

THE HEAVENS ABOVE

PLAYER OPTIONS FOR HARNESSING CELESTIAL POWERS BY LEVI PRESSNELL



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PREFACE

“Evil will always triumph, because good is dumb.” – Mel Brooks via Dark Helmet

It’s no secret that “darker” or “edgier” characters have an appeal in roleplaying games. Whether you want to be an outlaw beyond the law or vampire with an angel’s face, there is something particularly powerful about embracing inner darkness and fighting evil with evil.

On the other hand, some players really do prefer a more exalted way. Shades of gray can be too nuanced or even wearisome: they want to be true heroes. While previous rulebooks have pushed these players into cleric, paladin, or maybe even monk options, I believe there should be something for everyone, no matter what class you picked on character creation.

In the following pages you’ll find additional options for player characters who need some holy assistance. I’ve included a new race option with four subraces, a new base class, and 16 new class options with one for each of the *Player’s Handbook* classes. Although I don’t anticipate severe balance concerns (otherwise I wouldn’t publish this or other material), you should always check with your Dungeon Master before bringing homebrewed options to the table. At the very least, if you use this supplement you’ll be able to flirt with the forbidden no matter your class.

May the material that follows serve you well in your own campaigns. Happy gaming!

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NEW RACE OPTION: NEPHAN

In ancient times, the heavens were much closer to the mortal realms than today. Celestials and fiends alike could move more freely, and many of these creatures found a more material existence enticing. Although demons far surpassed them in number, a host of angelic creatures were likewise tempted to remain after their tasks were done. These “fallen ones” intermarried with different mortal races, and eventually their offspring coalesced into a race of their own: the nephan. The race has been perpetuated by the strength of their genes: when a nephan has offspring with another creature, more often than not the child will keep its celestial heritage.

Nephan look humanoid but always possess features that however subtly betray their ancestry. The elidan, for example, usually exhibit heterochromia of the eyes, while koraban have thick but lustrous facial hair. Nephan in general may have somewhat strange skin or hair coloration or a build more largely proportioned than humans. Nephan also demonstrate polydactyly with great frequency; roughly half of all nephan exhibit some form of additional digits. Nephan usually have strong personalities and latch firmly onto various causes. According to an old halfling proverb, you can't move a dwarf, charm an elf, or change a nephan's mind. In the minds of some scholars, the nephan's very existence proves that the afterlife might not be so pleasant after all.

NEPHAN RACIAL TRAITS

As a nephan, you have the following racial traits and choose from the elidan, koraban, malachan, or serafan subraces:

- *Ability Score Increase.* Your Wisdom score increases by 1.
- *Size.* Nephan usually stand at or somewhat beyond 6 feet tall and weigh around 200 lbs. Your size is Medium.
- *Speed.* Your base walking speed is 30 feet.
- *Heaven's Gift.* You have resistance to radiant damage.
- *Languages.* You can speak, read, and write Common and Celestial.
- *Subrace.* Nephan are divided into several subraces. Choose one of the following options below:

ELIDAN (WILD)

The elidan are descended from the most headstrong of the fallen, the first to seek their fate in the mortal realms. They are impulsive and quick to quarrel with any who oppose their beliefs. Lean and wiry, the elidan's wildly colored eyes dance with heavenly light as they cut their way through the battlefield.

- *Ability Score Increase.* Your Dexterity score increases by 2.
- *Angelic Agility.* You gain proficiency in the Acrobatics skill.
- *Celestial Surge.* As an Attack action, you can make one melee weapon attack with a single melee weapon against a number of creatures equal to up to your Dexterity modifier. The weapon used for these attacks cannot have the Heavy property. During any movement you make on this turn, opponents have disadvantage on attacks of opportunity they make against you. After you use this feature, you must finish a short or long rest before you can use it again.
- *Savage Swiftness.* Your base walking speed is increased to 35 feet.

KORABAN (BATTLE)

Koraban come from a line of angelic warriors who, weary of combat in the celestial realms, sought retirement among mortals. Ironically, their descendants more than others have proven increasingly active in mortal affairs. A number of prominent koraban formed the Luminescent Order some years ago, which has recently recruited a number of nephan to its varied crusades. Larger and more thickly built than other nephan, the koraban possess resilience beyond mortal races.

- *Ability Score Increase.* Your Constitution score increases by 2.
- *Angelic Endurance.* You have resistance on saving throws to avoid taking levels of exhaustion.
- *Celestial Strength.* You gain proficiency in the Athletics skill. Additionally, your speed is not reduced by wearing heavy armor.
- *Celestial Safeguard.* You know the *blade ward* cantrip. Additionally, you can cast the *shield* spell as a 1st-level spell once per day. Constitution is your spellcasting ability for this feature.

MALACHAN (MESSENGER)

The malachan are descended from nephan once used as heralds of the gods. Smaller than the other nephan, the malachan are at ease in front of people and often make themselves the center of attention. They love to talk and possess a manic energy that some find off-putting in conversations.

- *Ability Score Increase.* Your Charisma score increases by 2.
- *Celestial Birthright.* You know the *message* cantrip. Once you reach 3rd level, you can cast the *magic mouth* spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the *sending* spell once per day as a 3rd-level spell. Charisma is your spellcasting ability for this feature.
- *Courier's Quickness.* Your base walking speed is 35 feet.
- *Crowd Pleaser.* You gain proficiency in the Performance skill.

SERAFAN (EXALTED)

Serafan are considered the noblest of the nephan, inclining strongly toward good and law. They have a natural empathy and often seek to exercise (professingly benevolent) control over others. Their celestial power takes the most overt forms, warding and empowering nearby allies with their holy presence.

- *Ability Score Increase.* Your Intelligence and Wisdom scores increase by 1.
- *Angelic Judgment.* You gain proficiency in the Insight and Investigation skills.
- *Celestial Birthright.* You can cast the *shield of faith* spell once per day as a 1st-level spell. Once you reach 3rd level, you can cast the *aid* spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the *beacon of hope* spell once per day as a 3rd-level spell. Wisdom is your spellcasting ability for this feature.

NEW CLASS OPTION: THE RUNEPRIEST



A pale naphan speaks in Celestial, the air around her shimmering with heat. Her body explodes into sunlight, scouring the undead with holy fire and illuminating the invisible ghosts with divine light.

A grizzled halfling uses a phrase in Sylvan, thorns leaping from the ground and slashing at his draconic foe. He ensnares the creature, and the rune used to animate the roots lingers, providing protection from the dragon's flames.

A plump half-elf mutters a curse in Primordial, his hair crackling with electricity. His hammer swings out, striking with a peal of thunder, and he follows the blow with another like lightning.

Runepriests are divine spellcasters with knowledge of the Words of Creation and their power to shape the cosmos. By speaking a carefully chosen word at the right time, they can create magical effects to rival even the most powerful clerics. When they speak such a word, they can draw on magic left behind and activate lingering magical effects either to help nearby allies or to harm their foes. Each entreaty they send to the universe has a dual function: a word in one way may create a powerful blast of energy, while reversed it may call on that same energy to heal or protect. Thanks to these abilities, runepriests generally sit in the middle of combat to affect a greater number of creatures on one side or the other.

