

EXPANDED HOLY ORDERS

A knight in ornate golden and silver armor, holding a glowing blue sword. The knight wears a purple cape and a dark, glowing helmet. The background is a dark, stormy sky with lightning.

HOME BREW

Soniverse Labs

©Wizards of the Coast

PALADINS

Paladins are holy warriors devoted to a deity or an ideal and dedicated to the defense and spread of their cause and order. Although many paladin orders seek to do good by preventing the scourge of evil, others act as the very instrument of destruction for malevolent entities such as fiends or undead. Although paladins tend to be relatively uncommon in comparison to other warriors, a small group of paladins can prove to be a sizable threat to their enemies.

PALADIN APPRENTICES

Paladin apprentices are newly appointed members of their order. Although they typically are not as skilled as the rest of their order, their training still makes them a much more capable force than most guards and soldiers. Due to their inexperience, they typically are charged with lesser tasks such as safeguarding temples and are rarely tasked with extremely important missions without the support of other apprentices or at least a more seasoned paladin.

PALADIN WARRIORS

Paladin warriors are the defenders of their respective order actively seeking out anything that threatens their religion and oath. These warriors can be found on the front lines against demonic incursions, or even leading the charge for the forces of evil or good.

PALADIN CHAMPION

Paladin champions are legendary figures that are nearly comparable to a demigod. These individuals are granted the very power and favor of their deity or patron allowing them to become the physical incarnation of their cause.

PALADIN TYPES

There are numerous variants of paladins depending on their oath and dedication. This guide will provide numerous options for various types of paladins. Depending on their oath, paladins are able to channel special abilities known as Channel Divinity.

Whenever, the paladin recharges its Channel Divinity, it can choose to use its Divine Smite or Special Channel Divinity feature(if applicable). These abilities uses the paladin's spellcasting DC and can deal damage according to the type of paladin it is (apprentice, warrior, or champion).

PALADIN INQUISITOR

Paladin inquisitors have dedicated themselves to safeguarding society from the arcane malpractice. They have the unique ability to detect the presence of a spellcaster and have a wide array of abilities to nullify their effects.

PALADIN WARDEN

Paladin wardens have devoted themselves to protecting civilization from the machinations of otherworldly entities such as Aberrations, Celestials, Dragons, Elementals, Fey, or Fiends. They specialize in tracking down these creatures and returning them to their plane of existence.

WAR PALADIN

War paladins embrace the very aspect of battle and conquest. They serve as the sword and shield for their nation or deity doing whatever it takes to spread their ideals to others (using force if necessary).

DREADGUARD

Dreadguards have dedicated themselves to the art of subterfuge and death to eliminate any threat to their ideals. These individuals are often viewed as zealots that use fear, chaos, and stealth to dispatch their foes as quickly as possible.

CROWNGUARD

Crownguards have devoted themselves the protection of the innocent or helpless. As a result, crownguard can be found leading city guards or even serve as the personal bodyguards for political or religious leaders.

PALADIN AVENGER

Paladin avengers consider themselves as agents of divine punishment. They actively seek out those who have defied their ideals and relentlessly unleash the full wrath of their deity upon their foes.

DEATH KNIGHT

Death knights act as the agents of death itself, often aiding necromancers and liches in their pursuit for immortality or leading legions of the undead into battle.

ABYSSAL KNIGHT

Abyssal knights have succumbed to the madness of the abyss. Their sole purpose is to destroy all life by leading the demonic hordes through the Nine Hells and ultimately to the other planes of existence.

HELL KNIGHT

Hell knights have forged a pact with devils, often when their soul has been forfeited to these entities. As a result, they aid infernal legions in their conquest against the demonic hordes of the Abyss as well as their eternal war with the Celestials of the Outer Planes.

DRAGON KNIGHT

Oftentimes, dragons grant an aspect of their power to humanoids who pledge their allegiance to them. They use their newly granted abilities to acquire intel for their draconic master as well as serve as guardian of their lair to protect them from unwanted intruders. Whenever the dragon goes into battle, it is not uncommon that it will be accompanied by numerous mounted dragon knights at their side.

ELDER GUARD

Elder guards acquire their power from bizarre entities from the beyond. Some have been granted their ability through service or enthrallment to entities such as mind flayers or beholders. Others have been exposed to the madness to the Far Realm.

Regardless of their origins, their minds have been fully corrupted by these alien entities and now they as harbingers for these strange entities spreading the seeds of madness and chaos.



PALADIN APPRENTICE

medium humanoid, varies

Armor Class 18 (Chain Mail + Shield)
Hit Points 51 (6d8+18)
Speed 30ft.

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

Saving Throws Str +6, Dex+3, Con +6, Int +4, Wis+6, Cha +6

Skills Athletics +5, Religion +5, Perception +5

Condition Immunities diseased, poisoned

Senses passive Perception 15

Languages Common, Celestial, and one language of its choice

Proficiency Bonus +2

Challenge 4 (1100 xp)

Divine Aura The paladin apprentice can add its Charisma modifier each of its saving throws (already included in bonus)

Divine Courage The paladin apprentice has advantage on saving throws against being charmed or frightened.

Divine Sense The paladin apprentice can pinpoint the location of a fiend or undead within 60ft. of them.

Hallowed Armor Whenever fiends or undead make an attack against the paladin apprentice, it must do so with disadvantage. The paladin apprentice also has advantage on saving throws against their effects.

Hallowed Strike If the paladin apprentice makes a weapon attack against a Fiend or Undead, it can deal an additional 5(1d8) radiant damage on each of its damage rolls.

SPELLCASTING

The paladin apprentice is a 6th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

1st Level Spells(4/long rest) Bless, Divine Favor, Guiding Bolt, Protection from Good and Evil, Shield of Faith

2nd Level Spells(3/long rest) Spiritual Weapon

Actions

Multiattack. The paladin apprentice can use their Divine Smite (if available) and make two longsword attacks on their turn.

Longsword. Melee Weapon Attack: +5 to hit, 5ft., one target. *Hit* 8 (1d8+3) slashing damage.

Divine Smite (Recharge 5-6). The paladin apprentice can imbue their weapon with divine magic. Until the end of their next turn, the paladin apprentice can deal an additional 9(2d8) radiant damage on each of its weapon attacks until the end of its next turn.



PALADIN WARRIOR

medium humanoid, varies

Armor Class 20(Plate Armor + Shield)

Hit Points 77(9d8+36)

Speed 30ft.

