact location of the creature's soul or its deceased body if you are on the same plane of existence. Also, if the soul is moving, you know the direction of its movement.

If your loved one's soul or its body is not on the same plane of existence as you, you sense the plane it is on.

The spell fails if the creature is not dead.

Look of Righteousness

Illusion cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a reflective surface)

Duration: Instantaneous

You touch a creature while it is looking at a reflective surface. Until the end of its next turn, the creature sees its more holy, good, and righteous reflection on the surface (for example, a corpse knight clad in an armor of rotten flesh and bones can see itself as a holy knight).

Mark of Righteous Return

8th-level necromancy (ritual)

Casting Time: 1 hour

Range: Self

Components: V, S, M (a vial of your own blood)

Duration: Instantaneous

You pray in a temple that is dear to you and spill at least 5 hit points worth of blood on an altar, receiving the mark of righteous return. The blood must be yours, and after you spill your own blood in this way, your hit point maximum is reduced by 5. This reduction cannot be restored by any means.

As a result, if you die with the mark on you, your body disappears in the place of your death. 1 hour later, it reappears on the altar. If the altar is occupied, you reappear in the nearest unoccupied space next to it.

When you reappear, you are restored to life with all your hit points, and you no longer bear the mark. The reduction in hit point maximum caused by this spell is not restored when you are resurrected. It is permanent.

This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curse affecting you in the moment of your death. The spell also replaces damaged or missing organs and limbs, and can even provide a new body if the original no longer exists.

When you cast this spell, you are unable to cast the *mark of righteous return* again for 1 year or until you are restored to life by this spell.

Martyr's Spear

5th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a vial of blood from a martyr)

Duration: Instantaneous

You channel your life force into a destructive magical attack. You lose a number of hit points (of your choice) with which you make a ranged spell attack against the target, thus infusing the attack with strength from your own vitality. On a hit, the target takes necrotic damage equal to 4d6 + the number of hit points you used for this spell. The number of hit points you use for this spell cannot exceed your current hit points.

If you fall unconscious as a result of using your hit points in this way, you automatically succeed on the attack before falling unconscious.

Mass Purification

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pouch of powdered silver worth at least 1,000 gp, which the spell consumes)

Duration: Concentration, up to 8 hours

You infuse the world around you with radiant magic, which purifies and sanctifies every single drop of water within a 100-foot-sphere centered on you for the duration of the spell. If a body of water enters the sphere within the duration, it is also affected by the spell. The spell ends if you move out of the sphere.

When a fiend or undead touches the purified water for the first time or starts its turn touching it, it takes 3d8 radiant damage.

Merciful Gesture

9th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Instantaneous

You make a gesture, pointing at a creature within range. The creature is bombarded by the magical energies of unmaking and it must make one Strength, one Dexterity, one Constitution, one Intelligence, one Wisdom, and one Charisma saving throw in a row. For each failed save, the creature takes 8d10 force damage. If the creature is slain by this spell, it feels no pain in its final moments and it can't be brought back by any means, except by the direct intervention of a deity.

Merciful Touch

6th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bowl of milk, which is consumed by the spell)

Duration: Instantaneous

You touch a creature and show it a vision of one of the happiest or most peaceful moments of its life. It no longer suffers pain and one of the following effects of your choice takes place:

- It regains 10 hit points.
- A condition of your choice affecting the target ends.
- If the target is at the brink of death and there is nothing to prevent it, it dies peacefully. Even though it is a sinner, it can choose to go to the planes of good in the afterlife, if the forces of good also approve. However, if it already sold its soul, in other words if the soul already belongs to a force, this effect does not take place.

Might of Nature

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece belonging the chosen creature)

Duration: Concentration, up to 1 hour

You call upon the deities of nature and ask for their blessing.

Target a creature you can see within range and choose an unaligned or good-aligned beast, elemental, fey, monstrosity, or plant. The target's body transforms partially, bearing the chosen creature's features (flaming hair, oaken skin, etc.) The target gains the following benefits for the duration:

- One of its ability scores of its choice changes to the score of the chosen creature. The target's ability score cannot exceed 23 even if the chosen creature's ability score does.
- It gains a +2 bonus to AC.
- It gains temporary hit points equal to twice your spellcasting modifier.

The chosen creature's challenge rating must be equal to or less than the target's level (or its challenge rating if the target has no levels).

Might of the Divine Ruler

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Your body becomes silver and your size increases by one size category. For instance, if your size is Medium, you become Large. You have resistance to necrotic; bludgeoning, piercing and slashing damage from nonmagical attacks, advantage on saving throws against necromancy spells and being charmed and frightened. Additionally, your melee weapon attacks deal an extra 2d6 radiant damage on a hit.

Mindful Insight

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You reveal the strengths and weaknesses of a creature against mind-altering effects. Target a creature within range. The target must succeed on a Charisma saving throw, or you find out if the creature is immune to being charmed or frightened.

Mnemonic Residue

2nd-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

You touch an inanimate object and pray for the divine to reveal remnants of its memories of up to a week ago. When you cast this spell on an object, it reveals an answer to up to three of the following questions of your choice: "Who touched the object in the past week?", "Who last touched the object?", "Is it magical?", "Has it been moved recently?", "What is its command word?", and "Where is its key?". All of the answers provided must be true and direct, as they are given by the divine. If the answer to a question is unknown or hidden by magical means, the question is left unanswered.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can reach memories of up to a month ago; a spell slot of 7th level or higher, you can reach memories of up to a year ago; and a spell slot of 9th level or higher, you can reach memories of up to 10 years ago.

Night's Veil

1st-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, M (a black rag, and a pinch of glitter)

Duration: Instantaneous

You create the illusion of a dark, night-sky-like veil that remains for the duration. You can make the veil up to 30 feet long, 20 feet high, and 1 foot wide. The veil is opaque on one side and transparent on the other. You choose which is which when you cast the spell. Every creature that sees the opaque side of the veil must succeed on a Wisdom saving throw or take 1d8 psychic damage. If a creature takes 8 psychic damage from this spell in one instance, it must succeed on another Wisdom saving throw or be stunned until the end of its next turn.

Creatures with truesight are unaffected by this spell.

Personal Heaven

4th-level illusion (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S

Duration: 1 day

You touch a point and transform a 100-foot radius centered on that point into a safe haven for yourself and your allies. The terrain looks and feels like another type of terrain; for example, you can transform a scorched area into an area full of springs, glades, and grass.

The time required to finish a short and long rest is halved within the area. Also, you and your allies have advantage on saving throws against spells and other magical effects that read their minds, locate their places, or do other divination magic.

Piercing Rain

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

A rain cloud comes to form in your hand out of which raindrops rapidly spurt along a 5-foot wide, 30-foot long line in a direction of your choice. Each creature within the line must make a Dexterity saving throw. On a failed save, a creature takes 2d8 piercing damage and it becomes wet. It is thus vulnerable to cold damage until the start of your next turn. On a successful save, the damage is halved and the target isn't vulnerable to cold damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Pillar of Thousand Blessings

8th-level abjuration

Casting Time: 10 minutes

Range: 5 feet

Components: V, S, M (precious gems, metals, and coins worth at least 5,000 gp which the spell consumes)

Duration: 10 minutes

You conjure a 10-foot tall cylindrical marble pillar of a 5-foot radius within range that has decorative carvings, small water fountains, ornamental plants, oil lamps, and celestial writings on it. The pillar remains for the spell's duration and then turns to dust, leaving no traces of its existence behind.

The pillar offers special benefits to creatures who use their action to offer a copper coin worth at least 1 copper piece. Once a copper piece has been offered to the pillar in this way, it cannot be retrieved by any means. Each creature that donated at least 1 copper piece must choose up to six benefits from the following list with which they are affected for 1 hour. A creature cannot choose the same benefit twice.

If a target is affected by the *dispel magic* spell or any other similar effect, each effect gained from this spell must be dispelled separately, as if they are 8th-level spells.

- You have advantage on Strength, Dexterity, and Constitution saving throws.
- You have advantage on Intelligence, Wisdom, and Charisma saving throws.
- You have advantage on attack rolls.
- Your weapon attacks deal an extra 1d4 damage.
- Your weapon attacks are magical.
- Your weapon attacks deal an additional 2 damage of one of the following damage types of your choice: acid, cold, fire, lightning, radiant, or thunder. You must choose the damage type when you choose the benefit.
- Your carrying capacity is doubled.
- Choose one ability. You have advantage on ability checks related to that ability.
- You gain 4 temporary hit points at the start of each of your turns. You can only benefit from this while you have more than 0 hit points.
- Your spell save DC increases by 1.
- If you cast a spell with a range of 10 feet or more, the range of the spell is doubled.
- Your spell attacks deal 2d4 extra damage.
- Your spells that deal damage in an area deal 1d4 extra damage.
- You can change the damage type of a spell you cast from fire to cold or vice versa, and from radiant to necrotic or vice versa.
- If you deal acid damage to a creature with a spell, the creature takes a -1 penalty to AC until the start of your next turn. This effect does not stack.
- If you deal poison damage to a creature with a spell, the creature has disadvantage on Constitution and Strength saving throws until the start of your next turn.
- If you deal lightning damage to a creature with a spell, the creature has disadvantage on its Dexterity saving throws until the start of your next turn.
- If you deal thunder damage to a creature with a spell, the creature takes 1 extra damage from all successful attacks against it until the start of your next turn.
- Your speed increases by 10 feet.
- You gain the ability to breathe underwater.
- You gain a swimming speed of 30 feet.
- You gain a flying speed of 30 feet.
- You gain the benefits of the spider climb spell.
- You gain resistance to one damage type of your choice; except bludgeoning, piercing, and slashing.
- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You gain the benefits of the death ward spell.
- You need to succeed on two death saving throws instead of three to become stable.
- Your jump distance is tripled.
- Melee weapon attacks against you are made with disadvantage.
- Ranged weapon attacks against you are made with disadvantage.
- Melee spell attacks against you are made with disadvantage.
- Ranged spell attacks against you are made with disadvantage.
- Your weapon attacks score a critical hit on a roll of 19 or 20.
- When you are subjected to damage, roll 1d6 and reduce the damage by the result.
- You can touch a creature as a bonus action and have it regain 1d8 + 1 hit points.
- Each time you heal a creature, each friendly creature within 30 feet of you regains 1d4 + 1 hit points, except for the one you healed.
- Each creature affected by your healing spells regains 1d4 extra hit points.
- You have darkvision out to a range of 60 feet.
- You become invisible. Anything you are wearing or carrying is invisible as long as it is on your person. If you attack or cast a spell, you become visible until the start of your next turn.
- You gain the benefits of the tongues spell.
- You have advantage on your initiative rolls.

Radiant Storm

4th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a source of light)

Duration: Instantaneous



You conjure a storm of light in a 30-foot-radius sphere centered on a point within range. Each creature within the sphere must make a Dexterity saving throw. A creature takes 5d8 radiant damage on a failed save, or half as much on a successful one.

The light dispels the effects of desecration within the area until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Radiant Wayfinder

1st-level conjuration

Casting Time: 1 minute

Range: Self

Components: V, S, M (a handful of pebbles and a candle)

Duration: 1 hour

You scatter the pebbles on the ground, pray to your deity for 1 minute in the candlelight, whispering the location you want to get to. At the end of the minute, the pebbles shine, multiply and form a path between your current location and your desired location. The pebble path forms at your feet, right in front of you with each step you take. The location you choose must be familiar to you, and you must have been there at least once.

Additionally, the pebble path is difficult terrain for any creature that is hostile toward you or your allies.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration of the spell increases by 1 hour for each slot level above 1st.

Rain of Holy Fire

8th-level illusion

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a mirror that you break while casting the spell)

Duration: Instantaneous

You choose a target within range and show it an illusion in which the skies part, the ground trembles, and holy fire rains down to engulf and scorch the target until it is completely annihilated.

The illusion is so realistic that the target must succeed on a Wisdom saving throw or take 15d10 radiant damage. If an evil creature drops to 0 hit points as a result of this damage, they are consumed by the holy fire, which becomes real and leaves nothing but ashes behind. Such a creature can only be resurrected by means of a *wish* spell.

Redeemer of Souls

9th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a fragment of your life energy)

Duration: Instantaneous

You touch an evil-aligned creature, stare into its eyes, and look deep into its very soul. You sacrifice a part of your vitality to send the evil-aligned creature to another plane of existence and have a vision in which it can see all the potential of a life lived by the virtues of the good. This spell strains the confines of your soul so much that you take 10d10 necrotic damage, which can't be reduced or prevented by any means.

The creature must succeed on a Wisdom saving throw, or be banished to a harmless demiplane that looks like it's straight out of heaven. The creature sees itself helping the poor, saving the innocent, praying in a temple, and fighting the good fight around every corner; and witnesses the serenity, peace, and happiness it might have experienced if it had chosen this different path. The target can be deeply affected by, and may even choose to be redeemed (p. 119) as a result of these visions.

The vision lasts a year in the demiplane and an hour in the material plane. After an hour, if the creature has decided to walk the path of atonement, it reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target does not wish to be atoned, it returns somewhere in its native plane of existence and it cannot use the benefits of planar travel for 10d100 years by any means.

Redemption Through Pain

9th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 round

You target a creature within the spell's range who must succeed on a Constitution saving throw or be marked until the start of your next turn. When the mark fades, the target's body remembers all the pain it suffered in the last round and takes necrotic damage equal to the total damage it took while marked. This damage can't be reduced by any means.

Reflecting Ward

4th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 10 minutes

You choose a willing creature within range and place a magical ward on it. The warded creature is protected against spells. If the warded creature is targeted by a spell of 3rd level or lower, the spell reflects back at the caster, as if the caster were the target of the spell. This spell ends when a spell is reflected in this way.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the level of the spells that can be reflected increases by 1 for each slot level above 4th.

Relentless Fortitude

7th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of sapphire worth at least 100 gp, which the spell consumes)

Duration: Concentration, up to 10 minutes

You hold a piece of sapphire in your hand, chant a prayer, and choose a creature within range. The target is instantly filled with valor and fortitude, and the feeling that nothing can stand in its way if it sets its mind to something.

The target cannot be affected by any condition for the duration unless it wants to be. If the creature is already affected by a condition, the condition ends. If the creature drops to 0 hit points, it does not fall unconscious; however, it still makes death saving throws as it normally would.

Scourging Smite

4th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The weapon you are wielding gathers great magical power which is to be released as you strike. The next time you hit a creature with a weapon attack before this spell ends, the target and other creatures in a 30-foot-long and 5-foot-wide line behind the target take 2d6 force damage. The creatures except the target can make a Dexterity saving throw to negate the effect.

Shape of the Wind

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You choose a point within range and a warm wind blows within a 15-foot-radius sphere centered on it. Wind, in the shape of Tiny animals (of your choice), runs freely within the area. You create one of the following magical effects within range:

- A creature of your choice within the sphere must succeed on a Wisdom saving throw or be charmed by you for the duration or until it leaves the area.
- Ranged weapon attacks passing through the area are made with disadvantage for the duration.
- Nonmagical flames go out.

- You can warm the area up or cool it down. However, you cannot cool it down to freezing temperatures, or warm it up to scorching temperatures.

Shielded by the Graves

Necromancy cantrip

Casting Time: 10 minutes

Range: Self

Components: V, M (an offering)

Duration: Instantaneous

You visit the grave of a person who is a saint, and cast a ritual in which you pray for their soul and leave an offering at their grave (a sword, a flower, a wooden holy symbol, etc.).

You will either be blessed by the saint's soul or by a spirit watching over the saint's grave. You gain a +3 bonus to AC until you are hit by an attack owing to the spirit watching over you.

Silver Grapple

Evocation cantrip

Casting Time: 1 bonus action

Range: 10 feet

Components: S

Duration: Instantaneous

You conjure a glowing silver hand that rushes to the side of a creature of your choice. The creature must succeed on a Strength saving throw or the hand pulls the creature 5 feet towards you. If the space is occupied, the spell fails.

Sinner's Mark

5th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You hold the hand of a creature and learn whether or not it has sinned in the last week by reading the marks on its hand. The creature must also succeed on a Wisdom saving throw or you see a cryptic vision about the sins it committed. If the creature has no hands, you can look at its eyes, face, or any other body part that the GM approves of.

Slaying Light

3rd-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V

Duration: 1 hour

You touch a ranged weapon with the ammunition property and infuse it with magical light that is ready to scorch its target. For the duration of the spell, the weapon's range is doubled and the first successful attack made with it deals an extra 4d8 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you score a critical hit with the first successful attack in addition to dealing the extra radiant damage.

Sleep of the Sinful

3rd-level divination

Casting Time: 1 hour

Range: Self

Components: V, S, M (a lock of hag hair)

Duration: Instantaneous

You enter a meditative state while casting the spell and have strange dreams about the sins that are going to be committed within the next 8 hours in a 1-mile radius. The GM determines whether you see prophetic signs or have direct visions.

Solar Apocalypse

9th-level illusion

Casting Time: 1 action

Range: 200 feet

Components: V, S, M (a firefly and amber worth at least 5,000 gp, which the spell consumes)

Duration: Instantaneous

You close your eyes and cast the spell as you imagine the sun devouring heretics. Choose up to five creatures within range. Each target must make a Wisdom saving throw. A target has a vision of the sun falling out of the sky, and crashing on it with great force, taking 5d12 fire damage and 5d12 psychic damage on a failed save, or half as much damage on a successful one. Even if a target understands that this is an illusion, it is still affected by the spell.

Sphere of Protection

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, M (a pinch of emerald dust worth at least 20 gp, which the spell consumes)

Duration: Instantaneous

You throw a pinch of emerald dust in the air and create a sphere of energy in the faded green that surrounds you and that moves with you. The sphere has AC 10, 20 hit points, immunity to force and psychic damage. While in the protection of the sphere, any attack that targets you targets the sphere instead. The area of damage-dealing spells or magical effects, such as that of the *fireball* spell, can't reach the inside the sphere if the damage dealt by the spell does not exceed the sphere's hit points.

Any excess damage is carried over to you. The *disintegrate* spell destroys the sphere immediately.

The sphere protects you until it is destroyed or until you dismiss it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the sphere gains a +2 bonus to AC and its hit points increase by 10 for each slot level above 3rd, to a maximum of 20 AC and 70 hit points.

Sphere of Vitality

5th-level abjuration

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

A 15-foot-radius sphere of radiant energy extends out from you and moves with you, remaining centered on you. For the duration, each creature within the sphere regains 1 hit point at the start of each of their turns. If their current hit points are equal to their hit point maximum, they start to gain 1 temporary hit point at the start of each of their turns, to a maximum of 20 temporary hit points (although temporary hit points do not normally stack, those you gain through this spell do). A creature loses its temporary hit points when the spell ends. A creature who already has temporary hit points due to another effect cannot gain more temporary hit points than 20.

The sphere of vitality also provides protection to creatures within the sphere, guarding their life essence against magic. Thus, creatures within the sphere also have advantage on saving throws against necromancy spells.

Split Spirit

3rd-level necromancy (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a big unblemished mirror worth at least 150 gp)

Duration: Until dispelled

You split your spirit in half; one to confront the earthly challenges of the body and the other to focus and reason. For the duration of the spell, your concentration (such as when concentrating on a spell) can't end unless you wish for it to end. However, the strain that this spell puts on your body causes you to regain half the hit points you would normally regain when you are healed.

You can dismiss this spell as an action.

Teleport to Companion

6th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a willing creature, binding yourself to it. The bond allows you to teleport to an unoccupied space within 5 feet of the creature or vice versa, as a result of a 1-minute ritual. Once you use this bond to teleport, the spell ends. The spell also ends if you or the creature form(s) the same bond with someone else.

If there are no available unoccupied spaces within 5 feet of the creature (or you, if it is the creature that wants to teleport), the spell fails. The spell also fails if you are not on the same plane of existence as the creature when you try to teleport.

Temple's Denial

7th-level illusion

Casting Time: 1 reaction, which you take when you are targeted by a single target spell

Range: Self

Components: S

Duration: Instantaneous

You create the illusion of a temple around you in an area that is 60 feet long, 40 feet wide, and 12 feet high. When you are targeted by a spell, an illusory reflection of the spell bounces off the temple gates, and is reflected back to its caster. You are affected normally by the spell, and the caster of the spell is also affected by its own spell.

Trick Question

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You target a creature within range and ask them a question that makes absolutely no sense. The creature must succeed on an Intelligence or Wisdom saving throw (whichever score is higher) or become confused. It has disadvantage on the attack rolls and saving throws it makes to maintain concentration, as it cannot focus on its actions while thinking about that uncanny question. The creature can repeat its saving throw at the start of each of its turns, ending the effects on a success.

Twin of Light

6th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a mirror)

Duration: Concentration, up to 1 minute

You look in a mirror and create a twin of yourself, completely made out of light. The twin is under your control and its initiative is equal to yours minus 10. It has the following properties:

- It has 40 hit points, and AC 15 (Natural Armor).
- It has resistance to bludgeoning, slashing, and piercing damage from nonmagical attacks, and immunity to radiant damage. It is also immune to being blinded, deafened, grappled, petrified, prone, restrained, and stunned.
- Its proficiency bonus is +4.
- It can make two melee weapon attacks or two ranged weapon attacks on its turn. It uses magical weapons conjured from light. You can choose the shape of the weapon. Regardless of the weapons' shape, successful attacks deal 1d8 + 5 radiant damage. Also, its to-hit modifier is +9 with these weapons.
- It has no Strength score, so it cannot execute tasks performed with the Strength score and automatically fails Strength saving throws.
- It has a flying (hover) speed of 40 feet.

Vital Warning

1st-level abjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Instantaneous

Choose a creature within range and utter one word that alerts it to any danger that might occur. The creature can use two reactions until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration for the spell increases to 1 minute.

Weapon of Holy Divines

9th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You whisper a holy prayer to your deity and summon a magic weapon in the shape of your deity's favored weapon, ornamented with inscriptions of prayer. The weapon appears in your hand and emanates a good aura in a 30-foot radius, turning the ground within the aura to consecrated ground.

For the duration of the spell, you can use your action to make a melee spell attack that deals 10d10 radiant damage on a hit.

If you let go of the weapon, it disappears.

If an evil creature is killed with this weapon, it turns to ash along with the items it is carrying, wearing, and wielding.

Weapon of the Hero

2nd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You conjure the weapon of a hero whose story is now legend. This magic weapon remains until the spell ends. It is a martial weapon with the finesse property, and with which you are proficient. It deals 2d8 radiant damage on a hit regardless of its shape. In addition, you have advantage on attack rolls made with this weapon while in sunlight.

If you use the weapon to hit an enemy that is also the enemy of the hero whose weapon you conjured with this spell, the damage increases to 4d8. This enemy can be a specific person, a group of individuals, a cult, organization, or something else of which the GM approves, and a successful DC 17 Intelligence (History) check reveals this specific enemy.

If you let go of the weapon, it disappears, but you can conjure it again as another bonus action.

Weaponification

7th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (broken pieces of a former magic weapon)

Duration: Until dispelled

You touch a willing creature and transform it into a sentient weapon of your choice. The weapon can look however you want, as long as the GM approves. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment. You or the target creature can dismiss the spell as a bonus action. If the creature transforms back to its original form while being carried or wielded by a creature, it appears in the nearest unoccupied space.

While transformed into a weapon, the creature can't move, speak, cast spells, benefit from spells and magical effects (other than this spell), and is limited to the following actions and benefits:

- Attacks made with the weapon are magical and the weapon's properties are not suppressed in areas affected by the antimagic field spell.
- If the weapon is a ranged or thrown weapon, it can use its action to offer a number of attack and damage bonuses to its wielder equal to its Dexterity modifier. For example, if the weapon's Dexterity modifier is 5, it offers a +5 bonus to attack rolls and damage rolls. These bonuses last until the start of its next turn.
- If the weapon is a melee weapon, it can use its action to offer a number of attack and damage bonuses to its wielder equal to its Strength modifier. For example, if the weapon's Strength modifier is 5, it offers a +5 bonus to attack rolls and damage rolls. These bonuses last until the start of its next turn.
- The wielder can communicate with the weapon

telepathically.

- When a creature holds the weapon or makes an attack with it, the weapon can use its reaction to free itself from the wielder's grasp and falls on the ground.
- The weapon can teleport back to the hands of its last wielder as a bonus action if the creature has a free hand to hold it, and as long as they are in the same plane of existence.
- When the weapon's wielder takes the Attack action, it can make one additional attack with the weapon if the weapon uses its reaction to speed itself up.
- The wielder can't be possessed, and the weapon can use its action to end one of the following conditions affecting the wielder: blinded, charmed, deafened, frightened, paralyzed, petrified, or poisoned.
- The weapon can use its action to imbue itself with destructive magic. Until the start of its next turn, attacks made with it deal an additional force damage equal to 1d4 + the weapon's Intelligence modifier.

You can have only one weapon created in this way at a time. If you cast the spell again to create a second weapon, the magic on the first one is dispelled, and the creature returns to its original form in the nearest unoccupied space.

Angelic Rituals

Not all spells are as simple as creating a ball of light in the distance. There are certain spells of angelic ancestry that require days of work, and such spells await in the pages to come.

The Black Ritual

Casting Time: 1 day

Components: Prayer beads blessed by a cleric, and the dead body of an evil-aligned creature of CR 10 or lower, which is consumed during the ritual

Requirements: This ritual can only be conducted by the Immortals of Duvark (p. 152) at the Black Temple of Duvark. You must also have a Black Holy Symbol somewhere on you (p. 204).

Duration: 1 day

The Black Ritual is an infamous ritual that can only be conducted by the Immortals of Duvark. The main subject of the ritual is an inquisitor that has a Black Holy Symbol. The chosen inquisitor must kneel in the main hall of the Black Temple of Duvark, right at the center, while there is nobody but them in the temple, at night. The inquisitor then places the corpse of the evil-aligned creature that they have slain in front of them, offering the creature to the Immortals. If this offer is accepted, the Immortals of Duvark appear one by one in their ghostly forms, sitting in a circle around the inquisitor, and the ritual begins. The inquisitor must close its eyes and keep them closed for one day. While the inquisitor takes the blessed prayer beads and begins to pray in silence, the ghostly figures say the prayers out loud, each of them uttering one word each. For a day, the inquisitor prays in silence and the Immortals pray along, louder and louder. Meanwhile, the corpse of the evil creature turns to dust bit by bit. At the end of one day, the corpse completely disappears, the beads crumble to ash and the praying stops abruptly. The inquisitor then hears whispers coming from an inch away, all asking the same question: "What do the mortals need?" The inquisitor must choose one word from below to answer the question. The rest of the ritual, and the benefits you gain change according to your answer:

Faith. The voices scream the name of your deity (if there is any). As you wait in the main hall of the stone building, eyes shut, you start to feel warm, happy, and at peace. While this feeling of tranquility envelops you, the screams of the voices turn into a choir. As they sing the most heavenly song you've ever heard, your body starts to float. Suddenly, everything stops and you find yourself at the gate of the Black Temple of Duvark. Your deity's holy symbol (or the Black Holy Symbol if there is not any) is gone but the symbol is tattooed somewhere (of your choice) on your body with golden ink.

As an action, you can use the Channel Divinity: Turn Darkness feature (p. 46). Once you use this feature, you can't use it again until you finish a long rest.

Immortality. The voices start to hiss and you feel cold hands reach out to you. Spirits of the temple fly through your body, each leaving a mark on your soul, overwhelming you and bringing chills to your spine. Everything stops for a moment, and you can suddenly see mountains, lakes, cities, and caverns, even though you've never seen them before and even though your eyes are closed. Finally, you see yourself at the door of the Black Temple of Duvark.

You stop aging, you can't age magically, and you can't die of old age. Your hit point maximum increases by 30. However, if and when you die, your soul returns to the Black Temple of Duvark and becomes one of the Immortals of Duvark. Spells like resurrection or *true resurrection* don't work, since you willingly made the choice to become one of the Immortals. Only a *wish* spell can "free" your soul from the Immortals.

Knowledge. The voices calmly repeat your answer one by one. Among other voices, a familiar voice whispers "Then open your eyes." Without knowing what to expect, you open your eyes and see texts and figures form before them in colors beyond your wildest dreams, against the stone background of the main hall of the temple. Your mind is bombarded with the knowledge of thousands of souls from thousands of lifetimes. Then, all of a sudden, you are standing at the door of the Black Temple of Duvark, holding a bluish gem.

The Immortals of Duvark have given you a gem that holds the knowledge of many, that you can access at any time. As long as you are carrying the gem, you have proficiency in the skills related to Intelligence. You can use your action to focus on the gem and have it cast the *legend lore* spell, requiring no material components. Once you use this feature, you can't do so again until you finish a long rest.

Order. The voices start to hum a rhythmic melody that sounds a little like a hammer hitting an anvil. As the melody persists, you are filled with a sense of peace as you are left in awe of the concept of order. The rhythm makes you think about how there is order in even the smallest part of the universe, and this majesty leaves you dumbfounded. The humming then comes to a sudden end, and you are standing at the door of the Black Temple of Duvark.

The Immortals of Duvark have given you the understanding of divine laws and have entrusted you with the power to bring order. As an action, you can cast the *mass suggestion* spell requiring no material components and without expending a spell slot. The spell's duration is 10 days. Once you use this feature, you can't use it again for 10 days.

Power. The voices scream a warcry and you feel as though there were an army charging towards you. Then, in the blink of an eye, a force of incandescent power slams into your body, pushing you right outside the Black Temple of Duvark.

The Immortals of Duvark have fused your soul with one of their own. Since none of the Immortals are able to leave the temple, the one inside you is not used to sunlight. While you are a vessel, you have sunlight sensitivity; while in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. In addition, once per turn when you deal damage to a single target, a spectral hand, which can be only seen with truesight, reaches out from you and deals additional necrotic damage equal to half the damage you dealt to the same target.

Prosperity. The voices slowly turn into the sounds of a happy town. You feel like you are sitting in the middle of a market place and you can hear the people converse, the children play, a soft breeze stir the trees, and laughter echo from a nearby tavern. Then, the sounds come to an abrupt end, and you find yourself at the gate of the Black Temple of Duvark, holding a rod.

The Immortals of Duvark have provided you with the Rod of Security. The magic of the Immortals has given the rod an additional feature. If you spear the ground with the rod, and leave it there for one day, the rod is stuck. It can only be removed by a *wish* spell. As long as the rod is stuck in the ground in this way, it changes its surroundings inch by inch according to your vision of paradise. It cannot create or build something from scratch, it can only reshape. The rod reshapes a 10-foot radius centered on itself at the end of the first day that it is in the ground, and reshapes an additional 10 foot radius each day at dawn. If the rod is removed, the alterations it has made to the environment return to normal at the same speed they were first transformed.

Protection. The voices turn into the voice of a loved one: "You have nothing to fear. We will be there with you until the very end." You unwillingly open your eyes and see your loved one in front of you, the inside of the Black Temple that looks like a place you are fond of. They embrace you and suddenly, your bodies are lifted off the ground and flow towards each other. You open your eyes at the gate of the Black Temple of Duvark, holding a metallic orb made out of two materials fused together in a scrambled pattern. The orb floats out of your hand and begins to circle you.

The Immortals of Duvark have blessed you with sacred protection. The orb has 25 hit points and AC 20. As long as you are carrying this orb, you gain a +1 bonus to AC and you have advantage on saving throws against spells and other magical effects. Also, when you are about to take damage, you can grab the orb as a reaction and smash it in your palm. When you do so, you reduce the incoming damage to 0. Since you smashed the orb, you cannot gain its benefits until it is restored each day at dawn.

Revenge. The voices start to sing a song filled with sorrow, reminding you why you've ever craved revenge in the first place. As the song changes from sorrowful to wrathful, your entire being overflows with an immense hatred. You then feel something warm touch your shoulder and you open your eyes at the gate of the Black Temple of Duvark. There is a Small phoenix perched on your shoulder glowing with fiery red feathers. Deep down inside, you know the phoenix is your ally and that it will help you in your quest for revenge.

The Immortals of Duvark have given you a companion to help you on your journey. The phoenix takes flight right before combat breaks out. When you deal damage to a creature, you can use a reaction to call upon the phoenix to assist you. The phoenix deals 1d4 fire damage. As it is protected by the Immortals of Duvark, it cannot be damaged by any means and it doesn't die. Additionally, if you believe a battle to be of relation to your revenge, you can use your action to summon the phoenix within yourself. When you do so, it flies towards you and dashes into your body, merging with you. You gain the following benefits for 1 minute:

- You have a flying speed equal to your walking speed.
- Fiery feathers cover your body. You have resistance to fire damage. When a creature grapples you or starts its turn grappling you, it takes 1d4 fire damage.
- The first time you take damage that would drop to 0 hit points, you drop to 1 hit point instead.

The closer you get to your final act of revenge the brighter the fire of the phoenix burns, indicating that your target is getting closer, whether it is a creature or not. Once you complete your journey of vengeance, the phoenix stays with you as a companion but is no longer protected by the Immortals of Duvark. It uses the hawk's statistics but it deals 1d4 slashing damage plus 1d4 fire damage instead of its normal talon damage. Additionally, the phoenix sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

War. The voices turn into the deafening sound of battle drums. You feel like there are thousands of people around you, watching the ritual. You hear footsteps approach you and come to a halt right in front of you. All of a sudden, the deafening sounds stop and the person in front of you asks: "War weighs heavily on the hearts of warriors. Once it starts, there is no turning back. Are you willing to provide it with whatever it requires, even if it means everything you've got?"

If your answer is “no”, you find yourself at the gate of the Black Temple of Duvark. If your answer is “yes”, the voices start to cheer and you hear the sound of weapons hitting shields. The person in front of you pours a liquid on your head. From the smell of it, you can tell that it’s blood. As your muscles contract and your body shakes, the voices scream in unison, saying: “Rise, Immortal Templar!” You open your eyes in the middle of the temple, alone, in the same spot where you began the ritual, with a blood-red armor on you and the will to kill in your heart.

The Immortals of Duvark have chosen you as their Immortal Templar. You have sworn to wage war upon all the minions of evil, and everything they stand for. The blood-red armor replaces any armor you had before. It is plate armor but it doesn’t reduce your speed regardless of your Strength score and it doesn’t impose disadvantage on Dexterity (Stealth) checks. You can use your action to summon or dismiss the blood-red armor on yourself. While wearing the armor:

- You have resistance to bludgeoning, piercing, and slashing damage.
- The melee weapons you are wielding turn into magic weapons with a +2 bonus to attack and damage rolls.
- You can’t be charmed, frightened, paralyzed, and you cannot suffer exhaustion.
- Each time you deal damage with a melee weapon, you regain 1 hit point.

As an Immortal Templar, you are given a blood-red holy symbol carved out of a gem. This holy symbol has the same features as the Black Holy Symbol. In addition, anyone carrying the holy symbol of a good-aligned deity understands that the wearer of this holy symbol means well.

Immortal Templars are very rare since you dedicate your entire life to a single cause by becoming one. As an Immortal Templar, you must eradicate every evil creature and item you come across on the spot, no matter the circumstance. If you fail to do so, or harm the innocent with the power you have been given, the Immortals of Duvark take back their blessing. As the blood-red armor leaves your body, it consumes your life essence. You are cursed by the Immortals of Duvark and your creature type becomes undead. Your hit point maximum is reduced by 30 and you have vulnerability to radiant damage.

The Immortals of Duvark generally sees an inquisitor worthy of performing the ritual only once. However, in rare cases, inquisitors can be given a second chance.

Entrusted Blade

Casting Time: 15 hours 13 minutes 27 seconds

Components: Three ingots (one of pure iron, one of pure silver, and one of pure gold), a jug of olive oil purified with the *purify food and drink* spell, and 220,000 gold pieces, which is consumed during the ritual

Requirements: Three spellcasters who can cast at least 7th-level spells, a good-aligned creature destined to fight against evil, three blacksmiths, and seven people who received help from the destined creature in different ways (explained below).



Duration: 1 minute

This ritual was developed by cleric members of a temple, aiming to help all champions fighting for the good. Its purpose is to conjure the holiest of all blades, fit for the hands of a hero; the Angelicus Gladius (p. 200).

Several preparations are required before the ritual can be performed. A large hole is dug and its inner layers are covered with marble slabs, creating a pool. Then, the ritual can begin.

Three spellcasters stand side by side facing the marble pool, and start their incantations which last 15 hours. They must not be interrupted. The process doesn't come to a halt while the three spellcasters are thus occupied; a number of expert crafters melt the gold pieces in large cauldrons, and three blacksmiths craft one part of a sword each; a silver grip, a golden guard, and an iron blade. The entire process is witnessed by seven people who are grateful to the destined creature for one reason or other.

The destined must have helped each of the seven in one of these different ways: retrieving stolen goods, reuniting with a loved one, curing an affliction, protecting from a fatal situation, providing basic needs, making sure that justice is served, and avenging a death.

As the incantations near their end, crafters pour the molten gold into the marble pool before the seven witnesses. At the end of the casting, three blacksmiths place the sword parts onto the molten gold, which sink to the bottom and are consumed. If everything is done flawlessly, an invisible angel walks down the 807 invisible steps between heaven and earth in 807 seconds. At the end of its journey, the angel rises from the pool and is made visible by the molten gold engulfing its body. It reaches for the jug of purified olive oil and drinks it before it reaches inside the pool and draws out the unblemished sword of legends; the Angelicus Gladius.

The angel wields the sword for 1 minute and takes it back to heaven if the destined creature does not claim it during that time. Only the destined creature can take the sword from the angel's hand.

The Final Run

Casting Time: 1 day

Components: 10 vials of the blood of a saint (p. 204)

Requirements: Knowledge of Celestial.

Duration: Permanent

This ritual constitutes the preparation for and the actuality of a battle bound to end in death. It is the final run; a final battle in which one warrior has to battle a sea of foes. It is certain that the ritual ends when the warrior dies, and it is also certain that the warrior is going to go to heaven when they die.

People may want to be a part of this ritual for several reasons. It can be the last chance at redemption for a sinner whose regrets are found sincere, or it can be used as a tool of vengeance by those who want to exact justice before they die. They may also choose to die in the glory of battle if they know they had a good life and are thus probably heaven-bound after death.

During the ritual, the master of the ritual bathes the warrior with the Blood of a Saint and draws eleven celestial sigils on the warrior; ascension, death, justice, glory, honor, protection, retribution, righteousness, valor, war, warrior. The sigils cover the entirety of the warrior's body and become permanent tattoos after 1 day, looking as though they were parts of the skin.

Then, the master of the ritual draws a celestial sigil that stands for Enemy on the ground, and washes the sigil with the Blood of a Saint. The sigil absorbs the blood completely and opens a portal to the lower planes by using the magic within. Then, the warrior jumps down the portal, never to return. The portal closes behind the warrior.

The warrior is affected by the *death ward* spell. When the effects of the spell end, the warrior gains the benefits of the spell again, for a total of 5 times.

An ability score of the warrior's choice becomes 30, another becomes 28, and one other becomes 26.

The warrior gains immunity to one damage type of their choice, and resistance to all others except the one of their choice.

The warrior emanates a 5-foot-radius aura of righteous vengeance. Any evil-aligned creature that enters the area for the first time or that ends its turn there takes 2d6 radiant damage.

As an action, the warrior can gain the benefits of finishing a long rest. The warrior can use this benefit only once.

All the warrior's attacks deal an extra 2d6 radiant damage on a hit.

All of these benefits last until the warrior dies. At the moment of death, the gates of heaven open wide for the warrior with a warm welcome, which cannot be prevented by any means.

Inner Journey

Casting Time: 1 hour

Components: Herbs and incense that have a calming effect

Requirements: Anyone can partake in this ritual.

Duration: Instantaneous

You set herbs and incense ablaze and sit idly, motionless, your eyes closed, not speaking a single word, not thinking a single thought. By doing so, you try to purify your mind and deport mental and physical pain from your thoughts. During this one hour, you are alone with yourself. Even your thoughts, which may be the products of the interactions of you and your surroundings, cannot get in between your soul and the idea of being yourself. This is a state of total relaxation. You gain the benefits of one of the following effects after the ritual (of your choice).

- Your mind is at ease. You are no longer charmed or frightened, or cannot be charmed or frightened for 1 hour.
- Your mind is ready for further challenges. You have advantage against the next mind-altering spell or magical

effect that you are subjected to.

- You have total control over your body. You are no longer incapacitated, paralyzed, restrained, or stunned, provided that there is nothing physical that can keep you affected by these conditions (such as getting caught in a net), and provided that you or someone else can ignite the herbs and incense.
- You have overcome pain. You gain temporary hit points equal to twice your Constitution modifier. The temporary hit points last until you finish a long rest.
- Your muscles are yours to command. The next time you hit a target, you score a critical hit instead of a normal hit.

Once you benefit from this ritual, you must finish a long rest to do so again.

Legion of the Apocalypse

Casting Time: 7 days

Components: 7 flasks of the blood of a saint (p. 204), a willing sacrifice, a blessed sacrificial dagger

Requirements: There must be seven good-aligned spellcasters who can cast at least 7th level spells: Each will lead the ritual for 1 day, making a total of 7 days. While a spellcaster leads the ritual, the other six chant along. The spellcasters must be good-aligned.

Duration: Instantaneous

Legion of the Apocalypse is a ritual cast in the most dire of situations. The ritual is used by good-aligned spellcasters as a cry for help aimed at the divine, to summon an angelic legion (p. 226). Usually, it is the avid worshippers of the divine who have the courage to ask for help from the angels.

The ritual is a slow and steady one; the spellcasters start by forming a circle and chanting a hymn in a temple or on holy ground, each holding a flask of the Blood of a Saint. At the end of each three hours on the first day, they move clockwise, stopping in the space previously occupied by the spellcaster next to them, pouring a little bit of blood as they move. As the first day nears the end, a circle drawn with the Blood of a Saint appears on the ground. The master of the ritual stands at the center of the circle and bellows a prayer until the end of the first day.

At the start of the second day, the second master of the ritual takes the place of the first and chants prayers for seven hours. Then the master returns to their previous space and the spellcasters form a circle once more. Each spellcaster moves directly into the space of the third person to their right while pouring the blood on the ground. They move slowly and with utter patience since the chanting takes an hour to complete. Their movement and the spilled blood forms a great heptagram; a seven-pointed star. Until the end of the second day, the spellcasters sit and pray on their own, in utmost silence.

At the start of the third day, the third master of the ritual starts chanting and does so for seven hours. Spellcasters move along quadrilateral shapes inside the heptagram, painting their hands red with the Blood of a Saint and drawing angelic sigils on the ground.

The last process is repeated under the supervision of the fourth master of the ritual, but this time, sigils are drawn inside the small triangles in the heptagram at the inner corners.

On the fifth day, the spellcasters chant hymns for seven hours, led by the fifth master of the ritual. Then, all spellcasters stand in the center of the seven-pointed star and draw sigils on the ground for the rest of the day.

At the start of the sixth day, the sixth master of the ritual stands at the center of the heptagram, in the middle of a circle formed by the others. On this day, the spellcasters must not speak, not even pray; neither aloud nor to themselves. All must be shrouded in silence; without a single word uttered. On this day, the spellcasters try to clear their minds of any ideas in preparation of their communion with the angels.

On the seventh day, the master of the ritual casts the *thaumaturgy* spell, and their voice booms up to three times its regular volume. Then, the chanters call on the angels for help. In the last moments of the seventh day, the master of the ritual sacrifices itself, one of the willing spellcasters, or someone who is not a participant of the ritual but who is willing to sacrifice themselves for the greater good. In any case, the sacrifice takes place at the center of the ritual, where the seventh master pours the remaining blood on the sacrifice's head, and says one final prayer. Then, the master closes the sacrifice's eyes and slits its throat with a sharp, blessed, sacrificial dagger. The sacrifice feels no pain during the process.

The lifeless body of the sacrifice falls to the ground, and its soul sprouts angelic wings that emanate the brightest of lights, rising above the ground.

The soul rises and rises, up to 1000 feet high in the sky. Then, the soul stops mid-air, and the skies part to reveal an azure-colored ray of light that sheds bright light in a 1-mile radius and dim light for an additional mile. The gap in the sky grows and grows until it is large enough for an angelic legion to fit through.

If the ritual is completed without any disturbance, an angelic legion (p. 226) is summoned from the gap. The willing sacrifice becomes one of the members of this legion.

> The ritual takes 7 consecutive days, for the duration of which the spellcasters must concentrate on the ritual. This means that they cannot take long rests during this period, which makes them suffer exhaustion and potentially fail the ritual. Therefore, the casters of the Legion of the Apocalypse usually benefit from temple services, items, and other spellcasters. For example, a *greater restoration* or *hallowed altar* (p. 173) spell can help them evade the effects of not finishing a long rest. They may have advantage on Constitution saving throws to determine whether or not they suffer exhaustion.

Saint's Path

Casting Time: At least 1 week

Components: Several pouches of seeds, and a flask of holy water per day

Requirements: Anyone can partake in this ritual.

Duration: Permanent

Saint's Path is a ritual that you conduct as you walk towards holy/sacred ground. You can begin the ritual a week's walk away, or you can start when you have a month to go, it's up to you. Generally, people determine the time of their walk according to their sins; those who lived by the commandments of their deity walk for a week, and those who commit sins against the divine walk for longer. The destination of the walk must be a holy/sacred ground that is dedicated to your deity.

Before you begin, you must stand in the middle of the road you will take, kneel, and pray to your deity for protection, asking them to witness your journey. You can't take any of your belongings with you on this journey (except your holy symbol or other blessed items), so you must be wearing common clothes. During your walk, there are several rules that you must follow:

- You can only drink holy water and must not eat or drink anything else.
- You must not talk under any circumstances, but you can pray in silence.
- You can rest for a while but you must not sleep.
- After every 99 steps you take, you must take a handful of seeds and throw them around you while praying.
- As long as you walk, you must not harm any living creature.
- You must not cast any spells.

At the end of each day, you must make a DC 10 Constitution saving throw. On a failed save, you suffer one level of exhaustion. Each time you make the saving throw, the DC increases by 2. With the first level of exhaustion you suffer, your trial begins. If your devotion to your deity and to the ritual is true and sincere, the divine will be in your favor and help you on the way. You cannot suffer more than 5 levels of exhaustion if you are favored by the forces of the good.

During your time on the road, you will be tested by visions sent to you. These visions will try to make you talk, sleep, eat or make you do anything else that will end your walk. The content of these visions are determined by the GM.

When you arrive at the entrance of your destination, you must kneel, and spread the remaining seed around you until one seed remains. Eat the last seed, and pour the remaining holy water on your head while praying. As you walk to the main altar (or the designated prayer spot), you must repeat these words with each step; "On the road to heaven I walked my path, O Holy Divine, stay with me 'til my death." When you reach your destination, the ritual ends. If the forces of the good accept your worship and dedication, your wounds are healed in an instant, you don't feel hungry or thirsty and your exhaustion ends. You have now walked the Saint's Path and you gain the title of Holy Pilgrim. You also gain the following benefits:

- Two different ability scores of your choice increase by 1.
- You gain resistance to one of the following damage types of your choice; acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.
- You can choose to automatically succeed one saving throw, after you've made the roll but before the GM declares the result. Once you use this feature, you can't do so again until you finish a long rest.
- A mark stating that you completed the Saint's Path appears somewhere on your body. The mark looks like text written in the shape of a ring, but what is said is unintelligible. In the middle of the ring, there is the holy symbol of your deity. If you are carrying a holy symbol, it turns to adamantine and can't be destroyed by any means.

Religious folk and anyone with some relation to temples (priests, clerics etc.) look up to you as a Holy Pilgrim, and they show you the utmost respect. Once you complete this ritual, you can't conduct it again. If you try to do so, you do not have any visions nor do you gain any benefits.

Session Zero

Casting Time: 2 hours

Components: A refreshing drink and a delicious meal for each participant

Requirements: At least two willing participants.

Duration: See below

This ritual is performed to fortify mutual trust and respect, as well as companionship. A group of friends and companions, consisting of at least 2 people, must dine together for 2 hours and talk to each other about their feelings, goals, and dreams. If everyone is sincere and honest in what they say during the meal, all participants gain a blessing that lasts until they no longer see the other participant(s) as friends or worthy companions. While the blessing is in effect, they realize that they feel safe and alert around each other and enjoy life more.

A creature gains additional experience points whenever it and another participant of this ritual gain experience points from the same event. The additional experience points gained are equal to the number of experience points normally gained divided by five.

Wisdom of 10000 Years

Casting Time: 1 minute

Components: A perfectly cut diamond worth 100,000 gold pieces, which is consumed during the ritual

Requirements: Knowledge of the necessary incantations.

Duration: Permanent

The master of the ritual touches a creature with one hand, places the diamond on the target's lap, and speaks the words of wisdom that have been carried by sacred monks throughout the ages. The incantations take 1 minute, and when they are

complete, the target's spirit enters the diamond momentarily. This process causes no harm to the target. In the gem, time goes by more slowly. Therefore, if the spirit speaks to a celestial for 10000 years, only a moment passes in real life. The target makes a Wisdom saving throw contested by the figure's Charisma (Persuasion) check, on which the figure has a +20 bonus. If the target fails, the figure convinces it to walk the path of the good, converting the target's alignment to good. A target converted in this way is not under a magical or mundane effect. It simply, wholeheartedly believes that changing is the right thing to do. For example, if this spell is cast on a villain and if it fails the saving throw, the villain becomes a hero and starts walking the path of one. If the target succeeds, nothing happens.

After the target makes the saving throw, its spirit leaves the diamond and returns to its body. The diamond disappears.

The celestial within the diamond is determined by the GM. It can be the spirit of a legendary paragon, a powerful angel, a spirit of love, a long-forgotten paladin or another exemplar of good that the GM sees fit.



Magic Items

From prayers to armors worn by celestials; the following pages include the physical tools that the angelic use in their fight against the demonic.

Armor

Angel Armor

Armor (any), very rare (requires attunement)

While wearing this armor, you gain a +1 bonus to AC, can understand and speak Celestial, and have advantage on attack rolls against evil-aligned creatures.

Blessed. This armor cannot be donned by evil-aligned creatures.

Armor of Intervention

Armor (heavy), very rare

You gain a +1 bonus to AC while you are wearing this armor.

Also while wearing it, any critical hit against you activates the magic with which this suit of armor is imbued. When activated, the armor does the following; it separates itself from you so that you are no longer wearing the armor, it casts the *mage armor* spell on you with a duration of 1 minute, and animates itself for 1 minute in the nearest unoccupied space next to you.

While animated, the armor is a Medium construct. Its AC is equal to what it normally grants its wearer and it has 30 hit points. The armor has immunity to poison and psychic damage and is immune to being charmed, frightened, paralyzed, petrified, poisoned and to suffering exhaustion. It has a flying speed (hover) of 30 feet. It makes two melee attacks with 5 feet reach, and a +6 bonus to its attack roll, dealing 1d10 bludgeoning damage on a hit. The armor acts on your turn and it obeys the commands you issue to it telepathically (no action required by you). If you give no commands, the armor takes no action.

If the armor hits a creature, the creature has disadvantage on its attack rolls against you until the armor disappears.

The armor disappears when it drops to 0 hit points or when the duration ends, and it reappears on you, which means that you are once again wearing the armor.

Armor of the Zealot

Armor (breastplate, half-plate, any heavy), rare (requires attunement)

These armors are crafted by the most zealot crafters of temples. Forged by faithful hands, this bronze armor imbues you with the power of the divine. There is also a holy symbol attached to the chest of the armor.

Your Strength score is 19, and Wisdom score is 17 while wearing this armor. This feature has no effect on your ability scores that are equal to or higher than the values specified.

Blessed. You can only attune to an Armor of the Zealot if the armor was made by a crafter who worshiped the same deity as you.



Black Armor of the Inquisition

Armor (any heavy armor), very rare (requires attunement)

The Black Armor of the Inquisition is exclusively forged for the Knights of the Black Temple (p. 152). It is designed to keep the knight in the fight as long as possible.

You gain a +1 bonus to AC while wearing this armor.

In addition, as a reaction to being blinded, deafened, frightened, or paralyzed, you can end one of the conditions you are affected by.

Feathers of the Angels

Armor (light armor), legendary (requires attunement)

Feathers are among the most sacred gifts the angels can give to the warriors who fight the good fight. These feathers turn into great armor in the hands of capable armor smiths. They are softer and lighter than any armor imaginable.

While wearing this armor, your AC becomes 15 + your Dexterity modifier. You can make your armor shed bright light in a 30-foot radius and dim light for an additional 30 feet as a bonus action. If this light overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Blessed. If an evil-aligned creature dons this armor, it takes 1d10 radiant damage at the start of each of its turns until it doffs the armor.

Phoenix Armor

Armor (light, medium, or heavy), varies (requires attunement)

While you're wearing this armor, it takes damage in your place. When you lose hit points, the armor loses hit points instead of you. Its hit point maximum depends on its rarity, as given below:

Rarity	Hit Point Maximum
uncommon	10
rare	20
very rare	30
legendary	40

The armor regains 1 hit point at the start of each of your turns if it has more than 0 hit points. If the armor is reduced to 0 hit points, any excess damage carries over to you, and the armor burns to ashes and disappears. When it does so, you can conjure the armor back on yourself after you finish a long rest. If you don't conjure it before you finish 2 consecutive long rests, your attunement to the armor ends and you can't conjure it anymore.



Phoenix Armor

Feathers of the Angels

Black Armor of the Inquisition



Relentless Conqueror

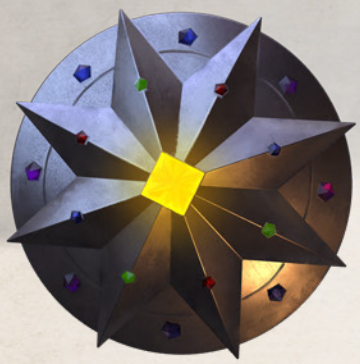


Will of Swords

Second Breath



Shield of Divine Spark



Relentless Conqueror

Armor (light, medium, or heavy), very rare

You gain a +1 bonus to AC while wearing this armor and you can't be teleported or banished if you're unwilling.

Second Breath

Armor (medium or heavy, but not hide), uncommon

When you wear this armor for the first time, you choose a trigger number. The armor has a socket into which you can insert a potion as an action. While wearing this armor, any damage that drops you below a number of hit points equal to the trigger number activates the armor's socket which consumes the potion and grants you its effects as if you consumed it yourself.

You can change the trigger number at the end of a short or long rest.