As a runepriest, your spellcasting is your most powerful feature, and you have both the hit points and armor proficiencies to be in the thick of the fray. You must carefully manage your spells known, however: while each runepriest spell contains two related effects, you still know only a few and are therefore limited in the magical effects you can create. You must also carefully manage your Runic State options, ensuring that you get the most value out of each

spell cast. As you gain levels, your Runic State extends and eventually becomes shareable, providing additional value from each spell slot. Your Runic Artistry also guides both your spells known and Runic State options, so be careful how you want to focus your studies. Although these Artistry features are not always the most powerful, they all expand your options.

“In the beginning was the Word; would you care to hear it backwards or forwards?” – Rune priest Zaqq

QUICK BUILD

You can make a rune priest quickly by following these suggestions. Wisdom should be your highest score, followed by Strength or Constitution. Second, choose the acolyte background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10

Hit Points at 1st Level: 10 + Constitution modifier

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

PROFICIENCIES

Armor: Light and medium armor, shields

Weapons: All simple weapons

Tools: One of carpenter’s tools, jeweler’s tools, or smith’s tools

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Arcana, Deception, History, Insight, Intimidation, Investigation, Nature, Persuasion, and Religion

EQUIPMENT

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

- (a) a quarterstaff or (b) a dagger

- (a) a component pouch or (b) a divine focus
- (a) a scholar's pack or (b) an explorer's pack
- A prayerbook

Level	Proficiency Bonus	Class Features	Cantrips Known	Spells Known
1 st	+2	Runic Artistry, Spellcasting	1	1
2 nd	+2	Runic State	1	2
3 rd	+2	Artistry feature	1	3
4 th	+2	Ability Score Improvement	2	3
5 th	+3	Extended Runic State	2	4
6 th	+3	Artistry feature	2	4
7 th	+3	Runic Inscriptions	2	5
8 th	+3	Ability Score Improvement	2	5
9 th	+4	---	2	6
10 th	+4	Artistry feature	3	6
11 th	+4	Shared Power	3	7
12 th	+4	Ability Score Improvement	3	7
13 th	+5	Runic Inscriptions	3	8
14 th	+5	Artistry feature	3	8
15 th	+5	---	3	9
16 th	+5	Ability Score Improvement	3	9
17 th	+6	Eyes of the Rune Keeper	3	10
18 th	+6	Artistry feature	3	10
19 th	+6	Ability Score Improvement	3	10
20 th	+6	Combined Utterance	3	10

SPELLCASTING

Beginning at 1st level, you gain divine spellcasting magic with spell slots and spell progression identical to a cleric. Your spellcasting ability score is Wisdom. However, runepriests prepare and cast spells much like sorcerers do—you know a number of spells as indicated on the class table. Learning runepriest spells also works differently than other classes: when you learn a runepriest spell, you know two related spell effects and can cast either one when you expend a spell slot of the appropriate level. Treat these spell effects as the spell described in the entry for the purposes of counterspelling and other such effects. Essentially, learning a single runepriest spell is the same as learning the two spells described in each entry.

Runepriest spellcasting requires an inscribed divine focus to take effect. Most runepriests carry around a staff, shield, or other implement etched with the spells they know. When used, these runes glow with divine light.

You can cast a runepriest spell as a ritual if that spell has the ritual tag and you know the spell.

Each time you gain a rune priest level, you can swap a new spell known for one you already know. You forget the old spell and learn the new one. These spells must be of a level for which you have spell slots.

RUNIC STATE

Beginning at 2nd level, you can redirect some of the power of your runes to invoke minor blessings on you or your allies. Whenever you cast a spell of 1st-level or higher, you may choose one of the following options below:

- *Rune of Destruction*: Choose an adjacent enemy as a reaction. That creature must make a Constitution saving throw against your rune priest spell save DC or increase the damage it takes by 3 until the beginning of your next turn.
- *Rune of Mending*: An ally of your choice within 30 feet (including yourself) may use a reaction to spend a number of available Hit Dice up to your one-half your proficiency bonus (rounded down).

Beginning at 5th level, if you cast a spell of 1st-level or higher that does not require concentration, you can use your concentration to maintain your chosen Runic State for up to 1 minute. If the Runic State requires a target, you cannot change the target once that choice is made.

RUNIC ARTISTRY

Beginning at 1st level, you adopt a particular philosophy to wielding runic magic based on your study of runes. You choose from the Order of the Primal Grasp, Order of the Serene Blade, Order of the Restoring Flame, or Order of the Wrathful Hammer detailed at the end of the class description. Your choice grants you additional class features, determines some of the spell choices available to you, and additional features at 3rd level and again at 6th, 10th, 14th, and 18th level.

ABILITY SCORE IMPROVEMENT

Beginning at 4th level and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2 or increase two of your ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

RUNIC INSCRIPTIONS

When you reach 7th level, your studies into runelore have given you insight into other languages, even obscure ones. You learn an additional language and gain an additional language choice at 13th level.

SHARED STATE

At 11th level, your mastery of runic magic lets you extend their power to allied spellcasters. Whenever an ally within 30 feet of you casts a spell of 1st-level or higher, you can use your reaction to grant them one of the benefits of your Runic State for 1 round. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all expended uses after you finish a long rest.

EYES OF THE RUNE KEEPER

Beginning at 17th level, you can read and comprehend all writing, including magical inscriptions or coded messages.

COMBINED UTTERANCE

Beginning at 20th level, you know how to harness words of destruction and protection at the same time. When you cast a rune priest spell as an action using a 5th-level or lower spell slot, you can use both aspects of the spell with the same action. You can choose targets, if any, for each spell effect separately; essentially treat this feature as if you are using two actions on your turn, one to cast each spell effect. If both effects require concentration, you can maintain concentration on both spell effects at the same time. Once you lose concentration, both effects end. Once you use this feature, you cannot use it again you finish a long rest.

RUNIC ARTISTRIES

Rune priests typically learn their craft from a mentor, using runes to empower some type of equipment or harness an elemental power with which they feel a strong affinity. These artistries treasure the secrets of their craft, eventually unlocking mighty spells of power and protection. Only those rune priests with deep insight into the true essence of a concept can harness it to its fullest extent.

ORDER OF THE PRIMAL GRASP

Rune priests who have chosen this artistry unlock understanding of the natural world. Deeply in tune with the elements that comprise all of nature, they know how to command plants and animals and eventually transform living things.

Nature's Blessings: When you choose this artistry, you know the *thorn whip* and *resistance* cantrips. These do not count against your cantrips known on the rune priest table.

Additionally, you can learn the following rune priest spells if you can cast a rune priest spell of that slot: Prayer of Roots, Prayer of Thorns, Prayer of the Grove, Druid's Call, Land's Call, Bramble's Call, Creation's Word, Nature's Word, Word of Transformation

Bonus Proficiencies: When you choose this artistry, you gain proficiency in the Nature and Survival skills.