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

Saving Throws Str +8, Dex+4, Con +8, Int +5, Wis+8, Cha +8

Skills Athletics +8, Religion +10, Perception +8

Condition Immunities diseased, poisoned

Senses passive Perception 18

Languages Common, Celestial, and one language of its choice

Proficiency Bonus +4

Challenge 9 (5000 xp)

Divine Aura The paladin warrior can add its Charisma modifier each of its saving throws (already included in bonus)

Divine Courage The paladin warrior has advantage on saving throws against being charmed or frightened.

Divine Sense The paladin warrior can pinpoint the location of a fiend or undead within 120ft. of them.

Hallowed Armor Whenever fiends or undead make an attack against the paladin warrior, it must do so with disadvantage. The paladin warrior has advantage on saving throws against their effect.

Hallowed Strike If the paladin warrior makes a weapon attack against a Fiend or Undead, it can deal an additional 9(2d8) radiant damage.

SPELLCASTING

The paladin warrior is a 9th level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

1st Level Spells(4/long rest) Bless, Divine Favor, Guiding Bolt, Protection from Good and Evil, Shield of Faith

2nd Level Spells(3/long rest) Spiritual Weapon, Zone of Truth

3rd Level Spells(2/long rest) Beacon of Hope, Daylight, Spirit Guardians

Actions

Multiattack. The paladin warrior can use their Divine Smite (if available) and make two longsword attacks on their turn.

Longsword. *Melee Weapon Attack:* +8 to hit, 5ft., one target. *Hit* 8 (1d8+3) slashing + 5 (1d8) radiant damage.

Divine Smite (Recharge 5-6). The paladin warrior can imbue their weapon with divine magic. Until the end of their next turn, the paladin warrior can deal an additional 18(4d8) radiant damage on each of its weapon attacks until the end of its next turn.

PALADIN CHAMPION

medium humanoid, varies

Armor Class 20(Plate Armor + Shield)

Hit Points 171(18d8+90)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	14 (+2)	20 (+5)	20 (+5)

Saving Throws Str +10, Dex+5, Con +10, Int +6, Wis+10, Cha +10

Skills Athletics +11, Religion +14, Perception +11

Condition Immunities diseased, poisoned

Senses passive Perception 21

Languages Common, Celestial, and one language of its choice

Proficiency Bonus +6

Challenge 18 (20000 xp)

Divine Aura The paladin champion can add its Charisma modifier each of its saving throws (already included in bonus)

Divine Courage The paladin champion has advantage on saving throws against being charmed or frightened.

Divine Resurrection(1/day) Upon dropping to 0 hitpoints, the paladin champion can be revived by their divine deity and regains half their hitpoint maximum.

Divine Sense The paladin champion can pinpoint the location of a fiend or undead within 300ft. of them.

Hallowed Armor Whenever fiends or undead make an attack against the paladin champion, it must do so with disadvantage. The paladin champion has advantage on saving throws against their effects.

Hallowed Strike If the paladin champion takes the Attack action against a Fiend or Undead, it can deal an additional 14(3d8) radiant damage.

Legendary Resistances(3/day) Upon failing a saving throw, the paladin champion can choose to succeed. Upon a successful saving throw, the paladin champion can make a melee weapon attack against a creature within range. This special attack can benefit from Divine Smite(even if it is not available).

Turning Presence Undead or fiends that first enter or starts its turn within 120ft. of the Paladin champion must succeed a DC 18 Wisdom saving throw or become turned for one minute. Upon a successful saving throw, affected creatures are immune to this effect for the next 24 hours.

If these creature's are reduced to 0 hitpoints while turned, it is immediately destroyed and cannot reform on another plane.

SPELLCASTING

The paladin champion is a 18th level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks).

1st Level Spells(4/long rest) Bless, Divine Favor, Guiding Bolt, Protection from Good and Evil, Shield of Faith

2nd Level Spells(3/long rest) Spiritual Weapon, Zone of Truth

3rd Level Spells(3/long rest) Beacon of Hope, Daylight, Spirit Guardians

4th Level Spells(3/long rest) Aura of Life, Divination, Guardian of Faith

5th Level Spells(2/long rest) Circle of Power, Destruction Wave, Holy Weapon, Hallow, Dispel Evil and Good

Actions

Multiattack. The paladin champion can use their Divine Smite (if available) and make two longsword attacks on their turn.

Longsword. Melee Weapon Attack: +11 to hit, 5ft., one target. *Hit* 10 (1d8+5) slashing + 5 (1d8) radiant damage.

Divine Smite (Recharge 5-6). The paladin champion can imbue their weapon with divine magic. Until the end of their next turn, the paladin champion can deal an additional 27(6d8) radiant damage on each of its weapon attacks until the end of its next turn.

Legendary Actions(3/turn)

Movement The paladin champion can move to a spot that they can see within range. This movement does not provoke attack of opportunity.

Resilience(1 action) The paladin champion end one condition or spell effect on itself.

Divine Empowerment (2 actions) The paladin champion can choose to reroll a d6 to recharge its Channel Divinity or Divine Smite Ability.

PALADIN INQUISITOR

Antimagic Smite(Replaces Hallowed Strike) The paladin inquisitor can deal additional force damage to a creature affected by or concentrating on a spell effect.

Arcane Sense(Replaces Divine Sense) The paladin inquisitor can pinpoint the location of a spell effect and its type within range. The paladin inquisitor can also determine if a creature is a spellcaster.

Magical Attacks Whenever the paladin inquisitor deals radiant damage, it can choose to treat the damage as force instead. Additionally, its weapon attacks are considered magical for the purpose of overcoming resistance.

Magical Resistance (Replaces Hallowed Armor) The paladin inquisitor has advantage on saving throw against spell effects.

SPELLCASTING

The paladin inquisitor gains the following additional spells

1st Level Spells Detect Magic, Identify

3rd Level Spells Locate Object

3rd Level Spells Counterspell, Dispel Magic

4th Level Spells Locate Creature

5th Level Spells Scrying

Channel Divinity

Instead of using their divine smite, the Paladin Inquisitor can use a Channel Divinity Option instead.

Antimagic Field(Recharge 5-6) The paladin inquisitor can create a localized antimagic field in a 10ft. radius around a spot they can see within 60ft. This effect lasts for one minute, or until the paladin inquisitor uses this ability again or is incapacitated.

PALADIN WARDEN

Otherworldly Smite(Replaces Hallowed Strike) The paladin warden can deal additional force damage to one of the following creature types: Aberration, Celestials, Dragon, Elemental, Fiend, and Fey

Otherworldly Sense(Replaces Divine Sense) The paladin warden can pinpoint the location of one of the following creature types within range: : Aberration, Celestials, Dragon, Elemental, Fiend, and Fey.

Otherworldly Strikes(Replaces Hallowed Strike) If the paladin warden makes a weapon against a Aberration, Celestials, Dragon, Elemental, Fiend, or Fey, it can deal an additional force damage.