Shield of Divine Spark

Armor (shield), very rare (requires attunement)

While holding this metal round shield decorated with a golden star and gems, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Attunement. You can use your action to speak the command word and activate the shield. Once activated, it gleams with divine energies. All hostile creatures within 20 feet of you must succeed on a DC 13 Dexterity saving throw or be blinded for 1 minute. Once used, you can use this feature again only after the next dawn.

Will of Swords

Armor (plate), rare

This armor has two animated arms that mimic your movement and that strike your opponents by doing so. These arms wield swords made of light.

While wearing this armor, your melee weapon attacks deal an extra 1d8 radiant damage.

POTIONS

Irymidia
Potion, legendary

After you drink this potion, you gain legendary resistance for 24 hours. If you fail a saving throw within the duration, you can choose to succeed instead and the effect of the potion ends.

Potion of Dignity
Potion, rare

After you drink this potion, the results of the next three death saving throws you make counts as 20. This effect ends if you finish a short or long rest.

Refined Leaf Tea
Potion, uncommon

If you drink this potion during a short rest, you gain two extra Hit Dice that you can spend to regain hit points.

PRAYERS

Prayers are little pieces of stones, wood, bones, or parchments that are carved with runes, glyphs, or simply; prayers.

A prayer is a special type of magic item that needs to be activated to take effect. To activate them, a creature must attune one of its spell slots to the prayer, and must carry or wear it. An attuned spell slot cannot be expended in any way until the attunement ends. This attunement does not count against your attunement limit, however other rules of attunement (such as the time required, ending an attunement etc.) apply the same. You can't activate the same prayer more than once at a time.

Prayers cannot be used by evil-aligned creatures. When such a creature tries to attune to a prayer, it takes 1d6 radiant damage and cannot attune to it.

Prayer of Angelic Calling
Prayer, very rare (requires a 7th level spell slot)

While you are carrying or wearing this prayer, an angel of challenge rating 7 or lower follows you around as your companion. The prayer binds the angel to you, who appears and stays in an unoccupied space within 90 feet of you.

The angel is friendly toward you and your companions. Roll



Irymidia



Potion of Dignity



Prayers



Refined Leaf Tea

initiative for the angel, which has its own turns. It is under the GM's control, and acts according to its own motives and alignment. It can attack you or your companions, or try to stand in your way if you or your companions try to commit an evil act. If the angel dies, it reappears by your side at dawn.

At the start of each week at dawn, you must pray with the angel and make an offering of 1000 gp worth of components in order to sustain your bond. The angel accepts if it is willing to keep adventuring at your side. The bond is broken if the angel refuses your offering, if you deactivate the prayer, or if the angel chooses to leave your side, which it can do at any time.

Prayer of Cosmos

Prayer, legendary (requires a 9th level spell slot)

While you are carrying or wearing this prayer, you gain benefits directly from the sun and the moon.

When you attune to this prayer, choose which of the two you want to benefit from. If you choose the moon phase, you gain the benefits of the moon phase during the day and the benefits of the sun phase at night. If you choose the sun phase, you gain the benefits of the sun phase during the day and of the moon phase at night. You can change your choice on the first day of each month.

The moon phase benefits are given below.

- You have darkvision out to a range of 120 feet.
- You have blindsight out to 30 feet.
- You have advantage on Intelligence, Wisdom, and Charisma saving throws.
- You have advantage on spell attack rolls.
- Your spell save DC increases by 1.
- You don't need any kind of focus (such as arcane focus) to cast your spells.
- Your Intelligence, Wisdom, or Charisma score (one, of your choice) changes to 22. This feature has no effect on your scores that equal 22 or higher.

The sun phase benefits are given below.

- You have truesight out to 30 feet.
- You have advantage on Strength, Dexterity, and Constitution saving throws.
- You have advantage on weapon attacks.
- You can attack twice instead of once whenever you take the Attack action on your turn.
- Your weapon attacks deal an additional 1d6 radiant damage on a hit and are magical.
- Your Strength, Dexterity, or Constitution score (one, of your choice) changes to 22. This feature has no effect on your scores that equal 22 or higher.

Prayer of Healing

Prayer, rare (requires a 3rd level spell slot)

While you are carrying or wearing this prayer, the targets of your healing spells regain an extra number of hit points equal to 1d4 + your spellcasting ability modifier.

Prayer of Marble Skin

Prayer, very rare (requires a 6th level spell slot)

While you are carrying or wearing this prayer, your skin turns to marble. You have resistance to nonmagical bludgeoning, piercing, and slashing damage from nonmagical attacks, as well as fire and necrotic damage.

Prayer of Movement

Prayer, uncommon (requires a 1st level spell slot)

While you are in the area of effect of a spell being cast while you are carrying or wearing this prayer, you can use your reaction to move up to 5 feet without spending extra movement.

Prayer of Parity

Prayer, rare (requires a 5th level spell slot)

While you are carrying or wearing this prayer, you emanate an aura that dictates equilibrium.

This spherical, 15-foot-radius aura is centered on you and moves with you, balancing the life forces within. At the start of each of your turns, each hostile creature in the area whose current hit points are higher than yours takes 1d10 necrotic damage, and each ally in the area regains 1d10 hit points if its current hit points are lower than yours.

Prayer of Protection

Prayer, rare (requires a 4th level spell slot)

While you are carrying or wearing this prayer, you gain a +1 bonus to AC.

Prayer of Resistance

Prayer, uncommon (requires a 2nd level spell slot)

While you are carrying or wearing this prayer, you have resistance to one damage type of your choice.

Prayer of Speed

Prayer, uncommon (requires a 2nd level spell slot)

While you are carrying or wearing this prayer, your speed increases by 10 feet.

Prayer of the Last Breath

Prayer, legendary (requires an 8th level spell slot)

While you are carrying or wearing this prayer, you are protected by the divine powers of mercy.

When you drop to 0 hit points while wearing the prayer, you must succeed on a Constitution saving throw, DC equals 5 + the damage taken. On a success, you drop to 1 hit point instead. On a failure, you drop to 0 hit points as you normally would.

If you make death saving throws while wearing the prayer, you must roll a 5 or higher instead of a 10 or higher to succeed; when you roll an 18 or higher, you regain 1d4 hit points.

In addition, you must fail four death saving throws to die instead of three while wearing the prayer.

RINGS

Ring of Contagious Healing

Ring, very rare (requires attunement)

This ring contains a disease that can cure people. While the origin of the disease or of its healing properties is unknown, certain scholars were able to contain the anomaly within the confines of this ring. It has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to touch a creature, expending 1 of the ring's charges. When you do so, you restore 1d4 hit points to the target and give it the ability to restore 1d4 hit points to another creature through its touch. To do so, it must use its action. Each time it uses this ability, it must roll a d20. On a roll of 18 or higher, it can use this ability again. Otherwise, it can't.

Ring of Innocence

Ring, uncommon (requires attunement)

This is a silver ring with a little dark blue ring stone on it. There is a nebula-like shape constantly moving inside the ring stone.

The ring emanates an invisible, calming aura in a 15-foot radius centered on you. Good-aligned creatures within the aura feel their minds put at ease. As a result, you have advantage on Wisdom (Insight) and Charisma (Persuasion) checks against good-aligned creatures within the aura.

Evil-aligned creatures find your aura disturbing; therefore, they may understand that you are not evil-aligned.

Blessed. Evil-aligned creatures cannot gain the benefits of this ring.

Ring of Pacification

Ring, rare (requires attunement)

This wooden ring has a little branch on it. It has 4 charges and it regains 1d4 expended charges daily at dawn.

While wearing the ring, you can use an action to expend one charge, and end a creature's hostility. The target must succeed on a DC 16 Wisdom saving throw or be charmed and can't attack you or your allies. This effect lasts for 1 minute, or until you or your allies take an action that threatens the target or its allies.

Ring of the Zealot

Ring, very rare (requires attunement)

It is rumored that some zealots want to serve their deity even after death, rather than to move on to eternal rest. Such zealots forgo a peaceful afterlife and willingly give their souls to be placed into these rings. There is also a holy symbol in the middle of the ring.



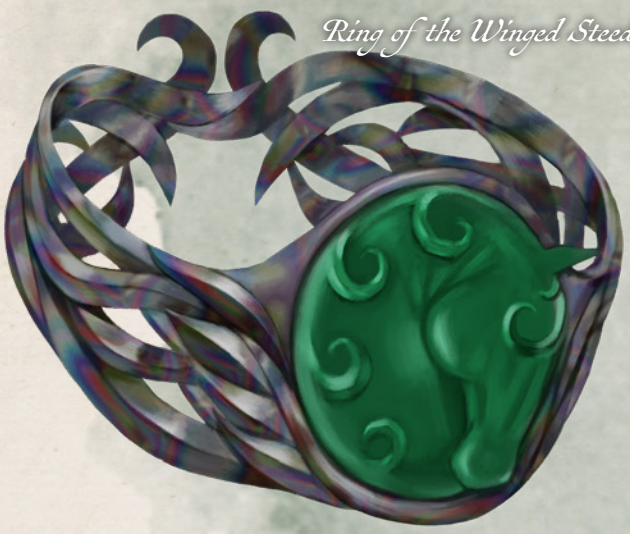
Ring of Innocence



Ring of the Zealot



Ring of Pacification







Forged with the unwavering determination of the most zealous of the crafters in temples, this bronze ring lets the wearer use divine powers.

While wearing this ring, you gain a +1 bonus to saving throws.

Attunement. This ring has 5 charges. You can use a reaction while making an attack roll and expend 1 charge to deal an extra 1d8 radiant damage on a hit, or you can use an action to expend 3 charges and touch a creature to restore 15 hit points to it.

The ring regains 1d4 charges daily at dawn.

Blessed. You can only attune to a Ring of the Zealot if the ring was made by a crafter who worshiped the same deity as you.

Ring of the Winged Steed

Ring, varies

While you are wearing this ring, you can use your bonus action to pet a mount you are riding, increasing the base speed of the mount as long as you ride it, in an amount depending on the rarity of the ring.

Rarity	Bonus Speed
Uncommon	+10 feet
Rare	+20 feet
Very Rare	+20 feet and the mount gains flying speed equal to its base speed
Legendary	+30 feet and the mount gains flying speed equal to its base speed

Rods

Rod of Heavenly Ground

Rod, rare

This is a 3-foot pure-white rod made of stone with white feathers on top. While holding the rod, you can activate it as an action and stick it in the ground. When you do so, it creates an invisible aura in a 60-foot radius around itself until you dismiss it. The aura looks like a peaceful forest to the creatures within. Up to 8 allies of your choice within the aura are invisible as long as they are resting.

The required time for completing a short or a long rest is halved for you and your allies while within the aura.

This rod can't be used again until the next dawn.

Rod of Radiance

Rod, uncommon (requires attunement)

While wielded, this silver rod radiates bright light in a 15-foot radius and dim light for an additional 15 feet. In addition, your allies in the bright light deal an extra 1 radiant damage on a hit.

Staffs

Staff of Light Blast

Staff, rare (requires attunement)

This staff is used by the guardians of temples and holy places. It was designed by clerics to repel the darkness even in the unholiest of places. There is a glowing yellow orb attached to its metal hilt. While holding the Staff of Light Blast, you have a +1 bonus to ability checks and saving throws. You can also use your bonus action to speak the staff's command word and it starts to shed bright light in a 20-foot radius and dim light for an additional 20 feet.

This staff has 3 charges, and it regains 1 expended charge daily at dawn. You can use your action to expend one charge and slam the staff on the ground, planting it in there. Once planted, the staff shines and releases a 60-foot-radius blast of light at the start of each of your turns for 5 turns. Every evil-aligned creature within range must succeed on a Dexterity saving throw or take 2d8 radiant damage and 2d8 force damage. You can also end the blasts by taking the staff out of the ground.

Staff of the Pilgrim

Staff, very rare (requires attunement)

Pilgrims spend their lives walking their sacred paths. As they travel far and wide they usually carry staves to accompany and help them on the road. These particular staves made for pilgrims are blessed by the divine to help pilgrims overcome the hardships on their paths. However, everyone can wield a Staff of the Pilgrim.

While wielding the staff, your speed increases by 5 feet, and you have a +1 bonus to ability checks and saving throws.

This staff has 3 charges. You can use your action to expend a charge and designate a place that you've been to before and that you hold sacred to be your site of pilgrimage. Then, you can teleport back to this site of pilgrimage by expending another charge through a 1-minute ritual as long as you are on the same plane of existence. The staff regains 1 expended charge daily at dawn.

Blessed. Evil-aligned creatures cannot benefit from the item.

Wands

Horn of the Unicorn

Wand, rare (requires attunement by a spellcaster)

Some druids collect the horns of the dead unicorns they locate, weave spells into them and turn them into wands, just to make the memories of these majestic creatures last longer.

This wand has 10 charges. You can expend one charge as an action to cause one of the following effects of your choice:

Agility. You target a creature within 60 feet of you. Its speed increases by 10 feet for 1 minute.

Stamina. You target a creature within 30 feet of you and reduce its exhaustion level by one, or end one disease affecting it.

Recovery. You target a creature within 15 feet of you. The target regains 4d8 + 4 hit points.



The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand burns to ashes and is destroyed.

Wand of the Celestial Army

Wand, uncommon

This wand is given to the members of the Celestial Army (p. 145) as a symbol of trust and fellowship. It is a wooden wand painted white and decorated with different jewels. This wand has 20 charges. While holding it, you can use an action to expend 1 charge and make a ranged spell attack using your spellcasting ability (or Charisma if you are not a spellcaster), shooting a bright beam of light at a creature within 60 feet of you. You deal 2d4 radiant damage on a hit.

The wand regains 1d10 + 5 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand's magical powers deplete. You can pray for 1 hour in a good-aligned deity's temple to have the wand regain its magical properties as well as 5 charges.

Blessed. This wand deals an extra 1d4 radiant damage to evil-aligned creatures. Additionally, you can't deal any damage to good-aligned creatures using this wand.

The Grave Protector

Wand, very rare

This marble wand is a compact grave protector (p. 249). As an action, you can drop the wand into an unoccupied space within 5 feet of you. The wand opens itself and becomes a grave protector for 1 minute.

The grave protector is friendly to you and your companions. Roll initiative for it, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the grave protector, it defends itself from hostile creatures, but otherwise takes no actions. The GM has the creatures' statistics.

After 1 minute or when the grave protector drops to 0 hit points, the grave protector re-transforms into a wand and falls on the ground. Once used, the wand can only be used again after the next dawn, and the grave protector comes back to life completely restored.

Each time the grave protector drops to 0 hit points, the wand looks more damaged and broken. When the grave protector drops to 0 hit points for the 5th time, roll a d20. On a 1 or a 2, the wand can no longer restore itself, becoming a nonmagical, broken piece of marble. You make this roll each time the grave protector drops to 0 hit points after the 5th.

Blessed. If an evil-aligned creature uses the wand, the grave protector attacks the user and their allies first.

Weapons

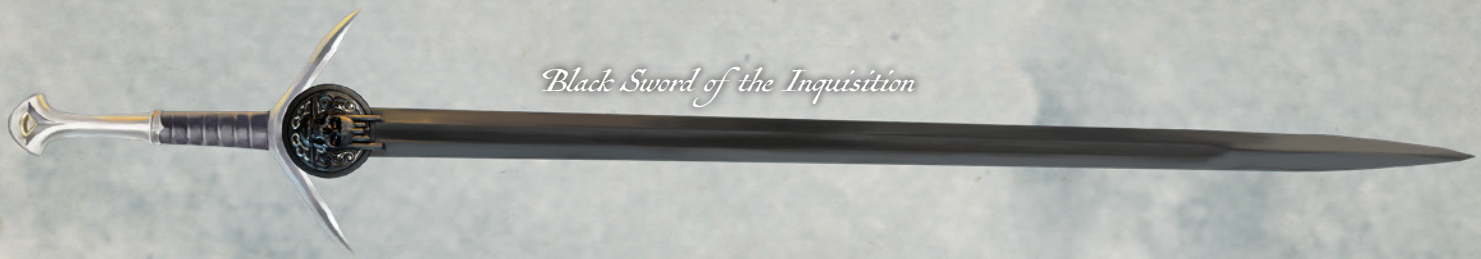
Angelicus Gladius

Weapon (longsword), artifact (requires attunement)

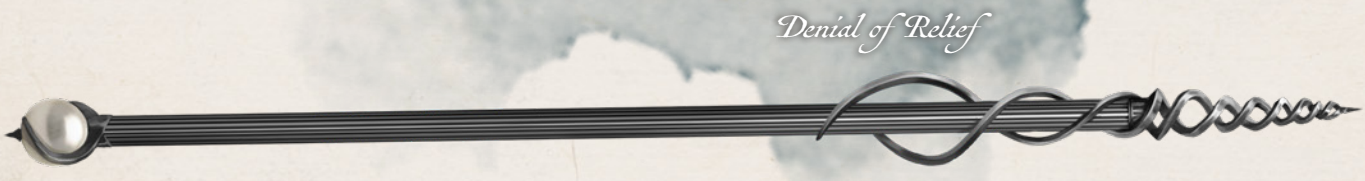
While you are wielding this magic weapon, all other equipment that you are holding or wearing are empowered, but their own magic is suppressed by the overwhelming magic the sword harbors. You do not benefit from the magical properties of those items. Instead, you gain the benefits listed below:

- While holding a shield, you gain an additional +3 bonus to AC.
- While holding a weapon, you have a +3 bonus to attack and damage rolls made with that weapon (including Angelicus Gladius), and your weapon attacks are magical.
- While wearing armor, you gain an additional +3 bonus to AC.









- You can't cast arcane spells.
- The properties and powers of magic items that you are holding, wearing, or carrying are suppressed, except for Angelicus Gladius.
- You can change the appearance of your equipment without changing dimensions and statistics.

Blessed. While an evil-aligned creature is wielding this sword, the properties and powers of magic items that the creature is holding, wearing, or carrying (including the Angelicus Gladius) are suppressed. This property does not suppress itself.

Black Sword of the Inquisition

Weapon (any sword), rare (requires attunement)

This sword, forged with the ashes of the innocent and blessed with holy waters, is given to the Knights of the Black Temple (p. 152) to fight against evil.

You have a +1 bonus to attack and damage rolls made with this magic, silvered weapon.

Attunement. While you are wielding this weapon, you can speak its command word as a bonus action to set it ablaze with holy flames for 1 minute. The flames deal an extra 1d6 radiant damage on a hit. If the target is undead, the extra damage increases to 2d6.

Once you use this feature, you must finish a short or long rest to use it again.

Bow of Light Blast

Weapon (any bow), rare (requires attunement)

This bow made of wood and gold is adorned with inscriptions in Celestial, which translate into such phrases in Common as " The light shows us the way".

It has six charges. You can use your bonus action to speak its command word, expending one of these charges when you do so. The next time you deal damage to a creature using this magic weapon, the arrow shines and explodes on impact. Creatures within 15 feet of the target must succeed on a DC 13 Dexterity saving throw or take 1d10 radiant damage. A 15-foot radius centered on the target is illuminated with bright light until the end of your next turn. The light also uncovers invisible creatures, such as those affected by an *invisibility* spell, for the duration.

The bow regains 1d6 expended charges daily at dawn. When you expend the bow's last charge, roll a d20. On a 1, the bow loses some of its power and does not deal extra radiant damage on impact.

Denial of Relief

Weapon (spear), legendary

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

When you hit a creature with this weapon and successfully drop the target to 0 hit points with the attack, or when you

impale a creature with 0 hit points using this spear, you can leave the spear in the target. The target can't die and its hit points cannot be restored unless the spear is removed or the creature's body is completely destroyed. In addition, the target stops aging and can't feel pain while impaled.

Divine-Touched Greataxe

Weapon (greataxe), legendary

When you hit a creature with this magic weapon, you can choose to double the damage that you deal. This feature does not function against good-aligned creatures. Once you use this feature, you must finish a short or long rest to use it again.

Healing Spear

Weapon (spear), uncommon (requires attunement)

This spear was tailor-made for healers. It has a holy symbol of a good deity tied to its spearhead.

This item has 3 charges. You can use your bonus action to expend a charge and touch a creature with the spear. The target regains 1d12 hit points.

The item regains 1d3 charges daily at dawn.

Holy Weapon

Weapon (any melee weapon), varies (requires attunement by a cleric, paladin, or paragon)

Holy Weapons are quite common among warriors of various temples. Their hilts can have different designs, and usually vary according to the deity whom the carrier follows. Thus, such a weapon can be used as a holy symbol.

The power and rarity of the weapon changes according to your level.

Character Level	Rarity	Weapon Property
4th	uncommon	+1
8th	rare	+2
12th	very rare	+3
15th	legendary	see below

Starting at 15th level, you can use a bonus action to present your holy sword and change its material into any solid (such as silver, gold, or adamantine) for 1 minute. You can use this feature twice. You regain any expended uses when you finish a long rest.

Incandescent Sword

Weapon (longsword), very rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with it, the creature takes an extra 2d8 fire damage.

Flaming Sanctum (Requires Attunement). You can plunge the weapon into a soft surface to activate its magical protection. While the weapon is stuck in the surface, the area within 10 feet of the sword becomes a flaming sanctum. Neither the flaming sanctum nor its contents can be targeted by divination magic. Any attempt to perceive the area through magical scrying sensors burns the perceiver, dealing 2d8 fire damage,





and fails automatically.

Additionally, the creature trying to perceive the area must succeed on a DC 14 Wisdom saving throw or be charmed by the flames. The creature repeats its saving throw at the end of each of its turns, ending the effect on a success, or taking 2d8 fire damage on a failure. A creature charmed in this way keeps trying to perceive the area until the charmed condition ends.

Mindblinder

Weapon (any), very rare

If a creature takes damage from this magic weapon, it takes an extra 1d10 psychic damage and loses its ability to communicate telepathically until the end of its next turn.

Repenter

Weapon (any), legendary

Repenters are weapons blessed by skillful clerics who have mastered the philosophy of redemption. When an evil-aligned creature is slain with a Repenter weapon, its soul is not claimed by its deity. Instead, it is given a chance at redemption. If the creature accepts the offer wholeheartedly, it opens its eyes as a redeemed creature (p. 119) with 1d10 hit points and a brand new perspective on life. If the creature's alignment shifts to evil again, it burns to ashes.

Whether the creature is really willing to change its ways or not is determined by the GM.

Sword of the Sun

Weapon (any sword), legendary (requires attunement)

You have a +3 bonus to attack rolls and damage rolls made with this magic weapon. The weapon is made of pure sunlight, and deals radiant damage on hit.

When drawn, the sword radiates sunlight. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. You can focus this sunlight and cast a *sunburst* spell. When you do so, the sword does not radiate sunlight until the next dawn.

Trident of Survival

Weapon (trident), uncommon

This weapon deals an extra 1 fire, 1 force, and 1 radiant damage on a hit.

While you are wielding this weapon you can use your action to do simple magic tricks that are essential for survival.

- You can set fire to a small flammable object, such as a torch or a campfire.
- You can make particles that are not magical or part of a magical effect (such as precipitation, dust, or a scent) dissipate.
- You can light the tip of the trident, which sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Weapon of the Zealot

Weapon (any), rare (requires attunement)

These magic weapons are crafted by the most zealous crafters of temples. Forged in hatred against heretics, these weapons burn with a raging fire. There is a holy symbol attached to the hilt of the blade.

The weapon deals an extra 1d6 fire damage on a hit. If the target is a follower of another deity than yours, the damage increases to 2d6. If the target is an enemy of your deity, the damage increases to 3d6.

Blessed. You can only attune to a Weapon of the Zealot if the weapon was made by a crafter who worshiped the same deity as you.

Wondrous Items

Black Holy Symbol

Wondrous item, rare (requires attunement)

You can use this holy symbol as a spellcasting focus.

As an action, you can present this holy symbol and chant a short prayer. When you do so, you magically learn the type of the creatures that you can see within 15 feet of you. You can also use your action to cast the *zone of truth* spell, requiring no spell components.

Once you use any of these features, you must finish a short or long rest to use it again.

Blindfold of the Humble One

Wondrous item, uncommon

You must have darkvision, truesight, tremor sense or the nonmagical ability to see to be able to benefit from this item. When you put the blindfold on, you sacrifice one of these abilities of sight in exchange for blindsight out to a range of 60 feet, which you retain until you take it off. You also stay blinded until you take it off. If you do not take it off for one week, you are permanently blinded, your range of blindsight is doubled, and you gain the ability to cast the *detect evil and good* spell at will.

Blood of a Saint

Wondrous item, very rare

This is the blood of a saint, a holy person, bottled. Good-aligned temples consider these items precious relics.

This item can be used in several different ways.

Holy Component. You can use this item as a spell component to change the damage type of the spell to radiant. A flask of the blood can be used 10 times in this way. It is also used in religious rituals and sacred summonings.



Water Blessing. You can create 5 flasks of holy water by pouring the blood into normal water.

Weapon Coating. You can coat a weapon with the blood as an action. A coated weapon deals an extra 2d6 radiant damage for 1 minute. If the target is a fiend or undead, the extra damage increases to 4d6. A weapon can be coated with one vial at a time and while a weapon is coated with this blood, it cannot be coated with poison. If the blood is mixed with poison, the poison loses its properties.

Generally, this item cannot be found in markets. Most of the time, temples give vials of this blood to worthy members as gifts. If it is noticed that it is being sold, the case is investigated by the temple.

Cautious Sentinel

Wondrous item, rare

This is a 1-foot cube, which can be deployed as an action. When deployed, it unpacks itself and becomes a Medium construct that stands guard.

It has AC 16 and 50 hit points. The sentinel has immunity to poison and psychic damage, and is immune to being charmed, frightened, paralyzed, petrified, and poisoned and to suffering exhaustion. It has darkvision and truesight out to a range of 60 feet. If a creature, other than you and your allies, comes within 60 feet of the sentinel, it makes a low but intimidating noise. If such creatures show hostility or come within 30 feet of the sentinel, it lets out a growl, loud enough to wake everyone within 500 feet, and it starts to attack the trespassers. On each of its turns, it makes one ranged attack with a range of 60 feet and a +5 bonus to its attack roll. It deals 1d10 piercing damage on hit.

The sentinel can be shut down with a command word that is only known to you. Uttering the command word requires no action. If it drops to 0 hit points, it shuts itself down. To repair the sentinel, you must spend gold pieces in an amount equal to 10x hit points regained. You can repair the sentinel as part of your short or long rest.

Crown of Dra, Five Crowns Merged

Wondrous item, artifact (requires attunement)

The king pleaded, *"Those who seek the power of all crowns shall gather them all, and in the light of the full moon shall say: 'Oh, all-mighty crowns, grant me your strength and your wisdom. Bless me so that I shall be unstoppable when Judgment Day comes."*

Under a full moon, gather all five crowns within a 5-foot sphere and say the words the prophecy foretold. Bright, radiant energy emanates from the crowns and they merge into one. The crown gives you the benefits of all five crowns



Crown Incorruptible



Crown of Glory



Cautious Sentinel

and you are considered the chosen of Dra (p. 139), the ruler of rulers. You must obey the specific requirements of each of the crowns in order to stay attuned to the new crown.

Destroying the Crown. Only an angel sent by Dra can destroy the crown.

THE FIVE CROWNS

According to legend, an ancient philosopher-king ordered its servants to cast five distinct crowns and blessed them one by one, each holding a different virtue of being a true ruler.

Crown Incorruptible

Wondrous item, legendary (requires attunement)

The king whispered to his subjects, "*Ours is a kingdom of faith. For we are mere servants of the divine, mortal pleasures are not what we seek.*" Those who refrain from carnal pleasures receive this crown as a reward, for they act not to receive the blessings of the mortals but the blessing of the divine.

This crown made of pure gold is ornamented with red rubies.

Attunement. Once you are attuned to the crown, you must abide by certain rules so that your attunement doesn't end:

- Your alignment must be good.
- You must refrain from carnal pleasures; meaning, you must keep from participating in acts of debauchery or such acts as consuming alcohol or any kind of drugs, hallucinogens, or other stimulating substances.
- You must spend one long rest per week begging for the blessing of your deity.

While attuned to the crown, your Wisdom scores increase by 2, up to a maximum of 22. While wearing the crown, you have immunity to being charmed and frightened.

The crown gives you the ability to cast the *divine word* spell (DC 20). Once you use this feature, you must finish a long rest to use it again.

Curse. If the GM determines that you have intentionally violated the requirements of the crown, your attunement to it ends. At the start of each turn you wear the crown without attunement, you must succeed on a DC 20 Charisma saving throw or be sent to another plane of existence as in the *banishment* spell. If you are banished, you don't take the crown with you. A creature who has never been attuned to the crown isn't affected by this curse.

A *wish* spell ends the curse; however, you cannot be attuned to the item until you atone for your sins.

Atonement. You, as a former wearer of the crown, must repent if you want to wear the crown again. You must fulfill the requirements for the attunement once again and keep doing so for 30 days. Only then, can you attune to the crown again. However, you can only receive atonement once.

Crown of Glory

Wondrous item, legendary (requires attunement)

The king said to his commanders, "*Those who fight in the name of the holy, those who wage righteous wars shall be blessed. Those who love others unconditionally, those who show mercy to the weakest shall bear the Crown of Glory.*"

The Crown of Glory is cast from silver. It has numerous diamond gems on it which makes the crown shine like the moon.

Attunement. Once you are attuned to the Crown of Glory, you must abide by certain rules so that your attunement doesn't end:

- Your alignment must be good.
- You must help the helpless as much as you can.
- You must show mercy to those who ask for mercy.
- You must not help someone with ulterior motives.

While attuned to the Crown of Glory, your Strength or Dexterity score (one, of your choice) increases by 2, up to a maximum of 22. While wearing the crown, you have advantage on your attack rolls against evil-aligned creatures. Your attacks deal an extra 4d8 radiant damage. This extra damage increases to 8d8 if the creature is evil-aligned.

The crown gives you the ability to cast the *detect evil and good* spell at will.

Curse. If the GM determines that you have intentionally violated the requirements of the crown, your attunement to it ends. You have abandoned the crown, therefore you will be punished by it. You do not roll initiative at the beginning of encounters because you are always the last on the list. Your penance for betraying the Crown of Glory will last until you atone for your sins. A creature who has never been attuned to the crown isn't affected by this curse.

A *wish* spell ends the curse; however, you cannot attune to the item until you atone for your sins.

Atonement. You must help those who are in need until the crown accepts you again, and whether or not it does so is determined by the GM. The GM should determine whether the character is helping others because it is the right thing to do or because the character wants to get the crown back. If the latter is the case, the character won't get the atonement. If the former is the case, the GM decides when.

Crown of Life

Wondrous item, legendary (requires attunement)

There once was a king who raised his hand and cried out, "*Blessed shall be those who stay adamant and true to the divine under severe trial. Life shall be given to those who do not fear death and to those who stay loyal both to themselves and to the mighty deities watching over us.*"

Crown of Life



Crown of Rejoicing



The Crown of Life is made of oakwood and it always has ever-green leaves on it that never fade away.

Attunement. Once you are attuned to the Crown of Life, you must abide by certain rules so that your attunement doesn't end:

- Your alignment must be lawful good.
- You must have failed on a death saving throw at least once.
- You shall never flee from a fight, in no circumstances whatsoever. Whether or not you have fled from a fight is determined by the GM.

While attuned to this crown, your Constitution score increases by 2, up to a maximum of 22. While wearing the crown, you have resistance to necrotic and poison damage. You have immunity to being blinded, deafened, diseased, paralyzed, and poisoned. Your ability scores cannot be reduced by spells or other magical effects.

The Crown of Life has 5 charges. While wearing the crown, you can use an action to expend 1 charge and cast the *heal* spell. You regain any expended charges when you finish a long rest.

Curse. If the GM determines that you have intentionally violated the requirements of the crown, your attunement to it ends and you take 5 (1d10) necrotic damage at the start of each of the turns you continue to wear the crown without attunement. A creature who has never been attuned to the crown isn't affected by this curse.

A *wish* spell ends the curse; however, you cannot attune to the item until you atone for your sins.

Atonement. You, as a former wearer of the crown, must repent if you want to wear the crown again. You must fall unconscious while protecting one of your allies and fail on a death saving throw before regaining consciousness. You must fight your way through until you find solace and redemption. Only then, can you attune to the crown again.

Crown of Rejoicing

Wondrous item, legendary (requires attunement)

The king said to his people, "*Spread the word of the deities and thou shall be anointed, for those who speak of the good are the holiest.*"

The Crown of Rejoicing is cast from silver, gold, and platinum. It is ornamented with gems of any color and has holy runes on it as ornaments.

Attunement. Once you are attuned to the Crown of Rejoicing, you must abide by certain rules so that your attunement doesn't end:

- Your alignment must be good.
- You must preach the commandments of your deity at least once per day, even if you cannot find anyone who'll listen.
- You must never abandon the commandments and doctrines of your deity, which are provided by your GM.

While attuned to this crown, your Charisma score increases by 2, up to a maximum of 22. While wearing the crown, you have advantage on Charisma (Intimidation, Performance, and Persuasion) checks. You can cast the *purify food and drink* and *create food and water* spells as an action, without expending a spell slot.

The crown gives you the ability to summon a diamond angel (p. 238). Once you use this feature, you must finish a long rest to use it again.

Curse. If the GM determines that you have intentionally violated the requirements of the crown, your attunement to it ends. The diamond angel is summoned by the crown and it attacks you and you alone. When summoned in this way, others cannot see the diamond angel unless they have truesight. When the monster is slain, it doesn't come back to attack you again. If the monster kills you, it vanishes. A creature who has never been attuned to the crown isn't affected by this curse.

A *wish* spell ends the curse; however, you cannot be attuned to the item until you atone for your sins.

Atonement. You must convert one evil person to the ways of the good. Only then, can you attune to the crown again.


Crown of Righteousness


Feathers of Magnanimity

Crown of Righteousness

Wondrous item, legendary (requires attunement)

The king said to himself, *"Stay true to thy crown, be righteous, so the divine may take thy spirit into heaven hence."*

The crown named after "Righteousness" was cast from platinum, and it has little round sapphires and angelic figures on it. However tempting this gorgeous crown may look, there is a certain responsibility that comes with wearing such an item.

Attunement. Once you are attuned to the Crown of Righteousness, you must abide by certain rules so that your attunement doesn't end:

- Your alignment must be lawful good.
- Each of your actions must be just or those that can be justified. Whether an action is just or not is determined by the GM.
- A word given by the wearer of the crown shall be kept. Whether a word is kept or not is determined by the GM.
- The wearer can speak nothing but the truth.

While attuned to the Crown of Righteousness, your Wisdom score increases by 2, up to a maximum of 22. You gain advantage on saving throws against spells and other magical effects, and immunity to being charmed.

While wearing the crown, you can cast the following spells innately, requiring only verbal components (spell save DC 20, +12 to hit with spell attacks):

At will: *aid, augury, command, detect evil and good, look of righteousness*, zone of truth*

3/day: *dispel evil and good, geas, hallow*

1/day: *forbiddance, lawmaker**

1/year: *imprisonment*

Curse. If the GM determines that you have intentionally violated the requirements of the crown, your attunement to the crown ends, and you take 5 (1d10) psychic damage at the start of each of the turns you continue to wear the crown without attunement. A creature who has never been attuned to the crown isn't affected by this curse.

A *wish* spell ends the curse; however, you cannot attune to the item until you atone for your sins.

Atonement. You, as a former wearer of the crown, must repent if you want to wear the crown again. You must fast for 30 days, not eating anything. You must work as a servant for a good-aligned deity's temple during this time. You must spend one hour every night during those 30 days meditating and questioning why the crown might have abandoned you. Finally, you must donate one of your most valued belongings to the temple as charity. This is more of a psychological process as opposed to a magical one. This process prepares you to understand the value of righteousness once more. Only then, can you attune to the crown again.

Feathers of Magnanimity

Wondrous item, very rare

This bouquet of angelic feathers is weightless, except for the rope that binds it together, which weighs 1/4 pound.

You can use an action to unbind the feathers and throw them in a 15-foot cone. The feathers consecrate the area. It takes 1 minute to collect the feathers and re-bind them together.

The consecration lasts until all the feathers are collected. When a creature enters the consecrated area for the first time on a turn or starts its turn there, it can make a DC 17 Charisma saving throw. On a success, the creature ignores the effects of consecration. The affected area is subject to the following consecration effects:

Amplify. The affected creatures within the area targeted by a healing effect regain an additional 1d8 hit points.

Pacify. Affected creatures have disadvantage on their rolls to take any kind of hostile action.

Purify. Affected creatures within the area can't be charmed, frightened, or possessed. If they are already charmed, frightened, or possessed, the effect ends.





Holy Banner

Wondrous item, rarity varies

This holy banner is a magic item enchanted with prayers and divine energies. The magical benefits granted by this banner depend on the rarity of the item, which needs to be activated to work. You can activate the magic of the banner by using your action to raise it up high or to carry it on your back. Once the banner is activated, you gain the benefit corresponding to its rarity for 1 minute.

If the banner falls on the ground, the effects are suppressed until it is picked back up and carried again.

Holy Banner of Divine Fury (Rare). Spell and weapon attacks of all allies within 15 feet of you deal an extra 1d4 radiant damage on a hit.

Holy Banner of Arcane Protection (Very Rare). All allies within 15 feet of you have advantage on saving throws against spells and other magical effects.

Holy Banner of Toughness (Very Rare). All allies within 15 feet of you gain 15 temporary hit points for 1 minute when they enter the area for the first time.

Holy Banner of Retribution (Legendary). The damage dealt by the spell and weapon attacks of all allies within 15 feet of you ignore resistance to damage.

Necklace of Heavenly Beauty

Wondrous item, rare

While wearing this necklace, you have a +1d4 bonus to Charisma checks.

Pen of Truth

Wondrous item, uncommon

A creature can only write the truth with this pen. In addition, a text written with this pen is illuminated with dim light, which goes over the text at the same time as the reader, helping creatures that have difficulty reading to focus on the text.

If a creature tries to write a lie with the pen, the pen does not write anything.

Portable Temple

Wondrous item, very rare

You can use an action to place this 1-inch marble cube on the ground and speak its command word. The cube rapidly grows

into a temple that remains until you use an action to speak the command word that dismisses it, which only works if the temple is empty.

The temple's base is a rectangle, 20 feet on one side and 30 feet on the other, and its marble walls are 20 feet high. The item does not function if it is in an area completely closed by adamantine walls. It has a wide, pitched roof supported by columns from the outside. It has small arched nooks in its walls, filled with stained glass. It has a narrow gateway on one of the shorter sides and an altar (not dedicated to any particular deity), on the opposite. Large or larger creatures can't pass through the narrow gateway.

Each creature in the area where the temple appears must make a DC 15 Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside of but next to the temple. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.

The temple walls and columns are made of marble, and its roof is made of hardwood. The temple's magic prevents it from being tipped over and its roof, walls, and columns each have 100 hit points, immunity to poison and psychic damage, damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. They also have immunity to being charmed, frightened, paralyzed, petrified, and poisoned, and to suffering exhaustion.

Only creatures of your choice can enter the temple. Every other creature must make a DC 17 Charisma saving throw. On a failed save, a creature can't enter the temple for 24 hours.

A creature conjured by a spell or other magical effect originating from an evil-aligned creature can't enter the temple.

Rain Bow

Wondrous item, rare (requires attunement)

While wearing this bow tie decorated with prismatic colors, you don't need arrows while using a bow. A rainbow colored arrow magically appears on your bow when you draw it while wearing the tie. Your attacks made with the rainbow arrows deal an extra 1d4 damage of your choosing (except slashing and bludgeoning) on a hit. The rainbow arrow disappears after the results of the attack take place.



Portable Temple



Rain Bow



CHAPTER 5

HEROES AND MONSTERS

Amarashi

Amarashis are rare creatures who wander the night. An amarashi has the head and tail of a ferret, the body of a gorilla, and the feet of a goat. Even though their looks generally scare people off, an amarashi is actually really friendly. They are herbivores and are quite affectionate to smaller creatures, whom they gently pet if they can catch.

Mystical Creatures. An amarashi doesn't have genitalia. They don't reproduce like common mortals. It is said that when an amarashi dies, two flowers sprout out of its body. If a creature eats those flowers, they give birth to an amarashi.

The Curiosity of the Wild. An amarashi is a curious creature. It can chase someone down just to touch them or enter the cave of a bear following a smell.



AMARASHI

Large monstrosity, neutral good

Armor Class 15 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 40 ft. climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	13 (+1)	12 (+1)

Skills Athletics +6, Perception +4
Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Challenge 5 (1,800 XP)

Enrage. When the amarashi's hit points drop below half of its hit point maximum, it becomes enraged. While enraged, it deals additional 5 (1d10) bludgeoning damage with its Gorilla Slam action, and its speed increases by 10 feet.

ACTIONS

Multiattack. The amarashi makes two melee weapon attacks.

Gorilla Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Self Heal. The amarashi stops and focuses to regain 5 (1d10) hit points.

Ancestor of Glory

Ancestors of glory are spirits who enjoy honorable fights, glorious battles, and righteous victories. Watching over glorious combatants (p. 52), observing their battles, and relishing in their victories, they may even intervene in these battles if they find it necessary.

Different Forms. An ancestor of glory can be the spirit of a glorious knight, an angel, or a creature of another form. It can act independently, be the servant of a deity of glory, or be an angelic emissary.

If the ancestor is an angel, its alignment becomes lawful, its type becomes celestial, and it gains resistance to radiant damage.

Additionally, an ancestor of glory doesn't require food, drink, or sleep.

Fiery Zealots. An ancestor of glory is zealous about their ideals; ideals of glory. This eagerness manifests itself as the burning flames that cover their weapons.

Mortal-like Celebrations. An ancestor of glory celebrates victories as mortals do. They enjoy massive celebrations, ceremonies, and even drinking and feasting if they are able to do so.



Ancestor of Glory

Medium undead, chaotic good

Armor Class 16 (breastplate)
Hit Points 76 (9d8 + 36)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Strength +7, Constitution +7, Charisma +7
Skills Athletics +7, Intimidate +7, Persuasion +7, Religion +4
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 13
Languages all, telepathy 120 ft.
Challenge 6 (2,300 XP)

Blazing Glory. The ancestor of glory's melee weapon attacks deal an additional 1d12 fire damage (included in the attack).

Blessed Weapon. The ancestor of glory has advantage on attack rolls against evil-aligned creatures.

Actions

Multiattack. The ancestor of glory makes two melee weapon attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage plus 6 (1d12) fire damage.

Fire in the Fray (Recharges on a Short or Long Rest). The ancestor of glory shouts the names of its ancestors, fellow angels, or its deity, and leaps into an unoccupied space that it can see within 30 feet of itself. When the ancestor lands at the chosen point, waves of flames rush outward. Enemies within 30 feet of it must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 17 (5d6) fire damage. On a successful save, the damage is halved.

Angels of Alchemy are angels of alchemical advancement and the keepers of alchemical knowledge. They make sure that alchemy, especially sacred alchemy, is put to good use. While alchemy can heal the wounds of the innocent, it can also be used to destroy masses and cause great pain. So, they try to keep this power out of the hands of evil by destroying the recipes of poisons and alchemical diseases. They generally serve as emissaries of Kahribar, the God of Sacred Alchemy (p. 142).

Divine Creation. An angel of alchemy is an angel and doesn't require food, drink, or sleep.

Keepers of Alchemical Knowledge. An angel of alchemy knows at least one sacred oil (p. 129) or holy potion recipe (p. 128) of tier 3 or lower.



Angel of Alchemy

Medium celestial, lawful good

Armor Class 15 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	18 (+4)	16 (+3)	16 (+3)

Saving Throws Strength +5, Dexterity +5, Intelligence +6

Skills Athletics +5, Arcana +6, Investigation +6, Nature +6, Perception +5, Religion +6

Damage Resistances acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses truesight 30 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 4 (1,100 XP)

Alchemical Resistance. The angel of alchemy has advantage on saving throws against poison.

Infused by the Sacred Alchemy. The angel of alchemy is constantly under the effect of a holy potion (p. 128) or sacred oil (p. 129) of tier 3 or lower.

Magic Resistance. The angel of alchemy has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The angel of alchemy makes three silvered longsword attacks.

Silvered Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage or 8 (1d10 + 3) piercing damage when used with two hands.

Arsenal of the Alchemist. The angel of alchemy always carries 5 potions or oils of rare or lower rarity, and can use one when it deems it necessary. The selection of potions and oils are up to the GM.

Angel of Dreams



Sometimes heavenly, sometimes hellish, sometimes gibberish; all conscious creatures witness the unique experience that is dreaming. And it should come as no surprise that there are angels who have control over dreams, just as there are certain types of evil who use nightmares to harm others. These angels, angels of dreams, protect the righteous in their dreams, and stand vigilant against the darkness and nightmares that threaten their peace of mind. They also carry divine messages and visions to the dreaming through dreams.

Divine Creation. An angel of dreams is an angel and doesn't require food, drink, or sleep.

Ruler of Dreams. There are tales of immensely powerful angels of dreams, such that they are worshiped by fey and other creatures who worship or live in dreams. They may even grant clerical powers or be warlock patrons.

Unreal Existence. An angel of dreams is a creature of dreams, which makes its existence physically untouchable and incomprehensible. They don't have an exact shape and they are extremely resistant to mundane weapons. Additionally, because of the chaotic nature of dreams, there are angels of dreams who are of nonlawful alignments.

This feature also makes them able to directly affect the minds of others. They can smite the minds of their enemies as they attack. Although the attack is the same in mechanics, each angel of dreams presents the attack in a different way. Some of them create a rain of heavenly blades raining down the sky, some blast their enemies to dust with arcane bolts, and others strike in other unique ways.

Angel of Dreams

Large celestial, any good

Armor Class 17 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Intelligence +8, Wisdom +8, Charisma +8

Skills Arcana +8, Nature +8, History +8, Insight +8, Perception +8, Religion +8

Damage Resistances psychic, radiant

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses truesight 30 ft., passive Perception 18

Languages all, telepathy 120 ft.

Challenge 7 (2,900 XP)

Dreaming Communication. The angel of dreams ignores the range restriction on its telepathy when communicating with a creature whose dreams it previously visited. The two don't need to be on the same plane of existence.

Magic Resistance. The angel of dreams has advantage on saving throws against spells and other magical effects.

Shapechanger. The angel of dreams can use its action to polymorph into a Small, Medium, or Large creature, or back into its true form. Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The angel of dreams makes three Smite Mind attacks.

Smite Mind. *Ranged Spell Attack:* +8 to hit, range 30 ft., one target. *Hit:* 7 (1d8 + 3) psychic damage and 5 (1d10) radiant damage.

Angel of Flames

Not all angels are born of light and radiant energy. Some are born of fire and are bound to their deity with a burning sense of devotion. Their righteous rage, which they only unleash upon the wicked, is ferocious. An angel of flames is the blade of the divine that beheads heretics, and the arrow that pierces the hearts of the apostates.

These angels have four burning wings that illuminate their surroundings with holy fire. The same fire glows in the scars they have on their bodies.

Divine Creation. An angel of flames is an angel and doesn't require food, drink, or sleep.



Angel of Flames

Large celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	18 (+4)	17 (+3)	18 (+4)	20 (+5)

Saving Throws Strength +9, Constitution +8

Skills Insight +8, Intimidation +9, Perception +8, Religion +7

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 18

Languages Celestial, Common, Ignan

Challenge 9 (5,000 XP)

Fiery Weapons. The angel of flames's weapon attacks are magical. When the angel hits with any weapon attack, the weapon deals an extra 2d8 fire damage (included in the attack).

Magic Resistance. The angel of flames has advantage on saving throws against spells and other magical effects.

Marked with Fire. The angel of flames has divine marks burning with fire on their bodies, which makes them stronger. However, if an angel of flames takes 20 cold damage within a round, it takes a -2 penalty to AC. This reduction lasts until the start of the angel's next turn. A successful DC 15 Intelligence (Arcana) check reveals that the cold has this effect on the angel of flames.

Smite the Malevolent (3/Day). The angel of flames shouts with rage as a bonus action, and gains advantage on attack rolls against evil creatures until the end of its turn.

Actions

Multiattack. The angel of flames makes two melee weapon attacks.

Glaive. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage plus 9 (2d8) fire damage.

Bow of Holy Fire. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 5) piercing damage plus 9 (2d8) fire damage. The angel of flames can speak the bow's command word at will and shoot an arrow. When the arrow hits, the attack deals an extra 28 (8d6) radiant damage. If the target is an evil-aligned creature, it must succeed on a DC 17 Constitution saving throw or be stunned until the end of its next turn. The angel can use this feature 5 times. It regains any expended uses daily at dawn.

Wings of Fire. The angel of flames attempts to grapple a Large or smaller creature within 5 feet of it. If the target is Medium or smaller, the angel has advantage on its grapple check. While the angel is grappling the target, it takes 5 (1d10) bludgeoning damage plus 11 (2d10) fire damage at the end of each turn it stays grappled (escape DC 17).

Angel of Gates

In the plane above, an angel sits like a sacred statue, holding its six arms open. An angel of gates is the angel that creates gateways for celestial armies to go through, holding a portal in each of its hands. Its duty is to protect portals and those who travel between realms. The angel's head is separate from its body and floats above it like a giant crystal. It also has eyes that can pierce illusions around it.

An angel of gates can open a portal to anywhere, so long as it is not protected by magical means, and they can sustain this magical passage for years to come. Also, they can summon a creature from other planes. An angel of gates never intervenes in others' missions, they just control the portals. In addition, an angel of gates avoids battle as much as possible because it is not their duty to be a part of holy destruction but rather to bring to battle those who are the embodiment of righteous destruction itself.

Divine Creation. An angel of gates is an angel and doesn't require food, drink, or sleep.

ANGEL OF GATES

Huge celestial, lawful good

Armor Class 19 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	20 (+5)	18 (+4)	17 (+3)

Saving Throws Strength +11, Constitution +11, Intelligence +11

Skills Arcana +17, History +11, Investigation +11, Nature +11, Perception +10, Religion +11

Damage Resistances acid, cold, fire, lightning, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities force, psychic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 200 ft., truesight 100 ft., passive Perception 20

Languages all, telepathy 120 ft.

Challenge 19 (22,000 XP)

All-Aware. The angel of gates can cast the *scrying* spell requiring no components and without expending a spell slot. The spell's duration is infinite (the spell ends when the angel targets another creature or an area). The target doesn't have to be in the same plane of existence as the angel and the target automatically fails the saving throw. If the target is protected against divination spells by magical means, the angel of gates can't use this feature against it.

All-Seeing. The angel of gates can see everything within 100 feet of it. Any Dexterity (Stealth) check against it automatically fails.

Immutable Form. The angel of gates is immune to any spell or effect that would alter its form.

Instant Movement (1/turn). The angel of gates can teleport to an unoccupied space within 100 feet of it.

Magic Resistance. The angel of gates has advantage on saving throws against spells and other magical effects.

Portal Knowledge. The angel of gates can sense the presence of a planar portal within 1 mile of it. It knows the distance and direction of any portal within the area as well as where they lead.

Innate Spellcasting The angel of gates' innate spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The angel of gates can innately cast the following spells, requiring no material components:

At will: *detect magic, project image*

5/day each: *dispel magic, counterspell*

3/day each: *banishment*

1/day each: *fall from heaven**

1/week each: *kingdom come**

ACTIONS

Angelic Plane Shift (1/day). The angel of gates can travel to another plane as long as the plane has a temple in the name of the deity the angel serves.

Create a Gateway. The angel of gates can cast the *gate* spell without requiring any components and expending a spell slot. It can create and maintain up to six portals at the same time and the duration of the spell is infinite, or until it is dispelled.

Ray of Planar Destruction. *Ranged Spell Attack:* +11 to hit, range 120 ft., two targets. *Hit:* 50 (10d8 + 5) force damage.

Recall Creature. The angel of gates can teleport a willing creature that is on another plane of existence to an unoccupied space within 50 feet of it. In order to target a creature, the angel must know its specific location, and the creature must have been in the plane of existence that it will be teleported to.



Angel of Honor

Angels of Honor are the embodiment of honor. Although all angels can be considered honorable, these angels directly represent heavenly honor: The duels observed by them are considered holier, creatures in their presence tend to act more honorably, and every honorable act executed near them is filled with divine determination.

Companion of the Honorable. An angel of honor helps those devoted to honor, try to warn the honorable against the possible suffering caused by dishonorable acts, and even try to prevent them.

Divine Creation. An angel of honor is an angel and doesn't require food, drink, or sleep.

Unnatural Swords. An angel of honor always carries two shortswords; one of glass, forged from the air of heaven, and the other of pure light, forged from the light of heaven. Unless the angel wills them to stay and be used by others, its swords are destroyed upon its death.

A dishonorable creature who tries to wield the glass sword of an angel of honor cannot move it regardless of how strong it is, since honor is an especially heavy burden to carry. No evil creature can interact with the radiant sword, as it appears as a hue of light to everyone but true believers, who are the only ones that can see the true nature of heavenly light.



Angel of Honor

Medium celestial, lawful good

Armor Class 16 (breastplate)

Hit Points 75 (10d8 + 30)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	14 (+2)	14 (+2)

Saving Throws Strength +6, Wisdom +5, Charisma +5

Skills Athletics +6, Insight +5, Perception +8, Religion +5

Senses darkvision 60 ft., passive Perception 18

Languages all, telepathy 120 ft.

Challenge 5 (1,800 XP)

Magic Resistance. The angel of honor has advantage on saving throws against spells and other magical effects.

Sword-Bound. The angel of honor can call both of its swords from heaven or send them back as a bonus action.

Actions

Multiattack. The angel of honor makes two glass shortsword attacks and two radiant shortsword attacks.

Glass Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Radiant Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) radiant damage.

Mark of Honor. The angel of honor chooses a creature within 30 feet and marks it. A celestial mark appears right above the head of the creature, glowing with a bright yellow light. The creature is marked for 3 turns. An angel of honor never marks a creature that is not evil or that is not dishonorable. The angel of honor deals an extra die of damage with its swords against creatures marked in this way.

If a creature is marked by the angel(s) of honor 3 times, the mark stays indefinitely, or until it atones for its sins.



Angel of Inspiration

An angel of inspiration looks like a baby with wings, and it likes to hang around people that create things. They help bards, scholars, artists and all manner of creators to remember something or point out a detail that they overlooked. An angel of inspiration rarely shows itself and mostly avoids conflict.