Nature's Binding: Beginning at 3rd level, when you make a successful attack with the *thorn whip* cantrip, you can reduce the damage dealt by one die and initiate a grapple attempt. You may add your Wisdom modifier instead of your Strength modifier on your Athletics checks to begin or maintain the grapple. Both you and the target of your grapple must remain within 10 feet of each other instead of being adjacent to one another.

Runic State – Rune of Grounding: Beginning at 6th level, you can weave protective magics to prevent elemental damage. Allies that are adjacent to you may reduce acid, cold, fire, lightning, and thunder damage taken by 3 until the beginning of your next turn.

Leech's Bite: Beginning at 10th level, when you cast a spell of 1st-level or higher that targets a single creature and successfully deals damage, you gain temporary hit points equal to your Wisdom modifier (minimum of +1).

Runic State – Primal Purge: Beginning at 14th level, you can cleanse an ally of illness. You can remove the poisoned, blinded, or deafened condition from an adjacent ally.

Runic State – Rune of the Treekeeper: Beginning at 18th level, you can use a bonus action to touch a weapon or piece of armor within 5 feet of you made at least partly out of plant or animal matter. The weapon gains a +1 magic bonus to attack and damage rolls.

ORDER OF THE SERENE BLADE

Runepriests who have chosen this artistry gain deeper understanding of both swordplay and the mental discipline required to master it. With but a word, runepriests of the serene blade can destroy a foe's body and mind combined.

Sparking Blade: When you choose this artistry, you know the *shocking grasp* and *blade ward* cantrips. These do not count against your cantrips known on the runepriest table.

Additionally, you can learn the following runepriest spells if you can cast a runepriest spell of that slot: Prayer of Meditation, Prayer of Stillness, Prayer of the Mind, Crusader's Call, Bladebearer's Call, Battle's Call, Warrior's Word, Truthspeaker's Word, Word of Clarity

Bonus Proficiencies: When you choose this artistry, you gain proficiency with the scimitar, longsword, and greatsword.

Force of Personality: Beginning at 3rd level, you gain proficiency with Charisma saving throws.

Runic State – Rune of Protection: Beginning at 6th level, you soften the blows or dull the edges of weapons that come too close. Allies that are adjacent to you may reduce bludgeoning, piercing, and slashing damage taken by 3 until the beginning of your next turn.

Moment of Meditation: Beginning at 10th level, you can take a bonus action and gain advantage on the next melee weapon attack you make before the beginning of your next turn. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1) and regain all expended uses after you finish a long rest.

Runic State – Rune of Clarity: Beginning at 14th level, your runes can also provide your allies a moment of mental respite. You can suppress any charmed or frightened conditions suffered by adjacent allies for 1 round.

Runic State – Rune of the Defender: Beginning at 18th level, each adjacent ally gains a +1 bonus to their Armor Class as long as they remain adjacent to you. This runic state ends if you move.

ORDER OF THE RESTORING FLAME

Runepriests who have chosen this artistry have a connection with life itself, making contact with the flame that gives all living things their spirit. These runepriests are often mistaken for true clerics, as they can harness this power both to rebuke death and sear their foes with holy light.

Revitalizing Flame: When you choose this artistry, you know the *sacred flame* and *spare the dying* cantrips. These do not count against your cantrips known on the runepriest table.

Additionally, you can learn the following runepriest spells if you can cast a runepriest spell of that slot: Prayer of Flames, Prayer of Ignition, Prayer of Vitality, Guardian's Call, Sanctity's Call, Sun's Call, Heaven's Word, Light's Word, Word of Life and Death

Bonus Proficiencies: When you choose this artistry, you gain proficiency in the Medicine skill and with the healer's kit.

Stabilizing Force: Beginning at 3rd level, allies within 30 feet of you may add their proficiency bonus to death saving throws. This feature does not function if you are unconscious or otherwise incapacitated.

Runic State – Rune of Vitality: Beginning at 6th level, you can become a beacon of health, protecting allies from effects that harm their life force. Allies that are adjacent to you may reduce necrotic, poison, and radiant damage taken by 3 until the beginning of your next turn.

Healing Hands: Beginning at 10th level, you can quickly bind the wounds of allies. When you use a healer's kit on a creature, that creature can regain hit points equal to 1d4 + your Wisdom

modifier (minimum of +1). After it benefits from this feature, the creature must finish a long rest before it can be healed in this way again.

Runic State – Rune of Vigor: Beginning at 14th level, you can regain hit points equal to your Wisdom modifier (minimum of +1) + the level of the spell slot expended.

Runic State – Rune of the Lightbringer: Beginning at 18th level, you can shed light, providing bright illumination in a 30-ft. radius and dim light out an additional 30 feet. You can choose the color of the light. Enemies within the bright illumination cannot benefit from concealment or cover, and allies within the bright illumination cannot be blinded.

ORDER OF THE WRATHFUL HAMMER

Runepriests who have chosen this artistry touch the essence of power itself. Whether calling this might through storm or steel, these runepriests have the swiftest tempers and most martial bent.

Runesmith's Hammer: When you choose this artistry, you know the *shillelagh* and *mending* cantrips. These do not count against your cantrips known on the runepriest table.

Additionally, you can learn the following runepriest spells if you can cast a runepriest spell of that slot: Prayer of Thunder, Prayer of Power, Prayer of Storms, Rainbringer's Call, Destruction's Call, Wind's Call, Obliteration's Word, Tempest's Word, Word of Wrath

Bonus Proficiencies: When you choose this artistry, you gain proficiency with the warhammer and maul.

Hammer's Blast: Beginning at 3rd level, when you deal bludgeoning damage with a melee weapon attack, you can deal your choice of thunder or lightning damage instead. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1) and regain all expended uses after you finish a long rest.

Runic State – Runic Vengeance: Beginning at 6th level, your runes provide an opening for you to strike creatures in retribution. If you take damage from an adjacent enemy before the start of your next turn, you can use your reaction to make a melee attack against that creature.

Wrathful Pursuit: Beginning at 10th level, when an adjacent enemy moves away from you, you can use your reaction to move up to your movement speed. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1) and regain all expended uses after you finish a long rest.

Runic State – Wrath of the Tempest: Beginning at 14th level, your magic can leave an enemy even more open to counterattacks. Choose an adjacent enemy as a reaction. That creature

must make a Constitution saving throw against your rune priest spell save DC. If it fails and deals damage to an allied creature before the start of your next turn, your ally can use its reaction to make a melee attack against that creature.

Runic State – Rune of the Executioner: Beginning at 18th level, you can make an additional attack as a bonus action when you take the Attack action on your turn or make a melee spell attack roll with a spell of 1st-level or higher.