Otherworldly Wards(Replaces Hallowed Armor) Whenever Aberration, Celestials, Dragon, Elemental, Fiend, or Fey make an attack against the paladin warden, it must do so with disadvantage. The paladin warden has advantage on saving throws against their effects as well

SPELLCASTING

The paladin warden gains the following additional spells

1st Level Spells Detect Magic, Identify

2nd Level Spells Moonbeam, Hold Person, See Invisibility

3rd Level Spells Counterspell, Dispel Magic

4th Level Spells Locate Creature, Banishment

5th Level Spells Banishing Smite, Dispel Evil and Good, Hold Monster

Channel Divinity

Instead of using their divine smite, the paladin warden can use a Channel Divinity Option instead.

Banishment(Recharge 5-6) All creatures within a 30ft. radius must succeed a Charisma saving throw or become banished for one minute. Creatures can repeat the saving throw to end the effect upon a success. If the creature is a Aberration, Celestials, Dragon, Elemental, Fiend, or Fey, it returns to its plane of existence.

WAR PALADIN

Divine Weapon The war paladin's attacks count as magical for the purpose of overcoming resistance.

Crusader Force The war paladin has advantage on initiative checks

SPELLCASTING

The war paladin gains the following additional spells

2nd Level Spells Magic Weapon

3rd Level Spells Conjure Barrage, Haste

5th Level Spells Conjure Volley, Swift Quiver

Channel Divinity

Instead of using their divine smite, the war paladin can use a Channel Divinity Option instead.

Conquering Presence (Recharge 5-6) Until the end of their next turn, the war paladin has advantage on attack rolls until the end of its next turn. For the duration of this effect, whenever the paladin takes the Attack action, it can make one additional weapon attack as part of that action.

Reactions

Divine Strike When the war paladin or a creature within 30ft. of the war paladin that it can see makes an attack, the war paladin can cause that attack to have advantage.

DREADGUARD

Culling Blade The dreadguard has advantage on attack rolls against any creature that has one or more of its allies within 5 feet of it.

Dreadful Strike The dreadguard can deal a critical hit on a 19-20. Upon dealing a critical hit, you can triple the damage die instead.

SPELLCASTING

The dreadguard gains the following additional spells

1st Level Spells Disguise Self

2nd Level Spells Invisibility, Mirror Image, Misty Step

4th Level Spells Dimension Door, Greater Invisibility

5th Level Spells Mislead, Seeming

Reactions

Redirection If a creature within 5 feet of the dreadguard misses it with an attack, the paladin can force the dreadguard to reroll that attack against a creature of its choice that is within 5ft. of the dreadguard.

CROWNGUARD

Crown's Challenge Whenever the crownguard hits a creature with a weapon attack, that creature suffers disadvantage on all attack rolls against all creatures except for the crownguard

SPELLCASTING

The crownguard gains the following additional spells

1st Level Spells Command, Charm Person, Shield

2nd Level Spells Suggestion, Warding Bond

4th Level Spells Stoneskin

5th Level Spells Dominate Person

Channel Divinity

Instead of using their divine smite, the crownguard can use a Channel Divinity Option instead.

Reflective Aegis(Recharge 5-6) Until the end of their next turn, the crownguard is able to encase itself in a shield of magical energy. Whenever a creature hits the crownguard with an attack roll, forces the crownguard to make saving throw against an effect or spell that deals damage, the crownguard takes half damage. The attacker or caster takes the other half of damage instead.

Reaction

Crown's Shield When a creature within 5ft. of the crownguard takes damage, the crownguard can split the damage between itself and the target.

PALADIN AVENGER

No Escape When the paladin avenger uses its Retaliation or makes an attack of opportunity, it can move up to its movement speed as part of that action. This movement does not provoke opportunity attack

Vengeful Strike The paladin avenger takes the Attack action against a creature under its Mark of Vengeance, it can make one additional weapon attack against that creature.

SPELLCASTING

The paladin avenger gains the following additional spells

1st Level Spells Bane, Hunter's Mark

2nd Level Spells Hold Person

4th Level Spells Locate Creature

5th Level Spells Hold Monster, Scrying

Bonus Actions

Mark of Vengeance The paladin avenger can mark one creature it can see within range. While under this mark, the paladin avenger has advantage on attack rolls against that creature and can pinpoint its location as long as it is on the same plane of existence as them.

Reactions

Retaliation When the paladin avenger takes damage, it can make a weapon attack against that creature if it is within range.

DEATH KNIGHT

- **Challenge Rating** Increases by 2

Celestial Sense (Replaces Divine Sense) The paladin can pinpoint the location of a living or undead creatures (other than constructs) within range.

Cursed Armor (Replaces Hallowed Armor) Whenever living creatures (other than undead or constructs) make an attack against the death knight, it must do so with disadvantage. The paladin has advantage on saving throws against those creature's effects as well

Cursed Strike (Replaces Hallowed Strike) If the death knight takes the Attack action against a living creature (other than undead or constructs), it can deal an additional necrotic damage instead.

Dark Gift Whenever the paladin deals radiant damage, it can choose to treat the damage as necrotic instead.

Death Touched Creatures reduced to 0 hitpoints by the death knight's attacks or spells are immediately killed.

Turn the Living (Replaces Turning Presence) Living creatures (excluding undead or constructs) that first enter or starts its turn within 120ft. of the Paladin must succeed a Wisdom saving throw or become turned for one minute. While turned, creatures cannot regain hitpoints. Upon a successful saving throw, affected creatures are immune to this effect for the next 24 hours.

SPELLCASTING

The death knight gains the following additional spells

1st Level Spells Bane, Inflict Wounds

3rd Level Spells Animate Dead, Summon Undead, Vampiric Touch

4th Level Spells Blight

5th Level Spells Dance Macabre, Negative Energy Flood

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the death knight can use a Channel Divinity Option instead.

Withering Pulse Creatures within a 30ft. radius of the death knight must succeed a Constitution saving throw. On a failed saving throw, it suffers vulnerability to all damage until the end of the target's next turn.

ABYSSAL KNIGHT

- **Languages** Replaces Celestial for Abyssal

Demon Sight The abyssal knight has darkvision of 120ft. It can also see in magical darkness.

Infernal Sense(Replaces Divine Sense) The abyssal knight can pinpoint the location of a Celestial or Devil within 300ft. of them.

Abyssal Armor(Replaces Hallowed Armor) Whenever Celestials or Devils make an attack against the abyssal knight, it must do so with disadvantage. The abyssal knight has advantage on saving throws against their effects as well.