Divine Creation. An angel of inspiration is an angel and doesn't require food, drink, or sleep.

Enjoy the Creation. An angel of inspiration enjoys being around mortals. It watches their daily lives and intervenes when they appear most in need of the touch of an angel.

ANGEL OF INSPIRATION

Small celestial, neutral good

Armor Class 10 (13 with mage armor)

Hit Points 10 (3d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Persuasion +6

Condition Immunities charmed, exhaustion, frightened

Senses truesight 30ft., passive Perception 9

Languages all, telepathy 60 ft.

Challenge 1/4 (50 XP)

Blessed Weapons. The angel of inspiration's attacks are magical and it has advantage on attack rolls against the creatures who have hurt people before. When it hits with any weapon attack, the weapon deals an extra 1d4 radiant damage (included in the attack).

Inspire. The angel of inspiration touches a creature as a bonus action and reminds it of something it forgot. The angel of inspiration can also use this feature to bring an idea to a creature's mind.

Invisibility. As a bonus action, the angel of inspiration magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment it is wearing or carrying turns invisible with it.

Spellcasting. The angel of inspiration is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The angel of inspiration has following spells prepared:

Cantrips (at will): *inure*, light, prestidigitation*

1st level (2 slots): *bless, mage armor***

***The angel of inspiration casts these spells on itself before combat.*

ACTIONS

Inspiring Bow. *Ranged Weapon Attack:* +3 to hit, range 30 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 2 (1d4) radiant damage.

Angel of the Dark

There is a misconception that agents of evil do their bidding in places where light can't reach, because goodness can't reach the depths of darkness. The truth is, order and benevolence has made their way through the dark, and it takes neither a blinding presence nor the protection of light to do work for the greater good.

Divine Creation. An angel of the dark is an angel and doesn't require food, drink, or sleep.

Shadows of Divinity. Angels of the dark came into being when the holiest and the most brilliant light shone upon the deities of heavenly realms and cast a shadow. These angels rose from those shadows to serve as the light commands, in places where even the light can't reach.

Angel of the Dark

Large celestial, lawful good

Armor Class 18 (plate)

Hit Points 161 (14d10 + 84)

Speed 50 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	24 (+7)	23 (+6)	18 (+4)	28 (+9)	25 (+7)

Saving Throws Dexterity +13, Wisdom +15, Charisma +13

Skills Insight +15, Perception +15

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison, radiant

Condition Immunities blinded, charmed, exhaustion, frightened, poisoned

Senses blindsight 300 ft., truesight 120 ft., passive Perception 25

Languages all, telepathy 120 ft.

Challenge 17 (18,000 XP)

Devoid of Light. While in darkness, the angel of the dark is invisible, has advantage on Dexterity (Stealth) checks, and can attempt to hide even when it is not obscured.

Divine Awareness. The angel of the dark knows if it hears a lie.

Innate Spellcasting. The angel of the dark's innate spellcasting ability is Charisma (spell save DC 21). The angel of the dark can innately cast the following spells, requiring no components:

At will: *blindness/deafness, darkness, pass without trace*

3/day each: *fear, hold person*

1/day each: *hold monster, mislead*

Infinite Void. Light obeys and bends to the angel's will and is consumed by the void within the angel. Whenever the angel of the dark is subjected to radiant damage, it takes no damage and instead its weapons ignite with black flames for 1 minute. While the weapons are ignited, all weapon attacks of the angel of the dark deal an additional 1d8 fire damage on a hit.

Actions

Multiattack. The angel of the dark makes four melee weapon attacks.

Ring Blade of Darkening. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage and the target is cursed for 1 minute. When a cursed creature tries to cast an evocation spell, the spell automatically fails. If the target is concentrating on an evocation spell, the concentration ends.

Chains of Banishment. The angel of the dark transforms shadows into pitch-black gateways and force creatures through them. This feature requires the angel of the dark to maintain concentration (such as concentrating on a spell) for 3 turns to take full effect. The concentration ends if the angel of the dark is in bright light, the angel leaves its current position, or when the angel uses this feature again.

On the first turn of concentration, when the angel of the dark uses this feature, all shadows within 60 feet of it darken to a point that they are all devoid from even a scintilla of illumination. Any hostile creature within the area must make a DC 21 Wisdom saving throw. A creature is frightened until the end of the angel's next turn on a failed save, or has advantage on its next saving throw to resist this feature and is not frightened on a successful one. A creature frightened by this feature can't willingly move from its current position.

On the second turn of concentration, unbreakable chains emerge from the shadows, entangling creatures. Any hostile creature within 60 feet of the angel must succeed on a DC 21 Dexterity saving throw or be restrained by the chains until the end of the angel's next turn. A creature frightened by this feature has disadvantage on this roll.

On the third turn of concentration, creatures that are restrained by this feature must make a DC 24 Charisma saving throw. A creature is pulled into the shadows and banished, returning to its home plane, on a failed save, or is stunned until the end of its next turn on a successful one. If the creature is native to the plane of existence that the angel is on and the creature has 100 hit points or fewer, the creature dies on a failed save.

REACTIONS

Shadowy Intervention. When a creature casts a spell within 30 feet of the angel, the angel of the dark can teleport to an unoccupied space within 5 feet of the creature, make a ring blade of darkening attack, and teleport back to its position. If the attack hits, the spell ends before taking effect.

LEGENDARY ACTIONS

The angel of the dark can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The angel of the dark regains spent legendary actions at the start of their turn.

Teleport. The angel of the dark magically teleports, along with any equipment it is wearing or carrying, up to 120 ft. to an unoccupied space it can see.

Elusive Shadows (Costs 2 Actions). The angel of the dark becomes an intangible shadow until the start of its next turn or until it is subjected to damage. For the duration, the angel of the dark is immune to any kind of damage.

In the Dark, All is One (Costs 3 Actions). Darkness does not discriminate; everything is the same when there is no light to reveal the differences. Until the end of the angel's next turn, creatures within 60 feet of the angel can't use a feature unless they all have the ability to use the same feature (including the angel). For example, the angel of the dark can make melee weapon attacks; thus, if all creatures within 60 feet of the angel are able to make melee weapon attacks, they can do so without a problem. Likewise, the angel of the dark has innate spellcasting; so, if all creatures within 60 feet have spellcasting, they can cast spells without a problem.



Angel of the Wind

When winds fill the sails of a ship that is lost at sea and they guide it to safety, or when an innocent soul miraculously survives a fall that should have been deadly, it is known that an angel of the wind did its duty. The angel of the winds controls the air and the weather in order to protect or guide mortals. When a devout traveler of a good deity asks for nice weather to make their journey easier, it is the angel of the wind that grants their wish. Or when a temple prays for rainfall, it is the angel of the wind that makes the first drop fall out of the sky.

Divine Creation. An angel of the wind is an angel and doesn't require food, drink, or sleep.

Faster Than Winds. An angel of the wind can move faster than the wind itself.



Angel of the Wind

Medium celestial, lawful good

Armor Class 17 (studded leather)
Hit Points 130 (20d8 + 40)
Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Dexterity +10
Skills Acrobatics +10, Perception +7, Religion +7
Damage Resistances poison, radiant, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 120 ft., passive Perception 17
Languages all, telepathy 60 ft.
Challenge 13 (10,000 XP)

Blessed Weapons. The angel's attacks are magical and it has advantage on attack rolls against the evil-aligned creatures. When it hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Flowing Movement. The angel's movement or actions don't provoke any opportunity attacks.

Innate Spellcasting. The angel's innate spellcasting ability is Charisma (spell save DC 17). The angel of dark can innately cast the following spells, requiring no components:

At will: *misty step, feather fall*

3/day each: *piercing rain*, gust of wind*

1/day each: *golden fog*, control weather*

ACTIONS

Multiattack. The angel of the wind makes three Windslash Scimitar attacks.

Windslash Scimitar. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit*: 16 (2d6 + 6) slashing damage plus 6 (1d12) force damage plus 6 (1d12) radiant damage.

Angel Soul

An angel soul is a rare sight to behold. When an angel thinks that their mission is more important than its own existence, it can perform a short ritual to become an angel soul upon their death. The angel soul then seeks to complete the unfinished business of the angel in a limited amount of time. It can ask for the help of adventurers in order to do so, and its existence is thus revealed to some. When their task is done or their time is up, they simply disappear.

Divine Creation. An angel soul doesn't require food, drink, or sleep.

Essence to Soul. The ritual for the making of an angel soul, called the Ritual of Essence to Soul, can only be conducted by a celestial with the permission of their deity. This ritual allows the celestial to reappear as an angel soul for a limited amount of time to finish what it started.

Limited Time. An angel soul can only be created by an angel, and it has limited time until it disappears. However, this time can be minutes, hours, or days (determined by the GM). They are immune to some effects, such as the features that turn undead, so that they can reach their goals within the allotted time.



ANGEL SOUL

Medium undead, neutral good

Armor Class 15 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+2)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Damage Resistances acid, cold, fire, lightning, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison, radiant

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 60 ft., passive Perception 12

Languages all

Challenge 7 (2,900 XP)

Etheric Travel. As a bonus action, the angel soul teleports to an unoccupied space that it can see within 60 feet of it.

Incorporeal Movement. The angel soul can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Touch of the Radiant Specter. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 21 (3d12 + 2) necrotic damage plus 19 (3d12) radiant damage.

Essence Light. The angel soul radiates bright light in a 30-foot radius centered on itself. Every hostile creature within radius must make a DC 16 Wisdom saving throw. On a failed save, a creature takes 18 (4d8) radiant damage and is blinded for 1 minute. On a successful save, the damage is halved and the creature is not blinded.

Invisibility. The angel soul magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment it is wearing or carrying is invisible with it.

Angelic Emissary

There are legends that talk of emissaries soaring through the sky in golden armor, shining brighter than the sun, either as a sign of imminent prosperity or a harbinger of impending doom. The arrival of such angels in mortal realms are thus taken quite seriously; anticipated by some and feared by others.

Divine Creation. An angelic emissary is an angel and doesn't require food, drink, or sleep.

Heavenly Messenger. An angelic emissary carries heavenly messages that are to be received by mortals. There are some stories that talk of angelic emissaries being murdered, and mortals taking on the quest of delivering their message.



ANGELIC EMISSARY

Medium celestial, lawful good

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Dexterity +6, Charisma +8

Skills Insight +6, Perception +6, Persuasion +8

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 16

Languages all, telepathy 120 ft.

Challenge 6 (2,300 XP)

Blessed Weapons. The angelic emissary's weapon attacks are magical and it has advantage on attack rolls against those who try to prevent it from delivering the message it carries. When it hits with any weapon, the weapon deals an extra 1d8 radiant damage (included in the attack).

Magic Resistance. The angelic emissary has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The angelic emissary makes two melee attacks.

Spear of the Emissary. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 4 (1d8) radiant damage or 9 (1d8 + 5) piercing damage plus 4 (1d8) radiant damage if used with two hands. Also, once on each of its turns, the angelic emissary can try to banish a creature it hits with the spear. The target must succeed on a DC 13 Charisma saving throw or be banished to a harmless demiplane for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. When the target returns, it reappears in the space it was last in or in the nearest unoccupied space if its previous one is occupied.

Angelic Legion

Apocalyptic prophecies, legends of ancient times, epic sagas of great wars against great evil; they all speak of an instance in which a hole opens up in the sky and thousands of angels pour out as sunlight bursts through. It is the moment of divine intervention, the end of all evil. Such legions that contain massive numbers of angels are called angelic legions.

Angelic legions are sent into action in the most dire of situations, since they have the power to save (or destroy) a world. When they arrive, evil understands that their end is nigh, and all enemies of evil are filled with hope and fascination.

Divine Creation. An angelic legion is an army of angels, and the angels of this legion don't require food, drink, or sleep.

Immortal Leader. Every army needs a leader, and all angelic legions are led by an angel called a Sanctified Angel (p. 271). A sanctified angel can only die after all other angels in the legion die. While all other angels in its legion are alive, the Sanctified Angel shines with the brightest light and is immune to all damage and harmful effects.

ANGELIC LEGION

Gargantuan legion of medium angels, lawful good

Armor Class 16

Hit Points 1320 (80d20 + 480)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	22 (+6)	22 (+6)	22 (+6)	22 (+6)

Saving Throws All +15

Skills All except Deception +24

Damage Resistances all

Damage Immunities necrotic, radiant

Damage Vulnerabilities damage from attacks and spells that affects an area

Condition Immunities all

Senses truesight 60 ft., passive Perception 34

Languages all, telepathy 120 ft.

Challenge 30 (155,000 XP)

Destroyer of Evil. When the angelic legion appears, all enemies of evil in a 5-mile radius are fascinated by the legion's presence and are automatically blessed if their intentions are pure. A blessed creature gains 50 temporary hit points for 24 hours and its weapons and spells are set ablaze with holy fire; its weapon and spell attacks deal an extra 9 (2d8) radiant damage.

Legendary Resistance (5/Day). If the angelic legion fails a saving throw, it can choose to succeed instead.

Magic Resistance. The angelic legion has advantage on saving throws against spells and other magical effects.

Regeneration. The angelic legion regains 20 hit points at the start of each of its turns if it has at least 1 hit point. Some angels of the legion heal the others constantly. Some others even resurrect the fallen angels.

ACTIONS

Multiattack. The angelic legion makes five Might of Heaven attacks.

Might of Heaven. *Melee Spell Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) radiant damage. The angels of the legion strike their enemies with weapons made of pure light.

REACTIONS

Legion. Since there are thousands of angels within the legion, the legion can take 5 reactions per turn.

Counterspell. An angel within the legion counterspells a spell if it thinks that the spell is dangerous to the legion or to their allies.

LEGENDARY ACTIONS

The angelic legion can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The angelic legion regains spent legendary actions at the start of its turn.

Detect. The legion makes a Wisdom (Perception) check.

Move. The legion moves up to half its speed.

Attack (Costs 2 Actions). The legion makes one attack.



Angelic Legion, led by a Sanctified Angel (p.271)

Anointer

An anointer visits villages, hamlets, towns, and bigger cities to pray with the followers of their deity. They carry with them fresh and sacred essences, and burn them in their censers, which they also use as flails when they are required to protect themselves. Although they are not spellcasters and do not have healing powers, they are people of religion and can conduct religious ceremonies.

Religious Duty. An anointer thinks that it is their duty to travel and meet with people, providing religious guidance and services to even those who live in even the most desolate of places.

Restless Travelers. An anointer can walk for miles and not get tired. They can be seen in cities shopping for traveling equipment. They are also known for their hospitality; they happily share their food and water with other travelers.

Speaker of the Holy Words. An anointer has the necessary knowledge as well as the right to conduct religious ceremonies such as atonements, funerals, or weddings.



ANOINTER

Medium humanoid (any), any good

Armor Class 16 (chain mail)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	10 (+0)	17 (+3)	11 (+0)

Saving Throws Strength +7, Wisdom +6

Skills Athletics +7, Perception +6, Religion +3

Senses passive Perception 16

Languages Celestial, Common, any one language

Challenge 8 (3,900 XP)

Blessed Weapon. The anointer's attacks are magical and it has advantage on attack rolls against evil-aligned creatures.

Restless Traveler. While traveling, the anointer can choose to ignore one level of exhaustion.

ACTIONS

Multiattack. The anointer makes three attacks with its Censer Flail.

Censer Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 6 (1d12) fire damage. Also, because of the smell that the censer gives off, enemies within 10 feet of the anointer have disadvantage on saving throws against spells.

Blind Justice

A blind justice is the very embodiment of justice. It signifies and upholds each and every aspect of justice, and serves the deities that defend and protect it.

Divine Creation. A blind justice is an angel and doesn't require food, drink, or sleep.

The Blindfold of Justice. A blind justice always wears blindfolds, symbolizing that justice should not alter in regards to alignment, wealth, title, power; anything. It can magically perceive its surroundings with truesight.

The Feather of Justice. A blind justice carries a scale, which it uses to weigh the sins of others. While a creature's soul rests on the one side of the scale, the blind justice puts a feather from its own wings on the other side. If the creature's soul is heavier, then the blind justice delivers divine punishment for the sins committed.

The Scale of Justice. A blind justice carries a silver scale with which it weighs the souls, and thus the sins, of others. The scale never wavers, it always stands still, even while the blind justice is moving.



BLIND JUSTICE

Large celestial, lawful neutral

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	16 (+3)	20 (+5)	20 (+5)

Saving Throws Strength +9, Wisdom +9, Charisma +9

Skills Athletics +9, Insight +13, Intimidate +13, Perception +9, Persuasion +13, Religion +7

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 11 (7,200 XP)

Blessed Weapons. The blind justice's attacks are magical and it has advantage on attack rolls against the unjust. When it hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Magic Resistance. The blind justice has advantage on saving throws against spells and other magical effects.

Insight of Justice. The blind justice notices a criminal and magically learns its crimes. Spells of 5th level or higher that prevent mind reading also prevent this feature.

ACTIONS

Multiattack. The blind justice makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 18 (4d8) radiant damage.

The Arsenal of Justice (3/Day). The blind justice can cast any spell of 5th level or lower requiring no components. The spell's casting time must be equal to or shorter than 1 action, and the spellcasting ability for such spells is Charisma.

Capybara

Capybaras are big rodents that live near bodies of water. They prefer woodland areas where they can feast on various plants. The most outstanding difference of the capybara when compared to other mammals is its serene nature.

CAPYBARA

Small beast, unaligned

Armor Class 12
Hit Points 9 (2d6 + 2)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	2 (-4)	10 (+0)	8 (-1)

Senses darkvision 60 ft., passive Perception 10
Challenge 1/4 (50 XP)

Keen Smell. The capybara has advantage on Wisdom(Perception) checks that rely on smell.

Pack Tactics. The capybara has advantage on an attack roll against a creature if at least one of the capybara's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Serene Posture. A creature has disadvantage on its attack rolls while seeing the capybara. A capybara can't be affected by this feature.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



Celestial Eagle



Celestial eagles fly over the inhabitants of the upper planes with their large, gleaming white wings, filling them with a sense of security. All eagles have sharp eyes, but only celestial eagles can see through souls. Realizing what is evil and what is good, celestial eagles protect their offspring and the other inhabitants of the upper realms against imminent danger; albeit danger is a rare occurrence in the upper realms. But when danger does arise, celestial eagles spring into action and use their lethal beaks to cleanse their land.

They reside atop sharp cliffs, giant trees, or anywhere else high and mighty enough. They have a strong and possessive sense of home, they do not like when their peace is disturbed by visitors, or as they would call them, intruders. Although they can understand several languages, they can only speak their own language.

Celestial Eagle

Large celestial, neutral good

Armor Class 15

Hit Points 75 (10d10 + 20)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	14 (+2)	12 (+1)	18 (+4)	14 (+2)

Skills Perception +10

Damage Resistances radiant

Senses truesight 120 ft., passive Perception 20

Languages Giant Eagle, understands Auran, Celestial and Common but can't speak them

Challenge 5 (1,800 XP)

Flyby. The celestial eagle doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Holy Sight. The celestial eagle knows if there is an aberration, celestial, elemental, fey, fiend, or undead within its truesight range. It also knows the locations of these creatures.

Keen Sight. The celestial eagle has advantage on Wisdom (Perception) checks that rely on sight.

Sudden Flutter (3/Day). As a bonus action, the celestial eagle flaps its wings rapidly, spending half its movement, and gaining an altitude of 20 feet. This movement frees the celestial eagle if it is restrained or grappled, and it doesn't provoke an attack of opportunity.

Actions

Multiattack. The celestial eagle makes three melee weapon attacks, one with its beak and two with its talons.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Eye Gouge (Recharge 5-6). The celestial eagle flies over a single target, scratching its face with its talons and eventually pecking at its eyes. The target must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) piercing damage and is temporarily blinded for 1d4 turns. On a successful save, the target takes half as much damage and is not blinded.

Flyby Attack (Recharge 6). The celestial eagle lets out a loud scream and takes off. It flies over and attacks each target it would normally reach with its flying speed on a single turn. Then, it lands in an unoccupied space underneath. Each target must make a DC 15 Dexterity saving throw. A creature takes 10 (2d4 + 5) slashing damage on a failed save, or half as much damage on a successful one.

Reactions

Raise the Dust (Recharge 5-6). When a creature targets the celestial eagle with a melee attack, it flaps its wings, raising dust towards the opponent. The target must succeed on a DC 15 saving throw or have disadvantage on its attack rolls until the end of its next turn.

Celestial Sphinx

Roaming heavenly skies with their magnificent angelic wings, celestial sphinxes are inhabitants of the sacred azures of the upper planes. They have a hybrid form made up of a lion's body and an owl's head. Legend has it; celestial sphinxes are as wise as sages who bathe in the river of time, and as pure as the mind of a newborn. They live upon giant cliffs in the upper realms where they are free to fly as they wish, and from where they have a view of the entirety of the upper realms.

Those endowed with knowledge of the celestial sphinxes' existence often try to climb mountains, just to get a glimpse of these astonishing celestial creatures and be blessed with a morsel of their wisdom. Celestial sphinxes like it when they have visitors, or "pilgrims". Because their home does not resemble that of a mortal they can only offer the caves they use for meditation as accommodation; but any visitor is encouraged to stay as much as they'd like.

Divine Creation. A celestial sphinx doesn't require food, drink, or sleep.

Heavenly Creations. As celestial beings, celestial sphinxes deny evil and seek uncorrupted knowledge.

Judges of Knowledge. Celestial sphinxes highly value knowledge. Although they archive corrupt and evil knowledge as well, they do not share them. With this lore of evil under their belt, they seek to find the weaknesses of evil, in a sense battling them philosophically.

Celestial Sphinx

Large celestial, lawful good

Armor Class 16 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	22 (+6)	18 (+4)	18 (+4)

Saving Throws Intelligence +11, Wisdom +9
Skills Arcana +16, Insight +9, History +16, Religion +16
Damage Resistance radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic, thunder
Senses truesight 120 ft., passive Perception 14
Languages Celestial, Common, Sphinx
Challenge 13 (10,000 XP)

Blessing of the Sphinx (1/Year). The celestial sphinx blesses a creature. The blessing grants a limited ability to sense the immediate future. Those who are blessed by a celestial sphinx in this way gain the benefits of the *foresight* spell for a week. People have often been known to visit the mountains where sphinxes live to receive this blessing. However, a celestial sphinx only blesses those with good intentions that it sees to be worthy.

Guiding Commune. The celestial sphinx has a strong spiritual connection with the divine beings of the upper planes. The celestial sphinx can cast the *commune* spell at will, and the answer is never "unclear". They always get the answer to their question.

When a mortal visiting a celestial sphinx asks for its guidance, and the sphinx is sure that their intentions are pure it casts a *commune* spell on their behalf. Once the sphinx has the answer, it usually provides them to the mortal through cunning riddles.

Inscrutable. The celestial sphinx is immune to any magical effect that can sense its emotions or read its thoughts, as well as any divination spell if it refuses to be affected. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Knowledge of the Ages (3/Day). The celestial sphinx automatically succeeds on an Intelligence (Arcana, History, or Religion) check, provided that its DC is no more than 30.

Magic Resistance. The celestial sphinx has advantage on saving throws against spells and other magical effects.

Riddler (1/Year). The celestial sphinx can choose to ask a convoluted riddle to a creature. If the creature answers the riddle correctly, the sphinx rewards it with a piece of knowledge that the creature is looking for. The content of the knowledge can range from the location of a vampire's secret haven to one of the vulnerabilities of a primordial.

Spellcasting. The celestial sphinx is a 19th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It can cast its spells requiring no material components. The sphinx has the following spells prepared:

Cantrips (at will): *calm mind*, mending, mindful insight*, minor illusion, prestidigitation*
1st level (4 slots): *comprehend languages, detect magic, identify*
2nd level (3 slots): *detect thoughts, gust of wind, locate object, suggestion*
3rd level (3 slots): *clairvoyance, dispel magic, remove curse, sending, tongues*
4th level (3 slots): *banishment, greater invisibility*
5th level (3 slots): *legend lore, scrying*
6th level (2 slots): *exclusion*, disintegrate*
7th level (2 slots): *prismatic spray, symbol*
8th level (1 slot): *feeblemind*
9th level (1 slot): *constant reshape**

ACTIONS

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 4 (1d8) radiant damage.

Thunderous Roar (Recharge 5-6). The celestial sphinx roars with all its might. Each ally within 20 feet of it has advantage on its next attack roll within 1 minute. Each opponent within 20 feet of the sphinx must make a Constitution saving throw. On a failed save, a creature takes 49 (11d8) thunder damage, or half as much damage on a successful one.

LEGENDARY ACTIONS

The celestial sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The celestial sphinx regains spent legendary actions at the start of its turn.

Attack. The celestial sphinx makes one claw attack.

Teleport (Costs 2 Actions). The celestial sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The celestial sphinx casts a spell from its list of prepared spells, using a spell slot.



Celestial Squire

A celestial squire is a spirit residing in heaven who used to be a squire and who failed to become a knight in its mortal life. Through holy knights, heaven grants those spirits a second chance to achieve knighthood.

A celestial squire can be of any race, but it always has unblemished skin and a comforting presence. It carries a special spear bound to itself.



CELESTIAL SQUIRE

Medium celestial, lawful good

Armor Class 14 (breastplate)

Hit Points 15 (2d8 + 6) / 22 (3d8 + 9) / 30 (4d8 + 12) / 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	12 (+1)	10 (+0)	14 (+2)

Skills Athletics +4, Perception +2

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities charmed, exhausted, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 1 (200 XP) / 2 (450 XP) / 3 (700 XP) / 4 (1,100 XP)

Devoted Squire. The celestial squire has advantage on attack rolls.

Blessed Spear (CR 3 / CR 4). The celestial squire's Celestial Spear attack deals an extra 3 (1d6) / 7 (2d6) radiant damage.

ACTIONS

Multiattack (CR 2 / CR 3 / CR 4). The celestial squire makes two Celestial Spear attacks.

Celestial Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. Also, if the spear is broken or it is disarmed, the celestial squire can create a new one or call the existing one to its hand as an action.

Celestial Warhorse

These blessed creatures live on the vast steppes of the celestial realms. They wander tirelessly, free of stress or responsibility. They answer the summons of the champions of good, such as holy knights, out of kindness and their need for companionship.

A celestial warhorse is the sanctified version of a normal warhorse. Its hooves consecrate the ground upon which it walks, its blessed body is strong, and its compassionate eyes glow with a bright white hue.

A celestial warhorse is accustomed to conflict and doesn't fear battle. No exploding spell, warcry, or death of a warrior frightens this holy steed. A celestial warhorse is so brave in fact that it may try to protect its riders by making others meet their maker.

There can be other kinds of celestial mounts as well. As long as the GM approves, celestial camels, elephants, griffons, hippogriffs, mastiffs, pegasi, sea horses and much more can be included in the game. The challenge rating of the mount can also change depending on the creature.

CELESTIAL WARHORSE

Large celestial, neutral good

Armor Class 13 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	10 (+0)	7 (-2)	8 (-1)

Damage Immunities fire
Condition Immunities exhausted
Senses darkvision 60 ft., passive Perception 8
Languages Understands the languages of its rider but can't speak
Challenge 1 (200 XP)

Consecrating Steps. If its rider wants, the horse leaves holy traces that can be detected as consecrated by features such as Divine Sense. The traces persist for 1 day.

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Blessed Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 1 radiant damage.



Cherubim

The most vital ability for beings participating in an interplanar conflict is the capability to travel across planes of existence. A cherubim's duty is to hinder their enemies' ability to do so. With absolute integrity and armed with a weapon that co-exists within itself without defying causality, a cherubim is created by divine forces to be the ultimate weapon against enemies' utilization of magical methods and abilities. Cherubims are mostly accompanied by other angels who hold off the enemy as they destroy portals and magical effects.

Divine Creation. A cherubim is an angel and doesn't require food, drink, or sleep.

Magic Termination. A cherubim can touch and manipulate the magical energy that suffuses through creation and uses this ability to deny magic and to terminate it. A cherubim can directly strike the weave of magic, shattering its pattern.

Owner's Trace. When a cherubim dies, its body disappears, but its weapon and armor are left behind. While wielding the weapon or wearing the armor, a creature is unable to use any kind of magic.



Cherubim

Medium celestial, lawful good

Armor Class 18 (plate)
Hit Points 190 (20d8 + 100)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Constitution +10, Intelligence +10, Wisdom +10
Skills Arcana +10, History +10, Investigation +10, Nature +10, Perception +10, Religion +10
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 20
Languages all, telepathy 120 ft.
Challenge 15 (13,000 XP)

Co-existing Weapon. The cherubim's weapons co-exist within themselves. Its weapon attacks deal triple damage (included in the attack) and are magical.

Magic Immunity. The cherubim can't be affected or detected by spells unless it wishes to be.

Pillar of Abjuration. The cherubim can prevent portals from opening in its presence and deny attempts of teleportation and interplanar travel. The area within 150 feet of the cherubim is warded. Nothing can teleport into or out of the area unless the cherubim wishes it to. Temporary portals are suppressed and can't function within the warded area.

Actions

Multiattack. The cherubim makes two warhammer attacks.

Warhammer. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 34 (3d10 + 18) bludgeoning damage and the lowest level spell on the target ends.

Destroy Portal. The cherubim makes a warhammer attack against a portal and destroys it.

Crystal Belly

The colorfully decorated skin and crystal abdomen of crystal bellies easily attract attention. These fey are the performers of the wild, dancing and singing their way across the most desolate of places. They search tirelessly for evil creatures to abduct and deliver them to a creature willing to take care of them for good.

Crystal Maze. The crystal belly can imprison evil creatures in its belly. A creature loses its body if imprisoned by a crystal belly. It transforms into a dense black smoke and is trapped inside the crystal abdomen. While imprisoned in this way, a creature finds itself in an endless crystal maze of which it tries to find the exit, even though there is none. If a creature is freed, its body reappears next to the crystal belly and the creature inhabits its own body once more.

Enchanting. A crystal belly is a master performer. It can control every little muscle in its body to dance while singing with a clear and strong voice. They hardly ever get tired and are never bored of performing. These performances are mostly entertaining to the innocent while terrifying to others.



CRYSTAL BELLY

Medium fey, chaotic good

Armor Class 13

Hit Points 76 (8d8 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	21 (+5)	13 (+1)	18 (+4)	19 (+4)

Saving Throws Dexterity +5, Constitution +7, Wisdom +6, Charisma +6

Skills Acrobatics +7, Performance +8

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The crystal belly makes two whip attacks. It makes five whip attacks during its performance.

Whip. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Glass Prison. The crystal belly starts its performance, dancing and singing. During its performance, it must move up to 40 feet every turn or the performance ends. If its performance is uninterrupted for a minute, it can choose a creature within 10 feet at the start of its next turn after the performance ends. The target must succeed on a DC 14 Wisdom saving throw or be imprisoned within the crystal belly. The crystal belly can hold up to 5 creatures in its abdomen.

While imprisoned by this feature, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target. The imprisoned creature has no material body, it can't perceive its surroundings, it can't use any of its features. The only way to free a creature from this prison is to kill the crystal belly. The crystal belly can free a creature that it imprisoned.

The crystal belly can use its actions during the performance but not its bonus actions and reactions. This feature has no effect on creatures that are not evil-aligned.

Diamond Angel



Diamond angels are masters of life and death. They have an immense knowledge of necromancy, which they use both to protect their allies and to harm their enemies.

Fiends and many other wicked forms of creation capture souls, use them to empower themselves, or simply trade them for more power. Against this unholy threat, diamond angels are tasked with the protection of pure and worthy souls until they reach their final resting place. A diamond angel also seeks captured souls to free them, and to destroy their captor.

Diamond Hammer. A diamond angel carries a special hammer forged of diamond. Although used rarely and only when vitally necessary, a diamond angel can trap souls within this hammer, which makes the hammer shine with a gray light. While trapped in the hammer, a soul does not feel pain and feels like it has found eternal peace.

A diamond angel can only trap a soul when it deems that the soul is in great danger, such as a human being captured by fiends, a lich about to escape when they need to be brought before an angelic court, or another extreme situation.

Divine Creation. A diamond angel is an angel and doesn't require food, drink, or sleep.

DIAMOND ANGEL

Large celestial, lawful good

Armor Class 19 (natural armor, shield)

Hit Points 95 (10d10 + 40)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	20 (+5)	16 (+3)

Saving Throws Strength +9, Constitution +8, Wisdom +9

Skills Arcana +6, Insight +9, Perception +9, Religion +6

Damage Vulnerabilities thunder

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 9 (5,000 XP)

Blessed Weapons. The diamond angel's weapon attacks are magical and it has advantage on attack rolls against evil-aligned creatures. When it hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Diamond Necromancy (5/Day). The diamond angel can cast any necromancy spell of 6th level or lower, requiring no components. The spell's casting time must be equal to or shorter than 1 action, and the spellcasting ability for such spells is Wisdom. Also, if the spell requires diamond or diamond dust as a material component, the diamond angel can cast the spell as part of its movement.

Magic Resistance. The diamond angel has advantage on saving throws against spells and other magical effects.

Masters of Necromancy. The diamond angel can uncover all necromantic knowledge that can be revealed with a DC 21 or lower Intelligence (Arcana) check.

ACTIONS

Multiattack. The diamond angel makes two melee attacks.

Diamond Hammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 9 (2d8) radiant damage.

Divine Feline

Divine felines are close relatives of cats. Their bodies are altered by divine powers, which change their appearances. They are inhabitants of other planes of existence; however, they can also be adopted as familiars by good-aligned spellcasters.

They look just like regular cats from a distance; however, if observed, one can see gleaming divine marks on their foreheads in various shapes of sacred geometry. Their fur also glows with radiant energy. In fact, they are also known as celestial cats due to their glowing fur. They have an average lifespan of a thousand years.



DIVINE FELINE

Tiny celestial, any good

Armor Class 13

Hit Points 4 (1d4 + 2)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	14 (+2)	8 (-1)	14 (+2)	16 (+3)

Skills Perception +6, Stealth +5

Damage Resistances radiant

Senses darkvision 60 ft., passive Perception 16

Languages understands Celestial and Common but can only speak with telepathy 30 ft.

Challenge 1/8 (25 XP)

Divine Augury (1/Day). The divine feline can sense the future with its great instincts and connection to the divine. If its allies ask about the results of a specific course of action that they plan to take within the next 30 minutes, the divine feline can make an omen as in the *augury* spell.

Divine Smell. The divine feline can sense whether there are creatures in the Ethereal Plane within 30 feet of it; however, it cannot sense their exact locations.

Keen Smell. The divine feline has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 slashing damage.

REACTIONS

Charming Visage. When a creature tries to attack the divine feline, it can make its divine mark on its forehead glow as a reaction, making itself more charming than ever. The attacker must succeed on a DC 13 Charisma saving throw or have disadvantage on its attack roll.

Divine Owlbear

Not every radiant being above the skies works to better things in the name of good; there are also those who simply enjoy a life of peace, unencumbered by any goals or desires. A divine owlbear is a tranquil creature that does not act aggressively unless greatly provoked. It feeds on fruit and honey, sleeps even though it doesn't need to, and swims in clear waters.

Calming Presence. Some celestials meditate near divine owlbears, as they feel calmer and safer while in the presence of these creatures.

Divine Creation. A divine owlbear doesn't require food, drink, or sleep.

Immortality. A divine owlbear does not grow old and can't die of old age. They usually die as a result of their clumsiness or of attacks from outsiders. Most of the time, they are resurrected by deities that feel sorry for them.



DIVINE OWLBEAR

Huge celestial, unaligned

Armor Class 15 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	7 (-2)	14 (+2)	9 (-1)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Language -

Challenge 10 (5,900 XP)

Keen Sight and Smell. The divine owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Magical Body. Beak and claw attacks of the divine owlbear are magical.

ACTIONS

Multiattack. The divine owlbear makes three attacks, one with its beak and two with its claws.

Beak. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 11 (1d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 15 (2d8 + 6) slashing damage.

REACTIONS

Share Pain. When a creature successfully hits the divine owlbear, it can choose to reflect the pain it feels to the attacker. The creature takes 10 (3d6) psychic damage.

Emanation of Grace

When the acts of good exceedingly derail the acts of evil in a place, in the rarest of instances, the concept of goodness and grace takes a physical form and is called an emanation of grace.

An emanation of grace is the material component of some really destructive evil rituals. The defilement of an emanation of grace is seen as a great honor among the forces of evil. There are therefore evil creatures who seek emanations of grace for their demise, just as there are the good who try to protect them at all costs.

The challenge of destroying an emanation of grace does not lie in the act of annihilating itself, but in the fight against those devoted to protecting this unique creature, such as the Order of Grace (p. 154).

Different Shapes. An emanation of grace can be in any shape that resembles the goodness in someone's heart. However, it usually looks like a Gargantuan tree, whose golden leaves cover the skies for tens of yards.

Divine Radiance. It has a golden radiance within its body and its leaves. The emanation of grace sheds magical bright light in a 100-foot radius and dim light for an additional 100 feet.

Calming Presence. Creatures feel safer around an emanation of grace. Therefore, various creatures, either good-aligned or unaligned, choose to live in proximity to them.

Emanation of Grace

Gargantuan celestial, neutral good

Armor Class 10 (natural armor)
Hit Points 410 (20d20 + 200)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	3 (-4)	30 (+10)	3 (-4)	3 (-4)	30 (+10)

Damage Immunities all, except damage dealt with artifacts
Condition Immunities all
Languages -
Challenge - (155,000 XP)

Calming Presence. Creatures within 60 feet of the emanation of grace have disadvantage on attack rolls.

Enhanced Healing. The number of hit points regained by spells is doubled while within 150 feet of the emanation of grace.

Magic Resistance. The emanation of grace has advantage on saving throws against spells and other magical effects.

Might of Good. Evil-aligned creatures within 150 feet of the emanation of grace have disadvantage on ability checks and saving throws.

Unbreakable. The emanation of grace cannot be destroyed by dealing damage. Each good act in a 1-mile radius gives it strength, while each sin committed in the area weakens it. Therefore, the emanation of grace can only be destroyed if the forces of evil triumph over the forces of good.

Minor acts of good make the emanation regain 1 hit points. Major acts of good make the emanation regain 3 hit points. Ultimate acts of good make the emanation regain 5 hit points.

Minor acts of evil make the emanation lose 1 hit point. Major acts of evil make the emanation lose 3 hit points. Ultimate acts of evil make the emanation lose 5 hit points.

When the emanation of grace loses all of its hit points, it ceases to exist.

Actions

Healing Aura. As an action, the emanation of grace shines with a golden light. One random creature within 30 feet of the emanation of grace regains 28 (8d4 + 8) hit points.

Acts of Evil

Blackmailing or telling a lie to cause harm	Minor
Petty thievery	Minor
Torturing a creature to gain benefit	Minor
Major thievery such as stealing a family heirloom	Major
Harming a creature unnecessarily after its death	Major
Murdering the innocent for no reason or for fun	Ultimate

Acts of Good

Assisting the elderly on a task they find hard to accomplish	Minor
Healing someone who is close to death	Minor
Donating to a temple	Minor
Bringing a criminal to justice	Major
Making a dire promise and keeping it	Major
Saving someone's life by risking your own	Ultimate

You can see examples of the acts of good and evil in the previous page. You can add acts and decide whether they are minor, major, or ultimate. The table above is just a guideline for GMs.



Exalted Hunter

Forces of evil raid the habitats of fey beings from time to time. Although rare, it is possible for a fey to survive such an event. However, its sadness at what it has experienced leads to anger, which turns it into an exalted hunter. Exalted hunters seek fiends to destroy. They are warriors trained to cleanse the world of evil by any means necessary. They usually hunt alone, but have also been known to team up to face stronger foes. Exalted hunters have dark green skin reminiscent of the deepest of forests, and they have pitch black eyes that glisten like onyxes.

Tracking Expert. No matter where an exalted hunter is, it can easily track down a fiend. If a fiend is within 1 mile of the exalted hunter, the hunter knows its general direction and then can track it without making the necessary checks.

Sacred Hunt. From time to time, exalted hunters join forces to hunt down a fiend too strong to defeat in small numbers. This event is called the Sacred Hunt and is a competition between hunters. A Sacred Hunt is generally conducted in teams of about thirty, which also includes those who aren't exalted hunters. The hunt can last a long time and may require interplanar travel. Those who come out of the ordeal victorious are rewarded with treasures, and the coveted title of Sacred Hunter.

There are more experienced Exalted Hunters who have spent decades hunting and killing fiends, those who survive and win the Sacred Hunt are called "Sacred Hunter". They are held in high regard in the exalted hunter communities. You can apply the following template on an exalted hunter to create a sacred hunter.

AC. Its AC becomes 20.

Hit Points. Its hit points increase by +30 (4d8+12), and become 217 (29d8 + 87).

Proficiency Bonus. The sacred hunters proficiency bonus becomes +6.

Innate Spellcasting. As an action, the sacred hunter can cast the *conjure starfly* cantrip as if the sacred hunter is a 17th level spellcaster.

Hunt Never Ends. The sacred hunter emanates an aura of 120-foot-radius sphere centered on the hunter that moves with it. Beasts within the aura can smell whether there are fiends within the aura and lead the sacred hunter directly to them. Beasts within the aura are friendly to the sacred hunter and hostile towards any fiend they can smell.

Challenge. +2

EXALTED HUNTER

Medium fey, chaotic good

Armor Class 18 (exalted armor)

Hit Points 187 (25d8 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	15 (+2)	20 (+5)	14 (+2)

Saving Throws Strength +9, Dexterity +10, Wisdom +10

Skills Investigation +5, Perception +10, Stealth +10, Survival +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion

Senses darkvision 60 ft., passive Perception 20

Languages Common, Elvish, Sylvan, and Abyssal or Infernal

Challenge 16 (15,000 XP)

Exalted Armor. The exalted hunter wears special armor that is magically crafted only for themselves. As long as the exalted hunter wears the armor, its AC increases by 3. When this armor is worn by any other creature, it becomes a mundane piece of leather clothing that grants no AC.

Hunterborn. The exalted hunter aims to hunt fiends. But to kill, it must catch them first. Thus, the exalted hunter's speed increases by 10 feet (already included in the speed), and it never suffers the effects of difficult terrain.

Fiend Smell. The exalted hunter can smell fiends' distinct evil smells. As long as a fiend is within 30 feet of the hunter, the hunter can detect it if the fiend isn't hiding by magical means.

Spellcasting. The exalted hunter is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The exalted hunter has the following spells prepared:

1st level (4 slots): *detect magic, hunters mark, longstrider*

2nd Level (3 slots): *pass without trace*

3rd Level (3 slots): *protection from energy*

ACTIONS

Multiattack. The exalted hunter makes three weapon attacks.

Fiendslayer Javelin. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 13 (2d12) psychic damage. If the target is a fiend, the Fiendslayer Javelin deals additional 7 (2d6) piercing damage.

Fiendslayer Javelin (Thrown). *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 13 (2d12) psychic damage. If the target is a fiend, the Fiendslayer Javelin deals additional 7 (2d6) piercing damage.



Fiend Hunter

Fiend hunters are the most common elite forces of the organization called "Night Hunters" (p. 153). They are trained specifically to hunt evil creatures. They are called fiend hunters owing to their ability and proficiency in tracking and hunting down fiends, although they stand against any form of evil.

Only a few possess the rank of fiend hunter since they are both masters of divine spellcasting and the art of war.

They are always on the road when they are not in their organization's bases of operation. They dedicate their lives to helping towns in need, and to fighting monsters; fiends in particular. Although they mostly travel alone, it is possible to come across fiend hunters acting in duos as well.

When fiend hunters visit a town, they are welcome. They are often offered a place to stay until they decide to move on. Those around them love to listen to their exciting stories of fighting fiends, which ensures a crowd around them, especially in taverns.



Fiend Hunter

Medium humanoid, any good

Armor Class 16 (studded leather)

Hit Points 161 (17d8 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	16 (+3)	17 (+3)	18 (+4)

Saving Throws Constitution +9, Charisma +8

Skills Acrobatics +8, Athletics +9, Perception +7, Religion +7, Stealth +8, Survival +7

Senses passive Perception 17

Languages Common

Challenge 10 (5,900 XP)

Always Alert. As a bonus action, the fiend hunter can sense the exact location of fiends within 60 feet of it.

Divine Smite (1/Turn). When the fiend hunter hits a creature with a melee weapon attack, it can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a fiend, to a maximum of 6d8.

Hallowed Strikes. When the fiend hunter hits a fiend with any weapon attack, the weapon deals an extra 1d8 force damage (not included in the attack).

Uncanny Fortitude. The fiend hunter has advantage on saving throws against being poisoned.

Spellcasting. The fiend hunter is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The hunter has the following paladin spells prepared:

1st level (4 slots): *bless, heretic's mark*, heroism, shield of faith*

2nd level (3 slots): *aid, branding smite, magic weapon*

3rd level (3 slots): *daylight, dispel magic, revivify*

4th level (2 slots): *banishment, death ward*

Actions

Multiattack. The fiend hunter makes two melee weapon attacks.

Evil's Bane (+1 Longsword). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage or 11 (1d10+6) slashing damage if used with two hands. The weapon deals an extra 9 (1d8) psychic damage to evil-aligned creatures on a hit.

Resistance Defier (Recharge 6). As an action, the fiend hunter speaks a prayer and is blessed with divine strikes. The hunter's spells and other magical effects are now stronger. The hunter ignores the effects of the Magic Resistance trait of a fiend of its choice within 60 feet of it for 1 minute.

Reactions

Limited Resistance (3/Day). The fiend hunter can choose to have resistance to fire or poison damage until the end of its next turn after being hit by a fiend. The resistance reduces the amount of damage taken due to the triggering attack if it is relevant.

Firefly Fairy

Firefly fairies look like shiny dots in the night, but are actually tiny humanoid-shaped fey. They live in little houses they make themselves, inside of trees. Although not many firefly fairies like strangers, they do try to help those who are in danger near their homes.

Protect Others. When a firefly fairy or someone they are familiar with is in danger, firefly fairies protect them if they are near one of their homes.



Firefly Fairy

Tiny fey, chaotic good

Armor Class 10
Hit Points 6 (4d4 - 4)
Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	9 (-1)	8 (-1)	7 (-2)	12 (+1)

Saving Throws Dexterity +2
Skills Stealth +2, Survival +2
Condition Immunities charmed
Senses passive Perception 8
Languages Common, Sylvan
Challenge 1/8 (25 XP)

Fairy Light. The firefly fairy sheds dim light in a 20-foot radius. It can turn its Fairy Light on and off at will.

ACTIONS

Stick Javelin. *Ranged Weapon Attack:* +2 to hit, range 10 ft., one target. *Hit:* 3 (1d6) piercing damage

Restoring Light. The firefly fairy touches a creature and the target regains 1d4 hit points.

Forgiving Spirit

These spirits dwell in the lands of mortals. They travel, visiting sites that are dangerous for mortals, and guide other travelers through them. They can also devote their lives to the protection of their living friends, relatives, or loved ones. They can have many forms; there are forgiving spirits who look like humanoids as there are nature spirits.

Merciful Nature. A forgiving spirit aims to protect good, prevent evil, and convert evil to good if it can.

Responsible Afterlife. Sometimes the spirits of evil creatures or wrathful ghosts are given a second chance at redemption. In this way, even the darkest, most ill-natured of villains may become a forgiving spirit in the afterlife.



Forgiving Spirit

Medium undead, neutral good

Armor Class 14 (hide)

Hit Points 54 (12d8)

Speed 30 ft., fly 30 ft. (hover only)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	18 (+4)	18 (+4)

Skills Athletics +3, Perception +7

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 17

Languages Common and Celestial or Sylvan

Challenge 5 (1,800 XP)

Ethereal Sight. The forgiving spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The forgiving spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The forgiving spirit makes three spiritual weapon attacks.

Spiritual Longsword. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) psychic damage.

Etherealness. The forgiving spirit enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal and vice versa, although it can't affect or be affected by anything on the other plane.

Forgiving Touch. The forgiving spirit touches a creature and soothes its emotions, ending the effects of one of the following on the target creature; a spell or other magical effect that charms or frightens the target, or the Rage feature. An unwilling creature can make a DC 15 Wisdom saving throw to resist this feature.

Glass Colossus

These heavenly constructs infused with angelic essence named glass colossi are among the most resilient angels. When heaven is in the throes of a massive battle, a glass colossus is almost always the first on the battlefield and their enormous figures are almost always horrifying to opponents.

Crystal Carrier. Every glass colossus carries a crystal that is almost as large as they are. Their main duty is to protect the crystal and place it somewhere according to the instructions of their superiors. The crystal acts as a portal for the armies of heaven to join the fight.

Divine Construct. A glass colossus doesn't require air, food, drink, or sleep. It can't take short or long rests.

Obedience. A glass colossus obeys angels' commands to the best of its ability. If it is left without commands or can't fulfill them, it guards its position and waits for further instruction. A glass colossus can't think or act on its own or for itself. Though it understands its commands perfectly, it has no grasp of language beyond that understanding, and can't be reasoned with or tricked with words.



GLASS COLOSSUS

Gargantuan construct, unaligned

Armor Class 18 (natural armor)

Hit Points 210 (12d20 + 84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	13 (+1)	25 (+7)	3 (-4)	13 (+1)	1 (-5)

Damage Immunities poison, psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 11

Languages Understands Celestial but can't speak

Challenge 16 (15,000 XP)

Immutable Form. The colossus is immune to any spell or effect that would alter its form.

Light Absorption. Whenever the colossus is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Magic Resistance. The colossus has advantage on saving throws against spells and other magical effects.

Magic Weapons. The colossus's weapon attacks are magical.

Portal Crystal. The crystal's base is 10 feet wide and 10 feet long, and it is 40 feet tall. To activate the crystal, the colossus needs to place it in an unoccupied space and work 1 minute on the crystal without any interruptions. Once it's activated, it connects to all other active crystal portals. Only angels can use these portals to travel between the portal network and an angel can bring one willing creature with them.

ACTIONS

Multiattack. The colossus makes two melee attacks.

Slam. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 31 (5d8 + 9) bludgeoning damage.

Radiant Flash (Recharge 6). The colossus focuses light using its body and releases it in a blinding flash. Each creature within 30 feet must make a DC 20 Constitution saving throw. A creature is blinded and takes 45 (10d8) radiant damage on a failed save, or isn't blinded and takes half as much damage on a successful one.

Grave Protector

This intelligent celestial construct is created to protect the graves of those who walked the path of the good in life. It is intelligent, infused with radiant energies to counter evil magic, and armed with a greatsword to obliterate enemies of the good.

Divine Construct. A grave protector strictly follows its orders to protect the graves of the good; a purpose for which it is created. A grave protector is one of the most dangerous foes graverobbers and necromancers can encounter, especially since they do not require air, food, drink, or sleep. However, it can negotiate with creatures that have good intentions.

No Mercy for the Wicked. A grave protector does not show any sign of mercy to evil. It strikes the weakest enemy first, and then tries to annihilate spellcasters.



GRAVE PROTECTOR

Large construct, lawful good

Armor Class 16 (stone armor)

Hit Points 63 (6d10 + 30)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	10 (+0)	14 (+2)	10 (+0)

Skills Athletics +7, Perception +5

Damage Resistances force, necrotic, poison

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft. (blind beyond this radius)

Languages Celestial

Challenge 7 (2,900 XP)

Magic Resistance. The grave protector has advantage on saving throws against spells and other magical effects.

Necrotic Magic Immunity. The grave protector can choose to be immune to the effects of a necromancy spell.

Grave Sense. The grave protector can sense everything within the area it is ordered to protect. It knows how many creatures are present in a 500-foot radius centered on itself. Additionally, it perfectly perceives creatures in a 120-foot radius centered on itself, even those who are hiding or invisible as long as both are within the grave. The grave protector cannot leave the grave it protects.

ACTIONS

Multiattack. The grave protector makes two marble greatsword attacks.

Marble Greatsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Guardian Angel

Sometimes, when you are on the brink of an inescapable horror that is sure to affect the rest of your life, you find yourself miraculously saved amid the glow of a flash of light. These flashes of lights are guardian angels, who protect whomever they are quested to protect.

Divine Creation. A guardian angel is an angel and doesn't require food, drink, or sleep.

Unstoppable. Guardian angels are tasked with the protection of others. Each guardian angel has a specific creature, for whom they would gladly give their lives if necessary. Although they are not immensely powerful, guardian angels are extremely durable against damage and are therefore incredibly hard to stop. They watch and protect diligently, and cannot be seen by anyone save other angels while they are on duty; unless they wish otherwise.



GUARDIAN ANGEL

Medium celestial, lawful good

Armor Class 12
Hit Points 15 (2d8 + 6)
Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Constitution +5, Wisdom +4
Skills Perception +4, Religion +3
Damage Vulnerabilities necrotic
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 14
Languages all, telepathy 30 ft.
Challenge 1/2 (100 XP)

Know Thy Quest. The guardian angel always knows the location of the one it protects, and what its health condition is.

ACTIONS

Angelic Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and the target must succeed on a DC 11 Charisma saving throw or its Charisma score is reduced by 1d4. The target falls unconscious if this reduces its Charisma score to 0. Otherwise, this reduction lasts until the target finishes a short or long rest. Good-aligned creatures are immune to this reduction.

Wish (1/Life). The guardian angel can cast the *wish* spell, requiring no material components. The guardian angel uses this feature in instances of the utmost danger and only to protect the creature it is guarding. The guardian angel dies after casting this spell. Whether or not an angel caller cleric can use this feature, or the guardian angel uses it when conjured by a spell or another magical effect is determined at the GM's discretion.

Guardian of the Light

There are certain creatures of darkness who lure the innocent into the shadows to satiate their bloodlust, just as there are creatures of light who are the protectors of the innocent; even if the mortals do not know of their existence. Guardians of the light are sacred celestials, angels per se, who shine bright with holy radiance.

A guardian of the light rarely reveals itself before the frail eyes of mortals; they usually have to deal with dire situations that mortals are yet to know of. However, wherever the darkness of evil starts to blind worldly creatures, it is the duty of the Guardian of the Light is to illuminate their way, cleansing the darkness that plagues their hearts.

Divine Creation. Guardian of the light is an angel and doesn't require food, drink, or sleep.