RUNE PRIEST SPELL LIST

CANTRIPS (0 LEVEL)

Chill Touch
Light
Mage Hand
Message
Thaumaturgy

1ST LEVEL

Prayer of Flames (*Searing Smite* and *Expeditious Retreat*) [RF]
Prayer of Guidance (*Bane* and *Bless*)
Prayer of Meditation (*Faerie Fire* and *Sanctuary*) [SB]
Prayer of Purification (*Guiding Bolt* and *Purify Food and Drink*)
Prayer of Roots (*Entangle* and *Goodberry*) [PG]
Prayer of Steadfastness (*Command* and *Heroism*)
Prayer of Thunder (*Thunderous Smite* and *Fog Cloud*) [WH]
Prayer of Vigor (*Inflict Wounds* and *Cure Wounds*)

2ND LEVEL

Prayer of Combat (*Spiritual Weapon* and *Warding Bond*)
Prayer of Ignition (*Flame Blade* and *Prayer of Healing*) [RF]
Prayer of Knowledge (*Augury* and *Zone of Truth*)
Prayer of Power (*Branding Smite* and *Aid*) [WH]
Prayer of Prowess (*Blindness/Deafness* and *Enhance Ability*)
Prayer of Restoration (*Gentle Repose* and *Lesser Restoration*)
Prayer of Stillness (*Hold Person* and *Calm Emotions*) [SB]
Prayer of Thorns (*Spike Growth* and *Barkskin*) [PG]

3RD LEVEL

Prayer of the Grave (*Animate Dead* and *Feign Death*)
Prayer of the Grove (*Plant Growth* and *Speak with Plants*) [PG]
Prayer of Heaven (*Spirit Guardians* and *Mass Healing Word*)
Prayer of the Mind (*Fear* and *Beacon of Hope*) [SB]
Prayer of Radiance (*Blinding Smite* and *Daylight*) [RF]
Prayer of Storms (*Lightning Bolt* and *Gaseous Form*) [WH]
Prayer of Supremacy (*Vampiric Touch* and *Haste*)
Prayer of Vitality (*Revivify* and *Aura of Vitality*)

4TH LEVEL

Crusader's Call (*Staggering Smite* and *Aura of Purity*) [SB]
Druid's Call (*Grasping Vine* and *Polymorph*) [PG]
Earthmover's Call (*Stone Shape* and *Stoneskin*)
Flamedancer's Call (*Wall of Fire* and *Freedom of Movement*)
Guardian's Call (*Guardian of Faith* and *Aura of Life*) [RF]
Necromancer's Call (*Blight* and *Death Ward*)
Rainbringer's Call (*Ice Storm* and *Otiluke's Resilient Sphere*) [WH]

5TH LEVEL

Bladebearer's Call (*Bigby's Hand* and *Circle of Power*) [SB]
Destruction's Call (*Destructive Wave* and *Cloudkill*) [WH]
Famine's Call (*Insect Plague* and *Antilife Shell*)
Land's Call (*Reincarnate* and *Tree Stride*) [PG]
Mystic's Call (*Telekinesis* and *Seeming*)
Sanctity's Call (*Hallow* and *Mass Cure Wounds*) [RF]
Spark's Call (*Flame Strike* and *Animate Objects*)

6TH LEVEL

Battle's Call (*Disintegrate* and *Heroes' Feast*) [SB]
Bramble's Call (*Wall of Thorns* and *Transport via Plants*) [PG]
Death's Call (*Eyebite* and *Circle of Death*)
Life's Call (*Harm* and *Heal*)
Sun's Call (*Sunbeam* and *Globe of Invulnerability*) [RF]
Warden's Call (*Blade Barrier* and *Guards and Wards*)
Wind's Call (*Chain Lightning* and *Wind Walk*) [WH]

7TH LEVEL

Arcanist's Word (*Forcecage* and *Mordenkainen's Magnificent Mansion*)
Creation's Word (*Fire Storm* and *Regenerate*) [PG]
Heaven's Word (*Divine Word* and *Resurrection*) [RF]
Obliteration's Word (*Finger of Death* and *Symbol*) [WH]
Warrior's Word (*Mordenkainen's Sword* and *Etherealness*) [SB]

8TH LEVEL

Psion's Word (*Feeblemind* and *Mind Blank*)
Light's Word (*Sunburst* and *Holy Aura*) [RF]
Nature's Word (*Earthquake* and *Animal Shapes*) [PG]
Tempest's Word (*Tsunami* and *Control Weather*) [WH]
Truthspeaker's Word (*Power Word Stun* and *Glibness*) [SB]

9TH LEVEL

Word of Clarity (*Time Stop* and *Foresight*) [SB]
Word of Life and Death (*Power Word Kill* and *Power Word Heal*) [RF]
Word of Transformation (*True Polymorph* and *Shapechange*) [PG]
Word of Transportation (*Imprisonment* and *Gate*)
Word of Wrath (*Storm of Vengeance* and *Prismatic Wall*) [WH]

NEW CLASS OPTIONS:

NEW BARBARIAN PATH: PATH OF THE HEAVENS

Some barbarians find a higher calling, making contact with celestial allies who provide them guidance and protection. They live their lives by these divine directives, charting the course of their fate in the stars.

Consult the Heavens: At 3rd level when you adopt this path, you gain the ability to cast *augury* as a ritual, calling on a celestial entity about the results of an action you wish to undertake. Keep in mind that, despite their extreme goodness, the values of a celestial creature may not match your own.

Exalted Resistance: Also beginning at 3rd level when you adopt this path, holy power suffuses and protects you when you rage. You gain resistance to all damage while raging except psychic damage.

Holy Corona: Beginning at 6th level, you can create a cloak of positive energy borrowed from the heavens. Creating this cloak requires a brief 1-minute ritual, after which you gain resistance to necrotic and radiant damage for 1 hour or until you discharge the cloak as an action. If you discharge the cloak, all creatures within 30 feet of you must make a Constitution saving throw or suffer your barbarian level in radiant damage and be blinded until the end of your turn. If the saving throw is successful, they only take half damage. After using this ability, you must wait until after a long rest to create another.

Commune with the Heavens: At 10th level, you can cast the *commune* spell, but only as a ritual. You contact your celestial patron, who conveys the information you seek.

Blessed of the Heavens: Beginning at 14th level, when you are raging you have immunity to being charmed. Additionally, if you make a successful weapon attack, you can use a bonus action to cast *sacred flame* as a cantrip.

NEW BARBARIAN PATH: SANCTIFIED ZEALOT

Some of the most fearsome warriors dedicate their lives to good deities, offering martial prowess unmatched by more disciplined fighters. These zealots sacrifice their health for the benefits of their allies, pouring out their own blood to purify the world.

Holy Fury: Beginning at 3rd level when you choose this path, you gain the ability to enter a holy fury instead of your normal rage. When you wish to enter a holy fury, you must spend one Hit

Die. While in this state, your weapon attacks deal extra radiant damage equal to your proficiency modifier, and you gain immunity to being frightened.

Celestial Vigor: Also at 3rd level, whenever you would regain Hit Dice you regain one additional Hit Die.

Marks of the Martyr: The heavens smile with favor on those who sacrifice themselves for others. At 6th level, when you spend Hit Dice during a rest, you can sacrifice your Hit Dice for your allies, granting them the healing you roll. For each Hit Die spent in this way, you gain temporary hit points equal to your Constitution modifier after the rest, up to a maximum value of one-half your barbarian level x your Constitution modifier.