Infernal Strike(Replaces Hallowed Strike) If the abyssal knight takes the Attack action against a Celestial or Devil, it can deal an additional poison damage.

Hellfire Whenever the abyssal knight deals poison damage, it can choose to treat its as poison damage instead. Any poison damage you deal can ignore resistance or immunity

Abyssal Lord Summoned demons do not turn on the abyssal knight and treat them as an ally, even when they lose concentration on that spell effect.

Fiendish Presence (Replaces Turning Presence) Celestials and Devils that first enter or starts its turn within 120ft. of the Paladin must succeed a Wisdom saving throw or become turned for one minute. Upon a successful saving throw, affected creatures are immune to this effect for the next 24 hours.

SPELLCASTING

The abyssal knight gains the following additional spells

1st Level Spells Ray of Sickness, Hellish Rebuke

2nd Level Spells Darkness, Ray of Enfeeblement

3rd Level Spells Stinking Cloud, Summon Lesser Fiends

4th Level Spells Summon Greater Demon, Sickening Radiance

5th Level Spells Infernal Calling, Cloudkill, Contagion

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the abyssal knight can choose to use a Channel Divinity Option instead.

Aura of the Abyss Creatures within a 30ft. radius of abyssal knight must succeed a Constitution saving throw. On a failed saving throw, creatures are considered poisoned for one minute. While poisoned in this manner, creatures cannot recover hitpoints for the duration of this effect. A creature can repeat its saving throw at the end of each of its turns to end the effect.

HELL KNIGHT

- **Languages** Replaces Celestial for Infernal

Devil Sight The hell knight has darkvision of 120ft. It can also see in magical darkness.

Infernal Sense(Replaces Divine Sense) The hell knight can pinpoint the location of a Celestial or Demon within 300ft. of them.

Infernal Armor(Replaces Hallowed Armor) Whenever Celestials or Demon make an attack against the paladin, it must do so with disadvantage. The paladin has advantage on saving throws against their effects as well

Infernal Strike (Replaces Hallowed Strike) If the hell knight takes the Attack action against a Celestial or Demon, it can deal an additional fire damage.

Hellfire Whenever the paladin deals radiant damage, it can treat it as fire damage instead. Any fire damage it deals can ignore resistance or immunity.

Hell Lord Summoned devils do not turn on the Paladin and treat them as an ally, even when they lose concentration on that spell effect.

Infernal Presence(Replaces Turning Presence) Celestials and Demons that first enter or starts its turn within 120ft. of the Paladin must succeed a Wisdom saving throw or become turned for one minute. While turned, creatures cannot regain hitpoints. Upon a successful saving throw, affected creatures are immune to this effect for the next 24 hours.

SPELLCASTING

The hell knight gains the following additional spells

1st Level Spells Burning Hands, Hellish Rebuke

2nd Level Spells Darkness, Scorching Ray

3rd Level Spells Fireball, Summon Lesser Fiends

4th Level Spells Summon Greater Demon

5th Level Spells Infernal Calling, Immolation

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the hell knight can choose to use a Channel Divinity Option instead.

Fiendish Visage Creatures within a 30ft. radius of the hell knight must succeed a Wisdom saving throw. On a failed saving throw, that creature is considered frightened for one minute. Frightened creatures can only repeat its saving throw at the end of each of its turns to end the effect by moving outside of its radius.

DRAGON KNIGHT

Languages Replaces Celestial for Draconic

Resistances Its choice of acid, cold, fire, lightning or poison damage

Dragon Sense (Replaces Divine Sense) The dragon knight can pinpoint the location of a Dragon within range

Draconic Armor (Replaces Hallowed Armor) Whenever dragons make an attack against the paladin, it must do so with disadvantage. The paladin has advantage on saving throws against their effects as well

Draconic Strike (Replaces Hallowed Strike) If the dragon knight takes the Attack action against a dragon, it can deal an additional damage from one of the following types: acid, cold, fire, lightning, or poison.

Draconic Strike Whenever the dragon knight deals radiant damage, it can choose to treat it as one of the following damage types of its choice: acid, cold, fire, lightning, or poison.

Frightening Presence (Replaces Turning Presence) Creatures that first enter or starts its turn within 120ft. of the dragon knight must succeed a Wisdom saving throw or become frightened for one minute. Creatures can repeat its saving throw to end the effect at the end of each of its turns. Upon a successful saving throw, affected creatures are immune to this effect for the next 24 hours.

SPELLCASTING

The dragon knight gains the following additional spells

1st Level Spells Burning Hands, Frost Fingers

3rd Level Spells Ashardalon's Stride, Fly

5th Level Spells Cone of Cold, Summon Draconic Spirit

Channel Divinity (Recharge 5-6)

Instead of using their divine smite, the dragon knight can choose to use a Channel Divinity Option instead.

Dragon's Breath As an action, creatures in a 30ft. cone must succeed a Dexterity saving throw or take damage equal to twice the dragon knight's proficiency bonus on a failed saving throw. On a successful saving throw, creatures take half damage. The damage dealt is the dragon knight's choice of acid, cold, fire, lightning or poison damage.

For example, a dragon knight apprentice would deal 18 (4d8) damage. On a successful saving throw, creatures only take half damage.

ELDER GUARD

• **Languages** All languages, telepathy 120ft.

Aberrant Strike Whenever the elder guard deals radiant damage, it can choose to treat that damage as psychic damage instead.

Amplified Madness (Replaces Hallowed Strike) The elder guard deals an additional 5(1d8) psychic damage to creatures that are charmed, stunned, or frightened.

Psychic Sense (Replaces Divine Sense) The elder guard can pinpoint the location of a creature within range

Psychic Reflection (Replaces Hallowed Armor) Whenever the elder guard takes damage from a creature within 5ft. of it, that creature takes 5(1d8) psychic damage as well

Psychic Reflection Whenever the elder guard is subjected to an effect that charms, frightens, or stuns, it is unaffected and reflects the effect back at the caster. The caster must make a saving throw against the elder guard's spell DC.

On a failed saving throw, the caster suffers from that condition for one minute. At the end of each of its turn, that creature can repeat its saving throw to end the effect.

Maddening Presence (Replaces Turning Presence) Creatures that first enter or starts its turn within 120ft. of the elder guard must succeed a Wisdom saving throw or take 5(1d8) psychic damage. Upon a successful saving throw, affected creatures are immune to this effect for the next 24 hours.

SPELLCASTING

The elder guard gains the following additional spells

1st Level Spells Arms of Hadar, Charm Person

2nd Level Suggestion, Confusion

3rd Level Spells Fear, Slow, Hunger of Hadar, Hypnotic Pattern, Summon Aberration

4th Level Spells Charm Person, Evard's Black Tentacles

5th Level Spells Dominate Person, Dream, Contact other Plane, Geas, Telekinesis

Channel Divinity (Recharge 5-6)

Instead of using their divine smite, the elder guard can choose to use a Channel Divinity Option instead.