Guardian of the Light

Large celestial, lawful good

Armor Class 20 (+2 plate)

Hit Points 228 (24d10 + 96)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	19 (+4)	14 (+2)	20 (+5)	23 (+6)

Saving Throws Strength +13, Charisma +12

Skills Athletics +13, Perception +11, Persuasion +18

Damage Resistances fire, necrotic, lightning, psychic, thunder; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities radiant

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses truesight 120 ft., passive Perception 21

Languages Celestial, Common, telepathy 120 ft.

Challenge 18 (20,000 XP)

Angelic Weapons. The guardian's weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Enlightening Presence. When the guardian enters an area in magical darkness caused by the *darkness* spell or a spell that causes similar effects, the area is illuminated by the presence of the guardian, and the darkness is dispelled.

Innate Spellcasting. The guardian's spellcasting ability is Charisma (spell save DC 20). The guardian can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good, light, message*
3/day each: *flame strike (as if 5th level), holy verdict: wrath*, prayer of healing (as if 5th level)*
1/day each: *fall from heaven*, holy chains of divines*, mass heal*

Legendary Resistance (3/Day). If the guardian fails a saving throw, it can choose to succeed instead.

Magic Resistance. The guardian has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The guardian of the light makes two melee weapon attacks.

Sword of Light (+1 Longsword). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage plus 18 (4d8) radiant damage or 19 (2d10 + 8) plus 18 (4d8) radiant damage if wielded with two hands.

Radiant Wings (Recharge 5-6). The guardian of the light spreads its wings and radiates a divine light. Each creature within a 60-foot cone originating from the guardian must make a DC 21 Charisma saving throw, taking 63 (18d6) radiant damage on a failed save, or half as much damage on a successful one.

Reactions

Omnipresence. When targeted by an attack, the guardian can suddenly disappear and reappear in a place it could normally move to with its speed, provided that the place is not heavily obscured.

Legendary Actions

The guardian of the light can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The guardian of the light regains spent legendary actions at the start of its turn.

Healing Light. The guardian spreads its wings and radiates a divine light from its body. Each evil-aligned creature within 20 feet of the guardian must make a DC 20 Charisma saving throw. On a failed save, they take 14 (4d6) radiant damage, and the guardian regains hit points equal to half of the damage the creatures take.

Attack (Costs 2 Actions). The guardian makes a Sword of Light attack.

Innate Spellcasting (Costs 2 Actions). The guardian uses its Innate Spellcasting.



Healer Priest

Healer priests are trained by temples to provide medical aid to those who are in need. A healer priest starts their journey as an acolyte in a temple. Once they complete their training, they venture out to the world to gain experience and help people as much as they can.

A Devoted Life. A healer priest is sworn by its deity to help people. It doesn't matter where, who, or what. If there is a need for aid, a healer priest cannot stand idly by.

Temple's Orders. A healer priest usually works for a temple that follows the ways of a good-aligned deity. From time to time, it receives orders like "help a specific village" or "come back to the temple", which it must follow to the letter. These priests are generally accompanied by warrior priests (p. 294) on these quests.



HEALER PRIEST+

Medium humanoid, any good

Armor Class 12

Hit Points 33 (6d8+6)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	13 (+1)	15 (+2)	10 (+0)

Saving Throws Wisdom +4

Skills Insight +4, Medicine +4, Nature +3, Persuasion +2, Religion +3

Senses passive Perception 11

Languages Common and one other language

Challenge 2 (450 XP)

Spellcasting. The healer priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The healer priest has the following cleric spells prepared:

Cantrips (at will): *calm mind*, light*

1st level (4 slots): *cure wounds, purify food and drink*

2nd level (3 slots): *lesser restoration, prayer of healing*

3rd level (2 slots): *mass healing word, revivify*

ACTIONS

Multiattack. The healer priest makes two melee weapon attacks.

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Healing Pool



In celestial realms, there are ponds, fountains, meadows, beaches filled with healing energies. Herbivore oozes live in these areas, and are called healing pools. Their origin is unknown and their physical characteristics a mystery but celestials let these oozes hang around, as they are mostly harmless and even helpful from time to time. The only danger they pose is their appetite for plants.

Ointment. The ooze crawls upon creatures without engulfing them and rests on them. This behavior seems like a social interaction and confuses a lot of people. While resting on a creature, the ooze heals the wounds of the creature.

HEALING POOL

Large ooze, unaligned

Armor Class 8
Hit Points 147 (14d10 + 70)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	20 (+5)	1 (-5)	8 (-1)	1 (-5)

Damage Immunities acid, lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 90 ft. (blind beyond this radius), passive Perception 9
Languages -
Challenge 7 (2,900 XP)

Amorphous. The pool can move through a space as narrow as 1 inch wide without squeezing.

Bizarre Self-heal. Any time the pool deals acid damage to a creature it heals itself. Instead of regaining hit points, the pool grows in size and gains a number of cumulative ooze points equal to the acid damage dealt. The pool can store a number of ooze points equal to its hit point maximum; excess points are lost.

Corrosive/Mending Form. The pool is in its mending form while it has current hit points equal to its hit point maximum. Otherwise, the pool is in its corrosive form.

When the pool is in its corrosive form, its body becomes acidic and it starts to melt living and nonliving things. A creature that touches the pool or hits it with a melee attack while within 5 feet of it takes 9 (2d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pool, corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pool is destroyed after dealing damage. The pool can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

When the pool is in its mending form, its body becomes harmless and starts to radiate healing energies. A creature that touches the pool or ends its turn touching it regains 9 (2d8) hit points.

Herbivore Ooze. Acid damage dealt by the pool is doubled against plants and the pool regains a number of hit points equal to half of that damage, rounded down.

Spider Climb. The pool can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod (Requires Corrosive Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 31 (7d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Divide. When the pool is subjected to lightning or slashing damage, a new healing pool emerges from the old one. The old pool loses all of its ooze points and the new one has hit points equal to the number of ooze points lost. New pools can't gain ooze points and divide.

Heavenly Creature Template

There are many forces of good in the universe that protect the innocent and fight against evil. Goodness can come in many different forms depending on its source. One of these forms originates in heaven. Heavenly goodness places a shard of good in the heart of anyone it encounters. The evil who get in contact with this phenomenon are either washed in a bath of holy flames, or perish and turn to ash until nothing remains. The good who are lucky enough to cross such a creature's path receive gifts beyond the wildest of imaginations.

The touch of heaven can change a creature both physically and spiritually, as goodness is a potent form of energy. A fiend's blood-red skin may turn sky-blue, a lion's fur may turn to gold, or a green dragon may start to breathe radiant light. Their intentions and behaviors also change, becoming more aligned with that of the good. For instance, while red dragons are generally greedy, a heavenly red dragon may build orphanages with its treasure.

Different creatures can become heavenly creatures on different occasions, the instance and the nature of which are determined at the GM's discretion. For instance, a vampire can slowly turn into a heavenly creature after it consumes the blood of an angel, while a paladin who has saved a red dragon's eggs can drastically change the dragon's motives, having them gain a heavenly aspect over time.

Heavenly Creature Template

The heavenly creature template can be added to all creatures. A creature with this template retains its statistics except as follows.

Alignment. The heavenly creature's alignment becomes good.

New Feature: Heavenly Aura. The heavenly creature emits a 10-foot-radius aura. When an evil-aligned creature that intends to harm the heavenly creature (presently) enters the aura for the first time or ends its turn within, it takes 1d4 radiant damage.

Challenge. The creature's challenge rating increases by 1.

Senses. The heavenly creature gains darkvision out to a range of 60 feet. If it already has darkvision, it gains blindsight out to a range of 30 feet.

Language. The heavenly creature understands all languages, but can only speak the ones it knows.

Resistances. The heavenly creature has resistance to radiant damage.



Iron Angel

An iron angel is an angel forged by fire from iron. Their faith in law and in good are so intense that they burn with divine fire when they unleash their fury against enemies, which causes them to look like angels in the shape of molten metal.

Divine Creation. An iron angel is an angel and doesn't require food, drink, or sleep.

Molten Swords. Only the souls of righteous warriors who wish to continue battling after they die are worked in the angelic forges and reshaped as iron angels. When a devoted soul becomes an iron angel, it also receives a pair of blessed, molten weapons as a gift. Each of these swords is unique to its owner, and disappears when its owner dies.

When an iron angel receives a target to destroy, it can write the name of the target within the blade by using a forge, which is made easier by the weapon being molten. When it does so, the iron angel deals double damage to the target with these weapons.

Restless Hunters. An iron angel's duty is to seek and destroy the enemies of the forces of good. Once it starts to hunt a creature, the iron angel magically sees the 1-month-old traces of the target's aura, which makes it a perfect hunter.



Iron Angel

Medium celestial, lawful good

Armor Class 18 (plate)

Hit Points 119 (14d8 + 56)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	14 (+2)	18 (+4)	18 (+4)

Saving Throws Strength +8, Constitution +8, Wisdom +8

Skills Athletics +8, Insight +8, Intimidation +12, Perception +8

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 18

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

Blessed Weapons. The iron angel's weapon attacks are magical and it has advantage on attack rolls against evil-aligned creatures. When it hits with any weapon attack, the weapon deals an extra 1d8 fire damage and 1d8 radiant damage (included in the attack).

Fire Absorption. Whenever the iron angel is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The iron angel is immune to any spell or effect that would alter its form.

Innate Spellcasting. The iron angel's spellcasting ability is Charisma (spell save DC 16). The iron angel can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good, detect magic, heretic's mark**
3/day each: *angelic executioner**, *hunter's mark, locate object, longstrider*
1/day each: *burning halo**, *freedom of movement, locate creature*

Magic Resistance. The iron angel has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The iron angel makes two melee attacks; one with its molten battleaxe and one with its molten warhammer.

+2 Molten Battleaxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage plus 9 (2d8) fire damage and 4 (1d8) radiant damage or 11 (1d10+6) slashing damage plus 9 (2d8) fire damage and 4 (1d8) radiant damage if wielded with two hands.

+2 Molten Warhammer. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) bludgeoning damage plus 9 (2d8) fire damage and 4 (1d8) radiant damage or 11 (1d10+6) bludgeoning damage plus 9 (2d8) fire damage and 4 (1d8) radiant damage if wielded with two hands.

Rage of Iron. The iron angel sets itself ablaze, turning into an angel of molten metal for 1 minute. For the duration, the iron angel emanates a 10-foot-radius aura of immense heat. When a non-good or non-lawful creature enters the aura for the first time on a turn or ends its turn within, it takes 9 (2d8) fire damage. If a non-lawful ally enters the aura, the iron angel moves accordingly not to harm the ally.

Knight Dragon

Knight dragons are brave, heavenly dragons. They are the embodiments of knightly ideals; bravery, goodness, honor, and righteousness.

Fearless Heart. A knight dragon does not fear death and demonstrates its courage when necessary. It does not hesitate to put its life on the line to do what is right.

Heaven's Knights. A knight dragon is generally raised by angels and other servants of good. The dragon can be seen guarding such servants, accompanying them in their adventures, and protecting holy sites. A knight dragon can also be sent to the worlds of mortals to help those in need.

Martial Dragons. A knight dragon takes immense joy in martial battle and honorable war. It trains for all its life, and is proficient with all armor and weapons.

SQUIRE KNIGHT DRAGON

Medium dragon, lawful good

Armor Class 16 (half plate, shield)

Hit Points 119 (14d8 + 56)

Speed 30 ft., climb 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	8 (-1)	8 (-1)	16 (+3)

Saving Throws Strength +7, Constitution +7, Wisdom +2, Charisma +6

Skills Athletics +7, Intimidation +6, Perception +2

Damage Resistances radiant

Damage Immunities fire

Condition Immunities frightened

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 7 (2,900 XP)

Knightly Honor. The dragon has advantage on attack rolls against enemies facing it. Otherwise, the dragon has disadvantage on attack rolls.

Sword of the Knight Dragon (1/Turn). When the knight dragon hits a target with a weapon attack, a golden sword appears in the air, revolving around it. The creatures within 5 feet of the knight dragon must succeed on a DC 14 Dexterity saving throw or take 3 slashing damage.

ACTIONS

Multiattack. The dragon can make three weapon attacks.

+1 Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Holy Fire Breath (Recharges 5-6). The dragon exhales radiant fire in a 30-foot cone. Creatures within the cone must make a DC 14 Dexterity saving throw, taking 18 (5d6) fire damage and 18 (5d6) radiant damage on a failed save, or half as much damage on a successful one.

KNIGHT DRAGON

Large dragon, lawful good

Armor Class 20 (plate, shield)

Hit Points 178 (17d10 + 85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Strength +11, Constitution +10, Wisdom +6, Charisma +9

Skills Athletics +11, Intimidation +9, Perception +6

Damage Resistances radiant

Damage Immunities fire

Condition Immunities frightened

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 13 (10,000 XP)

Knightly Honor. The dragon has advantage on attack rolls against enemies facing it. Otherwise, the dragon has disadvantage on attack rolls.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Military Leadership. All allies of the dragon within 60 feet of it that can see or hear the dragon have advantage on attack rolls.

Sword of the Knight Dragon (1/Turn). When the knight dragon hits a target with a weapon attack, a golden sword appears in the air, revolving around it. Creatures within 5 feet of the knight dragon must succeed on a DC 17 Dexterity saving throw or take 6 slashing damage.

ACTIONS

Multiattack. The dragon can make three weapon attacks.

+2 Longsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Holy Fire Breath (Recharges 5-6). The dragon exhales radiant fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage and 28 (8d6) radiant damage on a failed save, or half as much damage on a successful one.

CHAMPION KNIGHT DRAGON

Huge dragon, lawful good

Armor Class 21 (+1 plate, shield)

Hit Points 312 (25d12 + 150)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Strength +13, Constitution +12, Wisdom +8, Charisma +11

Skills Athletics +13, Intimidation +11, Perception +8

Damage Resistances radiant

Damage Immunities fire

Condition Immunities charmed, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 20 (25,000 XP)

Knightly Honor. The dragon has advantage on attack rolls against enemies facing it. Otherwise, the dragon has disadvantage on attack rolls.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Military Leadership. All allies of the dragon within 60 feet of it that can see or hear the dragon have advantage on attack rolls.

Sword of the Knight Dragon (1/Turn). When the knight dragon hits a target with a weapon attack, a golden sword appears in the air, revolving around it. Creatures within 5 feet of the knight dragon must succeed on a DC 19 Dexterity saving throw or take 10 slashing damage.

ACTIONS

Multiattack. The dragon can make three weapon attacks.

+3 Longsword. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 24 (3d8 + 10) slashing damage.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

Holy Fire Breath (Recharges 5-6). The dragon exhales radiant fire in a 30-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 32 (9d6) fire damage and 32 (9d6) radiant damage on a failed save, or half as much damage on a successful one.

Rampaging Fly (Recharge 6). The knight dragon flies 80 feet in a straight line. Up to 10 creatures (of its choice) in that line are pierced by golden weapons that appear below them. Each creature must succeed on a DC 19 Dexterity saving throw or take 70 (20d6) piercing damage.



VETERAN KNIGHT DRAGON

Gargantuan dragon, lawful good

Armor Class 22 (+2 plate, shield)
Hit Points 332 (19d20 + 133)
Speed 40 ft., climb 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	24 (+7)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Strength +15, Constitution +14, Wisdom +11, Charisma +12
Skills Athletics +15, Intimidation +12, Perception +11
Damage Resistances radiant
Damage Immunities fire
Condition Immunities charmed, frightened
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 23 (50,000 XP)

Knightly Honor. The dragon has advantage on attack rolls against enemies facing it. Otherwise, the dragon has disadvantage on attack rolls.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Military Leadership. All allies of the dragon within 60 feet of it that can see or hear it have advantage on attack rolls.

Sword of the Knight Dragon (1/Turn). When the knight dragon hits a target with a weapon attack, a golden sword appears in the air, revolving around it. Creatures within 5 feet of the knight dragon must succeed on a DC 19 Dexterity saving throw or take 10 slashing damage.

ACTIONS

Multiattack. The dragon can make three weapon attacks.

+3 Longsword. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 29 (4d8 + 11) slashing damage.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Holy Fire Breath (Recharges 5-6). The dragon exhales radiant fire in a 30-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 35 (10d6) fire damage and 35 (10d6) radiant damage on a failed save, or half as much damage on a successful one.

Rampaging Fly (Recharge 6). The knight dragon flies 80 feet in a straight line. Up to 10 creatures (of its choice) in that line are pierced by golden weapons that appear below them. Each creature must succeed on a DC 20 Dexterity saving throw or take 84 (24d6) piercing damage.

LEGENDARY ACTIONS

The veteran knight dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Attack (Costs 2 Actions). The dragon makes a weapon attack.

Light Elemental

Light elementals are the natives of the planes of existence where only light exists. They are made of pure light of different colors. They can alter their shape at will, but they mostly choose the form of a humanoid. They are just as dangerous as they are elegant; their intense light also emanates extreme heat around them.

They rarely visit the material plane. If one does come across a light elemental in the material plane, it is probably because it was summoned and somehow became free.

Light elementals are friendly in nature; however, they try to keep their distance from creatures they can harm with their body heat.



Light Elemental

Large elemental, chaotic good

Armor Class 13

Hit Points 57 (6d10 + 24)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	18 (+4)	10 (+0)	10 (+0)	16 (+3)

Damage Resistances acid, cold, fire, necrotic, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Celestial, Ignan

Challenge 6 (2,300 XP)

Illumination. The elemental sheds a magical light in a 60-foot radius and dim light in an additional 60 feet. If the light elemental enters a space that is affected by a *darkness* spell, the spell is dispelled.

Light Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature within 5 feet of it that touches the elemental or hits it with a melee attack takes 5 (1d10) radiant damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) radiant damage.

Radiant Absorption. Whenever the light elemental is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) radiant damage.

Burst (Recharge 5-6). The elemental shines a bright and deadly light in a 30-foot radius centered on itself. Each creature must make a DC 13 Constitution saving throw; taking 35 (10d6) radiant damage on a failed save, or half as much damage on a successful one.

Reactions

Blinding Light. When a creature tries to attack the light elemental, it sheds a blinding light. The attacker must succeed on a DC 13 Constitution or be blinded until the end of its next turn.

Manymany

This flowering plant can't grow underground, under the sun, or in a windy environment, and can only rarely be found by a lucky few. It resembles a combination of three different flowers; lily, hyacinth, and dandelion.



MANYMANY

Small plant, unaligned

Armor Class 5

Hit Points 2 (1d6 - 1)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	9 (-1)	1 (-5)	3 (-4)	1 (-5)

Damage Vulnerabilities radiant, thunder

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 0 (10 XP)

Charming Scent. A creature that comes within 150 feet of the manymany or ended its turn there must succeed on a DC 10 Wisdom saving throw or be charmed by the flower for a minute. A charmed creature tries to nourish and protect the flower to the best of its ability. The creature repeats its saving throw if it takes damage, ending the condition on itself on a successful one.

Heavenly Extract. The manymany's essence is a golden shimmering droplet. It never spoils and it is worth a day of rations. A creature regains 1d4 hit points upon consuming the droplet.

Mimic of Love

A mimic of love is a monstrous goo with razor-sharp teeth and claws. In spite of their offputting appearance, they like to be loved and cared for, and so they change their shape into toys to make friends (mostly children). As long as its friend is loving and caring to them, they also love and protect them. Once a mimic of love senses it is not loved, its leaves and looks for other friends.

Hungry for Love. Mimics of love need love and attention to sustain themselves. An unloved mimic of love is a depressed one. Thus, they care for and protect anyone who loves them. If an unloved mimic of love is unable to find love for one year, it dies of a broken heart.



Mimic of Love

Small monstrosity (shapechanger), chaotic good

Armor Class 12

Hit Points 54 (12d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dexterity +4, Charisma +4

Skills Sleight of Hand +4, Stealth +6

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 11

Languages Understands Common but can't speak

Challenge 3 (700 XP)

False Appearance (Toy Form Only). While the mimic of love remains motionless, it is indistinguishable from an ordinary toy.

Horrific Image. Creatures who witness the transformation of the mimic of love for the first time must make a DC 12 Wisdom saving throw. On a failed save, a creature becomes frightened until the end of its next turn. On a successful save, it is not frightened and is immune to the effects of the Horrific Image feature for 1 hour.

Monstrous Assault. The mimic of love can only make a bite attack in its toy form.

Shapechanger. The mimic of love can use its action to polymorph into a toy or back into its true, monstrous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The mimic of love makes three melee weapon attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Oath Angel



Oath angels are scholars who keep the records of the oathbound. As angels that represent the sacred nature of oaths and of the truth, they sanction agreements, bless the oathbound, hunt oath breakers, and try to stand in the way of fiends deceiving mortals through unholy contracts.

Oath angels like to wander the realms of mortals as old wizards. They wear dark-blue robes and carry silver spears, which they use as valuable walking staves.

Divine Creation. An oath angel is an angel and doesn't require food, drink, or sleep.

Oath Keepers. All oath angels carry a parchment, on which the oaths they sanctioned are written in Celestial. When an oath must remain a secret, it is written in Sacred Language (p. 23). The length of the parchment changes from oath angel to oath angel, in accordance with the number of oaths written on it. There are some rumors about the existence of elderly oath angels, whose parchments are said to fill entire buildings.

Sanctioned Oaths. When an oath is sanctioned by an oath angel, the creature who took the oath gains the Oathbound (p. 97) feat.

Scholarly Angel. An oath angel has a book on its person at all times. The book contains prayers in Celestial, from which the angel channels its powers. When an oath angel dies, the book is left behind. Each of its pages can be used as a spell scroll of a spell that the oath angel could cast (1 scroll for each spell).

Oath Angel

Medium celestial, lawful good

Armor Class 13 (16 with mage armor)
Hit Points 30 (4d8 + 12)
Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16 (+3)	18 (+4)	14 (+2)

Saving Throws Dexterity +5, Intelligence +5, Wisdom +6
Skills Acrobatics +5, Arcana +5, Insight +6, Perception +6, Religion +5
Senses truesight 30 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 2 (450 XP)

Magic Resistance. The oath angel has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The oath angel's innate spellcasting ability is Wisdom (spell save DC 14). The oath angel can innately cast the following spells, requiring no components:

At will: *cure wounds, detect evil and good, mage armor**
1/day each: *hold person, locate object, spiritual weapon*
**The oath angel casts this spell on itself before combat*

Actions

Multiattack. The oath angel makes two silver spear attacks.

Silver Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage when used with two hands.

One-Eyed Crow

With a monstrous anatomy on the inside and a normal appearance on the outside, a one-eyed crow seems like any other crow except that it has only one eye. In terms of their internal characteristics, they are a lot more clever than regular crows. They are creatures who could be misunderstood, simply trying to survive among other sentient beings

Good Intended. These monstrous birds take unattended small shiny objects and give them to people who seem to work tirelessly to earn small shiny objects. Their good intentions might be misunderstood in situations like when a one-eyed crow takes an unattended gold bracelet from a noble's vanity and gives it to a laborer covered in dust.

One-Eyed Crow

Tiny monstrosity, neutral good

Armor Class 15
Hit Points 15 (6d4)
Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (+0)	6 (-2)	15 (+2)	6 (-2)

Skills Insight +4, Perception +4
Senses passive Perception 14
Challenge 1 (200 XP)

Murder Tactics. The crow has advantage on an attack roll against a creature if at least one one-eyed crow is within 5 feet of the creature and the ally isn't incapacitated. If four or more one-eyed crows are within 5 feet of the creature and at least 4 of them aren't incapacitated, the crow automatically succeeds an attack roll against the creature but deals half as much damage.

ACTIONS

Multiattack. The crow makes two beak attacks.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



Ophanim

The first light that shines upon the throne of a deity humbly bows before the might of the divine as it obtains sentience to perceive and, through perception, to comprehend the supremacy of the holy. If a deity chooses to preserve the courteous light, it blesses the light with four sacred rings, creating an ophanim. An ophanim's loyalty never wavers and unlike other angels, they can't fall from grace. They are pure light molded into a body through faith. An ophanim's duty is to watch over the realm of a deity and to guard its throne.

Being of Light. An ophanim doesn't have a vessel; it is a being of pure light anchored to material existence by four rings. These rings have numerous eyes on them that constantly watch over the ophanim. By doing so, they acknowledge its existence.

Divine Creation. An ophanim is an angel and doesn't require food, drink, or sleep.

Incorruptible. The essence of an ophanim consists of strong and righteous ideals and the pillars of divine faith. If these ideals ever weaken or if the faith of an ophanim ever wavers, the ophanim's essence dissipates and it is no more.

⊕phanim

Gargantuan celestial, lawful good

Armor Class 18 (natural armor)
Hit Points 231 (14d20 + 84)
Speed 0 ft., fly 150 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	1 (-5)	17 (+3)	22 (+6)	28 (+9)

Saving Throws Intelligence +9, Wisdom +12, Charisma +15
Skills Insight +12, Perception +18
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison, radiant
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, stunned
Senses truesight 120 ft., passive Perception 33
Languages all, telepathy 120 ft.
Challenge 18 (20,000 XP)

Divine Awareness. The ophanim knows if it hears a lie.

Divine Integrity. The ophanim is a being of pure light that sustains its physical form by being constantly aware of it. It uses its Wisdom modifier instead of its Strength, Dexterity, and Constitution modifiers. If the ophanim falls unconscious, it becomes unaware of itself and dies.

Innate Spellcasting. The ophanim's spellcasting ability is Charisma (spell save DC 23). The ophanim can innately cast the following spells, requiring no components:

At will: *detect evil and good, protection from evil and good*
5/day each: *hallow, dispel evil and good*
3/day each: *commune, geas, sunbeam*
1/day each: *holy verdict: retribution*, mass heal, sunburst, judgment of the sun**

Limited Magic Immunity. The ophanim can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

ACTIONS

Multiattack. The ophanim makes two radiant rupture attacks.

Radiant Rupture. *Ranged Spell Attack:* +15 to hit, range 150 ft., one target. *Hit:* 36 (8d8) radiant damage. It deals 54 (12d8) radiant damage to creatures that are poisoned by Drain Light.

REACTIONS

Drain Light. To attack a creature that is made of pure light is a vile act that can drain the attacker. When a creature successfully hits the ophanim, the ophanim can choose to drain the creature's light. The creature must succeed on a DC 17 Charisma saving throw or become poisoned until the end of its next turn. The poisoned creature takes more damage from radiant rupture.

LEGENDARY ACTIONS

The ophanim can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ophanim regains spent legendary actions at the start of its turn.

Teleport. The ophanim magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Eyes of Rings (Costs 2 Actions). The ophanim targets one creature it can see within 120 feet of it. Numerous eyes on the golden rings focus their gazes upon a single creature. The creature must succeed on a DC 15 Charisma saving throw, or the creature is overwhelmed and stunned until the end of its next round.

Light's Ultimatum (Costs 3 Actions). The ophanim absorbs the radiant energy in a 120-foot radius area centered on the ophanim. All lights are absorbed by the ophanim, creating a magical darkness in the affected area. Each creature in the darkness must succeed on a DC 23 Charisma saving throw or lose their resistance and immunity to radiant damage until they leave the darkness. The ophanim gains 11 temporary hit points (an extra +4 temporary hit point for each radiant immunity or resistance nullified).

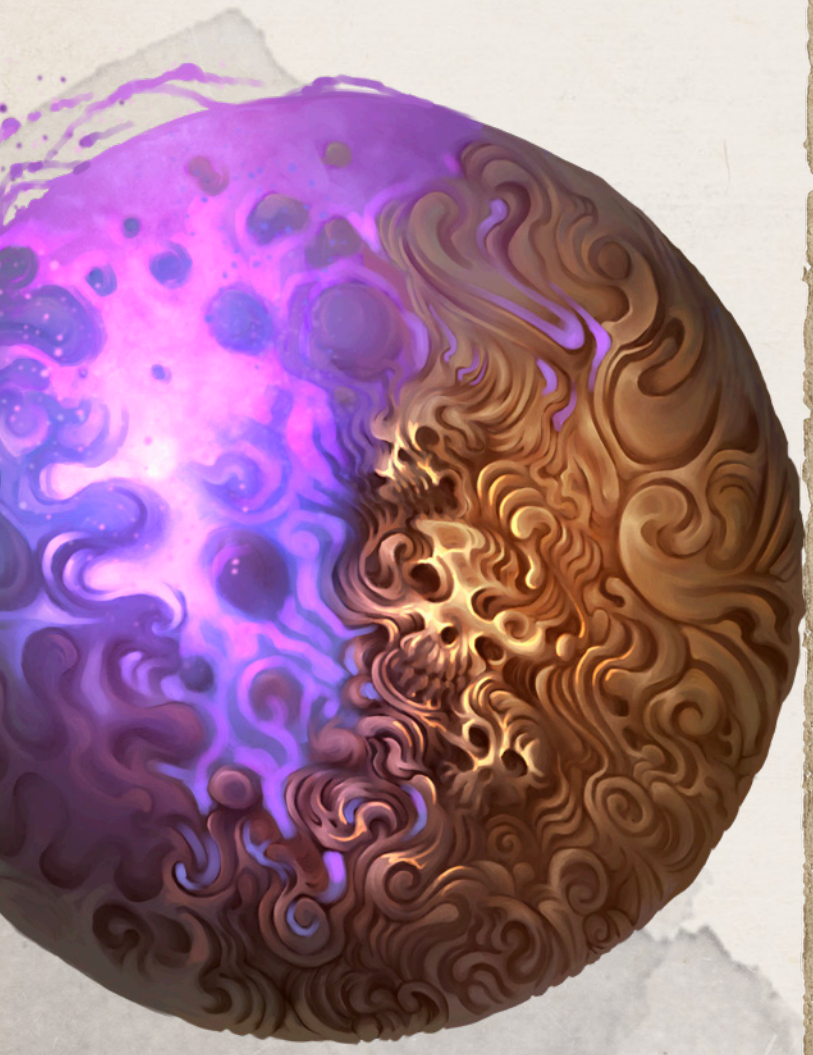


Orb of Trials

It is claimed that these mysterious orbs travel amongst the stars, deep within the void. This claim holds true as all known orbs of trials fell from the sky, leaving behind a dusty purple trace.

Alien Orbs. Although all they do is to hover a foot above the ground and rotate in place, these orbs are alive and intelligent. A sophisticated mind hides beneath their seemingly lifeless spherical husks.

Morality. The images they show to communicate almost always compel a creature to think about the meaning of good and bad, and concepts like honor, virtue, or humility. The reason behind this emotional manipulation is unknown and it has always baffled people to this day.



Orb of Trials

Large aberration, neutral good

Armor Class 12 (natural armor)

Hit Points 210 (28d10 + 56)

Speed 0 ft., fly 0 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	14 (+2)	27 (+8)	19 (+4)	1 (-5)

Damage Immunities cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, frightened, poisoned, prone, exhaustion

Senses truesight 300 ft. (blind beyond this radius)., passive Perception 14

Languages -

Challenge 15 (13,000 XP)

Dislocate (1/Day). The orb teleports to a point of its choosing within 100 miles. This effect is not magical.

Hostile Response. Acts of hostility bring discomfort to the orb, to which it reacts with an impulse of destructive magic. When a creature within 90 feet of the orb deals damage, each creature within 90 feet of the orb takes 10 (1d20) force damage. The damage from this feature does not trigger itself.

Psychic Trial (1/day). If a good-aligned creature approaches the orb and comes within 30 feet of it, the orb offers it a chance to take part in a trial with a reward at the end if the creature triumphs. If the creature accepts the challenge, the creature's mind is transferred to the orb and it falls unconscious. If the creature has no mind or can't fall unconscious, it fails the trial.

After the transfer, the creature thinks that it's still in its physical body and that it can be harmed. Inside the orb, the creature faces a challenge that would make it question its morality, regrets, emotions, and values. The GM is responsible for constructing a challenge particularly designed for the creature partaking in the trial. If the creature acts according to its alignment while facing impossible choices, it successfully completes the trial. Otherwise, it fails. In both situations, the creature is transferred back to its body and is no longer unconscious.

The Dictate of Mind (1/day). If a creature triumphs in the psychic trial, the orb asks the creature to describe its deepest desire. If the creature does so, the orb casts the *wish* spell to fulfill the creature's desire to the best of its ability. The orb of trials doesn't require any components to cast the spell. Also, the orb of trials can use this feature to escape fatal situations with the use of the *wish* spell. The orb prioritizes the creature's desires over its own wellbeing if the creature successfully completes the trial.

Visual Telepathy. The orb uses telepathy up to 120 feet to show and receive images to creatures since it doesn't know any languages. It tries to communicate through images.

Rootless Tree

Rootless trees are walking and talking trees that live in a forest. They love to tend to their less capable friends, normal trees, and hang out with them. They also like to talk to strangers passing through their forests so long as the outsiders don't do anything to jeopardize the safety of their friends or of their forest. Rootless trees play instruments and read books in their free time, despite the sense of melancholy this brings, as they wish to expand their worldview.

Friend of Friends of Nature. Rootless trees aren't hostile towards creatures who don't hurt them or the forest.

Forest Itself. Rootless trees tend to be really old. They thus know all kinds of things about their forest.



ROOTLESS TREE

Large plant, any good

Armor Class 14 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	13 (+1)	15 (+2)	17 (+3)	12 (+1)

Saving Throws Strength +6, Wisdom +5, Charisma +3

Skills Animal Handling +5, History +6, Perception +5

Damage Vulnerabilities fire

Damage Resistance cold, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, radiant

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan and one other language

Challenge 4 (1,100 XP)

False Appearance. While the rootless tree remains motionless, it is indistinguishable from a tree. Still, since certain features can give it away to the perceptive eye. A successful DC 15 Wisdom (Perception) check can reveal that it is not an ordinary tree.

ACTIONS

Multiattack. The rootless tree makes two melee weapon attacks.

Branch Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Sacred Witness

Most temples, usually of the good-aligned deities, are watched over by angelic forces. When an injustice occurs around or in such temples, angels called sacred witnesses watch these events so that they may never forget. They are known for their dramatic interruptions of important trials concerning priests and heroes.

Divine Creation. A sacred witness is an angel and doesn't require food, drink, or sleep.

Mirror Realm. All sacred witnesses have the ability to step outside creation, where they move through the infinite darkness, moving through the Material Plane as they do so. The witnesses call this place the mirror realm, even though it is in fact nowhere, because the witnesses can see the Material Plane through reflective surfaces and their reflections can be seen through the Material Plane.

Testimony. There have been several trials where powerful clerics summoned sacred witnesses to testify in court. In most other cases, they just show up themselves.



Sacred Witness

Medium celestial, lawful good

Armor Class 13 (studded leather)

Hit Points 63 (14d8)

Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	11 (+0)	15 (+2)	18 (+4)	16 (+3)

Saving Throws Wisdom +7, Charisma +6

Skills Investigation +5, Perception +7, Persuasion +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses truesight 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 5 (1,800 XP)

Divine Awareness. The sacred witness knows if it hears a lie.

Superior Sneak Attack. The sacred witness deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of any ally of the witness that isn't incapacitated, and it doesn't have disadvantage on the attack roll.

Truthbound. The sacred witness can't tell a lie.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Mirror Walk. Using its action, the sacred witness unbinds itself from existence. During this time, the sacred witness can't affect or be affected by other creatures, and the sacred witness ignores all objects and effects except reflective surfaces. Not even a creature with truesight can perceive the sacred witness. The witness's reflection can be seen from the Material Plane and the witness can perceive the Material Plane through reflective surfaces. The witness can end this effect using its action and by doing so, it reappears in the Material Plane in the spot it currently occupies. If the witness occupies the same spot as a solid object or creature when this happens, it is immediately shunted to the nearest unoccupied space that it can occupy and take force damage equal to twice the number of feet it is moved.

Reactions

Counterattack. When targeted by a melee weapon attack, the sacred witness makes a *dagger* attack against the attacker.

Sanctified Angel

Sanctified angels are some of the highest ranking angels in the hierarchy of heaven. They fulfill the will of the divine. When the forces to whom the sanctified angels serve decide to declare war, send important gifts or messages, cause disasters, destroy someone, something, or somewhere; it is done by sanctified angels. They also lead angelic legions.

Answer of Heaven. A sanctified angel can be sent as an answer to features such as Divine Intervention.

Blessings of Heaven. A sanctified angel brings the blessings of heaven wherever it goes. The ill heals faster, the soil yields more harvest, people do not have nightmares etc.

Divine Creation. A sanctified angel is an angel and doesn't require food, drink, or sleep.

Sanctified. A sanctified angel cannot be corrupted in any way. There is no such thing as a fallen sanctified angel.

Sanctified Angel

Medium celestial, lawful good

Armor Class 21 (+3 plate)

Hit Points 378 (36d8 + 216)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	22 (+6)	22 (+6)	22 (+6)	22 (+6)

Saving Throws All +13

Skills Athletics +13, Intimidation +13, Insight +13, Perception +13, Persuasion +13, Religion +13

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses truesight 60 ft., passive Perception 34

Languages all, telepathy 120 ft.

Challenge 22 (41,000 XP)

Blessed Weapons. The sanctified angel's weapon attacks are magical and it has advantage on attack rolls against evil-aligned creatures. When it hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Divine Awareness. The sanctified angel knows if it hears a lie.

Heavenly Gift. The halberd of the sanctified angel is a gift given by the rulers of heaven. The sanctified angel can call the halberd to its hand as a bonus action, regardless of the distance between them.

Legendary Resistance (3/Day). If the sanctified angel fails a saving throw, it can choose to succeed instead.

Magic Resistance. The sanctified angel has advantage on saving throws against spells and other magical effects.

Strength of Heavens. The sanctified angel can wield Large weapons.

Unstoppable. The sanctified angel is always under the effects of the *freedom of movement* spell.

Actions

Multiattack. The sanctified angel makes three weapon attacks.

+3 Large Halberd. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) slashing damage plus 18 (4d8) radiant damage.

Reactions

Parry. The sanctified angel adds 4 to its AC against one melee attack that would hit it. To do so, the sanctified angel must see the attacker and be wielding a melee weapon.

Legendary Actions

The sanctified angel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sanctified angel regains spent legendary actions at the start of its turn.

Detect. The sanctified angel makes a Wisdom (Perception) check.

Move. The sanctified angel moves up to half its speed.

Attack (Costs 2 Actions). The sanctified angel makes one attack.

Seraph

Nothing lasts forever. All creations are destined to meet their end; even creation itself. This event has been foretold by many, and it's named the Apocalypse, the end of times when the heavenly truth shall be revealed to all. The seraphim have long awaited the time of revelation and when it comes, they will be the ones to undo all that was done as they were tasked in the beginning. Until then, they wait.

Divine Creation. A seraph is an angel and doesn't require food, drink, or sleep.

Humble. Despite being among the most powerful of heavenly beings, a seraph is a humble creature. In most cases, it can't offer direct help so as not to create an imbalance with its might. It does, however, listen to anyone willing to talk to it and give them sincere advice.

Pure. A seraph can't be controlled, contained, or corrupted. It never changes its course of action by any means or under any conditions; not even when standing against powerful entities against impossible odds.

SERAPH

Huge celestial, lawful good

Armor Class 24 (natural armor)

Hit Points 99 (6d12 + 60)

Speed 90 ft., fly 150 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	30 (+10)	30 (+10)	30 (+10)	30 (+10)	30 (+10)

Saving Throws Strength +19, Dexterity +19, Constitution +19, Charisma +19

Skills Religion +28, Perception +28

Damage Resistances acid, cold, psychic; bludgeoning, piercing, and slashing from magical attacks not made with artifact weapons

Damage Immunities fire, lightning, necrotic, poison, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with artifact weapons

Condition Immunities all

Senses truesight 120 ft., passive Perception 38

Languages all, telepathy 1 mile

Challenge 30 (155,000 XP)

Divine Awareness. The seraph knows if it hears a lie.

Forbearance. When the seraph is reduced to 0 hit points, it regains all of its hit points and grows a wing on its back. The seraph can have a maximum of 6 wings and if the seraph is reduced to 0 hit points while it has 6 wings, it dies. If the seraph maintains concentration for a minute, it can regain all of its hit points and one of its wings disappear.

The number of the wings is an indicator of how much power the seraph unleashes. With the emergence of the first wing, the seraph is covered in holy flames and with each wing after the first, the flames grow stronger as the seraph takes its true form. To use some of its features, the seraph needs to have a number of wings equal to or more than the number noted before a feature. Also, each wing adds an extra 5 (1d10) fire plus 5 (1d10) radiant damage to seraph's Unarmed Strike.

The seraph can't be killed by any means while having less than 6 wings, and any effect that would normally kill the seraph instead reduces it to 0 hit points.

(2 Wings) The Burning One. Whenever the seraph is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

(4 Wings) Purged of Flaws. Any critical hit against the seraph becomes a normal hit.

(6 Wings) Magic Immunity. The seraph can't be affected or detected by spells unless it wishes to.

Magic Resistance. The seraph has advantage on saving throws against spells and other magical effects.

Perfect (5/Day). Any action the seraph takes, any movement it makes, and any word it utters are all made without unnecessary effort and with absolute result. The seraph can treat a d20 roll of 2 or higher as 20.

Tools of the Apocalypse. The seraph is armed with an artifact that is forged to withstand its might. This artifact can quickly change its form to suit the needs of the seraph, and attacks made with it are magical. Seraph's weapons function normally in antimagic zones. Each of the artifact's forms have special effects (included in the attack).

Undoing Flames. Seraph's attacks ignore its target's resistance and immunity to fire damage.

ACTIONS

Multiattack. The seraph uses its Undo Magic or Meteor Strike and then makes three melee weapon attacks.

Unarmed Strike. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one creature. *Hit:* 11 bludgeoning damage.

(1 wing) Undo Magic. The seraph dispels one magical effect within 120 feet.

(1 wing) Quarterstaff. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one creature. *Hit:* 23 (3d8 + 10) bludgeoning damage plus 10 (4d4) force damage and the target loses its ability to cast spells until the end of its next turn.

(2 wings) Scythe. The seraph swings its scythe, making a melee weapon attack in a wide arc. *Melee Weapon Attack:* +19 to hit, each creature in a 15-foot cone. *Hit:* 23 (3d8 + 10) slashing damage plus 11 (2d10) fire damage and targets can't regain hit points by any means until the start of the seraph's next turn.

(3 wings) Greatsword. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one creature. *Hit:* 31 (6d6 + 10) slashing damage plus 13 (3d8) radiant damage plus 13 (3d8) fire damage.

(3 wings) Meteor Strike. The seraph hurls a meteor to a point within 1 mile that it can see where it crashes to the ground. Each creature within a 10-foot-radius sphere centered on that point must make a Dexterity saving throw (DC 27). A creature takes 28 (8d6) bludgeoning damage plus 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The meteor damages objects in the area and ignites flammable objects that aren't being worn or carried.

(4 wings) Warhammer. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one creature. *Hit:* 26 (3d10 + 10) bludgeoning plus 26 (4d12) thunder damage and the damage is doubled against objects, structures, and constructs. This attack automatically destroys a creation of magical force. If the target is a Huge or larger creation of force, this attack destroys a 10-foot-cube portion of it.

(5 wings) Morningstar. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one creature. *Hit:* 23 (3d8 + 10) piercing damage and a wave of light explodes, originating from the target. Each creature within 30 feet of the target must make a Constitution saving throw (DC 27). A creature takes 27 (6d8) radiant damage and is blinded until the start of the seraph's next turn on a failed save, or takes half as much damage and isn't blinded by this attack on a successful one. The target sheds bright light in a 15-foot radius and dim light for an additional 15 feet until the start of seraph's next turn. This light is sunlight.

(6 wings) Blazing Wind. The seraph fiercely flaps its six wings. Each creature within 120 feet of the seraph takes 39 (12d6) fire damage plus 39 (6d12) thunder damage and must make a Strength saving throw (DC 27) or the creature is pushed 30 feet away from the seraph. All ranged attacks targeting a point within 120 feet of the seraph automatically fail until the start of the seraph's next turn.

LEGENDARY ACTIONS

The seraph can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The seraph regains spent legendary actions at the start of their turn.

Teleport. The seraph magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Summon Angel (Costs 2 Actions). An angel of CR 13 or lower appears in an unoccupied space within 150 feet of the seraph.

Plane Scar (Costs 3 Actions). The seraph opens a one-way portal wide enough for a Huge creature to pass through to a place of the seraph's choosing that can be in any plane. The portal remains for a minute or until the seraph opens another portal. At the end of each of the seraph's turns, a creature of seraph's choosing must make a Strength saving throw (DC 25) or be sucked through the portal. A creature can willingly enter the portal or get pushed through it.



Shaper Giant

Only settling for a few days to rest in their humble camps made of fur tents and portable crafting stations, these giants roam uninhabited lands with their families. When a shaper giant is not busy hunting and foraging for food or sleeping, it can almost always be found reshaping its surroundings or crafting.

Order from Chaos. Most shaper giants believe that in ancient times, deities gave them the responsibility to reshape the unfriendly world that hosts fatal landscapes in order to create a better environment for the living. They have continued to honor their duty to this day, crossing the most hazardous of lands to transform them into safe terrain.



SHAPER GIANT

Huge giant, lawful good

Armor Class 14 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	21 (+5)	17 (+3)	15 (+2)	12 (+1)

Saving Throws Strength +12, Constitution + 9, Intelligence +7

Skills Nature +7, Perception +6, Survival +6

Senses passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

Innate Spellcasting. The shaper giant's innate spellcasting ability is Charisma (spell save DC 12). The shaper giant can innately cast the following spells, requiring no components:

At will: *control water, fabricate, mending, move earth, stone shape*

3/day each: *control weather*

1/day each: *demiplane*

Resourceful Crafter. The giant is proficient with all types of artisan's tools.

ACTIONS

Multiattack. The giant makes two warhammer attacks.

Warhammer. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Silver-Horned Tiger

Silver-horned tigers are rare animals that make sure everything around them is in order in the wild. They roam the woods alone and never attack a creature that isn't hostile towards them or threaten the natural order of things in any way. A silver-horned tiger specifically hunts down evil-aligned, half-animal creatures.

Guiding Spirit. Silver horned tigers are known as guarding and guiding spirits in some villages.

Majestic Being. Silver horned tigers don't require food or water to survive as long as there aren't any evil-aligned creatures inhabiting their home (can be a forest or a plain). If there is, a silver-horned tiger feels hunger and hunts these creatures.



SILVER-HORNED TIGER

Large beast, neutral good

Armor Class 15 (silver coating)

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

Saving Throws Dexterity +6

Skills Perception +5, Stealth +9

Damage Resistances psychic

Senses darkvision 120 ft., passive Perception 15

Challenge 6 (2,300 XP)

Charge. If the silver horned tiger moves at least 20 feet straight towards a target and then hits it with a silver horn attack on the same turn, the target takes an extra 2 (1d4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Magic Resistance. The silver horned tiger has advantage on saving throws against spells and other magical effects.

Silver Coating. The silver horned tiger's fur is covered with silver. Thus, it has a +2 bonus to AC (included in the AC). Also, when the silver horned tiger is grappled, its fur deals 6 (1d4 + 4) piercing damage to the grappling creature at the end of each of its turns, as long as the silver horned tiger remains grappled by the creature.

Silvered Attacks. The silver horned tiger's claws, fangs, and horns are covered with silver. Its melee weapon attacks are considered silvered.

The Smell of Evil. The silver horned tiger can smell an evil-aligned creature within 100 feet of it. By doing so, the silver horned tiger knows the general direction of the creature.

ACTIONS

Multiattack. The silver horned tiger makes four melee weapon attacks: one with its bite, two with its claws, and one with its silver horn.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Silver Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Songster

Songsters are bird-winged angels in the shape of humanoids. Their wings are made of the softest feathers of blue and violet, giving them a glorious appearance.

Songsters have mellow and soothing voices. Their songs and their singing voices sound like that of nightingales. They often choose to live in isolated places such as mountain tops, desolate islands, or deep in the woods.

Divine Creation. A songster is an angel and doesn't require food, drink, or sleep.

Emissaries of Joy. A songster generally serves a deity of art, dance, joy, happiness, and freedom.



SONGSTER

Medium celestial, neutral good

Armor Class 15 (leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	10 (+0)	10 (+0)	18 (+4)

Skills Performance +8, Persuasion +6, Stealth +6

Senses passive Perception 10

Condition Immunities charmed, frightened

Languages Celestial, Common, Sylvan

Challenge 4 (1,100 XP)

Innate Spellcasting. The songster's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *calm mind*, detect evil and good, pass without trace*

3/day each: *charm person, light at the end of the tunnel*, mirror image, suggestion*

1/day each: *calm emotions, dispel evil and good, illusionary divine choir**

ACTIONS

Multiattack. The songster makes three weapon attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Calming Song. The songster sings a magical melody. Every creature within 300 feet of it that can hear the song must succeed on a DC 14 Wisdom saving throw or be calmed until the song ends. Calmed creatures are no longer charmed or frightened, and the features that rely on emotions (such as Rage) end. Also, affected creatures have disadvantage on attack rolls until the end of the song.

The songster must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the songster is incapacitated.

Whenever an affected creature takes damage from a source other than the songster, it can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this song for the next 24 hours.

Soul Guide

Some people think very little of what happens after life, until death reminds them of its presence. Some see their life as an investment in what is to come after their demise. No matter what their philosophy on death entails, all creatures meet a soul guide moments after the end of their earthly existence.

Divine Creation. A soul guide is an angel and doesn't require food, drink, or sleep.

Guidance. A soul guide helps those who fail to accept their fate in the afterlife. It explains what will happen next to the deceased, and accompanies them until the soul descends to hell or ascends to heaven.

Unbounding. To ease its passing, a soul guide severs the threads that hold all that makes a mortal together. It separates its soul from its flesh, its mind from its soul, and its essence from its mind.



SOUL GUIDE

Medium celestial, lawful neutral

Armor Class 11
Hit Points 13 (3d8)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	12 (+1)	15 (+2)	9 (-1)

Senses passive Perception 12
Languages all
Challenge 1/2 (100 XP)

Everlasting. When killed, the soul guide returns to life with all its hit points after 1d4 days. This effect closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the soul guide when it died. Also, it replaces damaged or missing organs and limbs. The soul guide appears in an unoccupied space in a temple of its choosing.

ACTIONS

Multiattack. The soul guide makes four attacks, one with its flesh sickle, one with its soul sickle, one with its mind sickle, and one with its gold sickle.

Flesh Sickle. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage.

Soul Sickle. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) necrotic damage.

Mind Sickle. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) psychic damage.

Gold Sickle. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) radiant damage.

Spark of Hope

In the most critical of moments, in instances of life and death, when one must make an impossible choice, when all light seems to have drained from the world leaving one in utter darkness; a spark of hope may appear to light the way.

SPARK OF HOPE

Tiny fey, neutral good

Armor Class 15

Hit Points 125 (50d4)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	10 (+0)	11 (+0)	14 (+2)	19 (+4)

Senses blindsight 30 ft., darkvision 60 ft., truesight 10 ft., passive Perception 10

Languages Sylvan

Challenge 8 (3,900 XP)

Second Chance. The spark and allied creatures within 30 feet of the spark can repeat a failed attack roll, ability check, and saving throw and must use the second result. A creature can benefit from this feature once per turn. Also, a creature within 30 feet of the spark regains 1 hit point if it makes a death saving throw.

ACTIONS

Multiattack. The spark makes six sting attacks.

Sting. *Ranged Spell Attack:* +7 to hit, range 10/40 ft., one target. *Hit:* 7 (1d6 + 4) force damage.



Spirit of Love



Spirits of love are spirits who love to watch creatures treat each other with affection, and who commit themselves to spreading and promoting love and affection everywhere, even in the deepest corners of the coldest and darkest places.

Although they are incredibly powerful beings, the spirits of love generally choose not to show their might. They do not favor battle, enter combat only when they have to, and try to find pleasure in small, simple things. They walk among mortals to ensure their happiness, and they cherish the joy taken from the simple moments in daily life. However, if the need arises to be aggressive and something threatens what they stand for, they become the fiercest enemies imaginable. If need be, they sacrifice themselves for the sake of love without a moment's hesitation.

Different Forms. A spirit of love can be the spirit of a deceased lover, an angel, or a creature of other forms. It can act independently, be the servant of a deity of love, or be an angelic emissary.

If the spirit is an angel, its alignment is lawful, its type is celestial, and it has resistance to radiant damage.

Additionally, a spirit of love doesn't require food, drink, or sleep.

Rainbow Riders. Each time a spirit of love observes a simple expression of love, such as the union of two lovers, a family spending time together, or a mortal petting a stray dog it is elated and a rainbow is created. They can also use these rainbows to teleport from one end to the other.

Spirit of Love

Large fey, neutral good

Armor Class 19 (natural armor)

Hit Points 225 (18d10 + 126)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	25 (+7)	14 (+2)	24 (+7)	24 (+7)

Saving Throws Dexterity +11, Wisdom +13, Charisma +13

Skills Insight +13, Perception +13, Persuasion +13

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 60 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP)

Aura of Love. Creatures within 120 feet of the spirit of love have disadvantage on attack rolls.

Blessed Weapon (If the spirit is an angel). The spirit of love's weapon attacks are magical and it has advantage on attack rolls against all who oppose love. When it hits with any weapon, the weapon deals an extra 2d8 radiant damage.

Innate Spellcasting. The spirit of love's spellcasting ability is Charisma (spell save DC 21). The spirit of love can innately cast the following spells, requiring only verbal components:

At will: *animal friendship, bless, cure wounds, detect evil and good, heroism, speak with plants*

3/day each: *calm emotions, enhance ability, glyph of warding, locate soul*, planeshift, teleport*

1/day each: *foresight, magnificent mansion, mirage arcane, regenerate, resurrection, true resurrection*

Magic Resistance. The spirit of love has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The spirit of love makes three Rainbow Ray attacks.

Rainbow Ray. *Ranged Spell Attack:* +13 to hit, range 40/120 ft., one target. *Hit:* 34 (5d10 + 7) radiant damage.

Change Shape. The spirit of love magically polymorphs into a beast or humanoid with a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the spirit of love's choice).

In a new form, the spirit of love retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form. It also gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Spirit of Redemption

Spirits of redemption are the banner-carriers of freedom, the swords of the righteous vengeful, the shields of the redeemed, and the enemies of all sinners.

Different Forms. A spirit of redemption can be the spirit of a deceased villain who died in search of redemption, it can be an angel, or a creature of a completely other form. It can be the servant of a deity of love, an angelic emissary, or its very own master.