Share Pain: At 10th level, whenever an ally within 5 feet of you takes damage, you can use your reaction to protect them, taking half of the damage on yourself. If you use this ability, the protected ally also gains temporary hit points equal to your Constitution modifier.

Raging Smite: At 14th level, when in a rage and after making a successful weapon attack, you can change the weapon damage dealt to radiant damage. You can use this ability a number of times equal to your Constitution modifier (minimum 1). You regain all expended uses after finishing a long rest.

NEW BARDIC COLLEGE: COLLEGE OF PARADISE

Bards of this college believe that mortal bliss is achievable for those who seek it and should be pursued in music. These singers heal their friends and soothe their afflictions with their compositions, hoping to establish paradise on earth through song.

Bonus Proficiencies: When you join the College of Paradise at 3rd level, you gain proficiency with medium armor and the Medicine skill.

Succor in Song: Also at 3rd level, you learn to encourage others with the memories of the lost. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to their current hit point total. If the roll would take the creature over its maximum hit point total, it gains any excess as temporary hit points. This ability does not function if the creature is unconscious or dying.

Healing Lore: At 6th level, whenever you heal damage from your allies with a spell, you may add 2 hit points per spell level to the amount of damage healed.

Purity in Song: At 14th level, allies can use your songs to end their afflictions. When an ally with a Bardic Inspiration die is affected by poison, disease, or petrification, he or she can spend the Bardic Inspiration die as a bonus action to make an additional saving throw against the effect.

that caused the negative effect. As part of this additional saving throw, roll the Bardic Inspiration die and add the number rolled to the new saving throw.

NEW CLERIC DOMAIN: EXORCISM DOMAIN

The most malevolent fiends take mortal servants by possession, stealing their bodies for vile acts. To combat these monsters, deities may empower their servants to keep evil creatures away from the Material Plane. Deities who offer this domain are generally good or occasionally lawful deities concerned with defending the innocent and opposing evil with corresponding force. Deities that might offer this domain include St. Cuthbert, Ilmater, and the Silver Flame. Clerics with this path focus on magical protections and countering the manifestations of evil.

Exorcism Domain Spells

- 1st – *protection from good and evil, sanctuary*
- 3rd – *calm emotions, warding bond*
- 5th – *beacon of hope, magic circle*
- 7th – *banishment, freedom of movement*
- 9th – *circle of power, dispel evil and good*

Bonus Proficiency: When you choose this domain at 1st level, you gain proficiency with heavy armor.

Mental Ward: At 1st level, your faith provides you a measure of protection against mental effects. Whenever you make an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to gain advantage on it. You can use this ability a number of times equal to your Wisdom modifier (minimum 1). You regain all expended uses after finishing a long rest.

Channel Divinity: Turn the Faithless: At 2nd level, you can use your Channel Divinity to frighten extraplanar creatures. This ability is identical to Turn Undead as described on p. 59 of the *Player's Handbook* except that it affects fiends and fey creatures. Creatures with a Challenge Rating higher than your cleric level have advantage on the saving throw.

Improved Mental Ward: At 6th level, you can use your Mental Ward ability when an ally within 30 feet of you makes an Intelligence, Wisdom, or Charisma saving throw to give them advantage on the roll.

Divine Strike: At 8th level, once on each of your turns you can infuse your weapon strikes with divine energy, causing the attack to deal an extra 1d8 psychic damage. When you reach 14th level, the extra damage increases to 2d8.

Expel Afflictions: At 17th level, you can use your action to touch an adjacent creature and end one of the following conditions: charmed, frightened, petrification, or poisoned.

NEW CLERIC DOMAIN: ASCETIC

Some deific servants find greater fulfillment in forsaking worldly desires and pleasures and living lives of physical hardship and denial. In exchange for such discipline, the gods give them great blessings.

Ascetic Domain Spells

- 1st – *purify food and drink, shield of faith*
- 3rd – *calm emotions, spiritual weapon*
- 5th – *create food and water, spirit guardians*
- 7th – *guardian of faith, stonewall*
- 9th – *commune, geas*

Bonus Proficiencies: When you choose this domain at 1st level, you gain proficiency with the Medicine and Survival skills.

Vow of Poverty: At 1st level when you take this option, your faith gives you a measure of physical protection. As long as you are unarmored, your base Armor Class is equal to 10 + your Dexterity modifier + your Wisdom modifier.

Channel Divinity: Turn the Tainted: As an action, you present your holy symbol and rebuke abhorrent creatures. Each aberration or fiend that can see or hear you within 30 feet of you must make a Wisdom saving throw against your cleric spell save DC. If the creature fails, it 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 use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. Creatures with a Challenge Rating higher than your cleric level have advantage on the saving throw.

Vow of Silence: At 6th level, you can take a daily oath of silence. If you have not spoken since the end of your last long rest, you can as an action utter a word of divine power. All creatures within 30 feet of you must make a Constitution saving throw against your cleric spell save DC or suffer 3d8 + your cleric level in thunder damage. A successful saving throw reduces this damage by half. After using this feature, you must complete a long rest without speaking before you can use this ability again.

Potent Spellcasting: At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Aura of Dedication: At 17th level, your divine gifts are so great that your allies have an unshakeable devotion to you. You and friendly creatures within 30 feet of you can't be charmed or frightened while you are conscious.

NEW DRUID CIRCLE: CIRCLE OF THE HEAVENS

Even nature itself is reflected on the celestial planes, as many celestials feature beastly features and a number of animals have celestial equivalents on the Planes Above. Some druids see these as examples of perfection and seek to bring this celestial order to their realms, spreading goodness and purity in their work.

Circle Spells: Your connection to the heavens grants you additional spells. At 3rd, 5th, 7th, and 9th level you gain circle spells that are always prepared and do not count against the number of spells you can prepare each day. These spells are considered druid spells for you.

- 3rd – *protection from evil and good*
- 5th – *prayer of healing*
- 7th – *mass healing word*
- 9th – *death ward*

Exalted Shape: Starting at 2nd level when you choose this circle, when you use your Wild Shape feature you can assume the form of a celestial creature in an animal shape. Your type changes to celestial, and you gain resistance to necrotic damage.

Touch of the Heavens: Also starting at 2nd level, you can use a druid spell slot to cast *cure wounds* at will, even while using your Wild Shape feature. This does not count against the spells you have prepared.

Soothing Presence: At 6th level, you may use an action to touch one ally and suppress any charmed or frightened condition affecting that creature. This effect lasts up to 1 minute and requires concentration.

Claws of the Heavens: Also at 6th level, when you use your Wild Shape feature any natural attacks you have count as magical weapons for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Beatific Countenance: Beginning at 10th level, you can use your celestial connection to instill peace in others. As an action, you can force all creatures within 30 feet to make a Charisma

saving throw against your druid spell save DC or be charmed for 1 minute or until they take damage. Once you use this feature, you can't use it again until you finish a short or long rest.

Beast of the Heavens: Starting at 14th level, you can expend one of your Wild Shape uses as an action to create a pool of healing equal to 5 x your druid level that can be divided among all creatures within 30 feet. You can use this ability even during your Wild Shape. This healing cannot bring a creature to more than one-half their maximum hit points and cannot affect constructs or undead. Once you use this feature, you can't use it again until you finish a long rest.