Gaze of the Far Realm Creatures within a 30ft. radius of the elder guard must succeed a Wisdom saving throw. On a failed saving throw, that creature is considered stunned for one minute. Creatures can repeat its saving throw at the end of each of its turns to end the effect upon a success.

CLERIC

Clerics are often viewed as divine conduits who have the ability to directly commune with gods. As a result, many deities seek to spread their influence through their clerics by sending across the Material Plane. In exchange for their service, these deities grant clerics divine magic allowing them to perform incredible feats in the name of their god.

CLERIC ACOLYTE

Cleric acolytes have just begun their journey as a vessel for the divine. Many acolytes can primarily be found in temples as they acquire more experience but it is not uncommon to find them traveling abroad spreading their patron's influence.

CLERIC PRIEST

Cleric priests can often be found leading entire temples and sanctuaries within a cities for a particular religion. Whenever a new temple is created in a city, it is very likely the a cleric priest was responsible. These individuals are often summoned in times of dire need, especially in the wake of threat from fiends or undead wherein they can use their divine power to turn the unholy.

GRAND CLERIC

Grand clerics are the rarest but most powerful of all clerics. These individuals have gained the direct favor of the gods themselves and are even capable of having these entities directly intervene on their behalf.

Due to their power and renown, these clerics have been known to lead entire religions or cults whose influence can span across nations or continents.

CLERIC DOMAINS

As there are numerous deities and religions, clerics are known to possess a wide variety of abilities depending on their devotion. Depending on their domain, clerics are able to channel special abilities through their Channel Divinity.

Whenever, the cleric recharges their Channel Divinity, they can choose to use its Turn the Dead or Special Channel Divinity feature(if applicable). These abilities can vary depending on domain and uses the cleric's spellcasting DC and can deal damage according to the type of cleric it is (acolyte, priest, or grand cleric).

LIGHT CLERIC

Light clerics have devoted themselves to divine entities that embrace the concepts of the day, light, sun, fire, and rebirth. They are able to harness their divine power to transform themselves into a celestial beacon of light that banishes any darkness in their wake.

TWILIGHT CLERIC

Twilight clerics worship entities that claim the domain of darkness, night, and in some regards, death. They are able to harness the shadows to cloak themselves from harm and to hinder the visibility of their opponents

STORM CLERIC

Storm clerics claims whose domain includes the sky, sea, and storms. Thanks to their mastery of storms, they are often valued by many coastal societies who seek favorable winds and tides.

NATURE CLERIC

Nature clerics have devoted themselves to preserving the balance of nature itself. They have developed a special connection to beast, plants, and the elements using their abilities to stop those who seek to disrupt this balance.

WAR CLERIC

War clerics embrace the concept of war as it is an inevitable aspect of any civilization. Thanks to their divine power, they are comparable to a divine avatar of war on the battlefield as they lead their allies to victory.

FORGE CLERIC

Forge clerics fully embrace the concept of divine creation. Only through creation and technological development can a society fully reach its true potential. Often times, these clerics combine aspects of the divine with technology to create marvelous feats of engineering or devastating weapons of destruction.

ARCANA CLERIC

These cleric have forged a special connection with the magical aether that intertwines all the planes of existence. These clerics believe that they are able to forged a closer connection with the divine by expanded their knowledge of the arcane.

DEATH CLERIC

Death clerics share a special attunement to the domain of death. Some of these clerics seek to preserve the balance between life and death, seeking to destroy those who pervert this dichotomy. However, others seek to use this power to transcend mortal bounds and bind the deceased to their will.

LIFE CLERIC

Life clerics celebrate the concept of life and rebirth. They channel their divine magics to serve the ill and even resurrect the dead. They possess a special disdain for those who seek to corrupt the fallen with necromantic magics.

TRICKSTER CLERIC

Trickster clerics embrace deities devoted to the concepts of trickery, illusion, and deception. Their divine talents allows them to be extremely versatile thanks to their ability to disguise themselves and take control of people's minds. As a result, these clerics often serve as con artists, spies, assassins, investigators, or even peacekeepers.



CLERIC ACOLYTE

medium humanoid, varies

Armor Class 16 (Breastplate)

Hit Points 39 (6d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Str +5, Dex +5, Con +5, Int +4, Wis +6, Cha +6

Skills Arcana +5, Religion +5, Insight +5, Perception +5, Persuasion +5

Senses passive Perception 15

Languages Common, Celestial, and one language of its choice

Proficiency Bonus +2

Challenge 3 (700 xp)

Divine Aura The cleric acolyte can add its Wisdom modifier each of its saving throws (already included in bonus)

Divine Empowerment Upon casting a spell of 5th level or lower, the cleric acolyte can deal an additional 5 (1d8) radiant damage for each level above 1st that the cleric acolyte casts to its next damage roll until the start of its next turn. The cleric acolyte can only benefit from this feature once on each of its turns.

Diving Sense The cleric acolyte can pinpoint the location of a fiend or undead within 60ft. of them.

Divine Warding Whenever fiends or under make an attack against the cleric acolyte, it must do so with disadvantage. The priest has advantage on saving throws against their effects

SPELLCASTING

The cleric acolyte is a 6th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

Cantrips (At will) Light, Sacred Flame, Spare the Dying, Thaumaturgy

1st Level Spells (4/long rest) Bless, Bane, Cure Wounds, Gentle Repose, Guiding Bolt, Protection from Good and Evil, Shield of Faith

2nd Level Spells (3/long rest) Lesser Restoration, Spiritual Weapon, Zone of Truth

3rd Level Spells (2/long rest) Aura of Vitality, Daylight, Revivify, Spirit Guardians

Actions

Multiattack. The cleric acolyte can cast one spell and make one weapon attack. The cleric acolyte can substitute a spell effect for Turn the Dead (if available).

Mace Melee Weapon Attack: +4 to hit, 5ft., one target. Hit 6 (1d6+2) bludgeoning damage.

Turn the Dead (Recharge 5-6). Undead or fiends within 30ft. of the cleric acolyte must succeed a DC 16 Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a undead or fiend is of challenge rating 2 or lower, it is instantly destroyed.