If the spirit is an angel, its alignment becomes lawful, its type becomes celestial, and it gains resistance to radiant damage.

A spirit of redemption doesn't require food, drink, or sleep.

Enemy of the Committed Sinner. A spirit of redemption offers all sinners a chance at redemption. It is the enemy of all who deviate from redemption's path.

Friend of the Redeemed. A spirit of redemption seeks, guides, and protects those who seek redemption. As long as one walks the path of redemption, the spirit makes sure that it is safe.

The Halo and the Sword. A spirit of redemption always wears a halo and carries a sword, both of which are made from the same material. The shape and material of the halo changes according to the type of the redeemed spirit; while a spirit could wear a halo of thorns and flowers, an angel could have a halo of light. If a spirit sees a creature's will of redemption to be worthy, it visits the creature and gives it a copy of its own halo. While carrying the halo, the creature gains 5 temporary hit points at the end of each rest and has a +1 bonus to AC as long as it walks the path of redemption. When the creature forsakes this path, the spirit visits it once more; this time to sever the bond it once formed. It cuts the halo, and cuts down the creature that failed it. Only the sword of the spirit can destroy the halo in such a way, and the spirit deals double damage to creatures who fail it.



Spirit of Redemption

Large fey, chaotic good

Armor Class 17 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	20 (+5)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Dexterity +8, Charisma +8

Skills Insight +6, Perception +6, Persuasion +8, Religion +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 16

Languages all, telepathy 120 ft.

Challenge 8 (3,900 XP)

Blessed Weapons. The weapon attacks of the spirit of redemption are magical and it has advantage on attack rolls against those who forsake the path of redemption. When it hits with any weapon attack, the weapon deals an extra 2d8 radiant damage (included in the attack).

Magic Resistance. The spirit of redemption has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The spirit of redemption makes two melee attacks.

Scimitar of Redemption. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 9 (2d8) radiant damage.

Star Incarnate

A star incarnate is the incarnation of all the stars that decorate the night sky. As the brightest lights shining in the dark sky, they act as the greatest emissaries of deities of fate, and the forces of good.

Celestial Quest Giver. A star incarnate rarely interferes by challenging villains itself. It mostly observes mortals and twists their fates so that they can intervene when a danger arises. It can deliver a message to a champion in the form of visions, make sure that the future members of an adventuring party are all in a particular tavern at a specific time, or create heroes out of ordinary mortals.

Divine Creation. A star incarnate doesn't require food, drink, or sleep.

Keeper of Fate. While seers use stars to uncover the future's secrets, the future is known to a star incarnate. As a being created by the will of stars, a star incarnate can see one year into the future. However, one should keep in mind; the future can change.

The Brightest Ally, the Darkest Enemy. Some believe that the star incarnates hold back the darkness we see in the night, and protect the fate of mortals. Although they are rarely seen in action, even their presence alone bolsters their allies, while their spells and mighty morningstar destroy foes in a blink of an eye.



STAR INCARNATE

Huge celestial, lawful good

Armor Class 22 (natural armor)

Hit Points 261 (18d12 + 144)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	26 (+8)	29 (+9)	29 (+9)	29 (+9)

Saving Throws Intelligence +16, Wisdom +16, Charisma +16

Skills Arcana +16, History +16, Nature +16, Perception +16, Religion +16

Damage Resistances cold, fire, lightning, thunder

Damage Immunities acid, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 26

Languages all, telepathy 120 ft.

Challenge 22 (41,000 XP)

Blessed Weapons. The star incarnate's attacks are magical and it has advantage on attack rolls against evil-aligned creatures. When it hits a creature with any weapon, the weapon deals an extra 2d8 fire damage and 2d8 radiant damage (included in the attack).

Celestial Arcana (7/Day). The star incarnate can cast any spell of 8th level or lower requiring no components. The spell's casting time must be equal to or shorter than 1 action, and the spellcasting ability for such spells is Charisma.

Celestial Recall. The star incarnate perfectly remembers the life of all mortals.

Fate Curse. The star incarnate can curse a creature within 100 feet of it as a bonus action. For 1 minute, the cursed creature has disadvantage on ability checks, attack rolls, and saving throws.

Immutable Form. The star incarnate is immune to any spell or effect that would alter its form.

Magic Resistance. The star incarnate has advantage on saving throws against spells and other magical effects.

Starfall. When the star incarnate drops below 150 hit points, stars start to fall and hit its enemies. At the start of each of the star incarnate's turns, each enemy in a 120-foot radius must succeed on a DC 23 Dexterity saving throw or take 21 (8d6) radiant damage. This is not a magical effect.

ACTIONS

+3 Morningstar of Skies. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage plus 9 (2d8) fire and 9 (2d8) radiant damage.

Starray. *Ranged Spell Attack:* +16 to hit, range 100/300 ft., one target. *Hit:* 35 (3d12 + 16) radiant damage.

Starfly

Starflies take their name from their silver glowing wings. They are butterflies that illuminate the night as stars do. Creatures unaware of the existence of starflies often mistake them for shooting stars at night. They usually live in small packs, in the woods, and near lakes. Some try to find their homelands for the simple joy of watching them create the beautiful atmosphere unique to their species.

A Deadly Blessing. Their beautiful, bright silver shine beckons foul troubles upon them. Sadly, some evil creatures try to capture them and exploit their innate glow as some kind of a light source. You can use this as a theme in your campaigns.

Blessed with Magic. Although they are hunted by foul creatures, these butterflies have an innate spellcasting ability that helps them locate creatures who mean to harm them, and protect themselves against threats.

STARFLY

Tiny beast, unaligned

Armor Class 15 (natural armor)
Hit Points 4 (1d4 + 2)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	12 (+1)	10 (+0)	14 (+2)	14 (+2)

Skills Insight +6, Perception +6
Senses passive Perception 16
Languages -
Challenge 1/4 (50 XP)

Innate Spellcasting. The starfly's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

3/day each: *detect evil and good, protection from evil and good*

Shiny Wings. The wings of the starfly emanate a bright silver light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Radiant Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) radiant damage.



Sworn Protector

Some warriors devote themselves to the protection of a holy place, an artifact, a person of importance to their deities, or something or someone else they hold dear. Sadly, the wheels of fate don't always spin in favor of these holy warriors. In such a case, though their body may pass, their soul refuses to abandon their task. These souls clutch onto life, hoping to honor their sacred promises of defending what they are sworn to protect. Thus, they are bound to their armors, just as they are bound to their quest.

When a soul becomes a sworn protector, it forms a special connection with its armor and weapons. Even if the soul is somehow slain, the armor and weapons keep fighting as if they want to fulfill the promises of their wielder.

Two Phases. There are phrases such as "armor phase" and "soul phase" in the following block. "Armor phase" refers to the sworn protector after its soul is slain and "soul phase" refers to it before it is slain. One must first slay the soul of the sworn protector before the armor phase takes place.

SWORN PROTECTOR

Medium undead, lawful good

Armor Class 20 (plate, shield)

Hit Points 152 (16d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	10 (+0)	18 (+4)	14 (+2)

Skills Athletics +11, Intimidation +8, Perception +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 20

Languages Common

Challenge 17 (18,000 XP)

Armor Form. When the sworn protector drops to 0 hit points, its soul is destroyed but its armor and weapons keep fighting.

In this form, the sworn protector has AC 20, 100 hit points, resistance to cold, fire, thunder; bludgeoning, piercing, and slashing from nonmagical attacks, immunity to necrotic, poison, psychic, radiant, thunder damage. Its creature type becomes construct.

Brute (Armor Phase). When the sworn protector hits a creature with a melee weapon attack, the weapon deals one extra die of its damage (included in the attack).

Ethereal Sight (Soul Phase). The sworn protector can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Immutable Form (Armor Phase). The sworn protector is immune to any spell or effect that would alter its form.

Innate Spellcasting (Soul Phase). The sworn protector's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *spare the dying*

3/day each: *detect evil and good, shield, shield of faith*

Magic Resistance. The sworn protector has advantage on saving throws against spells and other magical effects.

Magic Weapons. The sworn protector's weapon attacks are magical.

Turn Immunity (Soul Phase). The sworn protector has immunity against effects that turn undead.

ACTIONS

Multiattack. The sworn protector makes four melee weapon attacks, one with its shield bash and three with its mace.

Mace. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 10 (3d6) force damage, or 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) force damage in the armor phase.

Shield Bash. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 7 (2d6) force damage or 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) force damage in the armor phase.

If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Frightening Gaze (Soul Phase). The sworn protector fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 16 Wisdom saving throw against this magic or be frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the sworn protector's gaze for the next 24 hours.



The Seer

Seers are angels who are masters of divination. Owing to both their physically and magically keen sight, they see what others fail to see, and perceive everything in its true form.

Seers lack well-defined facial features; they don't have noses or eyelids. Although these angels don't have wings, they do have the ability to fly by levitating and hovering freely. They are androgynous and have glowing porcelain skin. They are Huge creatures, but have a skinny build. The contrast between their size and shape certainly helps them look delicate.

All-seeing Angels. Seers are angels who are responsible for keeping trails of creatures. For instance, when fellow angels need to know the whereabouts of a creature, seers are there to help them.

Divine Creation. The seer is an angel and doesn't require food, drink, or sleep.

Master of Astrology. The seer has an intimate connection with the stars. It can perceive the reality of a subject by looking at them.

THE SEER

Huge celestial, neutral good

Armor Class 17 (natural armor)

Hit Points 178 (21d12 + 42)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	20 (+5)	26 (+8)	20 (+5)

Saving Throws Wisdom +13

Skills Arcana +10, Insight +13, History +10, Perception +13, Religion +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 60 ft., truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 14 (11,500 XP)

Divine Awareness. The seer knows if it hears a lie.

Magic Resistance. The seer has advantage on saving throws against spells and other magical effects.

Spellcasting. The seer is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). The seer has the following spells prepared:

Cantrips (at will): *guidance, light, sacred flame, thaumaturgy, true strike*

1st level (4 slots): *bane, detect evil and good, detect magic, sanctuary*

2nd level (3 slots): *augury, calm emotions, detect thoughts*

3rd level (3 slots): *dispel magic, sending, sleep of the sinful**

4th level (3 slots): *arcane eye, banishment, divination*

5th level (3 slots): *contact other plane, scrying, sinner's mark**

6th level (2 slots): *find the path, planar ally*

7th level (2 slots): *divine word, plane shift*

8th level (1 slot): *holy aura*

9th level (1 slot): *foresight*

ACTIONS

Calming Vision. The seer makes a creature see an illusion. The target perceives itself in a place where there is no threat whatsoever. The creature must succeed on a DC 21 Wisdom saving throw or be affected for 1 minute.

An affected creature must make a DC 21 Wisdom saving throw each time it tries to make a hostile action. On a failed save, the creature loses its action. On a successful one, it can make the action normally.

Find Creature. While looking at the stars, the seer describes or names a creature familiar to it. The seer magically senses the exact location of the creature, as long as that creature is on the same plane of existence as the seer.

If the creature is on another plane of existence, the seer knows its last location on the seer's plane of existence. The seer continues to sense the location of the creature for up to 1 hour, requiring concentration.

Haunting Glance. *Ranged Spell Attack:* +13 to hit, range 60 ft., one target. *Hit:* 35 (10d6) psychic damage.

The seer targets a creature and glares at it with its haunting stare. The target must also succeed on a DC 21 Wisdom saving throw, or be frightened until the end of its next turn.

LEGENDARY ACTIONS

The seer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The seer regains spent legendary actions at the start of its turn.

Cantrip. The seer casts a cantrip.

Calming Vision (Costs 2 Actions). The seer uses its Calming Vision.

Haunting Glance (Costs 2 Actions). The seer uses its Haunting Glance.



Trinity

It is claimed that some realms and planes reach infinity. Although this concept is widely accepted, true infinity can never be achieved; for all things that make sense need boundaries to operate. Trinity is an angel created to push those boundaries for the heavens. It was created by merging three powerful angels in a ritual and its duty is to rush towards the unknown and claim it for the divines.

Divine Creation. A trinity is an angel and doesn't require food, drink, or sleep.

Infinite Frontier. Many of these angels were created early in creation, and were sent to the borders of heavenly realms to expand them. Nowadays, almost all are so far away that their traces are lost, even to the deities.

TRINITY

Gargantuan celestial, lawful good

Armor Class 10

Hit Points 330 (20d20 + 120)

Speed fly 0 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
32 (+11)	10 (+0)	22 (+6)	18 (+4)	28 (+9)	24 (+7)

Saving Throws Strength +19, Wisdom +17, Charisma +15

Skills Perception +17

Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing

Damage Immunities cold, fire, necrotic, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, petrified, poisoned, proned, restrained

Senses blindsight 120 ft., truesight 120 ft., passive Perception 27

Languages all, telepathy 120 ft.

Challenge 25 (75,000 XP)

Aberration Annihilator. When the trinity deals damage to an aberration, the aberration must succeed on a DC 23 Constitution saving throw or die.

Artifact Weapons. The trinity's weapon attacks are considered to be silvered, adamantine, magical, and artifact. These attacks are made normally in antimagic zones.

Divine Awareness. The trinity knows if it hears a lie.

Fiend Fatalizer. When the trinity deals damage to a fiend, the fiend must succeed on a DC 23 Constitution saving throw, or explode and die. All creatures within 30 feet of the fiend must succeed on a DC 22 Dexterity saving throw or take 22 (4d10) fire plus 22 (4d10) thunder damage.

Immediate Movement. The trinity teleports instead of moving, along with any equipment it is wearing or carrying, up to 240 feet to an unoccupied space it can sense.

Knocking on Heaven's Door. The trinity carries a Gargantuan stone door with an adamantine frame, chained to its back. The trinity can use its action to unshackle the door and place it in an unoccupied space within 10 feet. Once the door is placed, the trinity can pull its chains to force the door open, which takes one minute; if interrupted, the trinity must start pulling the chains all over again.

Once opened, the door cannot be closed. A waterfall of heavenly essence starts to pour down from the door, magically creating a heavenly landscape. Its exact effects and range are decided by the GM. The trinity can craft a new heavenly door, which takes 100 days.

The door has 300 hit points, AC 25, immunity to damage from attacks made with weapons that are not artifacts. It also has immunity to spells and other magical effects.

Legendary Resistance (3/day). When the trinity fails a saving throw, it can choose to succeed instead.

Magic Resistance. The trinity has advantage on saving throws against spells and other magical effects.

Undead Unmaker. When the trinity kills an undead, all undead creatures created by that undead die.

ACTIONS

Obliterating Maul. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 28 (5d6 + 11) bludgeoning damage plus 220 (40d10) force damage. If the creature falls unconscious as a result of this attack, it dies and its body is catapulted in the direction of the attack until it hits a surface.

LEGENDARY ACTIONS

The trinity can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The trinity regains spent legendary actions at the start of its turn.

Detect. The trinity makes a Wisdom (Perception) check.

Teleport. The trinity magically teleports, along with any equipment it is wearing or carrying, up to 120 ft. to an unoccupied space it can see.

My Turn (Costs 3 Actions). The trinity claims the turn, whatever its initiative roll is.



Twin Angels of War

It is essential for most warriors to have someone who always has their back, and most strategies require more than one person. It is also a valuable advantage to have numerical preponderance on the battlefield. This angelic embodiment of war (made up of two parts) has one mind to strategize against its enemies, two bodies to have the upper hand, and no voice to oppose orders. They value hierarchy the most and are perfect soldiers of the heavens. The two bodies of the twin angels of war are trained to slay each other if they lose their way and doubt their morality.

Divine Creation. Twin angels of war are angels and don't require food, drink, or sleep.

Perfected for War. Bodies hardened by pain, mind tested by conflict; twin angels of war are unwavering in the battlefield and they never question their superiors. They are perfect soldiers.

Single Essence. A twin angel of war is an angel created from a single angelic essence that became two bodies. It's its own companion in battle; never alone or unprepared.

TWIN ANGELS OF WAR

Medium celestial, lawful good

Armor Class 18 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Strength +9, Dexterity +7, Constitution +7

Skills Intimidation +7

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 12

Languages understand Celestial but can't speak

Challenge 10 (5,900 XP)

Innate Spellcasting. The twin angels' spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no verbal components:

At will: *detect evil and good, protection from evil and good*

Self-companied. The bodies of the twin angels of war can act independently from each other. If both bodies attack the same creature in a turn, they have advantage on attack rolls. The bodies take damage separately but share total hit points. The twin angels of war take 7 (2d6) force damage at the start of their turns if their bodies are more than 30 feet apart from each other. The bodies can occupy the same space and while doing so the twin angels of war can't be flanked.

Shared Conscience. The twin angels of war have two bodies but one mind and soul. All conditions and effects are shared between the bodies except nonmagical restrictions on their movement.

War Infused. The twin angels of war's attacks are magical. When the twin angels of war hit with any weapon, the weapon deals an extra 1d8 radiant or 1d8 fire damage (included in the attack). The twin angels of war must choose the type of extra damage before making an attack roll.

ACTIONS

Twin Multiattack. Each body makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 4 (1d8) radiant or fire damage.

Whirlwind Attack. While the bodies of the twin angels of war occupy the same space, together they can make a single whirlwind attack. The twin angels of war can make a greatsword attack against any number of creatures within 5 feet of it, with a separate attack roll for each target.



Ukradolo

Ukradolos are among evil's failed projects. They were created to roam the Material Plane and feed on the pain of mortals. Ironically, when they feed on pain, they make it go away, offering comfort to their "victim". Even more ironically, these "victims" sense that something is wrong when their pain drains away, which mostly leads to the discovery of the fiend and its destruction.

Goodness by Mistake. Ukradolos are cowardly creatures. When mortals started seeking them out to kill them, they changed their methods and started to masquerade as good beings. They started to help other creatures in disguise to offer comfort and while doing so, they also drained their pain without them noticing.

Goodness by Choice. An ukradolo masquerading as a traveling merchant offering free blankets to freezing adventurers, disguising oneself as a cook that offers warm food to the poor, or impersonating a healer tending the wounds of a warrior are all common occurrences that go unnoticed by most. What started as a means of preservation ages ago has evolved into sincere acts of kindness, further improved by draining pain away.

Heretics amongst Heretics. Fiends (other than ukradolos) who come across ukradolos, try to kill them on site, without so much as a second thought. Having betrayed their very nature as well as the purpose of their creators, ukradolos are even worse than celestials from the standpoint of any other kind of fiend.

Misunderstood. These fiends are also hunted down and killed by mortals. Even though their intentions are good, mortals usually do not notice, as they are distracted by their horror of ukradolos' fiendish features. Most ukradolos adopt a new humanoid form, because of which they become delusional; starting to think that their new form is their natural one. The truth mostly reveals itself when an ukradolo has a child from a mortal, or when it dies.



UKRADOLO

Medium fiend, chaotic good

Armor Class 13 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	9 (-1)	10 (+0)	6 (-2)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common, Infernal

Challenge 2 (450 XP)

Drain Pain. Each creature within 15 feet of the ukradolo has advantage on their saving throws against effects that inflict pain to harm or impede them.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The ukradolo makes two melee weapon attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 +1) slashing damage.

Psychic Scream. The ukradolo screams in pain, which is audible from as far away as 300 feet. Each creature within 30 feet of the ukradolo must make a DC 12 Constitution saving throw. On a failed save, a creature takes 3 (1d6) psychic damage and is deafened, or takes half as much damage and isn't deafened on a successful one.

Unexpected Savior

Unexpected saviors are angels that interfere at the most critical of moments. When someone important for these angels or their beliefs is in imminent danger, they appear out of thin air to provide assistance. This assistance could be in the form of healing a warrior in combat, or of showing a ranger a way out of the woods at night. Unexpected saviors are armored angels wielding spears. They don't like to communicate with those they help (or with anyone else), they just do their work and disappear just as fast as they appeared.

Divine Creation. An unexpected savior is an angel and doesn't require food, drink, or sleep.

Helping Hand. An unexpected savior appears to those in need who are devoted to their own deity or to those who are yet to play a role in the ways of the righteous. When they get involved in combat to help someone, they only heal or protect. This means they don't fight in a battle that isn't theirs to fight.



Unexpected Savior

Medium celestial, lawful good

Armor Class 16 (studded leather and shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	18 (+4)	17 (+3)	14 (+2)

Saving Throws Dexterity +5, Intelligence +7

Skills Medicine +7, Perception +5, Survival +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 100 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 8 (3,900 XP)

Appear/Disappear. The unexpected savior is invisible at all times. While invisible, it doesn't take any actions, it just observes the creature it is ordered to save. The unexpected savior can appear at will and immediately take its turn, and it disappears when its duty is complete or when it drops to 0 hit points.

Blessed Weapons. The unexpected savior's attacks are magical and it has advantage on attack rolls against the creature who hurt the person it is saving. When it hits with any weapon, the weapon deals an extra 1d8 radiant damage (included in the attack).

Innate Spellcasting. The unexpected savior's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The unexpected savior can innately cast the following spells, requiring no components:

At will: *spare the dying, vital warning**

3/day each: *counterspell*

1/day each: *heal***

***The unexpected savior does not cast this spell on itself.*

Actions

Multiattack. The unexpected savior makes three melee weapon attacks.

Celestial Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 4 (1d8) radiant damage.

Vigilant Angel

Vigilant angels are some of the most common angels. Being ever-vigilant, they watch heaven, the world, and all other places and intervene when they are required or ordered to do so. As all angels (supposedly) are, they are living examples of law and order, as well as chivalrous concepts. When they appear in places other than heaven, they happily accept the companionship of a unicorn, pegasus, or any other good creature.

Divine Creation. A vigilant angel is an angel and doesn't require food, drink, or sleep.

Watchers in the Sky. If a good-hearted mortal is seen to be worthy of becoming an angel when it dies, it generally becomes a vigilant angel. In this way, the new angel can execute the orders of their superiors, maintain law and order in the universe, and watch and protect the loved ones they leave behind upon their death.



VIGILANT ANGEL

Medium celestial, lawful good

Armor Class 15 (chain shirt)

Hit Points 26 (4d8 + 8)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)

Saving Throws Strength +4, Wisdom +4, Charisma +4

Skills Athletics +4, Insight +4, Perception +6, Religion +4

Damage Resistances necrotic, radiant

Senses darkvision 60 ft., passive Perception 16

Languages all, telepathy 120 ft.

Challenge 1 (200 XP)

Blessed Weapons. The vigilant angel's weapon attacks are magical and it has advantage on attack rolls against evil-aligned creatures. When it hits with any weapon, the weapon deals an extra 1d8 fire damage (included in the attack).

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 4 (1d8) fire damage, or 7 (1d10+2) slashing damage plus 4 (1d8) fire damage when wielded with two hands.

Warrior-Priest

In some temples, priests are offered martial training. Those who are up for the challenge take up their weapons and become vigilant protectors of their temples envied by even some paladins.



WARRIOR-PRIEST

Medium humanoid (any race), any good

Armor Class 16 (breastplate)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	18 (+4)	8 (-1)

Saving Throws Strength +7, Constitution +6, Wisdom +7
Skills Athletics +7, Insight +7, Perception +7, Religion +3
Senses darkvision 60 ft., passive Perception 17
Languages Common
Challenge 5 (1,800 XP)

Protector of the Temple. When the warrior-priest hits the enemies of its deity with a weapon attack, it deals an extra die of damage.

ACTIONS

Multiattack. The warrior-priest makes two weapon attacks.

Maul of the Temple. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Cure Wounds (3/Day). The warrior-priest casts the *cure wounds* spell using the 3rd level spell slot.

Watcher

Watchers are angels assigned to watch over innocent, blessed people who are loyal followers of good-aligned divine deities, or those who commit tremendous good deeds; knowingly or unknowingly. They do whatever they can to secure the people they are appointed to protect.

Watchers, however, are not allowed to reveal that they are angels and are charged with the protection of said individual. They keep their distance, mostly staying invisible. When they need to talk to their ward face to face, they alter their appearance before their interaction.

In their true form, they look elegant, with their soft feathered wings and silver skin.

Divine Creation. The watcher is an angel and doesn't require food, drink, or sleep.

WATCHER

Medium celestial, lawful good

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	15 (+2)	20 (+5)	20 (+5)

Skills Insight +9, Perception +9

Damage Immunities radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 19

Languages Celestial, Common

Challenge 4 (1,100 XP)

Blessed Weapons. The watcher's weapon attacks are magical. When the watcher hits with any weapon attack, the weapon deals an extra 2d8 radiant damage (included in the attack).

Innate Spellcasting. The watcher's spellcasting ability is Charisma (spell save DC 15). The watcher can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect poison and disease, invisibility (self only), purify food and drink*

3/day each: *aid, bless, protection from evil and good, dispel evil and good, lesser restoration*

1/day each: *death ward, greater restoration, revivify*

ACTIONS

Multiattack. The watcher makes two melee weapon attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 9 (2d8) radiant damage.

Healing Touch. The watcher touches a creature. The target regains 9 (2d8) hit points. This action does not end the watcher's invisibility.

Shapechanger. The watcher can polymorph into a Small or Medium creature, or back into its true form. Without wings, the watcher loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies.

REACTIONS

Protect the Innocent. As a reaction, the watcher focuses on a target within 60 feet of it. Until the end of the target's next turn, whenever the target is hit, the watcher takes the damage instead of the target. This reaction does not end the watcher's invisibility.





Weeping Guardian

Weeping guardians are merciful souls who have volunteered to share and, by doing so, to ease mortals' pain. As a reward for this act of selflessness and devotion, these souls are fused with angelic essence and made into angels.

Condolence. Guardians secretly accompany mortals with righteous goals and kind hearts who are overwhelmed by sadness, weeping for those they guard. This act offers some comfort even if the mortal is unaware of the angel that weeps in their place.

Divine Creation. A weeping guardian is an angel and doesn't require food, drink, or sleep.

Eternal Rest. A mortal soul gets tired even though it is fused with angelic essence. When a weeping guardian gets tired of comforting mortals and sharing their pain, they are granted the place in heaven that they have already earned. They also get to keep the angelic essence with them, having earned it through their service.



WEEPING GUARDIAN

Small celestial, chaotic good

Armor Class 8

Hit Points 1 (1d6 - 2)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	7 (-2)	7 (-2)	11 (+0)	21 (+5)	18 (+4)

Saving Throws Wisdom +7, Charisma +6

Skills Insight +7

Senses truesight 120 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 3 (700 XP)

Comforting Empathy. The weeping guardian and each creature of the guardian's choice within 60 feet of it has advantage on saving throws against enchantment spells.

Heaven's Womb. The weeping guardian gains 60 temporary hit points every minute, which it has at the start of a combat.

ACTIONS

Heartbreaking Cry. Each creature of guardian's choosing within 30 feet must make a DC 14 Wisdom saving throw. A creature takes 14 (4d6) psychic damage and is frightened until the end of its next turn on a failed save, or takes half damage and isn't frightened on a successful one.

Winged Unicorn

Winged unicorns spend most of their lives as normal unicorns do. The only difference is that winged unicorns are summoned in situations that threaten the ways of good at massive scales or when a champion of good is stuck down in a far away realm. They are celestials sent by the divine to rescue their champions from dire situations.

WINGED UNICORN

Large celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 195 (23d10 + 69)

Speed 50 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	11 (+0)	19 (+4)	21 (+5)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 12 (8,400 XP)

Charge. If the winged unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Innate Spellcasting. The winged unicorn's innate spellcasting ability is Charisma (spell save DC 17). The winged unicorn can innately cast the following spells, requiring no components:

At will: *detect evil and good, druidcraft, pass without trace*

3/day each: *calm emotions, dispel evil and good, entangle, hold person*

1/day each: *daylight, prismatic spray, wall of thorns*

Magic Resistance. The winged unicorn has advantage on saving throws against spells and other magical effects.

Magic Weapons. The winged unicorn's weapon attacks are magical.

Shimmering Ward. The winged unicorn is surrounded by a shimmering sphere of magical energy. The winged unicorn and its allies within 30 feet have a +2 bonus to AC (included in winged unicorn's AC).

ACTIONS

Multiattack. The winged unicorn makes three attacks: two with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Horn. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. The target loses 5 (1d10) hit points and the winged unicorn regains 5 (1d10) hit points.

Healing Light (3/Day). The winged unicorn's horn sheds a colorful light. Each ally within 15 feet magically regains 11 (2d8 + 2) hit points. In addition, the light removes all diseases and neutralizes all poisons afflicting the creatures.

Teleport (1/Day). The winged unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

The winged unicorn can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

Hooves. The winged unicorn makes one attack with its hooves.

Purify (Costs 2 Actions). The winged unicorn ends one spell or magical effect of its choosing on itself or on an ally within 60 feet that it can see.

Healing Light (Costs 2 Actions). The winged unicorn uses its healing light.





Agrodar, the Forge Saint

"Nothing beats a fiend better than a holy hammer."

Agrodar is an old blacksmith dwarf who can forge holy armor and weapons, which are especially effective against otherworldly evil creatures. He is also the leader of the Saints of the Forge (p. 157).

He is a lone traveler who appreciates seclusion. He is fit and healthy in spite of his age, and can bear the labor of smithing and the hardships of a life on the road. His yellow-white hair and beard are always well-kempt, and his arms, which were replaced with golden ones after he lost them in battle, are usually covered up.

Agrodar's Story

One day, when Agrodar was still an apprentice blacksmith, living with his clan in the mountains, tens of demonic portals burst open and they were attacked by a demonic horde. Most veterans (including Agrodar's masters) died in the first wave of the attacks. As he looked on at his clan being brutally butchered in malicious chaos, Agrodar prayed for strength, took up his warhammer, and charged into the fray without fear. He fought valiantly, however, as he was far from an experienced combatant, he was severely wounded and eventually fell to his knees. Even in his final moments, he showed great courage and leapt up at them for a final attack, only to fall to the ground exhausted; both his arms cut off.

His prayers were then answered. An angel came through a portal of light and delivered Agrodar and other survivors from a gruesome fate by gently patting each on the head, saving their lives with one angelic touch, and single-handedly slaying the demons. He swore then and there that he would master his craft to help in the battle against evil. Angels continued to guide his way.

After making sure everything was back in order in his clan, and after mastering his craft of holy weaponry, Agrodar left the clan to wander the world, finding and teaching talented apprentices his craft along the way. Soon, his reputation preceded him and people started saying that any forge used by Agrodar was blessed. Thanks to this reputation, he founded the organization of master blacksmiths called "Saints of the Forge".

Forge Saint. When Agrodar crafts a weapon, the weapon becomes a Blessed Weapon (which can be seen in Agrodar's stat block), and when he crafts an armor, the wearer of the armor can cast the *protection from evil and good* spell once per long rest.

Agrodar's Goals

Agrodar wants to see warriors wielding holy weapons and wearing golden armor everywhere. He wants to provide the forces of good with the equipment they deserve.

Roleplaying Agrodar

Agrodar is an old, funny, and good-hearted dwarf. He is strong, he is wise, and he loves warhammers. He is happy to help good-hearted adventurers, especially clerics, paladins, and fellow blacksmiths. However, while teaching blacksmithing, Agrodar is serious and disciplined, and expects the same courtesy from all his students.

AGRODAR, THE FORGE SAINT

Medium humanoid (dwarf), neutral good

Armor Class 15 (+1 breastplate)
Hit Points 102 (12d8 + 48)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	12 (+1)	14 (+2)	11 (+0)

Saving Throws Strength +8, Constitution +7
Skills Athletics +8, Insight +5, Perception +5
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 15
Languages Celestial, Common, Dwarvish, Giant
Challenge 6 (2,300 XP)

Blessed Weapons. Agrodar's weapon attacks are magical and he has advantage on attack rolls against evil-aligned creatures. When he hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Conjure Golden Weapons. As a bonus action, Agrodar can conjure magical golden weapons (one two-handed weapon or two one-handed weapons) of any form within his hand for 1 minute, and he chooses to conjure two warhammers most of the time.

Dwarven Resilience. Agrodar has advantage on saving throws against poison.

Golden Arms of Strength. Agrodar has golden arms that grant him advantage on Strength checks.

Holy Smith. All the armor and weapons Agrodar uses are crafted by him, and Agrodar is constantly under the effects of the *protection from evil and good* spell (requiring no concentration).

Immutable Form. Agrodar is immune to any spell or effect that would alter his form.

ACTIONS

Golden Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 9 (2d8) radiant damage.



Alissia Veriol

"They came down from the sky, their golden wings wide open, and offered us protection and consultation, thus we became Aureate Warden."

Alissia is the current leader of Aureate Warden (p. 144) and an important noble in a large city. She is a young, kind human with no peculiar skills or talents.

She has long, curly, blonde hair, deep-blue eyes, and a small mouth and nose. She speaks softly, which makes her seem shy. She wears simple but luxurious clothes with no jewelry. She always stands up straight and smiles. Her ever-smiling eyes make her joy seem genuine even when it is not.

Alissia's Story

Christina Veriol is the founder of Aureate Warden (p. 144), the previous owner of the organization's headquarters, and a wealthy noble. Christina's daughter, Lavinia, hated her mother for spending her wealth in order to help common people rather than offering her a life of luxury. She left home, married a wealthy noble, and had a daughter named Alissia. As one final act of revenge, Lavinia wrote a letter to her mother, informing her of the family.

Alissia grew up without knowing her grandmother. In her eyes, her mother was a spoiled noble. While Alissia wanted to play with other children, her mother took her to tea parties and taught her etiquette.She lived the boring life of a noble under her mother's oppression. Her father regularly cheated on her mother, which Alissia knew. He spent almost no time with his daughter. Both her mother and father were miserable people. Alissia hated all of it.

When she was old enough, she left home. Alissia's father had told her about her grandmother, whom Lavinia had never mentioned. She traveled to the city where Christina lived, only to find her on her deathbed. They spent three days together before Christina died happily, having seen her granddaughter at long last. Though she didn't get the chance to truly know her, three days were enough for them to bond.

When Lavinia came to collect her inheritance, she found her daughter. Christina had bequeathed all of her wealth to Alissia in her final moments. Alissia sent her mother back home empty handed and with a warning. She was determined to keep her grandmother's dream alive. She thus became the leader of Aureate Warden.

Alissia's Goals

Alissia wants to keep her grandmother's dream alive, which was to create a world where good surpasses evil. And to do so, she does everything in her power to help Aureate Warden and its members.

Roleplaying Alissia

Alissia is well versed in etiquette and diplomacy. She acts like a mediator in many situations. She is energetic, a bit shy, and good with words. She is mostly busy with the organization and the bureaucracy it entails. She never tolerates disrespectful people and enjoys hurting them with her words. In her spare time, she travels to small villages and socializes with villagers who don't know her.

She is always accompanied by several elite warriors and casters. She is very well protected.

ALISSIA VERIOL

Medium humanoid (human), lawful good

Armor Class 11
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	13 (+1)	12 (+1)	10 (+0)	19 (+4)

Saving Throws Charisma +6
Skills Insight +4, Persuasion +6
Senses passive Perception 10
Languages Common, Dwarvish, Elvish, Gnomish, Halfling
Challenge 0 (10 XP)

Guardian Angel (1/Day). Even though she is not aware of it, a guardian angel watches over her. She negates any effect and attack that would harm her or create an undesired effect.



Angelique Windtune

"Get yourselves a cup of mulled wine, sit back, relax, and let me warm this cold winter night with the sweetest of melodies."

Angelique Windtune is an elven bard who wanders the wilderness, looking for impressive tales to tell folks in her soft, angelic voice. Her long platinum hair and dark yellow eyes also give her a celestial appearance.

She is fearless, and would travel anywhere for a good story; from the depths of ghoulish caverns to the peaks of the highest mountains, there isn't any journey she wouldn't take for a good story to fill her ballads. She carries her silver flute and gold-inscribed lute with her wherever she goes, and a charming grin always lights up her face.

Angelique's Story

Angelique Windtune is a young elf who once was a member of the Windtunes tribe. The Windtunes were ordinary elves who spent their long lives deep in peaceful forests. Angelique was no different. For quite some time, she was content to be the joy of the quiet campfires in her home. When Angelique was around, there was always a joyful song to listen to. She was happy with her tribe and willing enough to live out an ordinary, but beautiful life.

Years passed in a comfortable routine. One day, while Angelique was wandering the woods as she often did, she came across a shiny glow deep inside the forest, and moved in to see what it was. As she got closer, she heard a bewitching voice singing a bittersweet hymn, getting louder.

She got closer, and felt the need to shield her eyes from the light that seemed to shine brighter than any she'd seen. Standing before her was an angel with mighty, milk-white wings. Angelique could not see the angel's face because of the glare. However, she heard the angel's sweet voice in her head. *"Come."* the angel said, *"Come, and sing with me."*

Upon touching the angel's hand, Angelique was blessed with her light and her beautiful voice. She knew then and there that she was given the holy task of traveling all over to spread the glory of their deeds, and find other tales worthy of the angels. That's what she tells people, anyway.

Angelique's Goals

Angelique believes that she has been blessed by an archangel to live a life in pursuit of good stories. She loves when people stop to listen to her songs and admire her. She wanders the realms, tailing adventurers, kings, cults, and organizations, searching for new stories to use in her songs.

Roleplaying Angelique

Angelique Windtune is a free soul who doesn't feel a real attachment to anywhere. Although she is more than capable of forming bonds, she must travel to collect stories, write songs, and sing. She loves to hang out in the forest, because it reminds her of her former life and of the night that changed it all. She can be found talking about something with great enthusiasm, playing her instruments and singing.

ANGELIQUE WINDTUNE

Medium humanoid (elf), chaotic good

Armor Class 15 (studded leather)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	13 (+1)	18 (+4)	10 (+0)	20 (+5)

Saving Throws Dexterity +6, Wisdom +3, Charisma +8
Skills Arcana +7, Deception +8, History +7, Insight +3, Perception +3, Persuasion +8
Senses darkvision 60 ft., passive Perception 13
Languages Celestial, Common, Dwarvish, Elvish
Challenge 7 (2,900 XP)

Fey Ancestry. Angelique has advantage on saving throws against being charmed, and magic can't put her to sleep.

Song of Rest. Angelique can use soothing music or oration to help revitalize her wounded allies during a short rest. If her or any friendly creatures who can hear her performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d8 hit points.

Improved Inspiration (5/Short Rest). Angelique knows how to inspire folk, her songs inspire others greatly. As a bonus action on her turn, Angelique chooses one creature other than herself within 60 feet of her who can hear her. That creature gains not one but two Bardic Inspiration die (2d6). The creature can use its inspirations separately or on a single roll within ten minutes.

Trance. Angelique doesn't need to sleep. Instead, she meditates deeply, remaining semiconscious, for 4 hours a day. The Common word for such meditation is "trance." While meditating, she can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Spellcasting. Angelique is a 9th level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She has the following spells prepared:

Cantrips: *dancing lights, prestidigitation, vicious mockery*
1st level (4 slots): *animal friendship, blessed wine*, hideous laughter, identify, speak with animals*
2nd level (3 slots): *blindness/deafness, hold person, light at the end of the tunnel*, suggestion*
3rd level (3 slots): *bestow curse, dedicated*, fear, sending*
4th level (3 slots): *confusion, greater invisibility, polymorph*
5th level (1 slot): *golden fog*, illusionary divine choir**

ACTIONS

Multiattack. Angelique makes two melee weapon attacks.

Vicious Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. When she scores a critical hit with this magic weapon, the weapon deals an extra 7 (2d6) force damage.

Golden Lute. Angelique strums her golden inscribed lute, playing a melancholic tune. Any evil-aligned creature within 20 feet of Angelique must make a DC 18 Wisdom saving throw, taking 28 (8d6) psychic damage on a failure or half as much damage on a successful one. She can continue playing this tune as a bonus action on her consecutive turns, dealing the same amount of damage to those who fail the saving throw.

Silver Flute. Angelique targets a creature within 60 feet of her and plays a charming tune with her silver flute, only to be heard by her target. The creature must succeed on a DC 16 Wisdom saving throw or be charmed by Angelique as if under the effect of a *charm person* spell.



Blacktooth

"In the name of grace, I command you to protect the emanation, for it is our salvation."

Blacktooth is a silver dragonborn in his late-20s, a devoted paladin of righteousness, a defender of the weak, a destroyer of evil, a servant of justice, and the leader of the Order of Grace (p. 154).

His strong and frightening appearance, complete with his half plate and warhammer, intimidates foes on the battleground and provides relief to his allies. Deep down, he is a loving person who cares for his community.

The name "Blacktooth" comes from his pointy chin that resembles the tooth of a dragon.

Blacktooth's Story

Blacktooth has always been a warrior in the fight against injustice. He chased down the criminals, murderers, and plunderers, caught them, and exacted justice as was fit.

One day on the job, Blacktooth happened upon a village in the middle of nowhere, where he found a murderer and silenced them forever. As he turned to continue alone on his righteous path, he sensed a great relief, a joy in his heart. He always felt content when justice was served but this sensation was new to him. This calm, this serenity that seemed to call to him could only be caused by something unearthly, something majestic. He rode hard for some time, until he saw a peculiarly beautiful tree, with its golden gleaming leaves and the bright light surrounding its branches that would warm the heart of even the most stoic beholder. This was an emanation of grace (p. 241).

Blacktooth spent many days around the tree, and felt he had never been happier. He felt safe and powerful as he looked on all the life blooming around the tree; animals he had never seen before settling around it, vegetation of a foreign green bursting in bloom. It was truly a sight to behold.

Feeling guilty that he was the only one who got to behold such tranquility, he sent word to his closest friends with whom he had shared many-an-adventure. His friends were filled with the same sense of awe and serenity as he was when he first found the tree. Altogether, they concluded that they should form a community around the tree both to protect it and to use its benefits for the better. They called themselves the Order of Grace.

Blacktooth's Goals

Blacktooth aims to keep the emanation of grace safe at all costs, as it is living proof that there is good in this world. He serves the Order of Grace in its quest to increase the goodness and grace in the world both to help society and help keep the emanation healthy.

Roleplaying Blacktooth

Blacktooth is usually busy with the Order. However, his days of chasing down criminals in the name of righteousness is not completely behind him. He still goes on hunts as he used to, whenever he gets the chance.

He has an intimidating face, but cares for all living things with deep respect. He loves a philosophical conversation about the importance and the elements of goodness, and never shies away from discussing concepts related to good and evil.

BLACKTOOTH

Medium humanoid (silver dragonborn), lawful good

Armor Class 17 (half plate)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Strength +8, Charisma +9
Skills Arcana +6, Insight +7, Intimidation +9, Perception +7, Religion +6
Damage Resistances cold
Senses passive Perception 17
Languages Celestial, Common, Draconic
Challenge 9 (5,000 XP)

Aura of the Righteous. Blacktooth and his allies within 10 feet of him deal an extra 5 radiant damage on successful weapon attacks (included in the attack), and have advantage on Wisdom (Insight) and Charisma (Persuasion) checks.

Graceful Duel. When Blacktooth is within 5 feet of a creature that wasn't targeted by anybody for 1 round, he has advantage on his attack rolls against the creature until he hits it.

Spellcasting. Blacktooth is a 10th level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He has the following spells prepared:

1st level (4 slots): *bless, command, compelled duel, shield of faith*
2nd level (3 slots): *branding smite, warding bond, zone of truth*
3rd level (2 slots): *chain smite*, remove curse, revivify*

ACTIONS

Multiattack. Blacktooth uses his Righteous Fire, then makes two melee weapon attacks.

Warhammer of Grace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 8 (1d6 + 5) radiant damage. The target must succeed on a DC 17 Wisdom saving throw or have disadvantage on its attack rolls until the end of its next turn.

Cold Breath. Blacktooth exhales an icy blast in a 15-foot cone. Each creature in the area must make a DC 16 Constitution saving throw, taking 17 (5d6) cold damage on a failed save or half as much damage on a successful one.

Divine Grace. When Blacktooth touches a creature, he can expend one spell slot to heal the target. The number of hit points regained is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level above 1st, up to a maximum of 4d8.

If the target is an undead or a fiend, Blacktooth makes a melee weapon attack against the target. On a success, he deals an extra radiant damage equal to 4d8 for a 1st-level spell slot, plus 2d8 for each spell level higher than 1st, to a maximum of 8d8.

Lay on Hands. Blacktooth has a pool of healing power that replenishes when he finishes a long rest. With that pool, he can restore a total number of hit points equal to 50.

As an action, he can touch a creature and draw power from the pool to restore a number of hit points to it, up to a maximum equal to the amount of hit points he can restore with his remaining power in the pool Alternatively, he can expend 5 hit points from his pool of healing to cure the target of one disease or neutralize one poison affecting it.

Righteous Fire. Blacktooth can imbue up to 5 weapons that he or his allies within 30 feet of him are holding, with the fire of righteousness. Until the end of their next turn, they deal an extra 4 (1d8) fire damage on successful attacks they make with that weapon.



Charles Higherhand, Geronarcanologist

"Thirty years wasted, with only six more to go... I shall further my medical research in the time I have left, so I can guide future generations."

Charles is the current leader of H.E.A.L. (p. 147) and an expert on the aging process of sentient humanoid species native to the Material Plane. He is a stranger (p. 18) living amongst humans in a wealthy coastal city. It is common knowledge for other people in the city that Charles is not (in fact) human but a stranger.

He is a self-confident middle-aged man who spends all his time on medical research. His body is covered in many surgical scars, he has green eyes, short black hair, and a square face. His voice is strong, like crackling thunder. The blue veins of his racial curse have already spread across his chest.

Charles's Story

Suffering from a highly infectious fatal disease that he got while still in his mother's womb, he was magically quarantined in a special room of a temple by some powerful clerics upon birth. He lost his mother during childbirth, never met his father, and spent the first 30 years of his life with three others who joined him in quarantine. Even though he got worse and worse, he always endured.

When he turned 30, he was somehow cured. For the first time in his life, he got to see what awaited outside his quarantine and disliked it very much. He was tended to by the best divine casters in quarantine, believing that everyone else gets the same treatment as he does; it was utterly displeasing seeing a world full of people suffering from all kinds of ailments.

He studied everything medical that he could get his hands on, applied to a wizardry school, got in, and was expelled; all within 8 years. He tested his blood for traces of sorcerous origin, tried to find a suitable patron to become a warlock, and eventually, tried to infuse himself with magical essence which made him fall into a coma for 5 years. He woke up from his coma, in the same temple where he was raised. He had succeeded; he finally had access to magical energies.

After he unlocked arcane potential, he studied further into the material and arcane physiologies of humanoid creatures. He underwent surgical procedures himself to study and become more aware of his own body. He founded H.E.A.L. and started activities to bring aid across the globe. Now, he is 60 years old. He is an expert on medical arcana and the Dean of Medicine in a prestigious wizardry school.

Charles's Goals

He is a well-achieved person, trying to bring medical care to everyone in need of it. Also, he is a geronarcanologist, an expert studying the magical and physical aging process, trying to cure aging.

Roleplaying Charles

He is always busy and always focused on his work. It is hard to get his attention on subjects irrelevant to medicine. His actions are precise and he seems to never hesitate. He likes discipline, protocols, and procedures and dislikes uncertainty, frivolity, and ignorance.

CHARLES HIGHERHAND

Medium humanoid (stranger), lawful good

Armor Class 13
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	20 (+5)	20 (+5)	15 (+2)

Saving Throws Dexterity +8, Intelligence +10, Wisdom +10
Skills Arcana +15, Medicine +15, Perception +10, Sleight of Hand +8
Senses passive Perception 20
Languages Common, Elvish
Challenge 13 (10,000 XP)

Cursed Mouth. When a creature uses magical means to discern whether Charles is telling the truth or a lie, it always comes to the conclusion that he is lying, even if he isn't.

Curse of Death. When Charles turns 66, he dies. Also, Wisdom (Medicine) checks made to stabilize him have disadvantage.

Geronarcanology. Charles can't be aged by magical means.

Improved False Life. Charles gains 50 temporary hit points after he finishes a long rest.

Medical Spellcasting. Charles's spell casting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He can cast all necromancy spells from the wizard spell list. He can cast one spell of each slot level above 6th, and three spells of each slot level below 5th per day. Once per day, he can cast any spell of 6th level or lower if the spell cures disease, restores limbs, or has a creature regain hit points.

Persistent Existence. Charles's hit point maximum can't be reduced by any means.

Voice of Thunder. Charles's voice is like crackling thunder. If he uses his voice during an intimidation attempt, he has advantage on his Charisma (Intimidation) check.

ACTIONS

Concuss. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage. If Charles scores a critical hit, the target falls unconscious for 1 minute.

Dislocate. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage and the target must succeed on a DC 18 Constitution saving throw or its shoulder is dislocated. The target can't use its dislocated arm until it is fixed by another creature with a successful DC 15 Wisdom (Medicine) check.

Scalpel. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 14 (4d6) slashing damage owing to Charles' medical expertise.



Charlie the Stray

"Ruff! Rrrrruff?!"
(in Common: "Am I a good boy?!")

In a large and crowded city, there is a stray dog, named Charlie. He wanders around in the city, helping anyone in need and guiding them to safety. Some dogs, cats, birds, and other animals feel safe while they are in Charlie's presence and choose to accompany him in his endeavors. He is almost always friendly and smiling, but he can also be frightening if confronted by evil.

Charlie has yellow fur, a strong build, and blue eyes. He lost his left leg in an attack, but he can still run fast and jump high. Anyone who looks into Charlie's eyes claims that this is no ordinary dog and that he is extremely smart; too smart for a dog. He is a good boy, maybe even the best.

Charlie's Story

A priest called Crilla adopted a stray dog and named him Charlie. They slept together, ate together, and played together. Every day, Charlie and Crilla walked to the temple of light, and Charlie waited in the temple quietly as Crilla trained. One day, while Crilla was still training, Charlie got bored and went out of the temple to wander around. When he returned, he saw that the temple was locked and surrounded by guards and clerics. He rushed to the temple gates but they were closed shut; he barked and howled in panic. He slept at the foot of the door and scoped the parameters of the temple searching for Crilla's scent.

He learned what happened when an adventuring group came to the city. The city guards broke the magical seal on the temple gates for the adventuring group to go in. Charlie rushed in with the adventurers. After they ventured inside the temple and fought with an undead infestation, they found a necromancer and the dead bodies of the clerics, including Crilla, in the main hall. Charlie attacked the necromancer but with a swift strike of its scepter, the necromancer dismembered Charlie's left leg. Luckily, the adventurers were strong enough to end the necromancer.

After that, the adventurers left the city, but Charlie stayed behind, next to the dead body of his best friend. He stopped eating, he cried quietly, and couldn't sleep, because all he could see when he closed his eyes were horrors and nightmares.

Seeing this, the goddess of light came down one day to console the beast. She petted the dog, granting intelligence to Charlie for him to understand that Crilla was waiting for him in heaven. Charlie then understood the meaning of death, and he dedicated his life to do good deeds, as he wanted to meet Crilla in the afterlife.

Charlie's Goals

Charlie wants to meet his best friend in heaven and is trying to do his best to be worthy.

Roleplaying Charlie

Charlie helps everyone, even evil creatures, so long as their intentions are good. He only becomes hostile to protect someone from direct harm. Somehow, he always knows the right thing to do.

CHARLIE THE STRAY

Medium beast, neutral good

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	10 (+0)	16 (+3)	11 (+0)

Saving Throws Strength +5, Constitution +6
Skills Perception +6
Condition Immunities charmed, frightened
Senses passive Perception 16
Languages Understand Common but can't speak
Challenge 5 (1,800 XP)

Keen Hearing and Smell. Charlie has advantage on Wisdom (Perception) checks that rely on hearing or smell. He can understand if a creature is afflicted by an illness or curse by smelling the creature.

Moral Compass. Charlie has an innate understanding of good and evil. He can understand if a creature's intentions are good or evil.

ACTIONS

Multiattack. Charlie makes three bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Lick the Wounds. Charlie can lick the wounds of a creature to help it heal. The licked creature regains a number of hit points equal to 7 (1d8 + 3). This ability has no effect on the undead or constructs. A creature can benefit from this ability again after taking a short rest or a long rest.

REACTIONS

Aggressive Protection. Charlie can make a bite attack against a creature that is making an attack against another creature if Charlie can reach the target with his remaining movement for the turn. On a hit, the target of this attack automatically misses its attack against the other creature.



Chih-Ming Hai

"Oh, come closer dear travelers, my ears aren't what they used to be. Tell me your stories; whatever they are, wherever you're from. Oh how I miss being on the road. If only I was younger..."

Chih-Ming Hai is an old halfling, nearly 110 years old, with whitish hair and a well-trimmed beard. He wears simple but clean clothes, mostly robes. He mostly looks peaceful and has a calm attitude towards everything.

Hai's Story

Chih-Ming Hai's parents died defending their country in a war, leaving Hai an orphan living out on the streets at the age of ten. Hard worker that he is, he ran errands for most shopkeepers in town. Even though he was homeless, he still managed to keep his belly full. His friends, the other children on the streets, were lucky enough to have Hai as a friend. Whatever he could spare, he was more than happy to share. He always looked after them.

One day he found a job, a fine one that paid well, as the apprentice of a traveling merchant. They would travel to far-away lands together, buy and sell stuff on the road. He was always a real people person, and the experience he had on the road expanded his ability to read people from a single look. He also studied magic from the books he read on the road, and developed a keen interest in spellcasting.

When his master died, he bequeathed half of his belongings to Hai. Hai was 30 then, and became the owner of a very successful merchant business by the time he reached his late thirties.

He traveled around the world and continued to work until the ripe age of 70. He was a rich man, but all alone, and his conscience ate at him as he thought of the companions he had on the streets in his youth, and the hardships they experienced. He decided to form a guild that helped the poor and taught professional know-how to anyone willing to learn and do honest work for a living. He and some of his merchant friends came up with First Resort (p. 146) when Hai was 75.

Hai's Goals

Hai wants to help those who are in financial need. He hasn't forgotten how hard it was to be all alone on the streets without a single coin to his name. He was lucky, he had the chance to form strong connections with people and had a disciplined disposition. He thinks that not everyone has such advantages, and aims for First Resort to sustainably help those less fortunate than he.

Roleplaying Hai

Hai is extremely calm, he is almost never bothered by anything, except matters regarding the guild. He sees the guild as his one and only child, and he treats it as such. He loves to engage in all manner of conversation; from small talk to convoluted discussions that last hours. From time to time, he likes to smoke his old pipe, which he carries in his pocket.