Additionally, you can use any of your Circle spells while in Wild Shape.

NEW FIGHTER ARCHETYPE: DEVOUT TEMPLAR

All organizations need the service of skilled warriors, and good-aligned churches are no exception. While they often find martial aid among the various paladin orders, some struggle to dedicate themselves with such specific oaths. Rather, they serve in the various temples as guards and defenders without subjecting themselves to such stringent limitations. These templar find themselves in high demand as churches need extra weapons.

Mark of the Faithful: Starting at 3rd level when you take this archetype, you can call on divine power to mark your foes, making attacks against other targets more difficult. After making a successful melee weapon attack, you can force your target to make a Wisdom saving throw (difficulty equal to 8 + your proficiency bonus + your Strength modifier). If it fails, it has disadvantage on weapon attacks made against targets other than you. You can use this ability a number of times equal to your Constitution modifier (minimum 1). You regain all expended uses after finishing a short or long rest. Only one target can be affected by this feature at a time.

Guardian's Insight: Starting at 7th level, you can utter a prayer as a reaction or bonus action and gain advantage on any Intelligence, Wisdom, or Charisma saving throw or ability check. You can use this ability a number of times equal to your Constitution modifier (minimum 1). You regain all expended uses after finishing a short or long rest.

Templar's Toughness: Beginning at 10th level, you gain increased resistance to certain effects. When you make a Constitution or Strength saving throw and would take only half damage on a successful save, you instead take no damage on a successful save.

Guardian's Mettle: At 15th level, you gain greater resistance to mental effects. When you make an Intelligence or Wisdom saving throw and would take only half damage on a successful save, you instead take no damage on a successful save.

Templar's Smite: Beginning at 18th level, you can strike with increased power as a reward for your service. Once per round when you make a successful weapon attack, you can add your Fighter level as bonus radiant damage on the attack. You can use this ability a number of times equal to your Constitution modifier (minimum 1). You regain all expended uses after finishing a short or long rest.

NEW MONASTIC TRADITION: WAY OF ABNEGATION

For many heroes, adventure is a path to gold and glory. The spoils of one dungeon fuel days of carousing until the next quest. In most monastic orders, this approach is tolerated, if viewed with disfavor. For a few monks, this lifestyle is an abomination. They would rather find fulfillment in self-discipline, dedicating themselves to asceticism and austerity. Although sometimes followers of benevolent gods, often they are motivated simply by the general principle of denying themselves to give their possessions to others. In their altruism, they share the burdens of the poor and tend to their needs, and their monasteries are welcomed wherever people need them. These disciplined individuals follow one golden rule: only in emptying yourself can you find perfection.

Bodily Perseverance: Beginning at 3rd level when you take this tradition, you learn how to use your *ki* to strengthen yourself and delay negative effects. You gain the following abilities:

- Whenever you take damage, you can spend 1 *ki* point as a reaction and reduce it by an amount equal to your Constitution modifier + your monk level.
- Whenever you would become charmed, frightened, petrified, or poisoned, you can spend 1 *ki* point as a reaction and delay suffering from the effect until the end of your next turn. The delay is not considered part of the effect's duration, so an effect that lasts for 1 minute will start its 1 minute duration at the end of your next turn.
- You can cast *goodberry* once as a 1st-level spell. After you do this, you must wait until you finish a long rest to cast it again.

Irrepressible Spirit: At 6th level, you gain advantage on saving throws made to avoid gaining levels of exhaustion.

Bond of Peace: At 11th level, your self-denial has given you the ability to help allies more easily. You can cast the spell *warding bond* at will. Instead of the platinum rings normally required by the spell, your target must have one of your possessions, and you must have one of your target's.

World Weariness: At 17th level, you can lay the burdens of life on your enemies. As an action, you can touch one creature and force it to make a Constitution saving throw against your monk save DC. If it fails, it gains two levels of exhaustion. It can make a saving throw at the end of each of its turns to remove one level of exhaustion gained by this ability.

NEW MONASTIC TRADITION: WAY OF PEACE

While most monastic orders practice martial arts as a form of physical discipline and self-defense, there is one order that believes violence is never an option. Having sworn an oath to do no physical harm, these monks seek non-combative solutions to their problems. Although many adventurers and even other monastic orders look at their views as extreme, the select few who submit to these teachings gain greater harmony with the universe.

Vow of Peace: Beginning at 3rd level when you take this tradition, you take a vow never to willingly inflict harm on other creatures. When you deal damage with an unarmed strike or monk weapon, the damage you deal is considered nonlethal unless you choose otherwise. If you deal lethal damage you must lose 1 *ki* point or suffer 1 level of exhaustion if you have no *ki* points remaining. If you willingly break this vow by repeated transgressions, you lose the benefits of your monastic tradition until you make atonement for your misdeeds. Work with your DM to discuss what atonement will entail. You also gain the following abilities:

- You gain advantage on checks made to grapple or restrain foes.
- You can spend 1 *ki* point to cast the *sanctuary* spell as a 1st-level spell as a bonus action without requiring material components.

Universal Harmony: At 6th level, you can spend 2 *ki* points as an action to cast the *calm emotions* spell as a 2nd-level spell. You can also spend 3 *ki* points as an action to cast *aura of vitality* as a 3rd-level spell. If you use this part of the feature, you cannot use this feature again until you finish a long rest.

Helping Hands: At 11th level, you can help allies more easily and take the Help action as a bonus action.

Does it feel like the Tranquility feature of the Way of the Open Hand might belong here? It does to me, too. If you'd rather substitute that feature here, that's great. If you want to distinguish Way of the Open Hand, you might give it this Helping Hands feature instead.

Aura of Peace: At 17th level, you can become a conduit of peaceful energy, making yourself a beacon of serenity in violence. As an action, you can create an aura of peace emanating from you in a 30-foot radius for up to 1 minute or until you dismiss it as a bonus action. Nonhostile creatures (including you) within the aura can't become diseased or poisoned and have advantage on saving throws against effects causing any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, petrified, or stunned. Allies within the aura also regain the maximum hit points possible from any healing effect. Whenever a hostile creature

willingly moves into the aura, it must make a Wisdom saving throw against your *ki* saving throw DC or become pacified as if by a *calm emotions* spell. While this effect is active, the aura moves with you. Once you use this feature, you must wait until you finish a long rest to use it again.

NEW PALADIN OATH: OATH OF PURITY

While all paladins commit themselves to an oath, some take a very strict view of morality and do their best to abstain from mortal pleasures. In combination with this asceticism, these holy warriors pledge themselves to martial service for celestial powers. In exchange for their dedication, they can cleanse themselves and others of wounds, poisons, and diseases. While many deride them for their self-denying ways, none can doubt the protection they provide for their allies. These paladins often serve as defenders and medics to religious pilgrims or other travelers who share their faith.

Tenets of Purity:

Abstinence: I refrain from substances or addictions that remove my wits from me, keeping myself clean from mental corruption.

Cleanliness: I avoid decay and filth, keeping myself clean from physical corruption.