CLERIC PRIEST

medium humanoid, varies

Armor Class 16 (Breastplate)

Hit Points 68 (9d8+27)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	12 (+1)	18 (+4)	18 (+4)

Saving Throws Str +5, Dex +5, Con +6, Int +4, Wis +7, Cha +7

Skills Arcana +7, Religion +7, Insight +7, Perception +7, Persuasion +7

Senses passive Perception 17

Languages Common, Celestial, and one language of its choice

Proficiency Bonus +3

Challenge 7 (2900 xp)

Divine Aura The cleric priest can add its Wisdom modifier each of its saving throws (already included in bonus)

Divine Empowerment Upon casting a spell of 1st level or higher, the cleric priest can deal an additional 5 (1d8) radiant damage for each level above 1st that the cleric priest casts to its next damage roll until the start of its next turn.

The cleric priest can only benefit from this feature once on each of its turns.

Divine Sense The cleric priest can pinpoint the location of a fiend or undead within 120ft. of them.

Divine Warding Whenever fiends or under make an attack against the cleric priest, it must do so with disadvantage. The cleric priest has advantage on saving throws against their effects

SPELLCASTING

The cleric priest is a 9th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

Cantrips (At will) Light, Sacred Flame, Spare the Dying, Thaumaturgy

1st Level Spells (4/long rest) Bless, Bane, Cure Wounds, Gentle Repose, Guiding Bolt, Protection from Good and Evil, Shield of Faith

2nd Level Spells (3/long rest) Lesser Restoration, Spiritual Weapon, Zone of Truth

3rd Level Spells (3/long rest) Aura of Vitality, Daylight, Revivify, Spirit Guardians

4th Level Spells (3/long rest) Aura of Life, Divination, Guardian of Faith

5th Level Spells (2/long rest) Dawn, Circle of Power, Flame Strike, Hallow, Holy Weapon, Wall of Light

Actions

Multiattack. The cleric priest can cast one spell and make one weapon attack. The cleric priest can substitute a spell effect for Turn the Dead (if available).

Mace Melee Weapon Attack: +5 to hit, 5ft., one target. **Hit 6** (1d6+2) bludgeoning damage + 1d8 radiant damage.

Turn the Dead (Recharge 5-6). Undead or fiends within 30ft. of the cleric priest must succeed a DC 15 Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a undead or fiend is of challenge rating 2 or lower, it is instantly destroyed.

GRAND CLERIC

medium humanoid, varies

Armor Class 16 (Breastplate)

Hit Points 136 (18d8+54)

Speed 30ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 14 (+2) 16 (+3) 17 (+3) 20 (+5) 20 (+5)

Saving Throws Str +9, Dex +8, Con +9, Int +9, Wis +11, Cha +11

Skills Arcana +9, Religion +15, Insight +11, Perception +11, Persuasion +11

Senses passive Perception 21

Languages Common, Celestial, and one language of its choice

Proficiency Bonus +6

Challenge 18 (20000 xp)

Divine Aura The Grand Cleric can add its Wisdom modifier each of its saving throws (already included in bonus)

Divine Empowerment Upon casting a spell of 5th level or lower, the grand cleric can deal an additional 5(1d8) radiant damage for each level above 1st that the cleric priest casts to its next damage roll until the start of its next turn.

The grand cleric can only benefit from this feature once on each of its turns.

Divine Intervention(1/week) Upon dropping to 0 hitpoints, the grand cleric fully recover its hitpoints, expended spell slots, and legendary resistances.

Divine Sense The grand cleric can pinpoint the location of a fiend or undead within 120ft. of them.

Divine Warding Whenever fiends or under make an attack against the grand cleric acolyte, it must do so with disadvantage. The gradn cleric has advantage on saving throws against their effects

Legendary Resistance(3/day) Upon failing a saving throw, the grand cleric leric can choose to succeed. Upon using this feature, the grand cleric can cast a spell of 5th level or lower.

SPELLCASTING

The grand cleric is a 18th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips(At will) Light, Sacred Flame, Spare the Dying, Thaumaturgy

1st Level Spells(4/long rest) Bless, Bane, Cure Wounds, Gentle Repose, Guiding Bolt, Protection from Good and Evil, Shield of Faith

2nd Level Spells(3/long rest) Lesser Restoration, Spiritual Weapon, Zone of Truth

3rd Level Spells(3/long rest) Aura of Vitality, Daylight, Revivify, Spirit Guardians

4th Level Spells(3/long rest) Aura of Life, Divination, Guardian of Faith

5th Level Spells(3/long rest) Dawn, Circle of Power, Flame Strike, Greater Restoration, Hallow, Holy Weapon, Mass Cure Wounds, Summon Celestial Wall of Light

6th Level Spells(2/long rest) Sunbeam, Word Recall, Heal

7th Level Spells(1/long rest) Divine Word, Power Word Pain, Symbol

8th Level Spells(1/long rest) Holy Aura, Sunburst

9th Level Spells(1/long rest) Mass Heal, Power Word Kill, Power Word Heal

Actions

Multiattack. The grand cleric can cast one spell and make one weapon attack. The grant cleric can substitute a spell effect for Turn the Dead(if available).

Mace Melee Weapon Attack: +9 to hit, 5ft., one target. **Hit** 7 (1d6+3) bludgeoning damage + 9 (2d8) radiant damage.

Turn the Dead (Recharge 5-6). Undead or fiends within 30ft. of the cleric priest must succeed a DC 19 Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a undead or fiend is of challenge rating 3 or lower, it is instantly destroyed.

Legendary Actions (3/turn)

Divine Resilience(1 action) The grand cleric can end one status condition or spell effect on themself.

Divine Empowerment (2 actions) The grand cleric can reroll a d6 to recharge for its Channel Divinity feature.

Cast a spell(2 actions) The grand cleric can cast a spell of 5th level or lower.

LIGHT CLERIC

Divine Light When a creature is hit by an attack or fails a saving throw against an effect that deals fire or radiant damage, it cannot benefit from being hidden until the end of its next turn.

Radiant Caster Whenever the light cleric starts its turn in direct sunlight, whenever it deals radiant or fire damage, it can add one additional die of that type to the total damage roll.

SPELLCASTING

The light cleric gains the following additional spells

1st Level Spells Faerie Fire

2nd Level Spells Scorching Ray

3rd Level Spells Fireball

4th Level Spells Fire Shield, Wall of Fire

5th Level Spells Immolation

7th Level Spells Delayed Blast Fireball, Crown of Stars, Fire Storm

9th Level Spells Meteor Swarm

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Solar Radiance(Recharge 5-6) As an action, creatures in a 30ft. radius of the Cleric must make a Constitution saving throw.

On a failed saving throw, creatures take damage both radiant and fire damage equal to the Cleric's proficiency bonus and are blinded until the end of its next turn. On a successful saving throw, creatures only take half damage. This feature banishes any form of darkness within range.

For example, a light cleric acolyte would deal 9 (2d8) fire + 9(2d8) radiant damage on a failed saving throw. On a successful saving throw, creatures only take half damage.