CHIH-MING HAI

Small humanoid (halfling), lawful good

Armor Class 11 (14 with mage armor)
Hit Points 55 (10d6 + 20)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	18 (+4)	18 (+4)	16 (+3)

Saving Throws Intelligence +6, Wisdom +6
Skills Arcana +6, History +6, Insight +6, Perception +6, Persuasion +5
Senses passive Perception 16
Languages Common, Halfling
Challenge 3 (700 XP)

Brave. Hai has advantage on saving throws against being frightened.

Halfling Nimbleness. Hai can move through the space of any creature that is Medium or larger.

Good-Eyed. Hai has advantage on checks he makes to appraise an item.

Lucky. When Hai rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Sweet-Talking (3/Recharges on a Long Rest). Hai talks smoothly and knows how to persuade people. He has advantage on Charisma (Persuasion) checks made against non-evil aligned creatures.

Spellcasting. Hai is a 5th level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following spells prepared:

Cantrips: *chill touch, mending, message, prestidigitation*
1st level (4 slots): *alarm, comprehend languages, hideous laughter, mage armor***
2nd level (3 slots): *blindness/deafness, misty step, scorching ray*
3rd level (2 slots): *counterspell, fireball*
***Hai casts this spell on himself before combat.*

ACTIONS

Staff of Striking (Magic Quarterstaff). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage. The staff has 10 charges. When Hai hits with a melee attack using it, he can expend up to 3 of its charges. For each charge he expends, the target takes an extra 1d6 force damage. The staff regains 1d6 + 4 expended charges daily at dawn. If Hai expends the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.



Delaila "Audacity", the Chief Mason

"Let us drink, dance, and have fun so that we can celebrate as our flawed walls crumble, crushing the shitheads within."

The founder and the current leader of Masons of Ancapeek (p. 150), Delaila is a cheerful tiefling with a cunning smile, a powerful body, and charismatic horns. She resides in his castle at Ancapeek, spending time with friends and family, having fun. She is the feared villain of many towns and cities near Mount Ancapeek. She is also the chief mason responsible for the construction of many evil dungeons and villain lairs. However, what is known by a select few is that she has undertaken this duty for the purpose of sabotaging the plans of these entities, and to make sure that no harm came to the good adventurers seeking to do the very same.

She has white hair, blood-red skin, elegant and distinctive horns, and blue eyes. Her appearance is a little intimidating; as if her eyes were foretelling the trouble yet to come, and her muscular body contributes to her frightful presence.

Delaila's Story

When she was 2 years old, she was rescued from hell by an adventuring party. They tried to leave her in several orphanages, but she ran away from all of them and rejoined the party each time. At some point, they gave up and took her with them. Delaila journeyed with this group until she was 15, at which point the group decided to settle on Mount Ancapeek where they built their own small village. A dwarf from the group, named Hogvar, and Delaila started to work on this village, building new rooms to houses, erecting walls, and eventually delving into masonry. They even built a small castle over the years as they worked peacefully and serenely on their projects.

Many years later, the adventurers from Delaila's group started to pass away one by one, old age finally claiming them. After losing the last one, she made arrangements to spread the news of these fallen heroes. Ironically and unfortunately, people misunderstood, and believed Delaila killed them. This unexpected turn of events made Delaila the villain of Mount Ancapeek. Things snowballed after that. She established a network of lots of villains, and with her newly established organization, she agreed to build their lairs for a price. Disguised as a villain mason, she has been building secret and secure tunnels in these dungeons and providing kind adventurers with information about them ever since. She is the villain hero of Ancapeek.

Delaila's Goals

She wants to find new friends and spend time with them, sharing stories. She builds houses and temples at a very cheap price without revealing her and her organization's identity, believing that this world needs silent kindness.

Roleplaying Delaila

She is a very gentle person and immediately starts treating those she's just met with sincerity and closeness. As she speaks, she makes wide gestures with her hands and arms, touching everyone near her. She likes to eat, drink, laugh, and be helpful.

DELAILA "AUDACITY", THE CHIEF MASON

Medium humanoid (tiefling), chaotic good

Armor Class 15 (breastplate)
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	16 (+3)	13 (+1)	17 (+3)

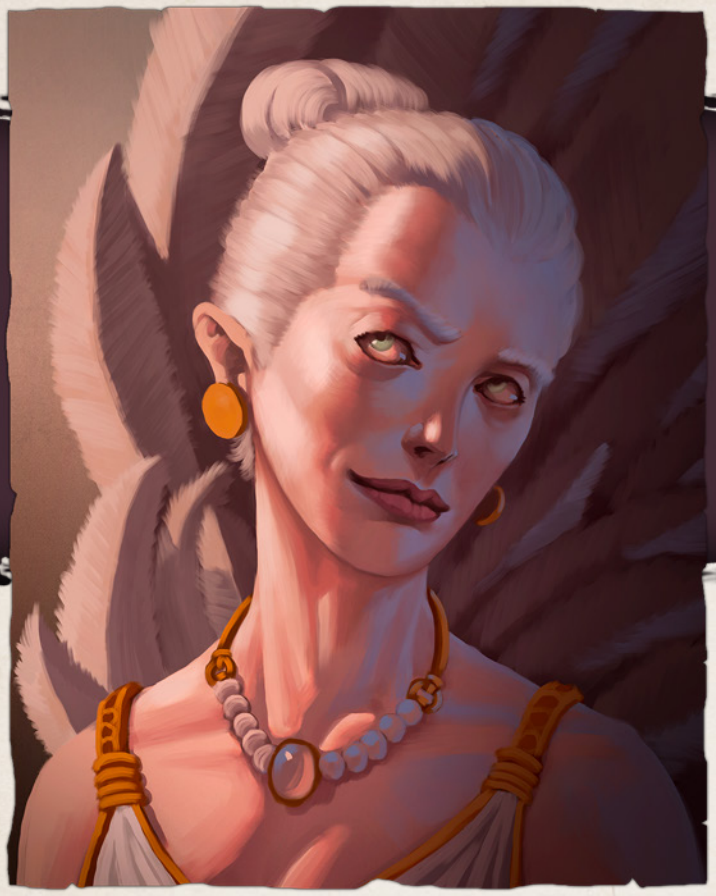
Saving Throws Constitution +8
Skills Deception +11, Insight +5, Intimidation +7, Investigation +11, Persuasion +7
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 20
Languages Common, Dwarvish, Infernal
Challenge 10 (10,000 XP)

Expert Masonry. Delaila has expertise with mason's tools. She adds double her proficiency bonus to any ability check she makes using mason's tools. Also, her attacks deal double damage to structures and constructs.

ACTIONS

Multiattack. Delaila makes two melee weapon attacks.

Chief Mason's Greathammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) bludgeoning damage and the target must succeed on a DC 16 Strength saving throw or be shoved 5 feet away from Delaila and knocked prone.



Dimael

"Whatever you say, Uldis. Let's just get out of here before the giant snake returns."

Dimael is the head of the House of Supernatural Possessions, which is part of the organization called the House of Extraordinary Collectors (p. 149). She likes to collect different items (whether they are magical or not) from different planes.

Dimael is an aengel who looks like a beautiful young woman. She always wears a yellow dress with silver embroidery. Her white hair is always neatly tied into a bun, and she has green eyes that can charm anyone who looks into them. She also has a graceful pair of white angelic wings that she loves to take care of.

Dimael's Story

Dimael doesn't recall what her life was before she fell. One day, she opened her eyes in the middle of a desert and started to wander around, trying to understand what was going on. Eventually, she met Uldis Aridalynn (p. 352) who was also seeking answers. They became fast friends, and Dimael started to learn about life among mortals. As they traveled the lands together, Dimael also developed an interest in different kinds of items and the various stories they told. So, together with Uldis, they formed an organization called the House of Extraordinary Collectors. At first, Dimael didn't think others would be interested in such an organization but in time, she saw that she was worried for nothing. As more and more people joined them in their quest, she quickly earned their respect and trust. Eventually, she became the head of the House of Supernatural Possessions.

Dimael's Goals

Dimael wants to be around interesting people with many stories to tell. She wants to learn everything she can about different places and cultures. Uldis and the organization also mean a lot to Dimael. She wants to bring people together under the roof of the House of Extraordinary Collectors both to expand their horizons and to converse with them about all the interesting experiences they must have had. She is also quite curious about the concept of love.

Roleplaying Dimael

Dimael is a stranger to the mortal planes, and is therefore fascinated with even the simplest thing, even if she has seen it before. She enjoys talking with strangers and listening to their stories. She doesn't like violence. Dimael is always trying to experience new things, and a huge smile is never missing from her face as she does. All in all, she tries to understand all creation and has fun doing it.

Dimael knows that the items she is carrying are priceless and that many people of ill intentions are looking for them. If she is certain of an approaching danger, she does not hesitate to use her Extraordinary Master Badge to teleport to a safe place.

DIMAEL

Medium celestial (aengel), chaotic good

Armor Class 16 (phoenix studded leather armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft, fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	15 (+2)	17 (+3)	16 (+3)	15 (+2)

Saving Throws Strength +7, Dexterity +7

Skills Arcana +6, History +6, Insight +6, Perception +6, Persuasion +5, Religion +6

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Celestial, Common, Draconic, Infernal

Challenge 7 (2,900 XP)

Aengel Nature. Dimael doesn't age, can't be aged by any means, and can't die of old age.

Aengelic Infusion. Dimael's weapon attacks are magical and deal an extra 1d8 radiant damage on a hit (included in the attack).

Anklet of the Wind. Dimael wears an anklet that increases her Dexterity score by 4 (included in the attack).

Dimmed Resistance (Recharges on a Long Rest). When Dimael fails a saving throw against a spell or other magical effect, she can choose to reroll it. She must take the second result.

Extraordinary Collector. Dimael has advantage on Intelligence (History), and Intelligence (Arcana) checks.

Extraordinary Master Badge (1/Day). As a bonus action, Dimael teleports back to the headquarters of the House of Extraordinary Collectors.

Gauntlets of Ogre Power. Dimael's Strength score is 19 while she wears these gauntlets.

Necklace of Heavenly Beauty. Dimael has +1d4 bonus to her Charisma checks.

Periapt of Health. Dimael is immune to contracting any disease while she wears this pendant.

Phoenix Armor. This armor takes damage in Dimael's place. When Dimael loses hit points, the armor loses hit points instead of Dimael. Its hit point maximum is 40. The armor regains 1 hit point at the start of each of Dimael's turns if it has more than 0 hit points. If the armor is reduced to 0 hit points, any excess damage carries over to Dimael, and the armor burns to ashes and disappears. Dimael can conjure the armor back on herself after finishing a long rest. If Dimael doesn't conjure it within the 2 next long rests, the attunement ends and Dimael can't conjure it anymore.

ACTIONS

Multiattack. Dimael makes two melee weapon attacks.

Flame Tongue (Longsword). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 4 (1d8) radiant damage.

Dimael can use her bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an additional 7 (2d6) fire damage to any target it hits. The flames last until Dimael uses a bonus action to speak the command word again or until she drops or sheathes the sword.



EDRINNIE GODRANAELLA

"Adventure is murder! Adventure is greed! Think about your friends and family! Don't abandon your loved ones and venture into the darkness when you could rest in the comfort and the light of home!"

Edrinnie is a middle-aged elf trying to prevent people from going out on adventures. She is an activist traveling between cities and towns where adventuring is a common profession. Some people find her annoying and her ideas boring, but it doesn't bother her at all.

Edrinnie's Story

An acrobat, an archer, a lover, a mother; Edrinnie was a talented and hard-working elf, struggling through life accompanied by her husband and son. She was a performer who mastered the art of shooting curved arrows. Her husband was a hunter; he made a living by tracking down monstrosities and slaying them. Their son was a student of arcane arts and a talented swordsman. The three lived an ordinary life where one day did not differ much from the next. Even though their lives didn't offer much in terms of excitement, Edrinnie never yearned for more, and earnestly enjoyed the simple pleasures of her routine day-in and day-out.

One day, an adventuring group came to their town. Her husband was curious about adventurers, so he offered them a place to stay. That night, he listened to the stories of those adventurers and the next day, he decided to become one of them. He departed with the adventuring group despite Edrinnie's concerns, leaving her on the stone steps of their little cottage, with worry clouding her gaze. The days that followed were filled with restlessness and melancholy for Edrinnie, but eventually, she grew accustomed to her new reality in which she could never know whether her husband was dead or alive.

Two years later, the news of his death reached Edrinnie. After that, she forbade her son to become an adventurer. Unfortunately, her son was determined to follow the path that his father chose, and he did. Two more years later, an elven ranger delivered his dead body to Edrinnie.

After losing a son and a husband to false dreams of adventuring, she knew that she didn't want any other parents, lovers, and friends to feel the same pain as she did because of shallow promises of wealth and fame. She dedicated herself to try persuading new adventurers to find decent and safe professions.

Edrinnie's Goals

Edrinnie tries to show the dark and painful side of adventuring to aspiring adventurers. She is trying to raise awareness about the dangers of those adventures to save as many people as she can. She believes that no fame and no fortune is worth the risk of leaving a loved one behind and her goal is to make others understand that.

Roleplaying Edrinnie

She preaches the dangers of adventuring in crowded places with a motherly attitude. She gently smiles while talking to kind people. Even when furious, she tries not to harm anyone. She is mostly calm and patient but she acts without any hesitation if someone is in harm's way. She almost never lies, almost never yells; her sincerity and compassion make a lot of people see her as their second mother.

EDRINNIE GODRANAELLA

Medium humanoid (elf), chaotic good

Armor Class 13
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	19 (+4)

Saving Throws Dexterity +5, Constitution +5
Skills Acrobatics +7, Perception +4, Performance +8, Persuasion +6
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish
Challenge 1 (200 XP)

Acrobatic Archery. Edrinnie's ranged weapon attacks follow a curved path, denying AC bonus that is granted by cover to the target.

Fey Ancestry. Edrinnie has advantage on saving throws against being charmed, and magic can't put her to sleep.

ACTIONS

Multiattack. Edrinnie makes two longbow attacks. If she hits the same creature with both attacks, the creature takes an additional 1d6 piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



Eleanor Dawnstar

"Ah, look at all the lonely people! What you need is a good tale; one to make you feel like a part of something big... Mind if I sing you my newest song?"

Eleanor is an iridescent light-touched (p. 12) who was born into a noble family. She is middle-aged, the years having taken nothing from her beauty and elegance. Her long silver hair shines bright and always looks outstanding. She has a unique face with her pointy chin and her distinct cheekbones. Her gray eyes gleam as if they were diamonds.

She is an excellent storyteller and the author of many books. She lives vicariously through the adventures of the characters she has created; most noticeably through Xaria.

Eleanor's Story

Eleanor was the daughter of a renowned light-touched family; the Dawnstars. As nobility, her every action was always controlled by her family. But Eleanor had a rebellious spirit, and was deemed a naughty child by her parents. However, if you asked her, she was merely trying to enjoy her childhood as any other child would. She didn't like her boring old etiquette lessons but rather preferred listening to stories of adventures, and imagining herself in one. She regularly ran away from home and took long walks in the woods nearby, imagining herself to be the heroine of one of the tales she so adored.

Throughout her youth, Eleanor dreamt of being an adventurer. She swore she would take action the minute she was old enough. However, when the time came and she felt ready, her parents both fell victim to a serious illness.

She loved her parents in spite of their differences, so she couldn't leave them in their hour of need. She had no other siblings and felt it was her duty to look after them. So she resolved that instead of going on adventures, she would create them.

She picked up the quill and started writing the fictional adventures of "Xaria, the Good Necromancer". With each word, the adventures she once dreamt of having came alive on paper. With Xaria, she traveled to the far corners of the universe.

She wrote so many songs, ballads, and tales about Xaria that people started to believe he was a real person. Now, his adventures are told as bedtime stories to children, and his ballads are sung in taverns across the realms.

Eleanor's Goals

Eleanor, now in her middle ages, no longer entertains fantasies of being an adventurer. However, she travels from town to town to spread her stories about her fictional character. As her parents have died of natural causes, she has nothing to keep her from moving around. She visits taverns and sings the ballad of Xaria, and tells stories about him in village squares.

Roleplaying Eleanor

Eleanor is a sweet-talking narrator of tales. She loves to tell her stories. If someone encounters her in a tavern, they will surely hear a song or a tale from her. She seeks to travel as much as she can and spread her tales. She also loves to hear from other storytellers to get inspiration and develop more and more tales about her beloved fictional character.

ELEANOR DAWNSTAR

Medium humanoid (light-touched), neutral good

Armor Class 13
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	20 (+5)	18 (+4)	18 (+4)

Saving Throws Intelligence +7, Wisdom +6, Charisma +6
Skills Arcana +7, Deception +6, History +7, Insight +6, Investigation +7, Religion +7, Perception +6, Persuasion +6
Damage Resistances radiant
Senses darkvision 60 ft., passive Perception 16
Languages Celestial, Common, Dwarvish, Elvish, Sylvan
Challenge 2 (450 XP)

Creatures of Light. Eleanor knows the *dancing lights* and the *light* cantrips.

Glowing Bodies. Eleanor has a mark on her body that glows and emits a bright light as in the *light* cantrip. The light of her mark can be covered by 1 inch of common clothing or by similar materials. She has disadvantage on Dexterity (Stealth) checks when she is in an obscured area unless she covers up her innate glow.

Radiant Form. As a bonus action, Eleanor emanates immense light off her entire body, transforming into a humanoid form made of radiant energy along with her equipment, and gaining immunity to radiant damage and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. Also, she can move through a space as narrow as 1-inch wide without squeezing. However, in radiant form, Eleanor has disadvantage on Dexterity (Stealth) checks. The radiant form remains until the end of her next turn. Once she transforms in this way, she must finish a short or long rest to do so again.

Strangers to Darkness. If Eleanor has not been in contact with daylight for three consecutive days, her light slowly fades. In such a case, Eleanor's hit point maximum decreases by 1 each time she finishes a long rest, and she constantly suffers one level of exhaustion (that can't be removed until you see the daylight again for 1 hour). The required daylight can be imitated with the *daylight* spell or any other spell of 3rd level or higher which radiates light. When she finishes a long rest after she gets in contact with daylight, her previous hit point maximum is restored and she no longer suffers from one level of exhaustion.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Wand of Prestidigitation. This wand has 7 charges. While holding it, Eleanor can use an action to expend 1 charge to cast the *prestidigitation* cantrip. The wand regains 1d6 + 1 expended charges daily at dawn. If she expends the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Words of the Storyteller. Eleanor is a compelling author. She knows how to utter words magically and affect others with them.

Charm (At will). Eleanor elegantly speaks a word that can charm one creature she can see within 60 feet of her. The target must succeed on a DC 15 Wisdom saving throw or be charmed by Eleanor for 1 minute. She only can charm one creature at a time in this way.

Cure (3/day). Eleanor whispers a word and heals one creature she can see within 15 feet of her through the energy the word creates. The creature regains 14 (4d4 + 4) hit points.

Shield (3/day). Eleanor utters a word that can stop one creature she can see within 60 feet of her from attacking. If the target has 150 hit points or fewer, it can take no actions until the end of its next turn. Otherwise, the word has no effect.

Confuse (1/day). Eleanor shouts a word that disturbs foes within 60 feet of her. Each hostile creature within range must make a DC 15 Wisdom saving throw, taking 10 (3d6) psychic damage on a failure or half as much damage on a successful one.

Stun (1/month). Eleanor tells a tale for 1 minute, uninterrupted. She cannot take any other actions while telling her tale. Her sorrowful words engulf the mind of one creature that she can see within 60 feet of her. If the target has 50 hit points or less, it is stunned for 1 minute. Otherwise, the action has no effect.

The stunned target must make a DC 15 Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.



Grandpa Anton Warden Killmark Brave

"Lay a finger on my children, and you illiterates will be writing poems about suffering by morning."

There have been wars where so called brave champions fled in terror, where so-called invincible people were slaughtered, and that everyone wished to end; but not Anton Warden Killmark Brave. He never wanted them to end and he even enjoyed them. After centuries of war, he finally settled down and took over the family business; an orphanage. Nowadays, he is known as Grandpa Anton; beloved and feared by every child under his care.

Anton's Story

Left at an orphanage after birth, Anton was raised by monks and clerics. There were many human, half-elf, and half-orc children in the orphanage but no gnomes except Anton. The caretakers in the orphanage raised the children as if they were a big family and the orphanage were their home. Anton had a happy family there.

Eventually, he and his siblings grew old enough to leave the orphanage. They scattered across the settlements near the orphanage and looked for jobs. Anton and Zkotar, his half-orc brother, settled near a river village and started fishing for a living. After his brother died of old age, he moved near Tristan, his half-elf brother. Tristan was an arcane stone carver, carving magical runes on pebbles. He taught arcane stone carving to Anton and they lived together for several years until Tristan got married. Anton left after his brother's marriage and settled near other brothers and sisters over the years and learned different professions from them. Eventually, they all died of old age.

Left alone in this world, without a family, Anton decided to become a soldier to quicken his end. Ironically, he was too good at it. His survival instincts, wits, and physical strength never failed him and always kept him alive. After a couple of wars and many traumatic experiences, he even started to like it. For over a century, he fought almost endlessly, ever-improving his skills and gaining new ones.

Anton is now 480 years old. He came back to the orphanage that raised him to fulfill his duty. It is his turn to take care of the children and lead them to a better future.

Anton's Goals

Anton simply wants to protect all the children in his care until his dying breath.

Roleplaying Anton

Anton is a grumpy old gnome and a dangerous one too. Every day, early in the morning, he walks several miles, prepares breakfast for dozens of children, and then enjoys his tea while watching over the orphanage. He is extremely disciplined yet open minded and non-judgemental. He never forces his lifestyle on anyone and believes that goodness comes from the heart; it has nothing to do neither with rules and laws nor with freedom and uncertainty. He has a calm demeanor and he is always ready to take action when faced with a threat.

GRANDPA ANTON WARDEN KILLMARK BRAVE

Small humanoid (gnome), neutral good

Armor Class 17 (unarmored defense)
Hit Points 170 (20d6 + 100)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	20 (+5)	20 (+5)	17 (+3)	16 (+3)

Saving Throws Strength +8, Dexterity +10, Constitution +11, Intelligence +11, Wisdom +9, Charisma +9
Skills Athletics +8, Medicine +9, Perception +9, Stealth +16, Survival +9
Damage Resistances force
Condition Immunities frightened
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 19
Languages Common, Giant, Gnomish, Goblin, Orc
Challenge 18 (20,000 XP)

Commando. Anton has advantage on Dexterity (Stealth) checks and adds double his proficiency bonus to his Dexterity (Stealth) checks. Anton has advantage on his attack rolls against creatures that he is successfully hiding from. Also, when he is hiding from a creature and misses it with a ranged weapon attack, it still doesn't reveal his position.

Cunning Action. Anton's quick thinking and agility allow him to move and act quickly. He can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Cutting the Chains (1/day). Using his bonus action, Anton can cast the *freedom of movement* spell on himself, requiring no components.

Gnome Cunning. Anton has advantage on all his Intelligence, Wisdom, and Charisma saving throws against magic.

Force Shell. A layer of force around Anton's skin protects him from harm and moves with him. No physical objects, energy, or other spell effects can pass through the shell, in or out, though Anton can breathe in there. The shell is immune to all damage, and Anton can't be damaged by attacks or effects originating from outside. Anton, on the other hand, can wrap his fingers around a weapon, hold it, and make attacks with it from inside the shell. The shell mimics Anton's movement and moves with him. Anton can suppress the effects of this shell. A *disintegrate* spell targeting Anton suppresses the shell for 1 minute.

Size Advantage. Anton can hide behind creatures of Medium size or larger to take half cover.

ACTIONS

Multiattack. Anton makes a hand crossbow attack and three melee weapon attacks.

Hand Crossbow. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must succeed on a DC 18 Intelligence saving throw or be confused until the start of its next turn. A confused creature has disadvantage on itsWisdom (Perception) checks.

War Pick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and the target's speed is reduced by 10 feet for a minute. This effect does not stack with itself.

Force Blade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) force damage.



Gumi the Cursed

"What? No, thank you, I'm not hungry. I don't like candy anyway."

Gumi is a half-orc child who can only tell lies. She needed to leave her own home, so she found a city to live in. She wears ragged clothes, but she always tries to warn people about the dangers awaiting them. However, because she can only tell lies, she usually fails to issue anyone a useful warning.

Gumi has messy long dark hair that she plays with when talking to strangers. She has big blue eyes that always look worried. Gumi carries a backpack full of things that she found from all over as well as some food from those that take pity on her.

Gumi's Story

When Gumi was born in a small village deep in the forest, the water wells dried and livestock ran away from the farms as if in a panic. Believing that she brought drought and disease with her, they named her "Gumi the Cursed". Gumi never knew her parents, her earliest memories are of crawling in the muddy streets of the village.

When she was ten, Gumi had become aware that everyone disliked her and tried to stay away from her; but she didn't know why. She resolved that she should travel to find the answer, and she wandered into the forest. Rather than an answer, she found a monster headed to her village. She ran back home in tears and yelled that there was a monster on its way, but nobody believed her. It is rumored that the monster arrived shortly after, and slaughtered the entire village except Gumi. The beast didn't hurt her, but admired her efforts to warn the others. Then, the monster told Gumi that it had cursed her, and thus would be able to lift the curse if she so wished. Desperate to be rid of what ailed her, Gumi agreed. The monster thus removed her "curse" but gave her another one; from then on, Gumi could only tell lies.

Gumi was inconsolable. All the people she ever knew were all dead; it did not matter whether they liked her or not. What's worse, all the villagers had died thinking she was responsible for everything that ever went wrong. With these thoughts in her head, she left her now empty village and moved to a city at the age of 11, where she now lives out on the streets.

Gumi's Goals

Gumi is a street urchin that tries to help the people around her. By doing so, she wants to prove that no curse could keep her from being herself or from doing good. She walks around the city, finds bad people and tries to report them to the guards.

Roleplaying Gumi the Cursed

As Gumi can only lie, it is hard to communicate with her. Nevertheless, people got used to her; they know that she is genuinely trying to help those in need. She is quite curious about the world and likes to chat with adventurers.

GUMI THE CURSED

Medium humanoid (half-orc), chaotic good

Armor Class 13

Hit Points 18 (4d8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	11 (+0)	12 (+1)	13 (+1)

Skills Acrobatics +5, Deception +5, Intimidation +3, Perception +3, Persuasion +3, Survival +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 1 (200 XP)

Cursed. Gumi was cursed by a monster. She can only tell lies. She has disadvantage on Charisma (Persuasion) checks. People who meet Gumi for the first time have disadvantage on Wisdom (Insight) checks they make against Gumi; however, once they know about Gumi's curse, they have advantage on Wisdom (Insight) checks they make against her.

The remove curse spell cast on Gumi can suppress the effects of this curse for 1 hour. Only a wish spell can remove the curse completely.

Nimble Escape. Gumi can take the Disengage or Hide action as a bonus action on each of her turns.

Relentless Endurance (1/Day). When Gumi is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead.

Savage Attacks. When Gumi scores a critical hit with a melee weapon attack, she can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ACTIONS

Multiattack. Gumi makes two melee weapon attacks.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



Ilinar Spellflame

"Even fiends tremble before my flames!"

Ilinar is an elven archmage. He is quite handsome with his golden eyes, and his well-kempt, short black hair. Despite his young age, Ilinar has the knowledge of a lifetime in evocation spells owing to his intense arcane studies. As a powerful spellcaster, an archmage, and the founder of the Spellflame noble family, Ilinar wears magical robes and a family signet even though he is a fan of unadorned garments.

People call Ilinar the "Flame of Righteousness" as he executes evildoers with holy fire.

Ilinar's Story

When he was a baby, the undead horde of a necromancer vampire trampled four villages, including the one Ilinar and his family had been living in. After a righteous army destroyed the threat, a military mage found Ilinar. His golden eyes made her realize that he was a holy entity, and she adopted him.

The mage who found him, Berna, was a member of a holy order. She, along with the order, was traveling around the world; hunting evildoers and helping those in need. Over the course of these travels, Ilinar experienced the life of war firsthand and learned how to stand against evil. Berna taught him everything she knew about magic, slowly transforming Ilinar into a skilled evoker. In the meantime, she also showed Ilinar the value of goodness and the wickedness of evil. As time passed, Ilinar slowly became a merciful and powerful mage.

After years of holy campaigns, Berna died in the streets of a metropolis in a battle against a fiendish cult. Upon Berna's death, it was Ilinar's duty to train others in the holy methods of evocation magic. As such, he settled in the city and he became nobility in return for his services. There, he formed a mages' guild and has been training willing apprentices ever since.

The holy flames he unleashed upon his enemies made him quite famous. In time, more people knew him as the Flame of Righteousness than those who knew him by his actual name.

Ilinar's Goals

Ilinar knows that the evil in the universe has no end. So, the best thing he can do is to be ready for war; anytime and anywhere. War requires an army, and magic is one of the most vital organs of it. This is why he trains spellcasters on the path of righteousness, teaching them to make holy flames rain down upon the enemies of the good.

Roleplaying Ilinar

Long years of never ending battle against all forms of evil toughened Ilinar, but he never lost his sense of hope and love. The sound of his cheerful laughter puts a smile on most faces, and he values freedom and goodness. He does not respect greedy people and does not tolerate tyranny of any kind.

Because of countless assassination attempts against Berna and himself, he always protects himself with spells.

ILINAR SPELLFLAME

Medium humanoid (high elf), neutral good

Armor Class 12 (15 with mage armor)
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	20 (+5)	15 (+2)	18 (+4)

Saving Throws Intelligence +9, Wisdom +6, Charisma +8
Skills Arcana +9, History +9, Insight +6, Nature +9, Religion +9
Senses darkvision 60 ft., passive Perception 12
Languages Celestial, Common, Draconic, Elvish
Challenge 11 (7,200 XP)

Elf Weapon Training. Ilinar has proficiency with the longsword, shortsword, shortbow, and longbow.

Empowered Evocation. Ilinar adds 5 to the damage roll of any wizard evocation spell that he casts.

Fey Ancestry. Ilinar has advantage on saving throws against being charmed, and magic can't put him to sleep.

Mark of Good. Ilinar carries a holy mark (his golden eyes). He has advantage on Charisma (Insight and Persuasion) checks against good-aligned creatures and disadvantage on these checks against evil-aligned ones. Also, his attacks deal an extra 1d6 radiant damage to evil-aligned creatures (included in the attack).

Righteous Evoker. Ilinar can change the damage type of any wizard evocation spell he casts to radiant.

Trance. Ilinar does not sleep. Instead, he meditates deeply, remaining semi-conscious, for 4 hours a day. The Common word for this meditation is "trance". While meditating, he dreams after a fashion; such dreams are mental exercises that have become reflexive after years of practice. After resting in this way, he gains the same benefit a human would from 8 hours of sleep.

Spellcasting. Ilinar is a 16th level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following wizard spells prepared:

Cantrip (at will): *acid splash, fire bolt, light, mage hand, shocking grasp*

1st level (4 slots): *burning hands, detect magic, mage armor**, shield*

2nd level (3 slots): *arcanist's magic aura, flaming sphere, scorching ray*

3rd level (3 slots): *dispel magic, fireball, fly, haste, lightning bolt*

4th level (3 slots): *fire shield, greater invisibility, resilient sphere, wall of fire*

5th level (2 slots): *aid of the holy mages*, cone of cold, conjure elemental*

6th level (1 slot): *chain lightning, globe of invulnerability, sunbeam, true seeing*

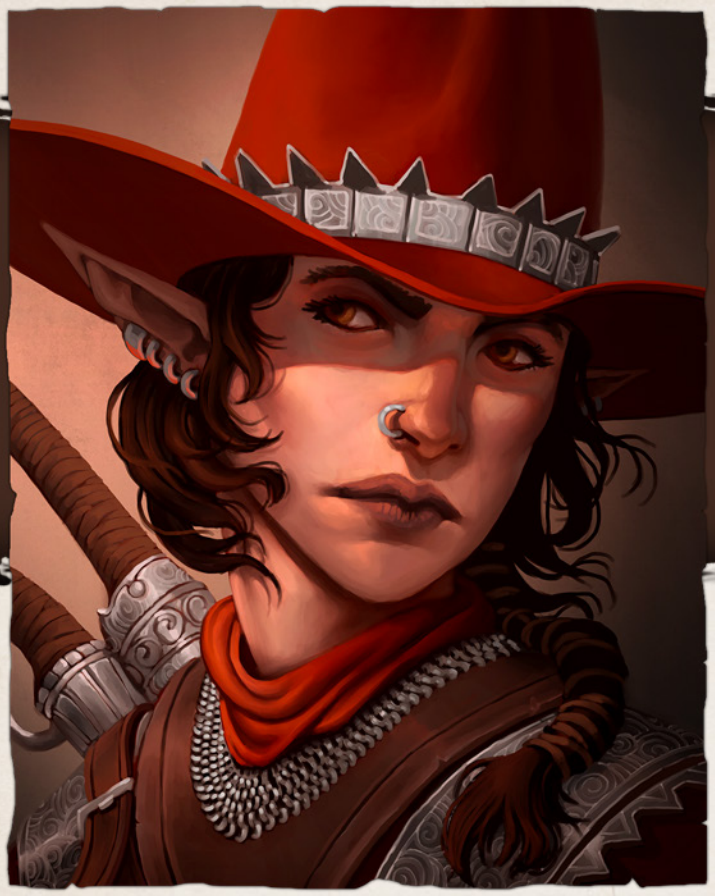
7th level (1 slot): *delayed blast fireball*

8th level (1 slot): *rain of holy fire*, sunburst*

***He casts on himself before combat.*

ACTIONS

+2 Silver Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage plus 3 (1d6) radiant damage.



Inquisitor Trelis von Grazerta

"Life is sacred. The undead isn't."

Trelis von Grazerta is the leader of the Order of Grave Guards (p. 155). She is a serious-looking, grim yet good-hearted high elf inquisitor. One can understand how her life has forced her to be strong and cunning after all she has been through, just by looking into her tired, amber eyes.

Trelis is fit, tall, and muscular. Her hair is long and pitch black. She wears a half plate as armor and covers it with blood-red robes, black leather gloves, and black leather boots. She always wears a blood-red hat that completes her stylish look

Trelis' Story

Trelis von Grazerta is a daughter of the noble family Grazerta. The members of House Grazerta are known for their skills in military tactics and their strong religious relations. House Grazerta favors the deities of honor, retribution, valor, and war. As the daughter of such a family, Trelis was raised with the same values.

When she was young, she was sent to the temple of a deity who strongly opposes the undead. There, Trelis learned about the finer points of necromancy, and was taught how to fight the undead. When she completed her education, the temple tasked Inquisitor Trelis with her first quest; launching an operation against the base of an evil-necromancy cult.

When Trelis and her unit entered the hideout, they found themselves in the middle of a sacrificial ritual and a battle arose. While trying to rescue the sacrifice, an orcish child, Trelis was in the middle of the ritual circle and was simultaneously targeted by both beneficial and harmful spells, which resulted in abnormal effects. Her body became extremely endurant, but the spells consumed her womb and harmed some of her other organs. After the fierce battle amid the unholy powers of the cultists, Trelis and her unit survived, and they rescued the child.

Later, knowing that she wouldn't be able to physically have a child herself, Trelis adopted the orc, Mordok, who she made a member of the Grazerta family.

After this incident, Trelis formed the Order of Grave Guards, an inquisitorial order that hunts the cults of evil necromancy, undead, and anyone who favors them

Trelis' Goals

Trelis thinks the dead must stay dead. She thus aims to hunt all evil necromancers, their creations, and anyone who helps them.

Roleplaying Trelis

Trelis is a noble, an inquisitor, and a leader; and she acts as such. She doesn't like unceremonious behavior, is always serious, does not talk unnecessarily, thinks twice before she acts, and thinks thrice before she talks. As an inquisitor, she is an expert in gathering information and social encounters.

Trelis adores children. Their innocence amazes her and she loves making them happy by playing games with them or giving them gifts. She acts extra carefully when children are in danger, and no matter what her plans are, children's lives are always of the utmost priority for her.

INQUISITOR TRELIS VON GRAZERTA

Medium humanoid (high elf), lawful good

Armor Class 15 (half plate)
Hit Points 231 (22d8 + 132)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	22 (+6)	14 (+2)	15 (+2)	18 (+4)

Saving Throws Strength +8, Wisdom +6, Charisma +8
Skills Arcana +6, Athletics +8, Insight +6, Intimidation +8, Perception +6, Persuasion +8, Religion +6
Senses darkvision 60 ft., passive Perception 16
Languages Celestial, Common, Elvish
Challenge 11 (7,200 XP)

Dead Stays Dead. Trelis can conduct a 1-hour ritual on a dead body. The body cannot be raised as any type of undead for the next 7 days if the raiser is not a deity.

Fey Ancestry. Trelis has advantage on saving throws against being charmed, and magic can't put her to sleep.

Speaker of the Dead. When Trelis casts the *speak with dead* spell, she can ask up to ten questions instead of five.

Trance. Trelis doesn't need to sleep. Instead, she meditates deeply, remaining semiconscious, for 4 hours a day. The Common word for such meditation is "trance." While meditating, she can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Undeadbane. Trelis' weapon attacks deal an extra 1d6 radiant damage. If the target is undead, it takes an additional 2d6 radiant damage (included in the attack).

Spellcasting. Trelis is a 5th level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She has the following spells prepared:

Cantrip: *true strike*
1st level (4 slots): *bless, cure wounds, shield of faith*
2nd level (3 slots): *branding smite, find steed, zone of truth*
3rd level (2 slots): *speak with dead*

ACTIONS

Multiattack. Trelis makes two melee weapon attacks and then makes a third weapon attack as a bonus action.

+2 Longsword. *Melee Weapon Attack* +10 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage plus 3 (1d6) radiant damage or 11 (1d10 + 6) slashing damage plus 3 (1d6) radiant damage if used with two hands. If the target is undead, it takes an additional 1d6 radiant damage.

REACTIONS

Parry. Trelis adds 4 to its AC against one melee attack that would hit her. To do so, Trelis must see the attacker and be wielding a melee weapon.



Khem Hahro

"Don't worry friends, we can defeat this fiend! It's only 20 feet tall."

Khem Hahro is an old human who is the leader of an organization called Celestial Army (p. 145). He has dedicated his life to the service of good-aligned deities and the well-being of every living thing.

Khem Hahro is a big, muscular man with a huge smile on his face. He is bald and he has a horseshoe mustache that can never hide his smile. Khem wears plate armor decorated with the symbols of almost all good deities and a cape with the Celestial Army insignia on it. Khem's favorite weapon, the Fist of Light (a warhammer), is always at his side.

Khem Hahro's Story

Long ago, Khem was a newly trained paladin serving a god of light. He rescued many people and helped the innocent in any way he could. One day, in a mission to save a group of villagers from a cave-in deep in the mountains, he had this gut-wrenching feeling that no matter what he did, no matter how much he accomplished, there would always be a new evil threatening the peace of the righteous. He shared this concern with the people he had just rescued, and they resolved to travel together and help the good in the neverending fight against evil. They grew in number in each place they went to, and before long their nameless organization was dubbed Celestial Army by the commoners they helped.

In time, Khem made deals with almost all the temples dedicated to good-aligned deities. According to these deals, every cleric and paladin can join the Celestial Army and the temples can request any kind of work from the organization.

Khem Hahro's Goals

Khem Hahro wants to wipe evil forces off the lands of mortals and save everyone from their wicked grasp. He thinks anyone can be saved and redeemed, so he also seeks those who are in such a need in order to show them the way back to the light. Khem swore an oath that he would aid every good-aligned deity in whatever they need. There is thus no kindness too small, and no good deed that's insignificant.

Roleplaying Khem

Khem may be old, but he is also full of life. He always tries to look on the bright side of life. He loves to be the hero (just like any other member of his organization), and helping others always puts a smile on his face. He makes jokes even in the toughest of situations. He is rarely serious but when he is, people around him know that something sinister must be going down. Khem sees gods and goddesses as his mentors and tries to live according to their teachings. He is also quite fond of small animals, and can barely resist giving one that crosses his path a pet.

KHEM HAHRO

Medium humanoid (human), lawful good

Armor Class 18 (plate)

Hit Points 202 (27d8 + 81)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	12 (+1)	13 (+1)	18 (+4)

Saving Throws Strength +10, Constitution +8, Charisma +9

Skills Athletics +10, Insight +6, Perception +6, Persuasion +9, Religion +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses passive Perception 16

Languages Common, Celestial and one other language

Challenge 14 (11,500 XP)

Aura of the Celestial. Khem Hahro emanates a heavenly aura of 20-foot radius. All allies within the aura gain a +4 bonus on their saving throws and a +1 to their AC as long as they are in the aura.

Blessed Weapons. Khem Hahro's weapon attacks are magical and he has advantage on attack rolls against evil-aligned creatures. When he hits evil aligned creatures with any weapon, he deals an extra 1d8 radiant damage (included in the attack).

Sense Evil. Khem Hahro can sense the presence of evil-aligned creatures around him. He knows the location of any evil-aligned creatures within 60 feet. Within the same radius, he can also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

Spellcasting. Khem Hahro is a 14th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Khem Hahro has the following spells prepared:

1st level (4 slots): *bless, heroism, protection from evil and good, shield of faith*

2nd level (3 slots): *aid, branding smite, weapon of the hero**

3rd level (3 slots): *daylight, dispel magic, revivify*

4th level (1 slot): *banishment*

ACTIONS

Multiattack. Khem Hahro makes four melee weapon attacks.

Fist of Light. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+7) bludgeoning damage plus 4 (1d8) radiant damage.

Healing Touch (4/Day). Khem Hahro touches another creature. The target magically regains 26 (5d8+4) hit points and is freed from any curse, disease, poison, blindness, or deafness.



Marciel

"My sins weigh heavy on my heart every time they come to mind... I must atone for them, and I know just the way to do it. I belong here. This land, these people... Serving them gives me the pleasure of a lifetime."

Marciel is an aengel (p. 10), a former angel of mercy who was outcast from heaven for having committed a sin. Marciel is genderless although their body resembles that of a male.

Marciel's skin is pale blue and smooth, retaining its angelic quality. The aengel looks elegant and graceful with glowing white eyes and angelic wings although they are smaller than they were before.

Marciel's Story

Marciel was assigned to create a city that only those who have sinned and are seeking redemption could enter. Using their sacred angelic magic, they created a city concealed by magic, surrounded by mountains; a city that could only be reached via paths and tunnels visible to eyes seeking atonement.

Marciel left the city, thinking that their job was finished. Ten years passed, and Marciel returned to the city to discover there had been numerous murders. Though they were furious, Marciel was an angel of mercy, and they acted like one. They buried their fury in their heart, and sought to return the people of the once great city to the righteous path. When the city was pure anew beyond any doubt, they departed once again, as their talents were required for other tasks.

When Marciel returned to the city a second time when another ten years passed, they were greeted with civil war. Marciel was disappointed in the people of the city, they couldn't stand seeing all their work was in vain. Blinded by a ferocious rage, Marciel strayed from the path of mercy, killing every single being in the city they once created.

Marciel thus committed a dire sin. Their punishment was merciful however; the angel was removed from heaven, their memory was erased and they were sent to the mortal planes as a fallen angel. For years, Marciel wandered in the realms with nothing on their mind about their past, except for the regret weighing on their heart.

During one of Marciel's travels, the fallen angel found a cave leading to a city of ruin, surrounded by mountains. This abandoned settlement felt familiar to Marciel. They felt a strange sense of serenity there, and so decided to stay. Others started to populate the city once more before long, and Marciel was eventually elected governor. Now, Marciel is an aengel, and their memories have started to come back

Marciel's Goals

The primary goal of the aengel is to be a merciful governor to the city and they ultimately hope to become an angel once again.

Roleplaying Marciel

Marciel is deeply melancholic. They spend most of their time in the temple of the city, asking for forgiveness and redemption even if they do not know why they feel they need redemption. Marciel loves to spend time with children and help them in any way they can, as they think children are pure and without sin.

MARCIEL

Medium celestial (aengel), neutral good

Armor Class 13 (16 with mage armor)
Hit Points 110 (20d8 + 20)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	14 (+2)	18 (+4)	18 (+4)

Saving Throws Wisdom +7, Charisma +7
Skills Insight +7, Perception +7, Persuasion +7
Senses darkvision 60 ft., passive Perception 17
Languages Celestial, Common
Challenge 7 (2,900 XP)

Aengelic Infusion. When Marciel hits with a spell or weapon attack, their attack deals an extra 1d8 radiant damage (included in the attack).

Dimmed Resistance (1/Recharges on a Long Rest). When Marciel fails a saving throw against a spell or another magical effect, they can choose to reroll it. They must take the second result.

Spellcasting. Marciel is a 10th level spellcaster. Their spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). They have the following spells prepared:

Cantrips: chill touch, *dancing lights, mending, message, prestidigitation, shocking grasp*
1st level (4 slots): *charm person, comprehend languages, detect magic, mage armor***
2nd level (3 slots): *mirror image, misty step, suggestion*
3rd level (3 slots): *counterspell, dispel magic, slow*
4th level (3 slots): *banishment, confusion, polymorph*
5th level (2 slots): *dominate person, hold monster, sinner's mark**
***Marciel casts this spell on themself before combat*

ACTIONS

Multiattack. Marciel makes two melee weapon attacks.

Blade of Mercy. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage plus 4 (1d8) radiant damage. If the target is an evil-aligned creature, a phantasmal reflection of the blade of mercy hits the creature and deals an extra 7 (2d6) force damage. If the target is not an evil-aligned creature, the blade deals nonlethal damage and a phantasmal reflection of the blade doesn't appear.

Sacred Flame. Flame-like radiance descends on a creature that Marciel can see within 60 feet of them. The target must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) radiant damage. The target gains no benefit from cover for this saving throw.

Touch of Mercy. Marciel touches a willing creature. This action ends blindness, deafness, and any diseases affecting the target, transferring it to Marciel instead.



Mavichar
The Horned Bastion

"Pathetic creature! You dare haunt these innocent people under my watch!"

Mavichar is the best hero in Heroes' Guild (p. 148). He is a selfless tiefling that has dedicated his life to the well-being of others.

Mavichar has a muscular body covered in various tattoos, and horns with magical runes drawn on. He always has a serious expression on his face, and gives the impression that he is trying to evaluate or examine something at all times

Mavichar's Story

Mavichar used to be a guard in a small town. He protected the gates, patrolled the streets, and made sure that everything was in order. On a cold night, he noticed a group of people acting shady. Instantly, Mavichar yelled out and drew his sword ready to strike, but someone knocked him out cold before he could do anything else. When he woke up, Mavichar saw that these people were not just a small group but an army of thugs, bandits, and killers. He knew he had to do something.

Somehow, he escaped captivity and managed to save his entire town. No one knows how he saved an entire town by himself and people speculate about the possible methods he must have employed. Some say he did not eat nor sleep for an entire week, killing an average of one bandit per minute. Others say he turned into a monster and ate everyone in town. In reality, he saw an opportunity to burn down one of the bandits' tents, and fortunately, it turned out to be the one their leader was in.

After this heroic act, Mavichar was nicknamed "the Horned Bastion" and he left his town to protect others. On one of his journeys, he joined Heroes' Guild and in spite of his beginnings that were more or less based on luck, he quickly became the best hero people had ever seen.

Mavichar's Goals

Mavichar wants to travel and save everyone on his path. He dedicated his life to saving others after the events that took place in his own town, under his very nose. He believes anyone can be a savior or a hero as long as they have the courage to act. He treats Heroes' Guild and its members like close friends and family.

Roleplaying Mavichar

Mavichar rarely wants to take a break from his duties. He is actually obsessed with being a hero at all times. He is always serious and acts like everything around him needs to be investigated. Mavichar thinks relationships are important, but also very distracting. Thus, he generally works alone but knows when to ask for help. He also does not prefer to divulge any of the deeds he has accomplished, as he thinks boasting would not befit a hero.

MAVICHAR THE HORNED BASTION

Medium humanoid (tiefling), lawful good

Armor Class 17 (Cloak of the Heroes' Guild)
Hit Points 149 (23d8 + 46)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	15 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Strength +7, Dexterity +9
Skills Acrobatics +9, Athletics +7, Insight +4, Persuasion +7
Damage Resistances fire, lightning
Senses darkvision 60 ft., passive Perception 11
Languages Celestial, Common, Infernal
Challenge 10 (5,900 XP)

Cloak of the Heroes' Guild. Mavichar wears a magical cloak made out of blue dragon scales. As long as he is wearing this cloak, he has +2 bonus to AC and resistance to lightning damage.

Infernal Legacy. Mavichar knows the *thaumaturgy* cantrip. He can cast the *hellish rebuke* spell as 2nd-level spell and the *darkness* spell. He can cast each of them once per long rest. His spellcasting ability is Charisma.

ACTIONS

Multiattack. Mavichar makes three melee weapon attacks.

Heroes' Glaive. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 11 (2d10) fire damage.

Dagger of the Righteous Hero. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage. If Mavichar hits an evil aligned creature with this dagger, his attacks deal an extra 7 (2d6) force damage.

Might of the Hero. Mavichar activates the magical tattoo and gains advantage on saving throws, ability checks, and attack rolls for 1 minute. Also, he becomes immune to lightning damage for the duration.



Messiah

"Importance loses its meaning and value as complexity burdens our minds. The meaning of life is embedded in us without any means of logical comprehension; in our emotions. As all fundamentals of creation, emotion is simple and it is true."

A feminine figure, almost fully covered with adamantine plates except above her forehead, travels across lands and claims that she brings the word of the only deity as she gazes upon her followers with her third eye. The miracles she performs, which are above and beyond simple magic, and her ability to withstand hostility helps her gather more followers. She preaches kindness, benevolence, compassion and claims that she only wants her followers to be happy, and even claims that they don't need to pray to the true deity, because it doesn't need it.

Messiah's Story

In a great city, there was a group of women who were not able to get pregnant. They consulted with clerics, mystics, and wise women but to no avail. Until one day, when she appeared out of thin air; Messiah. Her body and face were covered in adamantine plates; she had long silver braids and a third eye on her forehead. When she arrived at the city, she summoned these women and performed a miracle on them. Nine months later, nine babies were born without fathers.

Since that day, Messiah has continued to perform miracles and denied all deities except one. She claims that evil deities are the proof of the false divinity of the good ones. So-called divines associated with good have evil counterparts and no true deity can be evil according to Messiah; and if evil counterparts are not truly divine, good ones can't be either. She believes in a genderless, formless, omnipotent deity that is the epitome of good. She preaches goodness and only goodness; nothing more nothing less.

She has traveled across crowded places, met with kings and queens, had discussions with common people, argued with paladins, and tried to guide everyone she met in the way of benevolence even if they refused to believe in her deity. She still travels and tries her best to convince people despite countless assassination attempts.

Messiah's Goals

Messiah wants to eliminate all evil from creation. She doesn't believe that there must be a balance between good and evil; she believes that evil must completely be removed from the equation.

Roleplaying Messiah

She is an expert debater who tries to persuade everyone in her vicinity to adopt the ways of good. Her natural charisma combined with her soft tone of voice guarantee that she leaves an impression in the minds of all who meet her. She is fearless and relies on hostility only as a last resort to save others. She never discriminates against creatures and talks patiently with anyone who is eager to talk to her. While in the presence of evil, she becomes more still as if she is waiting for something bad to happen and getting ready to prevent it.

MESSIAH

Medium humanoid (human), neutral good

Armor Class 26 (+3 adamantine plate, +3 shield)

Hit Points 209 (22d8 + 110)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	26 (+8)

Saving Throws Intelligence +11, Wisdom +11, Charisma +14

Skills Animal Handling +11, Arcana +11, History +11, Insight +11, Intimidation +14, Nature +11, Perception +11, Persuasion +20, Religion +17

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison, psychic, radiant

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 120 ft., truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 20 (25,000 XP)

Adamantine Plates. Any critical hit against Messiah becomes a normal hit.

Blessed Touch. When a target is pacified, purified, or sanctified by Messiah, all diseases, poisons, and curses affecting the creature end.

Divine Awareness. Messiah knows if she hears a lie.

Emissary of the True Divine (1/Day). Messiah wishes for one thing to come true, and it does. The GM has the control over the boundaries of these wishes.

Protection against False Divine. Messiah can't be affected or detected by divine spells unless it wishes to be.

Wrath of the God. If Messiah dies, a pillar of pure holy light comes down crushing everything on its path, and claims the soul of Messiah. Her soul can't be captured or claimed by anyone, including deities. When she dies, each of her enemies within 100 feet takes 630 (60d20) radiant damage.

ACTIONS

Multiattack. Messiah uses Pacify, Purify, or Sanctify, and makes three scimitar attacks. When she makes all three scimitar attacks, she can make another scimitar attack as a bonus action.

+3 Scimitar. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) slashing damage.

Pacify. Messiah targets a creature within 30 feet and the target is pacified until the end of its next turn. Any damage the pacified target deals is reduced to 0. Messiah can use this feature on creatures whose CR or level is lower than 20.

Purify. Messiah targets a creature within 30 feet and the target is purified until the end of its next turn. The purified target loses its ability to cast divine spells, and it can't use its Channel Divinity feature. Messiah can use this feature on creatures whose CR or level is lower than 20.

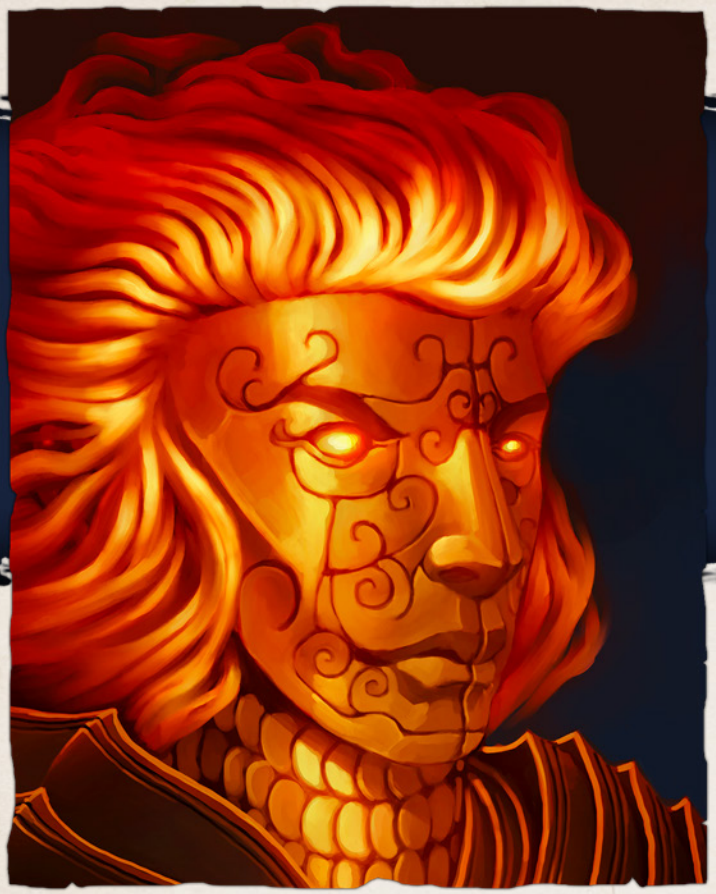
Sanctify. Messiah targets a creature within 30 feet and the target is sanctified until the end of its next turn. The sanctified creature regains 20 hit points and has advantage on ability checks, attack rolls, and saving throws.