Decency: I do good actions to others, keeping myself clean from spiritual corruption.

Oath Spells: You gain access to the following spells at the paladin levels listed.

- 3rd – *healing word, sanctuary*
- 5th – *prayer of healing, warding bond*
- 9th – *beacon of hope, mass healing word*
- 13th – *freedom of movement, Otiluke's resilient sphere*
- 17th – *greater restoration, mass cure wounds*

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

- *Preserving Prayer:* As an action, you present your holy symbol and emit a pulse of holy energy to revive and protect an ally. Choose a creature within 10 feet of you. That creature regains a number of hit points equal to five times your paladin level and has advantage on all saving throws made before the beginning of your next turn.
- *Turn the Impure:* As an action, you present your holy symbol and rebuke abhorrent creatures. Each aberration or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw against your paladin spell save DC. If the creature fails, it 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 use only

the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of Vibrancy: Beginning at 7th level, nearby allies regain energy more quickly. Whenever a friendly creature within 10 feet of you regains hit points, it can add your Charisma modifier to the amount healed. This feature ceases to function if you are unconscious. At 18th level, the range of this aura increases to 30 feet.

Holy Protection: Beginning at 15th level, when you cast the *sanctuary* spell on yourself you do not expend a spell slot.

Font of Healing: At 20th level, you can transform yourself into a wellspring of vivifying energy. Using your action, you undergo a divine transformation. Holy light gleams from your eyes, and your hands shine with curative energy. For 1 minute, you gain the following benefits:

- You provide bright illumination within a 30-foot radius and dim illumination within a 60-foot radius.
- You can use your action to give a target within your *aura of vibrancy* feature (including you) hit points equal to your paladin level.
- You can use your action to cleanse a target within your *aura of vibrancy* feature of any number of poisons or diseases affecting it or the blinded, deafened, petrified, or poisoned conditions.
- You can use your action to cast the *revivify* spell without requiring material components.
- You can use a bonus action to cause one creature (including you) within your *aura of vibrancy* feature to regain 2d6 hit points.

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

NEW RANGER ARCHETYPE: HELLREAPER

The foes of hell are many, and some rangers have dedicated themselves toward slaying the fiends who find themselves free on the Material Plane. The most dedicated of these warriors rage against fiends with a holy zeal, pledging themselves to the Upper Planes to stem the tides of evil that threaten to overwhelm mortals.

Holy Fury: Beginning at 3rd level when you choose this archetype, you can use a bonus action to enter a holy fury. While in this state, your weapon attacks deal extra radiant damage equal to your proficiency modifier, and you gain immunity to being frightened. Once you use this feature, you can't use it again until you finish a short or long rest.

Celestial Secrets: Also beginning at 3rd level, you learn the *sacred flame* cantrip. You also gain an expanded list of spells you learn at the following levels. These spells count as ranger spells for you and do not count against your ranger spells known:

- 3rd level – *guiding bolt*
- 5th level – *branding smite*
- 9th level – *crusader's mantle*
- 13th level – *banishment*
- 17th level – *banishing smite*

Divine Resolve: Beginning at 7th level, you can use your reaction to gain advantage on a single Intelligence, Wisdom, or Charisma saving throw whenever you are in a holy fury.

Holy Bolt: Beginning at 11th level, if you dealt radiant damage on your previous turn with one of your ranger spells or abilities you can as a bonus action make a ranged spell attack against a creature within 60 feet. If successful, this attack deals your ranger level in radiant damage.

Divine Succour: Beginning at 15th level, when you enter a holy fury you can use an action or bonus action to heal one creature within 60 feet of you a number of hit points equal to your ranger level. This feature has no effect on undead or constructs. You can use this feature only once per holy fury.

NEW ROGUE ARCHETYPE: SHADOWBANE STALKER

Even celestial beings need agents in the mortal realms that must often sully their hands with violence. While they may not be considered as a first result, these stalkers use divine power to augment their skill and strength, shrouding themselves in holy energies and smiting their foes to dust.

Magic of the Heavens: When you choose this archetype at 3rd level, you gain divine spell slots, spells known, and spell progression equal to a “one-third” caster. You choose your spells known from the cleric spell list. Wisdom is your spellcasting ability score for these spells. Additionally, you can use the bonus action granted by your Cunning Action to use the *thaumaturgy* cantrip.

Holy Silence: Starting at 9th level, you can wrap yourself in holy power to move more silently. You can expend a spell slot as an action to grant yourself advantage on Stealth checks for a number of minutes equal to the level of the spell slot given up + your rogue level.

Holy Defense: Starting at 13th level, you can call on heaven's power to protect you from harm. If you are targeted by an attack roll, you can use your reaction to expend a spell slot to cast *shield*.

Holy Strike: Starting at 17th level, you can channel divine power to destroy your foes more effectively. When you hit with a successful melee attack, you can expend a spell slot to deal additional radiant damage equal to 1d6 + 1d6 per spell level of the slot expended. This feature deals an additional 1d6 damage to fiends or undead creatures. You must finish a short or long rest before you can use this feature again.

NEW SORCEROUS ORIGIN: CELESTIAL BLOODLINE

Although such events are rare, heavenly creatures will occasionally find themselves smitten with an especially pious mortal and visit them in fleshly form. When this happens, the offspring of these couplings usually find the call to heroism stirring in their blood. Should they turn to magic, these celestial descendants capably wield the sanctified fires of creation and punish the wicked for their deeds. As they advance in power, they become inspiring figures as they unlock a measure of their holy parent's presence.

Heavenly Heritage: At 1st level, you know Celestial as a bonus language and the *sacred flame* cantrip. You also gain advantage on Charisma checks made when dealing with celestials. You also gain the following spells at the listed sorcerer level. These spells do not count against the sorcerer spells you know.

- 1st – *guiding bolt*
- 3rd – *aid*
- 5th – *beacon of hope*
- 7th – *aura of purity*
- 9th – *dispel evil and good*

Holy Defense: At 1st level, you can project your holy ancestry as a physical defense. As long as you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier. This ability does not stack with Unarmored Defense.

Vivifying Fire: At 6th level, you can modify the spells you cast that deal radiant damage. Whenever you cast a spell of 1st level or higher that deals radiant damage to a target, you can spend 1 sorcery point per level of the spell slot expended to instead target a willing creature (or group of creatures within a targetable area for an area of effect spell) within range, causing it to regain hit points equal to the damage that would have been dealt. Additionally, using this feature gives an affected creature advantage on any Intelligence, Wisdom, or Charisma saving throws made before the beginning of your next turn.

Heaven's Wings: At 14th level, you gain the ability to sprout a pair of feathery angelic wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest these wings while wearing armor unless the armor is made to

accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Celestial Presence: At 18th level, you can use the power in your blood to sustain magic beyond the limits of most mortals. Whenever you cast a spell from your Heavenly Heritage feature that requires concentration, you can expend 1 sorcery point on your turn so that the spell does not require concentration during that round. You can maintain only one spell at a time using this feature.