Bonus Actions

Aura of Light As a bonus action, the cleric can choose to emit a bright light in a 20ft. radius and dim light an additional 20ft. This light counts as sunlight. This light can be dismissed as a bonus action

Reactions

Warding Flare Whenever the cleric or a creature within 30ft. of the cleric is targeted with an attack, the cleric can use its reaction to cause that attack to suffer disadvantage.

TWILIGHT CLERIC

- **Senses** 120ft. darkvision
- **Challenge Rating** Increases by 1

Shadow Sight The twilight cleric can see in magical darkness.

Shadow Stealth While in darkness, the twilight cleric can use its bonus action to Hide. While these conditions are met, the cleric is invisible to creatures that rely on sight to see it

Shadow Shield While in darkness, the twilight cleric gains 10 temporary hitpoints at the start of each of its turns.

Divine Darkness When a twilight cleric deals radiant damage, it can choose to treat the damage dealt as psychic instead.

SPELLCASTING

The twilight cleric gains the following additional spells

1st Level Spells Fog Cloud, Sleep

2nd Level Spells Darkness, Invisibility

3rd Level Spells Hunger of Hadar

4th Level Spells Greater Invisibility, Shadow of Moil

5th Level Spells Mislead

6th Level Spells True Seeing

8th Level Spells Darkstar, Maddening Darkness

9th Level Spells Ravenous Void

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Penumbra(Recharge 5-6) As an action, creatures in a 30ft. radius of the twilight cleric must make a Wisdom saving throw.

On a failed saving throw, creatures take psychic equal to twice the Cleric's proficiency bonus. This area counts as magical darkness until the end of the twilight cleric's next turn. If affected creatures are currently in dim light or darkness, it must make this saving throw with disadvantage. On a successful saving throw, creatures only take half damage. This feature banishes any form of light within range.

For example, a twilight cleric acolyte would deal 17 (4d8) psychic damage. On a successful saving throw, creatures only take half damage.

TEMPEST CLERIC

Stormy Aura Creatures that grapple or hits the cleric with a melee attack while within 5ft. of it must succeed a Strength saving throw equal to the cleric's spell save DC. On a failed saving throw creatures are pushed back 10ft. and cannot take reactions until the end of its next turn.

Divine Storm When a tempest cleric deals radiant damage, it can choose to treat the damage dealt as its choice lightning or thunder damage instead.

Raging Tempest When a creature is hit by an attack or fails a saving throw against an effect that deals thunder or lightning damage, it is pushed back an additional 10ft.

SPELLCASTING

The tempest cleric gains the following additional spells

Cantrips Booming Blade, Lightning Lure, Thunderclap

1st Level Spells Fog Cloud, Thunderwave

2nd Level Spells Gust of Wind, Shatter

3rd Level Spells Call Lightning, Fly, Lightning Bolt, Tidal Wave, Wind Wall

4th Level Spells Control Water, Storm Sphere

5th Level Spells Destruction Wave, Maelstrom

6th Level Spells Chain Lightning

7th Level Spells Whirlwind

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Storm's Fury(Recharge 5-6) As an action, creatures in a 30ft. radius of the Cleric must make a Strength saving throw.

On a failed saving throw, creatures take damage both thunder and lightning damage equal to the Cleric's proficiency bonus and are knocked prone and cannot take reactions until the end of its next turn. On a successful saving throw, creatures take half damage and are unaffected. This feature creates a thunderous boom that can be heard in 300ft.

For example, a tempest cleric acolyte would deal 9 (2d8) lightning + 9(2d8) thunder damage. On a successful saving throw, creatures only take half damage.

NATURE CLERIC

Nature Sense The nature cleric can pinpoint the location of a beast or elemental within range

Nature's Wrath When a nature cleric deals radiant damage, it can choose to treat the damage dealt as its choice of fire, cold, or lightning damage instead.

SPELLCASTING

The nature cleric gains the following additional spells

Cantrips Druidcraft, Shillelagh, Thorn Whip

1st Level Spells Burning Hands, Find Familiar

2nd Level Spells Summon Beast

3rd Level Spells Call Lightning, Conjure Animals, Plant Growth

4th Level Spells Grasping Vine, Polymorph, Summon Elemental

5th Level Spells Cone of Cold, Insect Plague, Wrath of Nature

Channel Divinity

Instead of using their Turn the Dead, the nature cleric can use a Channel Divinity Option instead.

Divine Overgrowth(Recharge 5-6) As an action, creatures in a 30ft. radius of the Cleric must make a Strength saving throw.

On a failed saving throw, creatures take piercing damage equal to twice the Cleric's proficiency bonus and are restrained until the end of its next turn. On a successful saving throw, creatures take half damage and are not restrained.

For example, a nature cleric acolyte can deal an additional 18(4d8) piercing damage. On a successful saving throw, it takes half damage instead

WAR CLERIC

- **Challenge Rating** Increases by 1

Divine Weapon The war cleric's attacks count as magical for the purpose of overcoming resistance.

Divine Fury Whenever the war cleric casts a spell of 1st level or higher, it can use its bonus action to make an additional weapon attack.

War Priest The war cleric has advantage on initiative

SPELLCASTING

The war cleric gains the following additional spells

Cantrips Blade Ward, True Strike

1st Level Spells Shield of Faith

2nd Level Spells Magic Weapon

3rd Level Spells Conjure Barrage, Haste

5th Level Spells Conjure Volley, Swift Quiver

6th Level Spells Blade Barrier

7th Level Spells Mordenkainen's Sword

Channel Divinity

Instead of using their Turn the Dead, the war cleric can use a Channel Divinity Option instead.

Divine Smite(Recharge 5-6) The war cleric can imbue their weapon with divine magic. Until the end of their next turn, the war cleric can deal an additional radiant damage equal to the war cleric's proficiency bonus on their weapon damage rolls. For the duration, whenever the war cleric takes the Attack action, they can make an additional weapon attack on their turn.

For example, a war cleric acolyte can deal an additional 9(2d8) radiant damage on its weapon damage rolls.

Reaction

Divine Strike When the war cleric or a creature within 30ft. of the cleric that it can see makes an attack, the war cleric can cause that attack to have advantage.

FORGE CLERIC

- **Damage Resistances** Fire, non-magical bludgeoning, piercing, and slashing damage
- **Challenge Rating** Increases by 1

Divine Forging When a forge cleric deals radiant damage, it can treat the damage dealt as fire damage instead.

Divine Weapon The forge cleric's attacks count as magical for the purpose of overcoming resistance.