Channel Divinity: Turn Evil. Messiah removes her mask and reveals her face. Each evil-aligned creature within 30 feet of Messiah that can see her must make a DC 22 Wisdom saving throw. If a creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature drops whatever it is holding and is stunned. If a turned creature has 50 hit points or less, the creature is instantly destroyed.

REACTIONS

Alter Fate. When Messiah takes damage from an attack, spell, or magical effect, she can choose to negate the damage. If she does so, the same damage is dealt to the attacker instead.



Miriel, the Molten Judgment

"Fire cleanses all sins."

Miriel is the leader of Molten Judgment (p. 151). She is an angel in molten armor who wields two molten longswords. She is an iron angel, who was a devoted paladin in life.

Miriel is fit, tall, and muscular. She always wears a mask, hiding her face and her facial expressions. She has long, fiery hair. Although she looks serious and deadly, and she is, Miriel acts with grace and knows what mercy is. She is rageful, she is powerful, but she is first and foremost just.

Miriel's Story

Miriel was the daughter of farmers, who gave her the name; Miri. When she was 7, a group of demon worshippers raided their homestead and sacrificed her family while she was hiding somewhere in the house. She was later found by a group of good-hearted paladins and clerics and was raised by them in the temple. She became a fierce paladin favoring the dual-wielding combat style after years of training. However, her true weapons were always law and good. She always denounced crime, evil, and chaos.

When she was 56, in her final days as a mortal, she finally confronted the leader of the cultists that sacrificed her family. The cultist, an elf, protested that he'd had a long life and that he had changed his ways and was seeking redemption. Although her heart burnt with a lust for vengeance, Miri gracefully agreed to show the elf mercy. After a few days, as she went to sleep in a temple, she closed her eyes to this world, and opened them to a new one. Owing to that final act, she was given a celestial reward, and found her place among the angels. Now, Miriel walks the mortal world to teach them the way of angels; how to fight against evil, and how to show mercy when needed.

Miriel's Goals

Miriel has been sent to the mortal world with a quest. She leads an organization, Molten Judgment, which aims to make all evil-worshippers meet their makers, and which accepts and trains only the most dedicated. She aims to teach mortals how to battle evil and how to be merciful against the lowest of foes in an angelic way.

Roleplaying Miriel

Miriel is a frightening iron angel, and she acts like one. Her voice is soothing when she is calm but creates storms when filled with rage. She likes mortals and is keen to forgive them for their sins most of the time; however, she does not forgive everyone willy nilly.

She innately knows if she hears a lie, and does not tolerate liars. Although she herself always follows etiquette, she is not bothered by unceremonious behavior because she finds it to be an endearing, harmless flaw. Although she sometimes behaves like mortals do, she always wears a featureless mask to remind others that she is a celestial. Although she does not require food, water, or sleep; she appreciates good wine.

MIRIEL, THE MOLTEN JUDGMENT

Medium celestial, lawful good

Armor Class 18 (plate)
Hit Points 161 (19d8 + 76)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	14 (+2)	18 (+4)	18 (+4)

Saving Throws Strength +8, Constitution +8, Wisdom +8
Skills Athletics +8, Insight +8, Intimidation +12, Perception +8
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 18
Languages all, telepathy 120 ft.
Challenge 12 (8,400 XP)

Blessed Weapons. Miriel's weapon attacks are magical and she has advantage on attack rolls against evil-aligned creatures. When she hits with any weapon, the weapon deals an extra 1d8 fire damage and 1d8 radiant damage (included in the attack).

Divine Awareness. Miriel knows if she hears a lie.

Fire Absorption. Whenever Miriel is subjected to fire damage, she takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. Miriel is immune to any spell or effect that would alter its form.

Innate Spellcasting. Miriel's spellcasting ability is Charisma (spell save DC 16). Miriel can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good, detect magic, heretic's mark**
3/day each: *angelic executioner*, hunter's mark, locate object, longstrider*
1/day each: *burning halo*, freedom of movement, locate creature*

Magic Resistance. Miriel has advantage on saving throws against spells and other magical effects.

Melt (4/Day). As a bonus action, Miriel blesses a weapon of her choice that she can see within 30 feet for 1 minute. The blessed weapon becomes molten, and deals an extra 1d8 fire damage and 1d8 radiant damage on a hit.

Rage of Iron (1/Day). As a bonus action, Miriel sets herself ablaze, turning into an angel of molten metal for 1 minute. For the duration, she emanates a 10-foot-radius aura of immense heat. When a non-good or non-lawful creature enters the aura for the first time on a turn or ends its turn within, it takes 9 (2d8) fire damage.

ACTIONS

Multiattack. Miriel makes two melee attacks.

Molten Blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage plus 9 (2d8) fire damage and 4 (1d8) radiant damage.



Mortal Inquisitor Tilsendrel Nessar

"By the name and order of the Mortal Inquisition of Duvark, I hereby declare your actions heretical. You shall die by fire. May the almighty divinity have mercy for the atrocities you have committed."

Tilsendrel Nessar is the granddaughter of one of the residents of a town called Duvark. She is a respected member of the Mortal Inquisition of Duvark (p. 152).

Tilsendrel has short blonde hair and dark brown eyes. She mostly wears black armor with a black robe on top, and carries her black sword on her belt. In the organization, her duty is to expose secret cults and their members in order to eliminate them. While this duty can sometimes be a brutal one, Tilsendrel is still as perky as can be. She likes to see the good in everything and is happy that she is able to do so.

Tilsendrel's Story

Years before she was born, Tilsendrel's family left the town of Duvark to seek a better future for their unborn child. Before long, monsters attacked the village and killed everyone, resulting in the founding of the organization called Mortal Inquisition of Duvark.

When they returned to their hometown after many years had passed, Tilsendrel and her family were devastated to learn about the fate their home suffered. Tilsendrel's father joined the Mortal Inquisition of Duvark and swore to destroy all enemies hidden in the night, and save each innocent soul they pass along the way.

On an ill-starred day, her father and his friends returned in terrible condition. The members of the organization tried everything they could, but alas, her father had been cursed by someone or something.

Shortly after her father died, Tilsendrel's mother started to show symptoms similar to those that her father displayed before his demise. Before long, she too suffered the same fate. Tilsendrel thus donned her father's armor and snuck out of town to find and kill whoever or whatever had caused her family to be so afflicted. After a year, she returned victorious, having defeated the lich that was the cause of all her heartache. By doing so, she joined the Mortal Inquisition of Duvark and became a Mortal Inquisitor.

Tilsendrel's Goals

Tilsendrel wants to find and destroy every cult and cultist that threatens the life of the innocent. She receives missions from the Black Temple of Duvark and follows her orders to perfection. Still, she never harms those she thinks are good-hearted; whether she is on a mission or not.

Roleplaying Tilsendrel

She believes in the cause of the inquisition and is ready to die protecting it. She can be quite stubborn in her opinions, and takes her duties very seriously but all in all, Tilsendrel is a very nice person. She can be seen laughing with her friends as she burns the undead on pyres, or shamelessly teasing another inquisitor as they butcher cultists in their den.

MORTAL INQUISITOR TILSENDREL NESSAR

Medium humanoid (human), lawful good

Armor Class 21 (Black Armor of the Inquisition and a shield)

Hit Points 255 (30d8 + 120)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	19 (+4)	13 (+1)	16 (+3)	20 (+5)

Saving Throws Strength +11, Dexterity +10, Charisma +11

Skills Athletics +11, Insight +9, Intimidation +11, Perception +9, Persuasion +11

Senses passive Perception 19

Languages Common, Elvish, Undercommon

Challenge 17 (18,000 XP)

Black Armor of the Inquisition. As long as Tilsendrel wears her black armor, she gains a +1 bonus to AC.

Expert Inquisitor. Tilsendrel has been an Inquisitor for more than five years. Thus, she knows how to spot someone who is hiding something. Tilsendrel has advantage on Wisdom (Insight) checks related to understanding if someone is lying.

ACTIONS

Multiattack. Tilsendrel makes four melee weapon attacks.

Black Sword of the Inquisition (Longword). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage. As a bonus action, Tilsendrel can speak the sword's command word, which is "Blacken" in Common, and ignite her sword with white flames. The flames deal extra 7 (2d6) radiant damage or 10 (3d6) radiant damage if the target creature is an undead. Once used, the flames last for 1 minute, and she can use it after the next dawn.

Black Holy Symbol (Recharges on a Short or Long Rest). Tilsendrel presents her black holy symbol and she magically learns the type of creatures within 15 feet of herself that she can see.

Black Holy Symbol (Recharges on a Short or Long Rest). Tilsendrel can cast the *zone of truth* spell, expending no spell slot or requiring no spell components.

REACTIONS

Black Armor of the Inquisition. Tilsendrel can end one of the following conditions affecting her; blinded, deafened, frightened, or paralyzed.



Mortiel

"Mortals live their lives as if I won't ever visit them. Such a shame... Even my time will come. They must either be extremely shortsighted or excessively courageous."

Mortiel is the highest-ranking angel serving the concept of death. However, he is not on a vicious killing spree, nor is he an incarnation of death itself. Mortiel is merely a servant of the deities, who have appointed him with the task of transporting souls to their rightful, final resting places.

Mortiel has many wings of different sizes and his ashen, grayish skin and dark feathers make him look different and more intimidating than other angels. Mortiel doesn't require food, drink, or sleep.

Tome of the Living. Mortiel carries a sacred tome. When a creature is born; its name is magically written in the tome in a way that only the angel can understand. When fate says that a creature needs to die, the tome telepathically informs the angel where the creature is located. When the creature dies, its name vanishes from the pages of the tome. The tome cannot be destroyed by any ordinary means; only a deity wielding an artifact created solely to damage the Tome of the Living can destroy it. If Mortiel drops to 0 hit points, the tome disappears and reappears in a location that was previously designated by the angel.

Mortiel's Story

One day, Mortiel saw his own name in the Tome of the Living. He began to question why. He was immortal after all, there was not a single angel capable of retrieving his soul. Was he to take his own soul? The answer, alas, was less than satisfying, as even the deities of knowledge did not know why Mortiel was doomed to die. The cosmic balance demanded so; maybe Mortiel's soul was required somewhere else, or maybe it was time for Mortiel to retire.

As a loyal servant of the divine, he did not further question his fate. Instead, he swore that he would work for the greater good until his time was up. He started to help those in need, tried to ease the pain of the weak, and smite the malevolent. He has also tried to give people in their final moments some last remnant of happiness before he sends them on their way. Little does he know, all he needs to do is a truly selfless act of self-sacrifice to find his place among the angels in heaven.

Mortiel's Goals

Mortiel's primary goal is to fulfill his duty of delivering souls to their rightful resting places. His secondary goal is to do good and spread kindness among mortals, as he wants to go to heaven when he dies.

Roleplaying Mortiel

Mortiel can change his appearance and he uses this power to take more comforting forms for those he wishes to talk to. He loves talking to mortals as if he was one of them, and helping them out with whatever he can.

When he wanders around to help people, he generally takes the form of a handsome young man in white clothes with no other material possessions.

MORTIEL

Huge celestial (shapechanger), lawful good

Armor Class 19 (natural armor)
Hit Points 459 (34d12 + 238)
Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	20 (+5)	24 (+7)	20 (+5)	20 (+5)	26 (+8)

Saving Throws Strength +17, Constitution +15, Charisma +16
Skills Perception +21, Intimidation +24
Damage Resistances acid, cold, fire, force, lightning, psychic, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities all
Senses truesight 120 ft., passive Perception 31
Languages all, telepathy 120 ft.
Challenge 25 (75,000 XP)

Accompany the Soul. Mortiel looks a creature in the eyes. The creature understands that the time has come for it to die. If the creature doesn't resist, Mortiel accompanies its soul to its new haven, wherever it may be. If the creature resists, Mortiel needs to claim its soul by fighting it.

Final Death. A creature killed by Mortiel cannot be brought back to life by any means unless a deity, or some other being of cosmic power wishes it. Even in that case, the creature can only return back to life with the approval of Mortiel.

Incorporeal Movement. Mortiel can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Keeper of the Souls. Whenever Mortiel drops a creature to 0 hit points, it automatically fails its first two death saving throws.

Also, when Mortiel kills a creature and claims its soul, his soulkeeper scythe gains a +1 bonus on attack and damage rolls until the next dawn (maximum of +5).

Legendary Resistance (3/Day). If Mortiel fails a saving throw, he can choose to succeed instead.

Magic Resistance. Mortiel has advantage on saving throws against spells and other magical effects.

Shapechanger. Mortiel can use his action to polymorph into a creature of any size, or back into his true form. Without wings, the angel loses its flying speed. Other than his size and speed, his statistics are the same in each form. Any equipment he is wearing or carrying is transformed with Mortiel. He reverts to his true form if he dies.

Tome of the Living. When Mortiel is slain, he is resurrected within 1d4 days and reappears within 5 feet of the Tome of the Living, unless his name disappears from the tome itself.

ACTIONS

Multiattack. Mortiel uses his Frightful Presence, and makes three melee weapon attacks.

Soulkeeper (Magical Scythe). *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage plus 9 (2d8) necrotic damage.

Frightful Presence. Each creature of Mortiel's choice that is within 120 feet of the archangel and aware of him must succeed on a DC 24 Wisdom saving throw or be frightened of him for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Mortiel's Frightful Presence for the next 24 hours.

Teleport. Mortiel magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space near a creature whose time of death has come. Mortiel can teleport through different planes of existence.

LEGENDARY ACTIONS

Mortiel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mortiel regains spent legendary actions at the start of his turn.

Attack. Mortiel makes an attack with his Soulkeeper.

Death Touch (Costs 2 Actions). *Melee Spell Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 67 (15d8) necrotic damage.

Power Word Kill (Costs 3 Actions). Mortiel casts the *power word kill* spell expending no spell slots and requiring no material components.



NICEHOOF

"My only desire was to live a life of peace and serenity. Now? Now I must crush those who destroyed my home and killed my friends!"

Nicehoof is the leader of the Claws of Good (p. 160), a good-hearted non-humanoid organization that hunts evil. He is a minotaur that has been raised by fey.

Nicehoof wears a leather skirt and carries a greataxe that was gifted to him by those who raised him. His fur is brown and his horns are dark. There are scratches on his horns, which he proudly carries as the marks of his former battles.

Nicehoof's Story

Nicehoof is a minotaur that was raised by fey living in the deepest corners of forests. Throughout his childhood, Nicehoof was taught to be respectful and protective of nature and the creatures living in it. He lived an enchanted and more or less sheltered life, shielded from such notions as discrimination, suffering, or injustice.

One day, an evil mage company came to the forest Nicehoof was living in, and started to harvest unique spell components with no control, and enslave the fey to sell them in slave-markets. A group of fey along with Nicehoof started a resistance and fought against the mages for years. Through these years, Nicehoof observed that many deemed them uncivilized, or even monsters.

In the end, the resistance succeeded in saving what was left of the forest and the fey. Afterwards, Nicehoof became suspicious of outsiders, and decided to protect all "uncivilized" lands, thus forming an organization called the Claws of Good, whose members were (and are) good-hearted non-humanoids that the folks of civilized lands generally call "monsters".

Nicehoof's Goals

Nicehoof wants to protect nature and its inhabitants. Although he is suspicious of "civilized" folk, he dreams of a world of peace and unity. Despite how shocked he was at the actions of the evil mage company, Nicehoof still thinks that there must be others who dream of peace as he does in the outer world. He aims to unite with them and crush all evildoers so that his lands are never threatened again.

Roleplaying Nicehoof

Although Nicehoof always looks like he's filled with rage, he is actually full of love. Animals find peace in his presence and Nicehoof loves to spend time with them and talk to them. However, while angry, Nicehoof battles to the death and slashes his opponents in half. Although he is suspicious of outsiders and humanoids, they can still earn his trust if they try hard enough.

NICEHOOF

Large monstrosity, chaotic good

Armor Class 15 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	8 (-1)	16 (+3)	10 (+0)

Saving Throws Strength +8, Wisdom +6
Skills Animal Handling +6, Intimidation +6, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Common, Sylvan
Challenge 7 (2,900 XP)

Charge. If Nicehoof moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Friends of Animals. Nicehoof can talk to animals. Also, as a bonus action, Nicehoof can call two beasts of CR 1/2 or lower that remain for 1 minute. These beasts attack the enemies of Nicehoof and disappear after the duration or when they drop to 0 hit points.

Labyrinthine Recall. Nicehoof can perfectly recall any path it has traveled.

Reckless. At the start of his turn, Nicehoof can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. Nicehoof makes two attacks with its greataxe, or he can make one gore attack and one attack with his greataxe.

+1 Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 19 (2d12 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.



Penitent Wanderer

"It's no trouble at all; any way I can be of service. Come, sit by the fire, you look half-frozen!"

The Penitent Wanderer is a middle-aged human. He has a bald head and a clean-shaven face. He wears ragged clothes and carries a whip.

The Penitent Wanderer travels from town to town and village to village and helps people, so that he can undo his sins.

Penitent Wanderer's Story

The Penitent Wanderer had a name once, but he no longer remembers what it was. With this name, he was known as a professional criminal. He could do any kind of work, from basic mugging to the assassination of nobles, and he was proud to be able to do so. At some point in his life, money became meaningless because he had more than he could ever spend.

He dreamed of being a landowner and becoming a noble; but that meant settling for a normal life. He thus took a few "last" jobs. One of his last jobs was to destroy a piece of evidence that was located in a crowded city. But things went sideways when he started a fire to burn down the building with the evidence in it.

Only after he got out of the building with a smile on his face did he realize that the fire had spread to the adjacent buildings. One of these buildings was an orphanage. With the realization of what he had done, he fled and started to wander the wilds, thinking about how many people had gotten hurt because of him.

For days, his catastrophic actions never left his mind and in the end, the lives he took became the only thing he could think of. Now, the Penitent Wanderer travels the lands and does everything in his power to help those he meets, for forgiveness and redemption.

Penitent Wanderer's Goals

The Penitent Wanderer travels all around, seeking people that need help. He tries to solve all kinds of problems for atonement; from finding a missing cat to clearing a monster's lair. He believes he will achieve inner peace and serenity by helping people. Occasionally, the Penitent Wanderer helps temples of good-aligned deities and asks for redemption from divinity in return.

Roleplaying the Penitent Wanderer

The Penitent Wanderer is an introvert and he prefers to live in seclusion. Since he doesn't have a home, he usually sleeps outdoors in the settlements where he helps people. If he thinks he can help someone, he insists upon it, and does everything in his power to do so. If he fails his tasks he punishes himself by whipping himself on the back. He never accepts any kind of reward for his good deeds; save redemption.

The Penitent Wanderer looks sad and tired most of the time, but if someone talks to him, he tries to hide it with a smile.

In a battle, if the Penitent Wanderer's target is not known to be evil, he chooses non-lethal attacks because he believes everyone deserves a second chance, like him.

PENITENT WANDERER

Medium humanoid (human), chaotic good

Armor Class 15 (studded leather)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+1)	8 (-1)	14 (+2)	15 (+2)

Saving Throws Dexterity +6, Charisma +5
Skills Persuasion +5, Religion +2, Sleight of Hand +6, Stealth +6, Survival +5
Condition Immunities frightened
Senses passive Perception 12
Languages Common, Thieves' Cant
Challenge 5 (1,800 XP)

Horrifying Memories. If the Penitent Wanderer witnesses something that harms children, he attacks without thinking and tries to save the children at all costs. After he successfully saves them, he remembers what he has done. The Penitent Wanderer can't handle the weight of these memories and falls unconscious for 1d4 hours. If he can't save the children, he whips himself until he falls unconscious.

Redeeming Strike (Recharges on a Long Rest). The Penitent Wanderer may choose to deal full damage on one of his attacks against an evil-aligned creature.

Sneak Attack (1/Turn). The Penitent Wanderer deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of him that isn't incapacitated and the Penitent Wanderer doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The Penitent Wanderer makes two melee weapon attacks.

Whip of Penance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 6 (1d4 + 4) slashing damage plus 4 (1d8) radiant damage. If the target creature's alignment is evil, the creature must succeed on a DC 13 Charisma saving throw, or it is overwhelmed by the vindictive power of the whip and is stunned until the end of its next turn.

REACTIONS

Unselfish Sacrifice. When an ally within 5 feet of the Penitent Wanderer is targeted by an attack, he can jump to the space of his ally, pushing the ally to the nearest unoccupied space within 5 feet. By doing so, he takes the damage from that attack instead.



SELKIE, THE GOOD AVENGER

"Fight for grace, fight with your heart for your loved ones, and most importantly; stay ever-vigilant against the blasphemy of evil!"

Selkie is an avenger paladin who has a thing for lightning and her trusted lightning scythe. She is a redeemed succubus paladin, a zealot who follows her order and her mission to the end. As a headstrong leader, she always does her best to think tactically, and uses her wit to best an enemy. On the field of battle, all who underestimate this small fox-like woman in a dark green cloak with the scythe at her side, are quick to get struck down by her holy might.

Selkie's Story

She was a redeemed succubus from one of the only few havens left standing in her realm. Coming from a dying tribe, she knew how valuable redemption was, and how important it was to preserve the good things in the realm; like nature, that people were too quick to destroy for wealth.

When she finally had the chance for greater power at the cost of a portion of her free will, she refused. She was afraid that she would be tempted by it, and that it would corrupt her. Afterwards, she realized that the power she sought was within her and her stubborn will to do good.

A hermit of a road with battles unending, she never had any intention of settling down or hanging up her scythe. In her world, the only thing that mattered was protecting that which she loved. Her friends, her family, her people, the happiness and well-being of those she cherished most was what mattered to her.

On this road, she was accompanied by her dear friends whom she met along the way; Damakos and Reaver. However, not much is known about them save their names, as they like to keep a low profile. What *is* known is that they are a close-knit pack of do-gooders, and that they traveled to many places together, and tried to remedy people's problems wherever they could. They always looked forward to a challenging fight against villains, so that they would keep their edge keen.

Selkie's Goals

Selkie is grateful to her deity who gave her the wrath of lightning to strike down the agents of vile forces. To fulfill her duty, she feels an innate passion to carry on her crusade. Whenever or wherever evil moves to harm the innocent or the weak, she tries to be there to keep them from doing so.

Just like her lightning scythe, she seems to appear out of nowhere to save the day. Her careful planning to strike her opponents down usually starts with an ambush, which she performs with vigilance.

Roleplaying Selkie

Selkie isn't always pleasant to people when they come face to face with her, but those who know her know that her loyalty to her friends is unbreakable. The coldness seems to lighten once someone befriends her and shows their worth in trust, loyalty, and the ability to get the job done.

SELKIE, THE GOOD AVENGER

Medium fiend (shapechanger), lawful good

Armor Class 20 (plate, ring of the avenger)
Hit Points 108 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	15 (+2)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Strength +9, Constitution +6, Charisma +7
Skills Athletics +9, Religion +5, Stealth +7, Survival +4
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Common, Celestial, Draconic
Challenge 12 (8,400 XP)

Aura of Courage. Selkie and friendly creatures within 10 feet of her can't be frightened while Selkie is conscious.

Aura of Protection. Whenever Selkie or a friendly creature within 10 feet of her must make a saving throw, the creature gains a +3 bonus to the saving throw. Selkie must be conscious to grant this bonus.

Cloak of the Avenger. Selkie has advantage on Dexterity (Stealth) checks.

Demon's Claws. As a bonus action, Selkie can grow claws that deal 1d6 slashing damage (each) while in her true form or she can retract them and put them away.

Dedicated Faithful. Selkie has 19 faith points. She can use them to cast spells or to use paladin class features that require her to expend spell slots (such as Divine Smite). The number of faith points required to do so is equal to twice the level of the spell slot. She regains all expended faith points when she finishes a long rest.

Divine Health. The divine magic flowing through Selkie makes her immune to disease.

Divine Smite. When Selkie hits a creature with a melee weapon attack, she can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend. Selkie has 4 1st, 3 2nd, 3 3rd, and 1 4th level spell slot(s).

Eyes of the Faithful. When Selkie or a friendly creature within 10 feet of her hits a creature with a weapon attack, the target sheds bright light in a 10-foot radius and becomes visible until the end of its next turn.

Fiend's Wings. Selkie's jump distance is doubled and she can glide while falling; her rate of descent slows to 60 feet per round, she does not take any falling damage, and she can land on her feet.

Fiendish Heritage. Selkie has advantage on saving throws against being charmed and frightened.

Great Weapon Fighting. When Selkie rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for her to gain this benefit.

Improved Divine Smite. Whenever Selkie hits a creature with a melee weapon, the creature takes an extra 1d8 radiant damage (included in the attack).

Ring of the Avenger. Selkie is immune to being charmed.

Shapechanger (Recharges on a Short or Long Rest). As an action, Selkie can polymorph into a Small or Medium humanoid or back into her true form. Without wings, she loses their benefits. Other than her size and speed, her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Unpopular. Selkie has disadvantage on Charisma (Persuasion) checks made against the common folk while she is in her true form.

Will of the Zealot. Selkie has advantage on saving throws against enchantment and illusion spells.

ACTIONS

Multiattack. Selkie makes two melee attacks.

Scythe of the Avenger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus 7 (3d4) lightning damage and 4 (1d8) radiant damage.

Blitz. Selkie channels divine magic through her holy symbol, allowing her to teleport to an unoccupied space that she can see within 60 feet of her. While teleporting, she transforms into a bolt of lightning and creates an explosion of lightning at the point she teleports to. The creatures within 20 feet of that point must succeed on a DC 15 Dexterity saving throw or take 7 (3d4) lightning damage.

Cleansing Touch (4/Day). Selkie can end one spell on herself or on one willing creature that she touches.

Divine Sense (4/Day). Until the end of her next turn, Selkie knows the location of any celestial, fiend, or undead within 60 feet of her that is not behind total cover. She knows the type (celestial, fiend, or undead) of any being whose presence she senses, but not its identity.

Invigorating Kiss. Selkie kisses a creature. The creature regains 3 hit points. A creature can benefit from this feature once until it finishes a long rest.



Silent Venys

Prays in silence.

Silent Venys is the leader of Silent Exorcists (p. 160). Everywhere she walks becomes holy ground, and one feels her gaze penetrate their soul when she looks at them. She carries her deity's holy symbol, ornaments, and holy book with great pride.

Venys' Story

Venys, born blind, was always close with her family and was content to never leave their side. However, when she grew up, she realized that she could see into others' souls. When news spread, Venys and her big brother, Gomir, were accepted as students in the nearby temple.

While her brother became a knight, Venys discovered that even though she was blind, she was able to read sacred texts about the methods of exorcism, like she could feel their meaning and power in her soul. Venys was thus to be trained as an exorcist.

Then tragedy struck. Venys heard that her brother was declared a traitor by the temple. During the hearing, Gomir was accused of treason, heresy, the murder of fellow knights, and many more atrocities. Venys could sense that Gomir was innocent, but there was nothing she could do. Gomir didn't utter a single word, he just looked at Venys with a gentle smile on his face. As per the verdict, he would be sent to the heart of a necropolis, to his certain death, and he unflinchingly accepted his quest. He embraced Venys before he left, still smiling and saying nothing.

Venys thought about the incident and cried for days. After a time of reclusion and meditation, she decided that corruption had spread wide within the temple and that Gomir was one of its many victims; he was no traitor. She realized the power of speech then and there, seeing what havoc it had wreaked when used to lie, and took a vow of silence to make sure she never caused such damage.

She started to investigate the Gomir incident when she was officially deemed an exorcist-inquisitor. She found everyone who was responsible for the events that her brother had been accused of, and revealed that they had first been possessed by a demon, and then they had made a deal with it willingly. She gathered enough evidence and sentenced them to execution. Venys could swear she felt her brother smiling at them at the moment of their death. Later, she founded the organization called "Silent Exorcists".

Venys' Goals

Venys wants to erase all corruption and find her brother. She is always searching for her brother, Gomir, and her divinations always give her mixed messages; as if Gomir is dead and alive all at once.

Roleplaying Venys

Silent Venys always wears a blindfold, and she never talks. She always waits until the final moment to use her powers since she does not want to misjudge a situation and make a mistake.

SILENT VENYS

Medium humanoid (human), neutral good

Armor Class 18 (armor of the faithful)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	14 (+2)	20 (+5)	18 (+4)

Saving Throws Dexterity +7, Wisdom +9, Charisma +8
Skills Acrobatics +7, Insight +9, Intimidation +8, Perception +9, Religion +6
Senses blindsight 60 ft., passive Perception 19
Languages Understands Abyssal, Celestial, Common, Infernal but never speaks
Challenge 9 (5,000 XP)

Abjurant Exorcist (1/Day). When Silent Venys deals damage to an aberration, a celestial, an elemental, a fey, a fiend, or a creature with the Incorperal Movement trait, she can also choose to have it experience the effects of the *banishment* spell, without having to cast it. The creature must be of a challenge rating equal to or lower than 4.

Armor of the Faithful. Silent Venys gains a bonus to AC equal to her Wisdom modifier (included in the AC).

Disturb the Wicked (5/Day). When Silent Venys hits a creature with a spell or weapon attack, she can choose to deal an extra 2d4 radiant damage. If the creature is an aberration, fiend, or another creature with the Incorporeal Movement trait, the extra damage increases to 2d8.

No Mercy for the Wicked. Silent Venys can choose to deal damage with spells that would normally have the target regain hit points. The target must succeed on a DC 17 Wisdom saving throw, or take radiant damage equal to the number of hit points it would normally regain with the spell. She can use this feature on spells of 4th level or lower.

Possession Sense. If there is a possessed creature within 30 feet of her, the creature must succeed on a DC 17 Charisma saving throw or Silent Venys realizes that it is possessed.

Sight of the Faithful. Although Silent Venys is blind, she can read sacred texts, differentiate good and evil by their auras, and can make Wisdom (Insight) checks as if she were seeing them. Although these gifts are magical, they are not suppressed under the effects like the *antimagic field* spell.

Strength of the Faithful. Silent Venys can use weapons with her Wisdom score, instead of Strength or Dexterity.

Unbreakable Exorcist. Silent Venys has advantage on saving throws against all spells and other magical effects that charms her, frightens her, or tries to affect her mind in other ways.

Spellcasting. Silent Venys is a 13th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She has the following cleric spells prepared:

Cantrip (at will): *guidance, light, sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *bane, bless, comprehend languages, cure wounds, detect evil and good, guiding bolt*

2nd level (3 slots): *detect thoughts, hold person, silence, spiritual weapon, zone of truth*

3rd level (3 slots): *dispel magic, glyph of warding, nondetection, spirit guardians*

4th level (3 slots): *banishment, divination, freedom of movement, guardian of faith, locate creature*

5th level (2 slots): *dispel evil and good, hallow, mass cure wounds, planar binding, scrying*

6th level (1 slot): *burning halo*, heal, true seeing, twin of light**

7th level (1 slot): *conjure celestial*

ACTIONS

Multiattack. Silent Venys makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.



Uldis Aridalynn

"Inconceivable! This artifact must be 1200 months old, at least!"

Uldis is the head of the House of Spectacular Mysteries which is a part of the organization called the House of Extraordinary Collectors (p. 149). She specifically investigates unanswered questions about the past and the universe.

Uldis is a fifty-three year-old, blue dragonborn. She is almost six feet tall. She always wears her round glasses and carries a wooden staff. Uldis may look fragile, but she is in fact quite agile and a fearsome spellcaster.

Uldis Aridalynn's Story

Uldis Aridalynn grew up in a crowded city with her parents. Her father was an adventurer when he was younger but had become a shopkeeper after the birth of Uldis to provide his child with a more stable life. Both her parents worked in the shop they owned, called the Mystic Wardrobe that sold all sorts of magical things.

Uldis also worked here in her childhood and was fascinated by the stories behind the items sold. She always imagined all the good things she could accomplish with these magic items. She eventually went to a different city to become a wizard and to learn about how to find and make magic items. When Uldis graduated, she returned home to find that her parents were dead for reasons unknown. Thus, she devoted her life to uncover the mysteries behind her parents' death.

At some point in her adventures, Uldis met Dimael (p. 316), an aengel, and together they formed a group called the Band of Extraordinary Collectors. Soon, other people were drawn to this group for both adventuring and academic purposes. Uldis redesigned the shop, Mystic Wardrobe, and created a headquarters for their growing band, now called the House of Extraordinary Collectors. She still spends her days trying to solve the mysteries surrounding magic, magical items and the death of her parents.

Uldis Aridalynn's Goals

Uldis Aridalynn wants to solve mysteries and shed light on the unknown. In order to do so, she recruits others specializing in all kinds of fields such as history, religion, or magic. She wants to see her organization grow and create museums for people to learn about all she has discovered.

Roleplaying Uldis

Uldis is a very curious wizard. She wants to learn everything, so she asks a lot of questions and inspects everything quite thoroughly (even if it is a person). She sometimes talks to herself about her thoughts. Uldis is always up for adventure, and it's even better if that adventure concerns arcane secrets. Still, her age seems to finally be catching up with her, and she feels that it may be time to slow down.

ULDIS ARIDALYNN

Medium humanoid (blue dragonborn), neutral good

Armor Class 12 (17 with mage armor and the Staff of Power)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	19 (+4)	14 (+2)	12 (+1)

Saving Throws Strength +2, Dexterity +7, Constitution +4, Intelligence +9, Wisdom +4, Charisma +3

Skills Arcana +7, History +7, Investigation +7, Perception +5, Religion +7

Damage Resistances lightning

Senses passive Perception 15

Languages Celestial, Common, Draconic, Dwarvish, Elvish, Gnomish, Halfling

Challenge 8 (3,900 XP)

Extraordinary Collector. Uldis has advantage on Intelligence (History), and Intelligence (Arcana) checks.

Extraordinary Master Badge (1/Day). As a bonus action, Uldis teleports back to the headquarters of the House of Extraordinary Collectors.

Mystery Solver (1/Day). Uldis can cast the *identify* or *locate object* spells without expending a spell slot and requiring no material components.

Staff of Power. Uldis wields a Staff of Power that she found in the shop of her parents. While holding it, Uldis gains a +2 bonus to Armor Class, saving throws, and spell attack rolls (included in all of them). She does not choose to use the Retributive Strike property of the staff.

Spellcasting. Uldis Aridalynn is a 14th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +9 to hit with spell attacks). Uldis Aridalynn has the following spells prepared:

Cantrips: *fire bolt, light, mage hand, prestidigitation, ray of frost*

1st level (4 slots): *comprehend languages, detect magic, floating disk, mage armor***

2nd level (3 slots): *darkvision, locate object, see invisibility*

3rd level (3 slots): *dispel magic, lightning bolt, remove curse*

4th level (3 slots): *confusion, ice storm, resilient sphere*

5th level (2 slots): *legend lore, passwall*

6th level (1 slot): *disintegrate*

7th level (1 slot): *reverse gravity*

** *Uldis casts mage armor on herself before combat.*

ACTIONS

Lightning Breath. Uldis exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Staff of Power. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. The staff has 20 charges and it regains 13 (2d8 + 4) expended charges daily at dawn. If Uldis expends the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage roll but loses all other properties.

Power Strike: When Uldis hits with a melee attack using the staff, she can expend 1 charge to deal an extra 1d6 force damage to the target.

Spells: Uldis can expend 1 or more of the staff's charges to cast one of the following spells from it, using her spell save DC and spell attack bonus: *cone of cold* (5 charges), *fireball* (5th-level, 5 charges), *globe of invulnerability* (6 charges), *hold monster* (5 charges), *levitate* (2 charges), *lightning bolt* (5th-level, 5 charges), *magic missile* (1 charge), *ray of enfeeblement* (1 charge), or *wall of force* (5 charges).



Valeria Strongheart

*"Nothing gives me more joy than the sound of my sword cutting deep into a fiend's flesh... *cough*, to keep the weak safe, that is."*

Valeria Strongheart is an orc in her late-30s. Her tightly braided black hair falls down her shoulders. She looks powerful and athletic with her well-trained muscles; like she can swing a Large greatsword with ease. She wears a shiny breastplate with the symbol of her organization, Night Hunters (p. 153) on it.

Valeria's Story

Valeria was once a young woman who'd never seen a fight or had any adventures. She was content with her simple life and never wanted to, either. Her partner Miriam and their child Rodri were more than enough to keep Valeria happily busy with their little farm life. They would work all day and spend their time together afterward. That is, until the day their village was visited by a conjurer.

Demons under the wizard's command were everywhere, plundering, murdering, torturing. Before Valeria could even understand why their village was being attacked, the demons destroyed everything in their path; and to Valeria's dismay, this included Miriam and Rodri.

She was sure that she was also going to die and be reunited with her darling family in the afterlife. Yet, fate had other plans. She miraculously survived the attack, and carried her wounds from that battle with her until the end of her days. Her flesh-wounds would heal easily, but the deep scars on her soul created by the loss of Miriam and Rodri would stand the test of time.

When she recovered physically, Valeria swore that she would find the wizard that took everything from her and take her revenge. She trained tirelessly for years on end until she was finally ready to face that blasphemous conjurer.

At the age of 27 she heard of the organization called Night Hunters. They were a group of warriors trained to destroy all spawn of evil. Although many of their apprentices were recruited when they were children, Valeria managed to be an exception owing to her dedication.

She started from the bottom and worked hard to become the Night Hunter she is today. She never found the wizard, but she cleansed countless fiends from the face of whatever world she was on. Her unwavering dedication and loyalty to the organization allowed her to be chosen as the leader of the organization when she was 35.

Valeria's Goals

Valeria wants to destroy evil creatures in the name of revenge. She knows she cannot turn back time, and go back to her happy days with her family, but she works hard to keep others from going through what she went through. She prioritizes the well-being of her organization and the members of her organization above all else.

Roleplaying Valeria

Valeria doesn't like to talk much. She especially doesn't enjoy talking about feelings, even though she is quite caring. She doesn't like to show it, but she would do whatever she can to protect those close to her. She is a devout follower of the god of protection, and acts accordingly.

VALERIA STRONGHEART

Medium humanoid (orc), chaotic good

Armor Class 17 (+2 breastplate)
Hit Points 231 (22d8 + 132)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	22 (+6)	16 (+3)	17 (+3)	18 (+4)

Saving Throws Strength +11, Constitution +11
Skills Acrobatics +10, Athletics +16, Intimidation +14, Perception +8, Survival +8
Senses passive Perception 18
Languages Common, Orc
Challenge 15 (13,000 XP)

Aggressive. As a bonus action, Valeria can move up to her speed toward a hostile creature that she can see.

Always Alert. As a bonus action, Valeria can sense the exact locations of fiends within 60 feet of herself.

Divine Smite (1/Turn). When Valeria hits a creature with a melee weapon attack, she can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

Essence of Life (3/Recharges on a Long Rest). When Valeria enters a rage, she gains temporary hit points equal to 1d8 + 6.

Hallowed Strikes. When Valeria hits a fiend with any weapon, the weapon deals an extra 2d8 force damage (not included in the attack).

Rage (4/Recharges on a Long Rest). Valeria can enter a rage as a bonus action. While raging, she has advantage on Strength checks and Strength saving throws, has +3 bonus damage on her successful melee attacks, and resistance to bludgeoning, piercing, and slashing damage for 1 minute.

Reckless. At the start of her turn, Valeria can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against her have advantage until the start of her next turn.

Uncanny Fortitude. Valeria has advantage on saving throws against being poisoned.

Spellcasting. Valeria is a 15th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Valeria has the following paladin spells prepared:

1st level (4 slots): *bless, divine favor, heretic's mark*, heroism, shield of faith*
2nd level (3 slots): *aid, branding smite, weapon of the hero**
3rd level (3 slots): *daylight, dispel magic, revivify, sleep of the sinful**
4th level (2 slots): *banishment, death ward,*

ACTIONS

Multiattack. Valeria makes two melee weapon attacks.

Greatsword of Strongheart. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage. If the target is an evil-aligned creature, it takes an extra 7 (2d6) force damage.

Resistance Defier (Recharge 6). As an action, Valeria speaks a prayer and is blessed with divine strikes. Her spells and other magical effects are now stronger. Valeria ignores the effects of the Magic Resistance feature of a fiend of her choice within 60 feet of her for 1 minute.

REACTIONS

Limited Resistance (3/Day). Valeria can choose to have resistance to fire or poison damage until the end of her next turn after she is hit by a fiend. The resistance reduces the amount of damage taken due to the triggering attack if it is relevant.

Swift Rescue. When an ally within 15 feet of Valeria takes damage, she can use her reaction to jump to the space of her ally, pushing the ally to the nearest unoccupied space within 5 feet. By doing so, she takes the damage from that attack instead. If the ally is not willing, she must succeed on a Strength (Athletics) check contested by a Strength (Athletics) or a Dexterity (Acrobatics) check made by the ally. This reaction costs Valeria no movement.



Xhereaxes

"A child's smile is more valuable than all the power I've gained."

Xhereaxes is a vampire chain devil who left the evil path and has become good. Although he was once a commander and a prominent figure in many-a-bloody-battle, he now lives to spread love and find others like him; the redeemed.

Xhereaxes looks like he is made of sanctified chains of marble. He has a calm, soothing voice, an impenetrable poker face, and a body covered in battle scars.

Xhereaxes' Story

Though he won every battle he entered, Xhereaxes knew that with great success, comes greater enemies. As a vampire, he had the ability to drink blood and use it to fuel himself, but he felt this was not enough. He thus decided to learn the methods of the most powerful enemies of his foes; the angels.

First, he learnt how to drink others' souls, absorbing their powers. He then found an angel of love whose soul he consumed upon its defeat. What Xhereaxes didn't know was that this process would merge their essences and that the angel of love had simply let him win to turn him into a beacon of love.

With the angelic powers he gained, Xhereaxes immediately started to make plans to defeat his most powerful rivals and potential future enemies. However, he also started to think about the pointlessness of his eternal struggle, of his endless greed for power, and wondered if his current path was what fate had in store for him.

Soon after, he turned his back on his evil ways, and started wandering the universe in search of his real purpose. In his adventures, his blood-ashen chains started to become more angelic and took a marblesque aspect. He found others like him, creatures of all sorts that sought redemption. "I am a general, a leader," he thought, "I lived to kill until this day, I shall live to keep others alive hence." and started to train and protect such creatures. Observing Xhereaxes from the moment he killed the angel of love, Selviel, an angel of redemption and a servant of the Lady of the Redeemed (p. 143), noticed his noble cause and his unwavering will, and came down to help him. With the guidance of Selviel, Xhereaxes formed the Second Chances organization and started worshiping the Lady of the Redeemed.

Xhereaxes' Goals

Xhereaxes aims to find others who want to be redeemed, protect them while they are on their path of redemption, and help them in any way to reach this goal.

Roleplaying Xhereaxes

Xhereaxes lived a life of battle and bloodlust. He is thus always cautious, expecting a surprise attack. He talks rarely but when he does, he speaks words of wisdom. He also knows how to consume souls and absorb the powers of others, but he doesn't wish to impart this wisdom. He has not written the method down or told it to anyone; for it just might be the most evil thing he has ever done.

XHEREAXES

Medium fiend, lawful good

Armor Class 18 (natural armor)
Hit Points 221 (26d8 + 104)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Constitution +9, Wisdom +8, Charisma +9
Skills Athletics +14, Insight +13, Intimidation +14, Perception +13
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 23
Languages Common, Infernal, telepathy 120 ft.
Challenge 16 (15,000 XP)

Devil's Eyes. Magical darkness doesn't impede Xhereaxes' vision.

Fiendish Heritage. Xhereaxes has advantage on saving throws against being charmed and frightened.

Heartening Mask (1/Day). Xhereaxes chooses a creature within 30 feet of him that he can see. As a bonus action, he creates an illusion of one of the target's loved ones to comfort it. The target has advantage on the next saving throw it makes within 1 minute. If the target is already affected by a magical effect, it can repeat its saving throw against it, ending the effect on itself on a success.

Holy Pact. Xhereaxes is redeemed and walks a totally different path than he used to. He simply ceases to exist if he strays from the path of redemption.

Magic Resistance. Xhereaxes has advantage on saving throws against spells and other magical effects.

Soul Eating. Xhereaxes can choose to eat the soul of a creature he killed with his chains. When he does so, he gains the resistances, immunities, the better ability scores of the creature for 1 day. Although this is a rare and powerful ability, Xhereaxes does not use it or teach it to others since using it destroys the soul of the consumed creature.

Unpopular. No matter what Xhereaxes does, his infernal past does not leave him be. Xhereaxes has disadvantage on his Charisma (Persuasion) checks against common folk.

ACTIONS

Multiattack. Xhereaxes can make five attacks with his Devil's Chains. Since there are many chains bound to Xhereaxes' body, he can use up to 10 chains at a time.

Devil's Chains. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 4 (1d8) radiant damage. Also, the target must succeed on a DC 17 Strength (Athletics) or Dexterity (Acrobatics) check to avoid being grappled.

Backer List

We would once again like to wholeheartedly thank all of our backers, who have contributed in turning this book into reality. Without you, this book would not have come out, and for that, we are incredibly grateful. Thank you all, from the bottom of all of our hearts. See you on other adventures!

13
-Hoard Dungeons UK-
-Keltic-
>>> David JACQUET <<<
14schltr
1nhuman
200_appleseeds
5health
5usa1
9riky6
A A Ron Booth
A Mobster Lord
A-Nani-Moose
A. Choi
A. Denham
A. Sigtin
A.D.Z.
A.K. Davis
Aaron
Aaron Abdelmaseh
Aaron Barrett
Aaron F Stanton
Aaron Golden
Aaron Nelson
Aaron Quintanilla
Aaron Weight
Aaroneous Maximus
Aarvúlt
Ace Arriande
Acerlux
Acheronzero
Actarus63
Adahy Bullet
Adam 'Magog' Roberts
Adam B
Adam Barnes
Adam Dray
Adam Horne
Ádám Nagy-György
Adam Pritchard
Adam Ridley
Adam Rushlow
Adam Straub
Adam Toulmin
Adam Waudby
Adam Yarbrough
Adán Wulfric
Aden VDL
Adonael
Adrian Arduinia
Adrian Money
Adrian Nicholson Commanda
Adrian R
Adrian Roberts
Adrian Rosu
Adrian Scott
Adrianc909
Aelianna
AesirSyn
Aetos
Agdran
Agnitus
Ágúst Á.
Ahriman
Aidan O'Sullivan
Aiden Young
Áine Caulfield
Aj
AJ Hileman
Aj Shaver
Ajax
Akmzero
Alain Sarti
Alan Cranston
Alastair Moores
Alberto Faria
Alberto Grimaldi
Albhe Leon
Albion Kawakami Kuki
Albo mp
Alcyone
Alec Lara Benitez
Alec Slater
Alecxis
Aledeyis
AledTheFearful
Alento
Alessandro 'Rumorebianco' Nosenzo
Alessia Laudante
Alex
Alex "ProjectVolaris" King
Alex "Doc" Brewer
Alex Arnold
Alex Bernard
Alex Brickner
Alex Burton
Alex Finnigan
Alex G
Alex J.
Alex Lahoski
Alex Makk
Alex Milgrom
Alex O'Neill
Alex Parker
Alex Pepper
Alex Phenomen
Alex Shepard
Alex Smith
Alex Szenczy
Alex Thomas
Alex Zerbinos
Alexander "Baelthazar" Molina
Alexander "BlueRonin" Sawyer
Alexander Bonham
Alexander Conners
Alexander Czerwinski
Alexander Dawson
Alexander Gracialatorre
Alexander Hayes
Alexander MacCumber
Alexander Penn
Alexander Siryk Arnold
Alexander T Dickinson
Alexandra Sherwood
Alexandra Wolf
Alexandre Hastings
Alexis Plasse-Ferland
Ali Hasanzadeh
Alice Conway
Alice mentei
Alien DM
AlienOfRoswell
Alistair Grandin
Alistair Lamb
Allen R. Soles
Allen Shirer
AllMother
Ally Webb
Alphabet
Alvin Wu
Aly Luethje
Alyss Hult
Amanda E. Hughes
Ambra Scarlett
Amelia Fey Parsons
Amelia H.H.
Ampelos
Amy
Amy "Duck" Kendall
Amy Depazos
Amy Lee Trog
Anathar
and viewers like you
Anders
Anders Fogelberg
Anders van Amerongen
Andhrimnir
Andman144
Andr
Andrea Chandler
Andrea Donnini
Andrea Morelli
Andreas Hykkelbjerg Hertz
Andrew (Gaalail) Martinek
Andrew Benham
Andrew briggs
Andrew Cheng
Andrew G. Harter
Andrew GM Sim
Andrew Griggs
Andrew Hintz
Andrew Krieser
Andrew Lawrence
Andrew Le Gloahec
Andrew Lennerton
Andrew Paige Schmidt
Andrew R. Parkhill-Wingard
Andrew Robertson
Andrew Samson
Andrew Seeger
Andrew Stone
Andrew Waddell
Andrew Wikstrom
Andrew Wright
Androsdomine
Anduul Goldar
Andy Ashford
Andy Heathcote
Andy Morrison
Andy Ribaudo
Andy Ronald
Andy Tri Nguyen
AndyFibby
Angel Gomez
Angel Sianez
Angela Lammie
Angelica Garcia
Angus Abranson
Angus Mica
Ankaladar
Ann Middleton
Anna S.
Anne Odette Nymus
Anthony Carrozzo
Anthony Ervin
Anthony Francoeur
Anthony Ignatius Turon
Anthony Lakey
Anthony Lazaroski
Anthony Robidart
Anthony Y.
Anti-Scurvy Pyro
Antoine Giasson
Antonia Geiger
Antonis
Antti Tikkanen
AnubisOsiris
Anyaman S.
Apakorn P.
Apouchkal
Aquaka
Arbolrojo Cárdenas
ArcaneTails
Arch DeLux
Arch-Lich Storm
Archangel Philip Edelman
Archibald Pusterwitz
Ardael & Lux
Ariatik
Aric Hansen
Arik Vick
Arkamuz the fallen
Arknsanktuary
Armand Dulin
Armecia Dana
Art Sanford
Arteroc
Arvis
AsaDan
Asger Kolling
Ash
Ash (Phyre's Edge)
Ash Dial
Ash Rosenbloom
Ashleigh Brown
Ashley Nelmes
Askorn
Astra LaForge
Astridia
Astrophel Stars
Atakara
Atle Sveen
Auchioane
August P.
Aurora
Austin Buckner
Austin Ely
Austin S. Regan
Austin Tensfield
Austin Weiford
Autumn B.
Avenshil
Avmorket
Ayline DiNardo
Ayradon
Ayun Io
Azriel Harbinger
Azromorgoth
B. Burgess
B.E.
B4kiyiya the man-eater
Bahnen
Bambi's Misfit Cousin
Baptiste "Pereceval" Gauthier
Barbarois
Barcas
Barkspawn
Barry Firkus
Bastian Mills
Beau Sutton
Beejo
Ben
Ben "Misterhabs" Haberek
Ben B
Ben Chance
Ben Goodrich
Ben Peters
Ben Rosenthal
Ben Stanley
Ben wysong
Ben Young
Benbennie
Benedict Hall
Benedict Robinson
Bengt Olav Olsen
Benjamin Anderson
Benjamin Haythorpe
Benjamin Kaye
Benjamin Powell
Benjamin Whitt
Benn Garrick
BenyBlanco
Berke C.
Berwyn Roberts
Bianca Alvarez
Big Daddy Daniels
BigB
Bill (Barbarian) Witt
Bill Myers
Bill Overstreet
Billy
Birdoligno
Bishop
Bishop Violett
Blacknightx19
Blake Grubert
Blake Taylor
Blake Taylor
BlasIwan
Blayne "Librarian" Wilson
BlckRam
Blodkaeft
BloodOrk
Bloomple (RPB)
Blue
Bluejack
Bob
Bob Anderson
Bolok Rockheart
Boomeadow
Boris aka KervyN
Brad L. Rumbold
Brad P
Brad Reichert
Bradeck
Bradshadam
Braid
Bramwell
Brandon Ali
Brandon Alves
Brandon Anderson
Brandon Coleman
Brandon K
Brandon L. Alvarado
Brandon L. Rutherford
Brandon O'Connor
Brandon Pohja
Brayan Paris
Brayden Russell
Bremen
Brendan M
Brendan O'Brien
Brendan Raichel
Brendon Phipps
Brendon Shepherd
Brereton family
Bret Thein
Brett Schieferstein
Bri Boldon
Brian A.
Brian B.
Brian Davidson
Brian Estano
Brian Hadley
Brian J. Laliberte
Brian Jones
Brian Kinne
Brian Pitts
Brian Summers
Brian Weibeler
Brian Wood
Briana R
Brice_T
Brizzle153
Brody Jones
Bryan B.
Bryan Littleton
Bryce
Bryce
Bryce G. Poole
Bryce Toronto
Bryon Troy Pinkoski
Bryony Keep
Bubba MacDaddy
Bubbaaron
Buhlmann Jean
Byakko
Byron
C R X Walsh
C. Castillo
C.A Taylor
C.J. Mihelich
C.S.Smyth
C4Burgers
Cain K.
Cainan C.
Caine Hörr
Caldazar
Caleb
Caleb Coppola