NEW WARLOCK PATRON: THE CONCORDANT

Although conflict is not unknown in the heavenly realms, many of the most sublime celestials see peace as the ultimate goal. While most warlock patrons empower their followers to further violence in their name, the Concordant is interested in bringing mortal life into harmony through nonviolent means.

Expanded Spell List: The Concordant lets you choose from an expanded list of spells when you learn a warlock spell and adds additional spells to the warlock spell list for you:

- 1st – *purify food and drink, sanctuary*
- 2nd – *warding bond, zone of truth*
- 3rd – *beacon of hope, create food and water*
- 4th – *Mordenkainen's private sanctum, Otiluke's resilient sphere*
- 5th – *geas, hallow*

Apostle of Peace: Beginning at 1st level, whenever you bring a creature to 0 hit points with nonlethal damage, you can use your action on your next turn to heal you or an adjacent ally an amount of damage equal to your Charisma modifier.

Exalted Censure: At 6th level, you can call on holy power to rebuke your foes, preventing them from taking hostile actions. As an action, choose 1 enemy within 60 feet of you. That enemy must make a Wisdom saving throw against your warlock spell save DC or be charmed by you for up to 1 minute or until it takes damage. If the target is a fiend or undead, you can deal radiant damage to the target equal to your warlock level + your Charisma modifier instead of charming it. You can use this ability a number of times equal to your Charisma modifier (minimum 1). You regain all expended uses after finishing a long rest.

Pacifying Touch: At 10th level, you can use your action to touch a single creature and calm its passions as the *calm emotions* spell. The creature must make a saving throw against your warlock spell save DC or be pacified up to 1 minute or until your concentration is broken, though creatures can voluntarily fail the saving throw. You can use this ability a number of

times equal to your Charisma modifier (minimum 1). You regain all expended uses after finishing a long rest.

Ward of Nonviolence: At 14th level, your dedication to the principles of nonviolence protects you from harm. So long as you do not take hostile action against a creature, if a creature tries to attack you it must make a Charisma saving throw against your warlock spell save DC. If it fails, it must choose a different target with the attack or the attack automatically misses. Once a creature succeeds on this saving throw, it is immune to this effect for 24 hours. A creature is aware of this feature before it makes an attack against you.

NEW WARLOCK PACT: THE PACT OF MARTYRDOM.

As part of your agreement with your patron, you pledge your mortal body in its service. You do not merely work for your patron, but the physical substance that comprises you now belongs to your patron. You typically manifest some sort of ritualistic marks as a result of this pact, such as bleeding wounds, burning scars, or a glowing patch of skin. You can use your action to empower your allies, granting one adjacent creature temporary hit points equal to your Charisma modifier. You must lose 1 hit point each time you use this ability; this damage cannot be prevented in any way. You also learn the *spare the dying* cantrip.

New Eldritch Invocations

Blessing of the Martyr

Pre-requisite: Pact of Martyrdom.

When you or allies spend Hit Dice during a rest, you can sacrifice your Hit Dice for your allies, granting them the healing you roll.

Blood Binds Blood

Pre-requisite: Pact of Martyrdom.

Whenever you take damage from a weapon attack, you gain temporary hit points equal to your Charisma modifier.

Invigoration

Pre-requisite: Pact of Martyrdom, 11th level.

Whenever you give an ally temporary hit points using your pact feature, you gain an equivalent amount of temporary hit points.

Stigmata

Pre-requisite: Pact of Martyrdom, 5th level.

As an action, you can transfer health from yourself to an adjacent ally, granting them 1 hit point for every hit point you lose in this way. Once you choose to use this effect you can maintain it as a bonus action on subsequent rounds, though it requires concentration. You must transfer at least 1 hit point to maintain the connection, and you can transfer an amount

up to twice your warlock level each round. If your ally moves more than 60 feet away from you, the effect ends. Additionally, as part of the initial action you can spend a warlock spell slot to cast *cure wounds* on your ally. After using this invocation you must wait until after you finish a long rest to use it again.

Celestial Secrets

You know how to read and speak Celestial. You also learn the *sacred flame* cantrip and can add your Charisma modifier to its damage rolls.

Disciple of the Heavens

You gain proficiency in the Medicine and Religion skills.

Invigorating Presence

Pre-requisite: 5th level.

You can cast *beacon of hope* once using a warlock spell slot. You can't do so again until you finish a long rest.

Subjugating Shadows

Whenever you attack with a bludgeoning weapon, you can empower it as a bonus action to deal 1d8 + your Charisma modifier in damage until the beginning of your next turn. This damage is nonlethal and will knock an opponent unconscious rather than cause them to enter the dying condition.

NEW WIZARD SCHOOL: HEAVEN'S PROPHET

Most of the time, celestial powers prefer to act through clerical intermediaries. On occasion, however, arcane spellcasters delve into the secrets of the heavens and pledge themselves to their cause. In reward for their sacred scholarship, the heavens reward them with divine guidance and allies. These wizards are especially known for their ecstatic trances, opening themselves to the might of the heavens and babbling wildly as they affect the course of the future. These prophets can also call on more overt aid as the heavens send celestial creatures to defend their servants. As they grow in power, some can even detain celestial creatures to serve them obediently, using their study of the heavens to work toward the greater good of all mortals.

Divination Savant: Beginning when you select this school at 2nd level, the gold and time you must spend to copy a divination spell is halved.

Heaven's Ecstasy: At 2nd level, you can use your action to enter an ecstatic state, channeling celestial beings as you utter prophecies of what is to come. Each round, you can use your bonus action to cast one of the following cantrips: *guidance*, *resistance*, *sacred flame*, or *true strike*. You can use these cantrips even if you do not know the cantrip yourself. Intelligence is

your spellcasting ability for these cantrips. During this ecstasy, however, you have disadvantage on Intelligence, Wisdom, and Charisma saving throws as you open your mind to outside powers. You remain in this state for a number of rounds equal to your wizard level or until you end it as a bonus action. After using this feature, you must finish a short or long rest before you can use it again.

Heaven's Guardians: Starting at 6th level, you add the *spirit guardians* spell to your spellbook. Additionally, you can grant yourself or an ally within 30 feet of you resistance to either necrotic or radiant damage (your choice) for 1 minute each time you cast a conjuration spell of 1st level or higher. No more than one creature can benefit from this feature at a time; if you choose a new target, your first target loses its resistance.

Aid of Heaven: At 10th level, you can use your action to summon a group of celestials to appear in unoccupied spaces that you can see within 60 feet. Choose one of the following options for what appears:

- One pegasus
- Two celestial hounds (use stats for a dire wolf but change the creature type to celestial)
- Four lantern archons or sprites

These creatures begin as friendly to you and generally obey your wishes. Roll initiative for the celestials as a group, which has its own turns. They obey any verbal commands that you issue to them in the appropriate language. If you don't issue any commands, they defend themselves from hostile creatures and generally act in a manner according to their personality, based on the DM's discretion. This ability requires concentration and can last up to 1 hour. Once you use this feature, you can't use it again until you finish a short or long rest.

Command Celestials: At 14th level, you can bring celestial creatures under your control. As an action, you can choose one celestial that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again. Intelligent creatures are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.