Divine Reconstruction When forge cleric casts a healing or resurrection spell, it can affect constructs

Siege Monster The forge cleric can deal double damage to buildings and objects

SPELLCASTING

The forge cleric gains the following additional spells

Cantrips Blade Ward, Green-flame Blade, Mending

1st Level Spells Identify

2nd Level Spells Magic Weapon

3rd Level Spells Elemental Weapon, Tiny Servant

4th Level Spells Fabricate

5th Level Spells Animate Objects, Creation

6th Level Spells Blade Barrier

7th Level Spells Mordenkainen's Sword

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Constructed Turning(Recharge 5-6) Constructs within 30ft. of the cleric must succeed a Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a construct is of an appropriate challenge rating, it is instantly destroyed.

ARCANA CLERIC

- **Challenge Rating** Increases by 1

Arcane Sense The arcana cleric can pinpoint the location and type of magical effect within range. It can also determine if a creature is a spell caster if it is within range.

Divine Arcana When an arcana cleric deals radiant damage, it can choose to treat the damage dealt as force damage instead.

Divine Caster The arcana cleric cannot lose concentration on spell effects from taking damage.

Rapid Caster When the arcana cleric casts a spell of 1st level or higher, it can use its bonus action to cast a cantrip.

Magic Resistance The arcana cleric has advantage on saving throws against spells and magical effects

SPELLCASTING

1st Level Spells Detect Magic, Magic Missile

2nd Level Spells Summon Beast

3rd Level Spells Counterspell, Dispel Magic

4th Level Spells Arcane Eye, Banishment

5th Level Spells Wall of Force, Teleportation Circle

6th Level Spells Contingency

7th Level Spells Teleport

8th Level Spells Antimagic Field

9th Level Spells Wish

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Arcane Dispersal As an action, creatures in a 30ft. radius of the arcana cleric must make a Charisma saving throw.

On a failed saving throw, creatures take force damage equal to twice the Cleric's proficiency bonus and cannot cast or concentrate spells until the end of its next turn. On a successful saving throw, creatures only take half damage. This effect also dispels any spell effects on creatures within range.

For example, a arcana cleric acolyte can deal an additional 18(4d8) force damage on a failed saving throw and half as much on a success.

DEATH CLERIC

Challenge Rating Increase by 1

Life Sense(Replaces Divine Sense) The death cleric can pinpoint the location of a living or undead creature within range.

Avatar of Death When a death cleric deals radiant damage, it can choose to treat the damage dealt as necrotic damage instead.

Death Link When the death cleric deals necrotic damage with a spell that targets only one creature, the death cleric can target a second creature within range.

Inevitable Death When the death cleric reduces a creature to 0 hitpoint, that creature instantly dies

SPELLCASTING

The death cleric gains the following additional spells

Cantrips Toll the Dead

1st Level Spells Inflict Wounds

3rd Level Spells Animate Dead, Summon Dead

4th Level Spells Blight

5th Level Spells Dance Macabre, Negative Energy Flood, Reincarnate

6th Level Spells Create Undead, Circle of Death

7th Level Spells Finger of Death

8th Level Spells Horrid Wilting

9th Level Spells Time Ravage

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Turn the Living(Replaces Turn the Dead) Living creatures (not including constructs or undead) within 30ft. of the cleric must succeed a Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours.

Withering Pulse As an action, creatures in a 30ft. radius of the death cleric must make a Constitution saving throw.

On a failed saving throw, creatures take necrotic damage equal to twice the Cleric's proficiency bonus, and suffer vulnerability to the next damage roll against it until the end of its next turn.

For the duration of this effect, the target cannot recover hitpoints. Upon a successful saving throw, creatures take half damage and are otherwise unaffected.

For example, a death cleric acolyte can deal an additional 18(4d8) necrotic damage on a failed saving throw and half as much on a success.

LIFE CLERIC

Divine Regeneration Upon casting a spell of 1st level or higher, the cleric can recover 5(1d8) hitpoints for each level of the spell cast. The cleric can only use this feature once on each of its turns and can only use this feature on a spell of 5th level or lower.

Divine Healing When a life cleric heals a creature using a spell effect, it can treat the roll as its maximum value

Life Link Whenever the life cleric casts a spell of 1st level or higher that heals a creature, the life cleric can recover 1d8 hitpoints for each level of the spell cast.

Channel Divinity

Instead of using their Turn the Dead, the life cleric can use a Channel Divinity Option instead.

Preserve Life(Recharge 5-6) As an action, the life cleric and creatures in a 30ft. radius of the Cleric regains a number of hitpoints and temporary hitpoints equal to the Cleric's proficiency bonus. This effect also ends all status conditions or spell effects on that creature.

For example, a life cleric acolyte would recover 18 (4d8) hitpoints and 18(4d8) temporary hitpoints.

TRICKSTER CLERIC

Divine Illusion When a trickster cleric deals radiant damage, it can choose to treat the damage dealt as psychic damage instead.

Endless Tricks When the trickster cleric casts an enchantment or illusion spell that targets only one creature, the trickster cleric can target a second creature within range.

SPELLCASTING

The trickster cleric gains the following additional spells

Cantrips Toll the Dead

1st Level Spells Disguise Self, Charm Person

2nd Level Spells Mirror Image, Suggestion, Phantasmal Force, Invisibility

3rd Level Spells Fast Friends, Hypnotic Pattern, Sending

4th Level Spells Charm Person, Phantasmal Killer, Greater Invisibilty

5th Level Spells Dominate Person, Geas, Seeming, Modify Memeory

6th Level Spells Mass Suggestion

8th Level Spells Dominate Monster

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Divine Charm(Replaces Turn the Dead) Creatures within 30ft. of the cleric must succeed a Wisdom saving throw or become charmed by it for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours.

Creature can repeat their saving throw to end the effect each time it takes damage. It can use its bonus action to verbally command creatures charmed in this manner.

ART CREDITS

Cover Art: [Wesley Burt](#)

Paladin Acolyte: [Chris Rallis](#)

Paladin Warrior: [Aaron Miller](#)

Cleric Acolyte [Chase Stone](#)

Cleric Priest [William Murai](#)

Follow me on GMbinder for future content:

[Soniverse Labs](#)

SPECIAL THANKS TO THE FOLLOWING PATRONS

Vincent

Captain Blackwood

Jacob S.

Razi R.

Tallon M.

Douglas B.

John B.

Nathan S.

Sexydoughboy

Sven V.



WWW.GMBINDER.COM

Not approved/endorsed by Wizards. Portions of the materials used are copyright © Wizards of the Coast LLC.



THIS DOCUMENT WAS LOVINGLY CREATED
USING [GM BINDER](#).

If you would like to support the GM Binder developers,
consider joining our [Patreon](#) community.