Caleb Fuller
Caleb Knuth
Caleb Martin
Callie Price
Caltiff Dracul Cervidae
Calum J. Weidner
Cameron Fina
Cameron Jewell
Cameron Muñoz
Cameryn “Jesterical” Moore
Candi
Candi Fox
Caporal Beilbe Bashburkle
Captain Barbarrossa
Captain Ozz
CaptainAwesomeMcCoolName
CaptainPain
Cara Nardone
caramellos
Carborundum
Carefreewill
Carl G. Mendoza
Carl Harrison
Carl S. Stone
Carlos Colon
Carlos E. Nicot II
Carlos Huaman
Carlos Romero
Carson Smith
CarteRex
Casey Boyd
Casey Corbin (Wenchboy)
Casey Fantechi
Cassi Olazabal
casvehaug
Cat Huxtable
Cathi Gertz
Caustic
CDR Joe Leonard, Jr.
CdrPhoenix
Cean
Celil Masters of the Dice
Celticpred
Cerfaile
Cetanu_86
Chad and Jamie Gross
Chad Boyce
Chad Clary
Chad Fallon-Senechal
Chad Yeo
Chainey
Chance H
Chaosazune
chaoticArbiter
Chapko
Charles Davis
Charles Michael Vinson
Charles-Nicholas Kealoha Martinez
Charlie D.
Charlie McAdow
Charlotte Elisabeth
Chase Graham
Chase MacLeod
Chase Malcolm
Chase Owens
Chase Rahilly
Chases-Lost-Ghosts
ChazStick
Cheryl Gabel
chet miller
Chip Chappins
Chizelrose
Chris
Chris ‘Ozzy’ Taylor
Chris “Dragon” Fairchild
Chris “Tarsonis” Cheek
Chris Carney
Chris christiansen
Chris Gonnella
Chris Hill
Chris Jordan
Chris McCutcheon
Chris Michael Jahn
Chris Moorw
Chris Morgan
Chris O’Collins
Chris Pomeroy
Chris Samson
Chris Tovar
Chris Turlington
Chris Warburton
Chris Weuve
Chris Williams
Christian
Christian Fish
Christian Opperman
Christian Teglborg Andreassen
Christina “DarkKwi” McCarter
Christoph & Saskia Verbrigghe
Christoph Kirchmair
Christoph Reinicke
Christophe Adams
Christopher Adams
Christopher and Megan Stoll
Christopher bankes
Christopher Brown
Christopher C. Mitchell
Christopher Duarte
Christopher J.
Christopher Krolmark
Christopher Moors
Christopher Patarazzi
Christopher Ross Nyhan
Christopher Urias
Christopher van Brunt
ChroDynasty
Chunkyau
chWolfgang
Ciarán Ó Tuathaigh
Ciré Rellim
CJ Jenerou
Clark Nieddu
Claude Leduc
Clay Gate
Clay Gustafson
Clay Simpson
Clayton Freund
Clément Lebossé
Cletus Jolly (C.J.)
ClickTikBoom
Clifford “MetaCliff” Holloway
Climberdude
Clockwaffle
Coal Soul
COBIVIOUS
Code Sergeant
Cody Beitel
Cody Griffore
Coggis
Col. Slime
Colby Elliott
Coldliver
Cole Higgins
Cole Mikesell
Cole Milligan
Coleman F. Hiebert
Colin Lindgren
Colleen Eckenrode
ComicalQueso
Conflict211
ConfusedCorvid
Conner Cooksey
Connor Freeman
Connor Harlow
Conor Galagan-Mead
Conor Kenny
Conrad Palmerton
Cookie Saxton-Ruiz
Corebreaker
Corey J Wood
Corki GM
Cormac O’Sullivan
Corvuscorax421
Cory “LateNightHunter” Grant
Coryn May
Cougar Riley
Court_of_Crows
Cowtau
Craig P Zielonka
Crazydiehard
Creblord the ammo hoarder.
Cress ThunderHawk
Crimson Owl
CrimsonJellyfish
CrimsonWolf
Crispy Crunch
Cristin Chall
Cristin G-W
Cross
Crysella
Cryver - Mitzy
CT Embree
CT Riggs
Cutface
Cybergarf
Cynthia V.
Cyrus Manesh
D
D Wellman
D. Lybarger
D.J. Meek
D.Verhoeff
D&DeGraw
D&S Tears
D3oinncubus
DaCheneySpecial
Dain William Stephens
DaJJ
Dakota Neilsen
Dale “Befarr” Henderson
Dalin Bahr
Dallasbuccs
Dameion Dakoda
Damian Adams
Damian Barnes
Damian F.
Damian Storm
Damian Taylor
Damien (Animal) Hennessy
Damien S.
Damonmensch
Dan Bond
Dan Curtis
Dan Holbrook
Dan Murphy
Dan!!
Dangerous Kukri
Dani “Solty” Aguilar
Daniel “Mansn” Voigt
Daniel “Odeyseis” Riquelme
Daniel Bogensperger
Daniel Buckled
Daniel Clarke
Daniel Griffin
Daniel J. Kimmel
Daniel Latulippe
Daniel Marjoram
Daniel Martinez
Daniel Mc Fadden
Daniel Ormes
Daniel Oversby
Daniel R. Kuespert
Daniel Sollars
Daniel Tiecher
Daniel Vasili
Danielle Dunagan
Danielle H.
Danielle Neilson
Danni Laman
Danny Awalt Jr.
Danny Conroy
Danny Kriegbaum Laursen
Danny Krusvar
Danny Sheppard
Danny Wilson
Darawnal
Darien Siwik-Simpson
Darimont Thomas
Dark Spoon
DarkGen
DarkScot
Darryen Poindexter
Darryl Barnes
Darth Bingus
Darthfink
Dash Barrett
DashingBlade
DashingSyndrome
Dastrick
Dave Chervanik
Dave Norton
Dave Palmer
Dave Tondreau
David Bell
David Cook
David E. Dalton
David E. Sharp
David Futterrer
David Graham
David Hardy
David Hazzard
David Hetherington
David Hooton
David Hucul
David Kaiserling
David King
David Leathers
David Lee Williams III
David McKibbin
David Oplinger
David Rico
David Rivera
David Smith
David Sundell
David W. Marshall
David Windrim
David-SleepyCrowe
Davtor
Davy
Dawid “Dievas” Wojcieszynski
Dawn Schwartz
DC Andersen
Deadborn
Deam Umbra (Michelle Cantu)
Dean Hickey
Dean Hudak
Deathonik
Deaxen
Deay
Decius Messius Quintus Livius Mobi
Declan Gallagher
Deguchi
Demonpenpen
Dennis Edgren
Dennis Vanderkerken
Derek B
Derek B.
Derek Bug Man Mathews
Derek Imlah
Derek Mikaelson
Derfel
Derick Shane Thomas
Derick Spiekerman
Derik Radcliffe
Derya Çebi
Detective Tanas
Devan Reeley
Devin & Linny
Devin Black
Devo (devotech)
Devon Wenger
Dhagon Hunt
Dhiamara Coulson
DITTMER/Baptized In Pus
DiceDaddy
Diego “RAWR” Torres
Dillon Olney (Critical Crafting)
Dimitrios Hendrik Pappas
DimmaDom
DingoLord
DJ Sato
DK Alexander
DKNatsu
DM Mythall (Marc K.)
DM: Darth Haze
Doge the Hobo Wizard
Domenico Iovino
Dominick Ryne
Dominion
DomoKing
Don S
Donny August
Dostoevsky
Doug “Dhomal” Raas
Doug B
Doug Sterling
Dr Kristian Zirnsak
Dr. Carter
Dr. Phil Cameron
Dr. Sebastian Öberg
Dr. Stephen A Salaka, Ph.D.
DRAATHAAR
DrakonMythic
Drash Christian
Drew Emmetts
Drew H.
Drew Martinez
Drew Williams
Drickken
Drizzix
DrJest
Drozknight
Dslegends
duhfish
Duncan Bordeaux
Dungeon Miser
DungeonMistressNicole
Durgadin
Dustfingers the Magnificent
Dustin Laughlin
Dutchvonrudder
Dweef Grimgy
Dylan Cline
Dylan Hall
Dylan Jankovich
Dylan Lockwood
Dylan Schatz
Dylan Trahan
Dylan Wayne
Dyne
Dyslaxitive
E.K.R.L.
EarthDragon
Easter
Echo Sierra
Ed Bachner
Ed Dough
Ed Hoden
Eddie Sampaio
Eddie Warren
Edvin Alicajic
Edward James Delany
Edward Ursa
Efrain Duran
Einar The Red
Eirik “Sunhill” Solås
Eke Kharlu
Eke Kharlu
El Jefe
Eldad “izuma” Elías Zermeño
Eldar Lundesgaard
Elder Trog
Eldritch
Elfleader
Eli Nyght
Elijah Howard
Elisabeth Nightingale
Elizabeth “DarkmoonKnightess” Tharby
Elizabeth McCafferty O’Callaghan
ElKingRick
Elkinzel
Elliott Acworth
Ellis Putman
Eloise Goldenheart
Elurenia
Elyes Maloufi
Embee
Emberkasai
Emerald Clifton
Emilio Beard
Emily Pratt
Emily Spoldi
Emmett May
Emrys
Ender Wiggin
ENDINGDARKNESS
Enzo
Eoin Larkin
Epsio
Eradin
Eraellius
Ercolus Mikrus
eric
Eric D
Eric Dietz
Eric Ellis
Eric Fischer
Eric Haugen
Eric Keaton
Eric Kinzel
Eric Latouche
Eric R Dittert
Eric Stitzman
Eric Toczek
Eric Walchak
Eric Zomer
Erick Allen
Erik
Erik Bentzen
Erik Greymane
Erik J
Erik T
Ernest Khoo
Erol Mazhar “Croc” Aksoy (AHA)
Eru
Esau17
Eslizogato
Esme & Sebe Adams
Espen Borgen
Ethan Clausen
Ethan Fesmire
Ethan Morrison
Ethan Painter
Ethan V.
Ethan Wgiteley
Etienne Denis Longtin
Eva Magnus
Evan Carroll
Evan Riley
Evelyn Redrow
Evex
EvilMonkey1989
Ewan Lynas
Ewan Walker

Exl
Ezequiel Fiumara
Ezire
Fabien Montégut
Faelyn Curtis
Faliden
Fandesoir
Farmer Zanath
Father Storm
Father Ursa
Fatimah I.
FaultedThrower3
Faye Kunde
Felipe Gomez Nuñez
Felipe H.N. Nascimento
Felis Perfidius
Feliziano Flores
Fellgrave
Fen Ulfr
Ferbs Herbs
Fernando (LittlestFinger) Ramirez
Feroz Jaan Malik
Finalpride
Firemousey
Firetop1
FirewalkerForge
Flávio "Flasa" Stresser
Fletch from Eldritch Press
Florence and Anthony Blea
Fluffman
Forrest Garner
Forrest McDonald
Forte Magnus
Forvess
Foxx 9
Fractured
Francisco Perez
Francisco Santos
Frank Andrews
Frank Leinbach
Frank The DM
Frank Winters
FrankH
Franky Love
Franzi N.
Frazer Gault
FreckleSketches
Fremous
Friesguy
Fritz Heinzen III
Frost
frozentrually
Fussan
G.Huson
Gabe Tanenhaus
Gabriel Appleton
Gabriel Casillas
Gabriel Llopiz
Gabriel Meseguer
Gaelcc
Gage Purdy
Gal'Vorn
Galastro
Gandoulf
Ganek Cystacae
Gareth Andrews
Gargoyle
Garpin Lithor
Garrett Gray
Garrett Israel
Garrick Glickenhouse
Garvin Anders
Gary McPhillimey
Gary Perrier
GARY SCHIERMAN
Gata50
Gavin
Gavin Quinlan
Gaylan Lewallen
GearRose
Gecko303
Gehrmann
Gemiky88
Gemma Long
Gene Webbs
General Darbear
General__Gore
Genevieve Cogman
George C Johnson
George M Shanahan
George Webster
Gerald Englehart
Gérôme Wüthrich
Gert-Jan Germeys
Get There Games
Ghiliard Starmax
GhostofaPast
Ghostveil
Gibby Bliss
Gideon Harris
Gideon Kimmel
Ginger Stampley
Ginnobushi
Giulia Artemis Vianelli
Giuseppe Spallitta
Glenn Thompson
Gmachine3825
God_Slayer55
Godsey
GoldenSphinx
Goliath Bouchard
Gomibako
gonezoe
Gonk
Gonzo Red Dragon
Goober
Goodwinne
Gordon
Gordon Milner
Gouzlim
Graham Davey
Grandma6513
GraniteGeek
Grant Cook
Grapecatte
Grayson the "DNDBaron"
Greg & Crystal Sheldon
Greg A
Greg Schroeder
Greg Spaier
Gregorio Munoz III
Gregory Stuck
Gregory Zuniga
Grenwulf
Grim184
Groblin the Goblin
Grotesquerie
Guðjón Jósef Baldursson
Guilherme Cosenza
Guillaume Courty
Guine Cruice
Guppy G
Gus "Lek" Rodrigues
Guthrie turner
Guy Rainey
Guy1359#5374
Gwen
H. Dean Hunter
H.S.Glas
Habakkuh Woodruff
Hacklemonster
Hagen275
Hal seefeld
Halderia the Underwriter
Halo Noir
Halven
Hamilton "Verdestrom" Spivey
Hamish Clark
Hanx0r
Hanyuu Gaming
Harms
Harpalpreet Sekhon
Harrison Jones
Heath Phillips
Heather Harlan
Hecatos
Hector Lee Heaviside
Heine Juhl Jensen
Helades the Wanderer
Helix
Hellfyre72
Hellraiser115
Helmi
Henrik Katajamäki
Henry Mantel
Henry Normalday
HereticHero
Hexturn
Hikaxan
HoboAlan
Hobolobotomy
Hokuan
Holder
Holly Koponen
Holy Diver
HolyUdder
Hoof
Horosha
Hot Steve
Hudson Borges Guimarães
HuggableSheep
Hugh McLeod
Hugo Bénazech
Hugo Perez
Hunter
Hunter Bardusk
Hunter Jones
Hunter P.
Hunter W
Hunter842
HypothesizingRaisins and Shirelin
Hyulf
I. Duncan
Iain H
Iain MacDougall
Iain Wright
Ian
Ian Ashworth
Ian Beek
Ian Bryant
Iccishere
Ignis Everbright
Illdruid
Illusion chaser
ImposterCure
Ingvald Arne Meland
Innocentfacade
InsaneDragon
IPL
Irina & Randall Dorn
IronSaintSilver
IRWedge
Isaac Ferris-Chapman
Isaac Guerrero
Iskandar
Islas, A
Ismelly
Isobel Thompson
Issay & Arend Langendoen
Istanael
Ito Sora
ItsJustGrumpy
Ivan Hegedus
Ivan Zovko
Ivo Goudzwaard
iAstrocity
il Giova della Locanda Shakespiriana per Moschettieri
J Mone
J Rosen
J. Evans Payne
J. Paul Fortune
J. Webster
J.Bruce
J.D.Butterworth
J.R. Biche
J4AK
Jabberingidoit
Jack "Keg" Keenan
Jack Doughty
Jack Graham
Jack Hanks
Jack Sage-Phoenix
Jack Son
Jack William O'Neill
Jackalotrun
Jackson McDaniel
Jacob "Big J" Hanlon
Jacob "Odin" Price
Jacob Cassens
Jacob Garretson
Jacob Glass
Jacob Rued
Jacob Ryckman
Jacob Wright
Jade Mata
Jade Robeck
Jaden B.
Jaden McKinis
Jaedon Burch
Jag
Jaimy Roodzant
Jake
Jake Allemang
Jake Bruce
Jake Castellano
Jake Iannello
Jake Merryman
Jake Perrin
Jake Raymond
Jake sandford
Jake Sine
Jakob Thorin
Jamal Davis
James "Vendy" Meyer
James "Vexian" Watson
James A Monaghan
James Beach
James Edge
James Fitzwater
James German
James Hamilton
James Hansen
James Hicks
James L
James Lajoie
James Mackin
James Meaney
James Meredith
James Miller
James Orenduff
James P. Allen
James Piiparinen
James Plank
James R. Crowder II
James Rice
James Vercoe
James W. Armstrong-Wood
James Whittington
James Young, Slinger of Tales
james.utah
Jamey Hess
Jamie Corfield
Jamie Feenan
Jamie Lancashire
Jamie S.
Jamie Wilkinson, MS LPCC-S NCC
Jan Kutyla
Jan Rmoutil
Jared Carver
Jared Tascone
Jared W Strickland
Jared Wiley
Jascha Jade
Jason
Jason "the Argonaut" Greenleaf
Jason A. Adams
Jason Atter
Jason Barrett
Jason Best
Jason Coburn
Jason Cocheran (Nylus)
Jason Conlon
Jason F Kearney
Jason Hamilton
Jason Kogan
Jason Landwehr
Jason Lechner
Jason Luzader
Jason Moscatello
Jason Rhodes
Jason Saunders
Jason Templeton
Jason Thorne
Jasper Hanegraaf
Javen007
JawaElite
Jawsh
Jay & Crab
Jay Larraby
Jay Palencia
Jayson Bennett
Jaysyn2
JC Colaiseno
JC Lemons
JD Jeanes
JD Maynard
Jed Lawnsby
Jedi Runik
Jedyst
Jeff "Trishore" Good
Jeff Bennett
Jeff Black
Jeff Harris
Jeff Hawley
Jeff Kachenko
Jeff Scifert
Jeff St. Pierre
Jeffrey Alan Robbins
Jeffrey Scott
Jega
JellyWyrm
Jen
Jenni Bravo
Jennie O
Jennine Cerra
Jenny Biggs
Jens "MorgrimTheMad" Bowler
Jeremiah & Amy Weis
Jeremy "ThrustBomb" Hunt
Jeremy Adley
Jeremy Bass
Jeremy Buisson
Jeremy Gregory
Jeremy Kear
Jeremy Pinske
Jeremy Sims
Jeremy W Huggins
Jergune
Jericho
Jerrett Johnson
Jerry M. Chaney II
Jess Doepel
Jesse "Draumal" Rathbun
Jesse Boyens
Jesse Christensen
Jesse Goldstein
Jesse Spence
Jesse Trombley
JESTYFISH
Jet Hitori
Jezebeth
JF Paradis
Jflowaz
JHBlancs
Jim Heston
Jim O'Sullivan
Jim Weaver
Jimmy Donovan
JM
jma919
Jo North
Jochen Redinger
Jocko Fortinez
Jocolba
Joe
Joe "Jag" Guzman
Joe C Jackson
Joe hehle
Joe Kinnish
Joe Maroni
Joe Pelitera
Joe Rigney
Joe Serling (Lone Dancing Otter)
Joe Shine
Joe Veblow
Joel "Grazzt" McCoy
Joel Green
Joel Nunez
Joerg Peters
Joeybear, Firey Duck, Classy Pigeon, and a Banana
John 'johnkzin' Rudd
John "Deth" Weaver
John "Pixie" Pethick
John Bellando
John Caboche
John Chapman
John Commodore Griffith
John Ess
John Falzone
John G. Dwyer
John Grim
John H. Bookwalter Jr.
John Hickman
John J Schreck
John M
John M. Portley
John Marshall
John Merle Holes
John Mohr
John P. Rogers
John Parkinson
John Rachwal
John S
John Spainhour
John Wolf
John Zhang
Johnathan Slivkoff
Johnny Sörensson
Jon "Mac" McLin
Jon "Tek" Neddo
Jon Reilly
Jon Roe
Jon the Goblin King
Jon-Pierre
Jonathan "Buddha" Davis
Jonathan Bean
Jonathan Beeler
Jonathan Boothe
Jonathan Brown
Jonathan C Keller
Jonathan Dean
Jonathan Francia
Jonathan Gunter

Jonathan Janes
Jonathan Keith Santerre
jonathan loomis
Jonathan Mockapetris
Jonathan Molander
Jonathan Shuerger
Jonathen “Meerkat Manor” Bingham
Jonny Patches
Jordan
Jordan Dixon
Jordan Kemp
Jordan Spitnale
Jordan Velthouse
Jorge A. Perez
Jos
Jose Camacho
Jose Fernandez
José Rocha Gonçalves
Joseph A Rosario
Joseph A. W. Scuderi II
Joseph Catrone
Joseph Crase
Joseph Evenson
Joseph Goslin III
Joseph Harvey
Joseph House
Joseph Raymond Flores
Joseph Valencia
Joseph Zdehovan
Josepo2000
Josh Earle
Josh Griffin
Josh LaBrie
Josh M.
Josh Scheibe
Josh Sciberras
Josh Simon
Josh Vella
Joshua A. Demic
Joshua Fiel
Joshua Fransz
Joshua Hoover
Joshua Hotchkiss
Joshua Kerns
Joshua Levitt
Joshua Nichols
Joshua Potter
Joshua Rogers
Joshua Semple
Joshua Urquhart
Joshua Wright
Joshy the dragon
Josiah Evans
Josue Pena
Jovahkiin
Joy Phillip
JP
JTeix
Juan Antonio Guerrero
Juan Carlos Guardado-Juarez Jr the four dragon of Dragonborn and the oath of tranny
Juan Paolo Duenas
Juan Soto-Scott
Juanicus
Judson Wright
JuiceBox
Julia Pluta
Julian M. Gwein
Julian Parent
Julien Capron
June Shelley
Justin B. Miller
Justin Bojarski
Justin Catt
Justin Frick
Justin Hamel
Justin Nelson
Justin Pomraning
Justin Sharma
K McDonnell
K.Heikkinen
Kade Nosack
Kade Sirin
Kai
Kai Johns
Kai Yan
Kailey Smith
Kaitie “Keda” Herron
Kal Spiro
Kalexia
KalFalnal
Kalon Ohmstede
Kalven G.
Kane123a
Kaosweaver
Kara Roncin & James Wheeler
Karl Araguez
Karl Boyce
Karpa
Karstin Tórbjørnssonur Petersen
KaS
Kasie
KasmKat
Kassandra Weis
Kassie M.
Kaster O
Katherine Frein
Katie
Katie Moore
Katie Sharpe
Katsuyori
Kayne
Kecke
Keefe Stringfellow
Keifer
Keith
Keith Lefrancois
Keith Mackay
Keldrigh
Keldyn
Kelevra
Kellanved
Kelly Scott
Kelsey Porritt
Ken
Ken
Ken ‘Kilroy’ Reinertson
Ken Monson
KenkuBoi
Kenneth Miller
Kenneth Smith
Kennie N. Nørgaard
Kenny Beecher
Kent Taylor
Kent2D
Kergillian
Kes
Kevin
Kevin J. Caler
Kevin Martz
Kevin O’Rourke
Kevin Pagliarini
Kevin Poissant
Kevin Schoulte
Kevion Kailash Jagdeo
Khar Amel
Khelben & Kaylee
Khyber Xorlarrian
Kia Dunn
Kiel Nelson
Kieran McLaughlin
Kieran Skeldon
killakatze - Lucy Fair Maiden
KillerKite747
Kilodom
Kim
kinda sad
Kingangst
KingPungy
KingRakon
Kiorian
Kira Camilla & Finn Malte
Kirby Adams
Kirk Graves
Kit Farmer
Kitty Hawk
Klintaco
klobberhead
Knight of Dei
Kopernicus
Kora Bray
Kordrion
Kory Beatty
Kostadis DrKaos Roussos
Kostik
Kozik
Kravox
Kregis Aurelius
Kris “Lownwulf” Kent
Kris Nicholson
Kristian
Kristin Sherwen
krouton3
Krysnay Desgene
Kurt Piersol
Kurt S
Kurtess Mortensen
Kutotsu
KW
Kyle
Kyle
Kyle Arnold
Kyle B.
Kyle Campbell
Kyle Campeau
Kyle E. Rakoz
Kyle Field
Kyle Jenkins
Kyle jenkins
Kyle Kolbert
Kyle McAuliffe
Kyle Pearce-O’Brien
kyle webster
Kyoryu Crimson
Kyrus
l2pcolt45
Lachlan
Lady Ava
Laexis Karrakir
Landon Jamieson
Lanxim Dixwath
Largent
Lars König
Lars Silberg Hansen
Lars, Man of Letters
Last Leaf of Autumn
Laura Johnson
Laura Picou (KeiriVixon)
Lauren Wright
Laurence Walls
Lawrence Pierson
Lawrence Theriault
Layton Funk
Laza Hart
Lazar “fingerzz” Slavković-Raco
Lazarus Byzantium
Lazislacker
LeAnn ‘Ellyham’ LaFollette
Lee Benzacar
Lee Perry
Lefawitz
Legengarry Rosedust
Lenno
Leó Pàll Hrafnsson
Leo Robertson
Leo Yakutis
Lēoht Steren
LeoKeros
Leokii
Leonard Chadwick
Leopold Goldimire
Leslie Weatherstone
Leviathan the 8th
Lewis Griffiths
Lexxiboi
Liam O’Sullivan
Liam Purkiss
Lief Albaugh
Lighthawk
Lilith
Lilliana Snowfield
Lilly Donnell
Lindsay Cullen
Linrandir
Living Ooal
Liz Horsebane
Lloyd Broughton
Lockey-Boi
Loftybloke
Logan Bishop
Logan H.
Logan Jensen
Logan Mattson
Logan Maynard
Logan Shafer
Lonnie Sargent
Lord Amerisk Relkheim
Lord Flabbit
Lord Jeremiah and Lady Brittany Lee
Lord Jonas Langhoff Nielsen
Lord Pockets
lordwriteQc
Lorenzo Pedà
LoricDarkheart
Lorkun
loufoke
Louis Markham
Louise Peckham
Low Rosario
Lowgrever
Luc Rowe
Luca “Lux” Albani
Lucas A. Metzen
Lucas J. Cifranic
Lucas Keeley
Lucas Payne
Lucas Spooner
Lucrios
Lukas “ToastiChron” Scheerer
LukasMaximus
Luke Gates
Luke Hunter James-Erickson
Luke Sweeney
Luke Trevino
Lukenary
Lukkala Kalle
Lumenar
Luzern Tan
M Pierce
M. Cathcart
M. Tobias
MacenKrace
Mackenzie Hess
MacLaren North
Mad Roboticist
Madison Hass
Madison W.
Mads “SgtPealz” Henriksen
Mageleader
Maggot
Maggotin
magic_angel
Magnanyx
Magnús Emilsson
Mahmoud Shihab
Makayla Combs
Malcolm ‘DarthMalc’ H.
MaliciousCypher
Malkav
Manta Rogers
MantriKarl
Manuel A. Moya
Marc Bushee
Marc Weatherhogg
Marcel Lehmann
Marco S. Blum
Marcos Cruz
Marcus
Marcus Funke
Marcus Jahn
Marcus Rosselot
Maria Duarte
Marie Gallardo
Marieke Kooyman-Bout
Mark A. Parchman
Mark Adami
Mark Carter
Mark D.
Mark Ehle
Mark Ferguson
Mark L
Mark Matete
Mark Mcilroy
Mark Rossow
Mark Shevchenko
Mark Sparrowhawk
Marko J Sertic
Markus Emrich
Markus Reinbold
Markus Schubert
MarsAkaza
Martin C Grice
Martin Hamm
Martin Heim
Martin J. Manco
Martin Kirk
Martinnomad
Marty McGrath
Maryah L Rutherford
Mason Marx
Matalino Lorenzo
Mateo M-Mott
Matheus Piccoloto GonÃ§alves
Mathias Andersson
Mathieu Kautz
Matrobb
Matt
Matt B.
Matt Brooks
Matt Clark
Matt Comer
Matt Dowis
Matt Greg
Matt Gwinn
Matt Homer
Matt Hubbard
Matt Krish
Matt Kruse
Matt Leskey
Matt the Lad
Matt Waskett
Matteo “Kihoju” Marannino
Matthew @ProudNerdery
Matthew barker
Matthew Blair
Matthew C
Matthew C. Handfield
Matthew Cole
Matthew Coll
Matthew Dymond
Matthew Feagins
Matthew Fitzgerald
Matthew Lennon
Matthew Makela
Matthew Monk
Matthew Plank
Matthew Ross
Matthew Simmons
Matthew Smitheram
Matthew Stewart
Matthew T. Newman
Matthew Whiteacre
Matthias Vandaele
Matthieu Nogues
Matticus Keysell
Mattwill
Max Brown
Max Cameron
Max Piper
Maxime Bombardier
Maxwell Ferris
Maxx Miller
McJelly
Mcsessions90
Megan Lehr (QuirkyMegan)
Melestrua
Mellisan
Melvin Stevens
MeMeKris3
Menthru
Merc
Merrik Karaskaral
MIW
Micah Gin
Micah R. Maloney
Micah Strong
Michael “Talthos” Willett
Michael Calvetti
Michael Caner
Michael D
Michael Davis Hollier
Michael Fay
Michael G
Michael G Palmer
Michael Geist
Michael Gionfriddo
Michael Gordon
Michael Gryffon Schnebelen
Michael Hayes
Michael Hording
Michael Johnston
Michael Kanaris
Michael King
Michael Kruse
Michael L
Michael Lawrence
Michael Logan
Michael Merchant
Michael Russell
Michael Sheppard and his ghosts
Michael T Burns
Michael T.
Michael Taylor Kent
Michael Vondran
Michael Wallett
Michael Waters
Michael Whitlock
Michael Wibberley
Michael Wieczorek III
Michael Young
Micheal Meyers
Michkon
Microwave Ovens
Midian
Miguel Devil Therriault
Miguel Pol
Mike Bergfors
Mike Field
Mike Galinanes
Mike Ganote
Mike Kenyon
Mike Lehmann
Mike Stracke
Mike Tucker

Mikko R
Mildra The Monk
Mina the Witch
MintChocSam
Miranda Stone
Mirovhan
Mischlama
Mistagan
Mitchacho
Mitchell Porteous
Mitchell Taylor
Mivoo
mknn
Moan3564
MoChedda
MOGER
Mohit Sadhu
MoJo
Mollie Baldus
MoltenDarkness
Moltkar
Monte “Capias” Young
Monty Montgomery
MoonlightViolet
Moose
Moradin’s Forge on Etsy
Mordecai
Morgan Ezra
Morgan Jones
Morgl
Morten “Kongen av Groos” Trydal
Morten E. Cornelsen
Mortepierre
Morzin
Motonoso
Mr Anderson
Mr Promo
Mr_riddleman
Mr. Kitty
Mr. Nobody
MrNonAnon
MSeeBee
MSerious
MsMoon
MSS
Muffins
MultiRedLaser
Munchma Quchi
Murray Oates
MuseClash
Mushuera
Mux G.
myca
Mychal Deeb
Myles Weidman
Mythor
Mythosia
N. Guenther
Nacht
Naïck
Nanamoe
Nancy
Nanna-Sin
Natalie L
Nate West
Nathan Amor
Nathan M.
Nathan Maille
Nathan Newman
Nathan Simms
Nathan Swift
Nathan T. Mei
Nathan Zagrean
Nathaniel Rennalls
Nathaniel Runyon
Nathyn W.
Naurandir
Nebo
necromental
Neil Gentry
Neil Perkins
Neli
Nelson Simpson
Nemo Numquam Nunc
Nemus
Neoz87
Nezuel
Nic Broadway
Nic G
Niccolò Di Macio
Nicholas Crawford
Nicholas Dési-Tottenham
Nicholas Green
Nicholas King
Nicholas Phariss
Nicholas Sid
Nicholas Stegelman
Nick Beckstrom
Nick Bibb
Nick Corbett
Nick M
Nick Moran
Nick Pater
Nick Reese
Nick Wilkins
Nick Yuk
Nicla
Nicola Artemis
Nicolas “Caym le Fou” Riedo
Nicolas (Thrandal) Frugier
Nicolas Antonio Gomez
Nicolas Desjardins
Nicolas Duchesne
Nicole & Douglas Williams
Nicole Matamala
Niels Bækgaard-Sørensen
Nightwolf122
Nik Hutty
Nikita Jamie Luci Thorne
Nikolai M
Nikolaos Liakis
Nils Vogeler
Nine Realms Gaming
NintendogsOnly
Niocluss
Nizor Belg
Noah Bryan
Noah Cuadrado
Noah Workman
nobledead88
Nola
Nomad
Noodle-Chan
Norris Oakes
Nova
Nozdryova
Null Waite
Nurthor le Noir
Nyhur
Nymia
Nytecrow
Nyx Alastor Quintus
Ocean Druen
Octavaryum
Ogomixos
Olaf Gradin
Olarae & Ast
Old Man Of Mow
Old Man Umby
Old Spice
OldbootZ
Oldog
Oliver Grumme
Olivier Lobo
Ollie Williams
Ollster
Omar G
Orbxam
OrderMonkey
Orian Cousland
Ormus
Orphet
Oskari Wäänänen
Otter Taggerung
Otteri
Ottomadtic
Overlord Bloodwar
Owl_Mage
Oyurigunslinger
Oztech33
P Bemelmans
P.Atanasov (Suntir)
Paige Lisko
Paladin Draco
Paladin Dragcun
Panda Murray
PanzerVor21
Papi Somniferum
paradigmblue
Parker Chamberlin
Pascal ‘Necral’ Daniel
Pat Nadeau
Patrick
Patrick ‘pbyrne233’ Byrne
Patrick “Doc Belmont” Demo
Patrick Hansen
Patrick Hestad Pedersen
Patrick Higgins
Patrick M.
Patrick Mooney
Patrick of the North
Patrick P.
Patrick Rosenthal
Patrick Russell
Patrick Thompson
Patrick Weiler
Patrik Jönsson
Paul
Paul Breunig
Paul Cowin
Paul DiGennaro
Paul Folsom
Paul Frayne
Paul Grymloq Willaume
Paul Herridge AKA Lancealittle
Paul Kirk (IoCerberus)
Paul Lukianchuk
Paul Niziol
Paul Salke
Paul Scherer
Paul Woodard
PCTearsForLife
Pedro Filipe Vasconcelos
Pedro Gomes
Pedro Rocha
Pen Name
PEOW
Person101
Pete Fox
Pete Frederick
Pete Shaw
Peter B Larsen
Peter Gilmore
Peter Hadden
Peter Halasz
Peter Karlsson
Peter Marinari
Peter Ryan
Peter Sotos
Petra Valtonen
Phantasus
Pharaoh Anubis
Phased
Phenyx
Phil Davis
Phil Sweet
Philip Cauley
Philip Henderson Jr
Philip Ma
Philip W Rogers Jr
Philippe Pelletier
Philippe Vandeperre
Phillip A K Hash, DO, PhD
Phillip Bush
Phillip Stepp
Phlip Hindley
Pietro Bergamaschi
Pinky
Piotr “Qserwo”
Piotr, Annie, Benji, Minty, Zelly, and Czessy Antosiak
Plebiscite King
Pocket_gog
poisonous_ra
Pontus Börjesson
Pontus Karsten
Porkilla
Posca, Posca, and Wollenzien
Posh.
Poul Nielsen
Praxis
Price Stevenson IV
Princess Ella Edwards
Procer Cimmerri
Psimon Fuller
Pumadog95
Pupple Sockton, Esq.
Pure Osmium
Put Iulian-Ioan
Pyrolux Aemilius
Pythius
Qarth, Westra, and Marvari
Qualzt
Quantum Blues
Quinn Flanagan
Quisani Wordcaster
Qyv
R. Legendsinger
R. Riley
Rachel Fizeseri
Racom
Raeden2020
Rafael Bagan
Rafael Loureiro
Randy D.
Randy Roper
Randy Smith
Ranoch, the Lord of Eat
Raphael Bressel
Raphael Sombra
Rappers
Ray Brooks
Rayfasa
Raymond Baird
Raymond Harrig
Razor.Spo
Razz
realCMG
Realm of Misfits
reaper
RedEye Rake
Redrix Reborn
RedStarDemon
Reese McLinden
Reina Paez
Remy Shaffer
Reverence
RevilloGM
RevMcSoulpuncher
Reyos Blackwood
Rhea Shelley
Rhyian
Rhys Clark
Rhys Hammond
Rhys Hayes
Riccardo Sartorato
Rich ‘Airk’ Epperson
Rich McAllister
Richard Dill
Richard Gagné
Richard Hurst
Richard Inness
Richard J Rivera
Richard J. L. Fry
Richard Line
Richard Nuttall
Richard Steinfelder
Richard T Bailey
Richard T. Balsley
Richard Young II
rick barry
Ricko
Ricky R
Rickyticky
Ridley Black
Rikku
Riley F.
Riley the smol
River T Ross
Riverwind
Ro & Gusky
Roarii Anderson
Rob Duke
Rob H. ~ Rogue Unicorn
Rob James
Rob Kraft
Rob Medley
Rob Paine
Rob Trimarco
robdog
Robert “Jefepato” Dall
Robert “Wrayyth” Whitsell
Robert Armstrong
Robert Broome
Robert Deal
Robert Farmer
Robert Guthrie
Robert Hill
Robert Kropff
Robert Lagerqvist
Robert Scott Harris
Robert Smith
Robert Socha
Robert Tenshi Guest
Robert Wiersteiner
Robin
Robin L.
Robojomo
Rock (Cowboy) Rousseau
Rockey Martin
Rodrigo C. Ibáñez
Rogther
Rom
Romain “Kosmo” Pascaud
Romain Karg
Roman Emin
Ron Brook
Ronald Olexsak
Ronald Stark
Roosevelt Cooper
Roother
RosieRaven
Rowan Bettridge
Roxanne Sergeant
Roy Alarcon-Gemser
Ruben Brandt
Ruben Stassen
Rubur Bande
Rufus The Dead Cat
Rui aka Ariamus
Russell Bedford
Russell McQuade
Russell Vent
Ryan Bailey
Ryan Copeland
Ryan Dermody
Ryan Goossens
Ryan Ivey
Ryan Jacobs
Ryan McInnes-Beadle
Ryan Peacher
Ryan T.
Ryan Whitcomb
Ryan Wright
RyanCrow
Rykala
Ryu Unknown
S Peacock
S Rex
S1lentSymphony
Sabrina “Moonshaft” Olivarra
Safehouse Horror
Salazar Briarwood
Saleana J
Salem Wicke
Salinaut
Sam
Sam and Arik
Sam Bourne
Sam Casper
Sam Meade
Sam Yoon
Samantha Michaels
Samantha Trimble
Sammyking
Sara Duniphin
Sarah C. Meyers
Sarah Carless
Sarah-Jane Ravencroft
Savan Gupta
Saxtor & Teagana
Scarethefish
Scarymarc
Schiefi
Scholzy
Scooter
Scot Seitz
Scott “Yamhead” Crisostomo
Scott Allen
Scott Barnes
Scott Benfield
Scott Campbell
Scott Dornian
Scott DS
Scott J. Dahlgren
Scott McIntosh
Scott Shewmaker
Scott Simmons
Scottsej97
Scottyd
Seamus O’Hara
Sean ‘L and D’ George
Sean “Mage” King
Sean Bradley
Sean Frackowiak
Sean Hook
Sean Keatley
Sean Kenneally
Sean McFarland
Sean Mullan
Sean Purcella
Sean Wheeler
Sean White
Sean Wood
Sean Ziems
Sebastian Coulter
Sebastian Stephens-Young
Sebrion
Selena
Selina Darling
Selle
Semaj828
Seoshi
Ser Jastin Drakesbane
Seraph77

Seraphim Town
Serdar Ü□enmez
Serena “Intendant S” Nelson
Sersufer
Seth Johnson
Seth Marquardt
Seth Thomson
Shad Scarboro
ShadowMoon
Shaelynn Bingham
Shane “Asharon” Sylvia
Shane Duggy
Shane Keers
Shane Power
Shannon Carl
Sharif Adam
Sharkjax
Sharlaxle3
Sharon E Kitz
Shasow.Mortal
Shawn
Shawn Fortier
Shawn P
Shawn Stewart
Shea Meney
Sheebee
Sheldon Mattson
Sheryl Bright
Shmitzi
Shyahn Frasier
Sierra Perigo
Sikka Kirsikka
Silas Byrne
Silian
Silverana
Silvio Sibilia
Simon Pearson
Sinalthor
Sir
Sir Edward the Oakenheart
SirHoggle
Sitrane
Sjoerdvk
Skal
sKamiZ
Skatchal Byabas
Skeeter
Skeg The Drunk
Skip Stephenson
Skye “Bahn”
Skylar Simmons
Skyler McClaflin
Slayer Fluffy
SlightlySpicy
Smallz
SnakedX
Sneakingsponge
Solarus
Sonic The Hedgedawg
Sonnydays15
SonOfSofaman
Soph
Sophie Hunter
SorcApprentice
Søren Emil Kragh Rasmussen
Soren Moskjaer Lauridsen
Soullessreaper
Soulxreaver
SpacePaladin
SparkNorris
Spaztastic
Spencer Kalan
Spencer Wright
Spookyhardy
Squatch
Squaw the Lich
Squirrel666Zmbi
SsAnime Søs
SSgt Kaiser
ST Jacobson
Stan Moore
Ste Chandler
Stefan Schlichting
Stefan Zimmermann
Stefano Gheza
Stefano Tagliaferri
Steffen Sørensen
Stefnir Thorsson
Stei
Stephen Lewis
Stephen Lincoln
Stephen Sale
Stephen Stalker
Stephen Thompson
Sterling Scherff
Steve ‘BK’ Crawford
Steve Bush
Steve Fletcher
Steve Riese
Steve Shaughnessy
Steven and Lori
Steven Brockhoff
Steven Buchele
Steven Clark
Steven Fu
Steven Jacobs
Steven McCreary
Steven Michael VanWart
Steven Setzer
Stewart “Rougal” Parker
Stewart Burwood
Stone
Stone Fitzpatrick
Strike
StubbornTiger66
Styxnstonz
Sulaas
SureStep
Swaffle
SWClutch
Swylderyn
Sydney LaBorgia
SynthEagle
szarkel
T-Bear
T. A. Simpson
T. Folnsbee
Taifling_
Tailball
Taj Whitt-Ordone
Takchai
Tal Meta
Tales of Eyria
Talomyr
Talon Pardun
Talorien
Tamora Lynn
Tanner
Tarron Tale-Teller
Tasselhuff
Tatyana Vogt
Tavin Kastner
Taylor Holck
Taylor Inesta
Taylor Morgan
Tech Adept Crafts
Ted Bacalso
Ted Prost
Terra Kloepfer
Terrelle Shaw
Terry Davidson
Terry E Roberts
Terry Helman
teseabrook
Thalji
ThatDukeLuke
ThatOneWitch
The Abubos
The Beach-Crow
The Civilized Barbarian
The Game Room
The Ginger God
The Green man
The Grim Reaper
The Josh
The Nerdronomicon
The NgaiGeneration
The Raconteur
The Raptor Pit
The Rat Talisman
The real melon lord
The Sage Experiment
The Silver Ravens Mercenary Company
The Stalker of BGV
The Weule Bros.
the115project
Theatre Fool
Theblaze41
TheGamFather
TheLostGenesis
Theo Remie
Theodore Jay Miller
Theodossios Scholiadis
TheRealGameBuddy
Therena Carlin
ThestralN
Thibaud Huber
Thimo Wilke
Thomas Bryant
Thomas Dillard
Thomas Dinwoodie
Thomas Hyldekjær
Thomas Kraml
Thomas Milazzo
Thomas Mulvihill
Thomas Myers
Thomas Watchorn
Thorin Embermage
Thorny Wench
Thoronhen
Thorrmak
Thorvald the Holy Crusader
Thræknïr Helson
thronetaker
Tiana and Joshua
Tigertooth
Tiji
Tilbs
Tillerz
Tim Baker
Tim Carney
Tim Doughty
Tim Jennings
Tim Lowe
Tim Middleton
Tim Prior
Tim Russell
Tim Stem
Tim Yore
Timon Cade
Timothy A Ferrell
Timothy Donohue
Timothy J McDevitt
Timothy Mushel
Tina A. Solvang
Titou123
Titus Drax
Titus_Wolfe
Tobias
Todd Averett
Tom Kraft
Tom Lavery
Tom Maaswinkel
Tom Roberts
Tom S
Tom Tomuch
Tom Williams
Tomain
Tomas Lajer
Tomás López
Tomie Rivera
Tommy
Tommy Mahoney
TomS
Tony Collazo
Toop
torsque
Trajen
Travis
Travis Alan Ringo
Travis Frisbie
Travis LaVanway Ambré LaVanway
Travis Mayes
Travis Morrison
Travis Vernon Carrell, the Black Rose
Treeman
Trendon Zimmer
Trevor Sone
Trevor Walters
Triston Liu
Trixter
Trogdorerd
Troy Alcala
Troy Anderson
Troy Butzin
TslRk
Tsojcanth
TTV\Triumph_and_Blunder
Tuck
Tumbaga
Ture Westlund
Turmock
TvK11
Twilightriku
Tybirius R.
Tyler
Tyler B Brenman
Tyler Barker
Tyler Bettencourt
Tyler Danh
Tyler Hage
Tyler Huff
Tyler Kerr
Tyler Maximus Dean
Tyrkish
U Dangiommaste
Ughward
Ukushona
Ulrike “HeavensRevenge” Georgi
Undrui
Unknowncompany
Uonnre
Utgard Scribbles
Vaarkhan
Valan
Valerian
Valshea
Valundras the undead king
VDubRB
Vegard Eriksen SÃ¦ther
Vek Stonebeard
Velocity11
Veronica N
Verytas
Vetilac
Vic Tijsmans
Victor Crispin
Victor Hudici
Victoria Goodwin
Victoria Leslie
Victoria Reed
Vierdrin Zirith
Vigil
Viiking90
Viking Walrus
Viktor Abu el-auf
Viktor Kruchev
Viktoria & Dominik
Vincent “Okizaka” Baler
Vincent Aghanian
Vinyl Scratch
Violet Rose
ViperTalon
Viraken
Virgil C. Jones, III
Virgil Légaré
ViroValkyrie
Visparu
Vito
Volch
Volgärr Frostblood
Volodymyr L. Revenok
Vulkan
W. James Nash
W. S. Magoon
Wade “ThatWadeGuy” Cottell
Wajert
Walker M.
Ward of the fey
Wardtortle
Wayne Marshall
Wayne Naylor
Wayne Smith
Weems the dice goblin
Wei
Wellis
Wendigogo
Wesley Estep
Wesley McKeown
Whatever happens, happens.
Whibla
WholesomeScientist - James
WhtDrgon.
Will Dowling
Will Field
Will H
will k.
Will Ke
Will Moore
Will Muñoz
Will Nugroho
WillDay
William Crewe
William D. Sharpe III
William Fields
William J. Carmody
William Preston
William Rood
William W
William Wells
Windwolf777
Windwolf777
Wingers
WinkMartindale
Winston G.
Winter Ravyn
WLemieux03
Wm Randy Miller
WMcPhill
Wolfgang Clements
Wolfgang Von Painfist
woobear
Wyatt F.
Wyn Alexander
Xandar Miller
Xander
Xavi Miriam Leia Aixendri Moneny
Xavi Santamaria
Xavier Ceaser
Xavoril Sarafane
Xeathera
xFieldMedic
xian_2011
XionNK
Xragol
xX_fUnGeOnMaStEr2002_Xx
Xylemicarious
Xynter
YaGirlLexi
Yannick Keldungs
Yannick Meyer
Yehimeth Vatarian
Yohan Cyr
Youna Henault
Yunus Emre Akay
Yvonne Chung
Zac B
Zach Hitzeroth
Zach Hurst
Zach LaPietra
Zach Miller
Zachary “Kikinak” Lee
Zachary Balthazar Jensen
Zachary Bishop
Zachary Eble
Zachary Morris
Zack A.
Zack Champlin
Zack maas
Zack Polster
Zagard
Zagreus Nyx
Zak T
Zaki
Zander
Zane Brink
Zane Carlson
Zane Lee
Zankana
Zara Sluys
Zarlyne Jyn
Zartayn Shadowfaith
Zatchary Smith
Zeal
Zefalcon
Zelda
Zellare
ZenKoala
Zeratu Onyxscribe
Zerindial
ZeroCool
Zeroex
Zevikin
Zhuul
ZippyZee512
Zombieburner
Zoraxx Astrea
Zorick
Zorzi
Zoutvatje
ZX Style
Zymoj
Þorsteinn Sturla Gunnarsson

Playtesters

Callie Price
Jacob Glass
Jeremy Sterling
Alison Webb
Richard Dill
Travis Frisbie
Actarus
Chloe Miller
W. James Nash
James Hansen
Casey Fantechi
Patrick Weiler
Nathyn Wilcox
Luca Albani
Darien Siwik-Simpson
Samuel Chambers
Colin Walsh
Miranda Stone
Issay Fabiala
Alec Lara Benitez
Mohamed Elyes Maloufi
Ryan Hunt
Greg Spanier
Joy Phillip
Martin Jones
Aiden Young
Marcus Jahn
Ed Hoden
Javier Almada
Benjamin Stanley
Mr Mofle
Danny Kriegbaum
Laursen
Andrew Sim
Michael Ganote
Chad Boyce
Tom Maaswinkel
Darius Greene
Matt Wilson
Brian Hadley
Josh Hawkins
Alexander Dawson
Mike Vinson
Michal Friedrich
Marcel Lehmann
Mathieu Vernier
Kaitie Proehl
Baptiste “Pereceval”
Mark Adami
JD Maynard
Dylan Calvo
Travis Cash
Jacob Schenk
Quinn Flanagan

Autumn Baldi
Ian Beek
Thomas Watchorn
Matheus Piccoloto
Jonathan Gunter
Matthew Simmons
Timon Cade
Tamora Davy
Gaelcc
João Ferreira
Alvaro Islas
Marco Monastirli
Logan Hoon
James Rosier
Steven Buchele
Jens Bowler
Marc Bushee
Michael Droessler
Dustin Long
Mr. Kyle Godsey
Mathew Bennett
Kyle Godsey
Dani Aguilar
Braedon Cattrysse
Ian Guay
Phillip Conner
Nicholas Hurst
Joshua Fransz
Joey Varblow
Ali Hasanzadeh
Christopher Krolmark
Maxx Miller
Emily Pratt
Benjamin Bourne
Matthew Hopper
Nicholson
Alex Bernard
Jeff Trisoliere
Ben Anderson
Noodle Samma
Timothy McCarty
Jake Allemang
Collin bauer
Cameron Munoz
Jacob Nelson
Robert Whitsell
Michael Johnston
Damon Lefholz
Parker Chamberlin
Blake Grubert
Ian Brockbank
Romain Pascaud
Elizabeth O’Callaghan
Jeremy Eveland
Lukas Scheerer

Logan Bishop
Phoenix Daniels
Charlie McAdow
Mathew Hurdle
Christopher Hare
Charles Wise
Rebekah Morris
Mychal Deeb
Richard Steinfelder
Hunter Horne
Brayden Russell
Ronald Estep
Raymond Harrig
Justin Fuller
Whittaker Richards
Daniel McMahon
Tomie Rivera
Joel Broussard
Karyk Stiles
Marcos Cruz
Erol Mazhar Aksoy
Coby Haas
Nicole Schwirzinger
Alexander Bonham
Michelle Cantu
Elizabeth Tharby
marcell brown
Derek Mathews
Jesse Anderson
David Williams
Maribeth Guarino
Sam Lordwrite
Jacob Ryckman
Jared Wiley
Keldyn Majere
Jamie Lancashire
Bill Overstreet
Andy Edmonds
Iain Wright
Austin filkins
Kyle marquard
Trevor Walters
Hunter Root
Matt Simmons
Alastair Moores
Ben Chance
Thomas Clarke
Gary Aitken
Bill Wittman
Jack Keenan
Micheal Meyers
Ben
Raymond Baird
Dylan Johnson
Seamus O’Hara

Erik Jennings
Riley Beckett
Kyle Kalny
Mark
Larry Felton
Tyler Kerr
Shawn Stewart
Salvador Martinez
Matthew Cole
Krys Bingham
Jake Raymond
Price Stevenson IV
Connor Smyth
Lane cary
Oliver Sharp
Anastasis Ladas
Ben
Eric Toczek
Matthew Blair
Richard Stoll
J. Peters
Benjamin Anderson
Emily Müller
Matt Leskey
Eldad Elias Zermeño
Cletus jolly
Jimmy Henson
John Wesley Kennedy
Cody Hunter
Joseph Callaghan
Van Cauteren Steven
Lee Benzacar
Teagan P
Zack Maas
Keefe Stringfellow
Philip Henderson
Jimmy Henson
Shane Smith
Alexander Gracialatorre
Alexander Marc Weatherhogg
Andrew briggs
Allen Soles
Daniel Riedler
Devin Black
mark castillo
Ashleigh Brown
Keysers Jelle
Rubin Velez
Ward fey
Peter Larsen
Sheryl Bright
Stefano Gheza
Artur Miron

Brendon Phipps
David Black
David Black
Roswell Blake
Jeff Spencer
Scott Timmermans
Dan Sol
Robert Lagerqvist
Joshua Latham
Bryan Burling-Claridge
Christopher Urias
rich Lopez-Silvero
Nicholas Crawford
Trevor Sone
obert Smith
Evan Eastman
Youna Henault
Andrew Rice
Daniel Portilla
Roger Williams
Kieran McLaughlin
Jason Rhodes
Joshua Paylor
Xavier Ceaser
Michael Zurita
Nancy Boulton
Michael Martinez
Michael Martinez
Vogeler Nils
Josh Griffin
Jack O’Neill
James Chainey
Roswell Blake
James Legue
David Black
Riley Sell
Kieran McLaughlin
Michael Martinez
Bryan Burling-Claridge
tyler jendrick
roger williams
Jeremy Sterling
James Feming

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease,sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
(f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. **Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Corpus Angelus © 2022 Dream Realm Storytellers LTD. All rights reserved.

CORPUS ANGELUS

In your hands, you hold Corpus Angelus; a book filled with the stuff of heroes, with righteous stories of angels and the brave warriors, clerics, and soldiers that support them in their never-ending struggle to snuff out evil. In over 350 pages, this book contains a great deal of content and new rules of the righteous that can be used by players and Game Masters alike!

As a player, you can use this book to flesh out your heroes and thus your stories, using more than 30 archetypes, 6 races, over 100 spells and more; all of which this book provides and all of which shall help anyone with noble intentions on any endeavor they may uındertake.

As a Game Master, you can create more realistic characters with deeper motives using the system of devotions paths, find ways of bringing back the most lost of souls through the system of redemption, and find new ways to bring evil to its knees through the many more thrilling mechanics in the pages of this book!

Keep in mind, this book can be used for both evil and good campaigns. For it takes the purest of hearts to cleanse the most corrupt of souls, and the greatest heroes to defeat the most vile villains.



DRS PUBLISHING