

MESSINGER



# CREDITS

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# INTRODUCTION

The Messenger class is a homebrew D&D class, which is great for oneshots. The focus is on roleplay and variety. The class is designed in such a way that all specialties are covered by the subclass. The main class does not say anything about a character. No guarantee that this class will not result in potentially unbalanced creations when multiclassing or using certain races.



# CHAPTER 1: MESSENGER



Messenger is a representative who works for a higher creature or region. His job is to communicate and negotiate with other higher creatures and regions. How a messenger gets his job can be different. Maybe he applied for a job in a monastery, maybe he is religious and a god has spoken to him. But maybe a god saved his life and now he is in his debt. The messenger is usually the mysterious person in the party. He is the one who does the talking during conversations and gets other people to do what brings benefits to him. Why he helps someone is not always obvious, but he seems to be serious about what he does.

## THE MESSENGER

Level	SCAN	Proficiency Bonus	Features
1st	13	+2	Spellcasting, origin, first spell
2nd	14	+2	Attackstyle
3th	15	+2	second spell
4th	16	+2	Ability Score Improvement
5th	17	+3	third spell
6th	18	+3	Attackstyle Improvement
7th	19	+3	
8th	20	+3	Ability Score Improvement
9th	21	+4	
10th	22	+4	Attackstyle Improvement
11th	23	+4	
12th	24	+4	Ability Score Improvement
13th	25	+5	
14th	26	+5	Attackstyle Improvement
15th	27	+5	
16th	28	+5	Ability Score Improvement
17th	29	+6	
18th	30	+6	Attackstyle Improvement
19th	31	+6	
20th	32	+6	Ability Score Improvement

## CLASS FEATURES

As a Messenger you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per messenger level

**Hit Points at 1st Level:** 8 + your Constitution modifier.

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per messenger level after 1st.

### PROFICIENCIES

**Armor:** None (a messenger will never wear armor)

**Weapons:** Simple weapons, shortbow, sickles, daggers

**Tools:** None

**Saving Throws:** Charisma, Intelligence

**Skills:** Chosse two from Acrobatics, Arcana, Deception, Persuasion, Religion

### EQUIPMENT

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

- **(a)** two daggers or **(b)** a shortsword or **(c)** a shortbow with 20 bolts
- **(a)** a silk tunic or **(b)** simple good looking clothes
- a Diplomat's Pack
- a Bottle of wine

### ATTACKSTYLE

You can choose between two different battle types

### SNEAKY

If you are unnoticed during an attack you can add a bonus to your damage

### DAMAGE PER LEVEL

Level	Damage
1	(half your level in this class) d4 (min 1d4)
6	(half your level in this class + 1) d4
10	(half your level in this class) d4 + 1d6
14	(half your level in this class) d4 + 1d8
18	(half your level in this class) d4 + 1d12

### BRUTAL

On an attack (whole action) you add additional damage

### DAMAGE PER LEVEL

Level	Damage
1	2 (1d4)
6	5 (2d4)
10	7 (2d6)
14	9 (2d8)
18	13 (3d8)



## ORIGIN

Starting at Class Level 1 you choose the region you represent.

### ORIGINS

Origin	Focus	Mainfeature
Arvandor	Support	Holy-Healing
Cania	Tank	Ice-Shield
Feywild	Ranged Attacks	Proficiencies
Lunia	Support / Fight	Fight-Inspiration
Mechanus	Spellcasting	Cantrips and multiple Spell Lists
Phlegethos	Do damage	Fireattack

## SPELLCASTING

**Spell Cast Die:** d12

**Spell save DC:** 8 + your proficiency bonus + your Charisma modifier

**Spell Attack Modifier:** your proficiency bonus + your Charisma modifier

Starting at Level 1, you are able to cast Spells. Your Origin decides which Spells you can cast. Your spelllist contains 3 spells. The first spell gets your lowest spell slot, your second spell the middle one and your third spell the highest. If you want to cast a spell, you roll your Spell Cast Die and reduce your Spell Cast Ability Number (SCAN) by the rolled result. If the Spell Cast Ability Number is now equal or higher than 0 you can cast, if your Spell Cast Ability Number (SCAN) gets below 0 you can not cast (you can make a charisma saving throw (dc 15) to redo the last roll, this will end your turn but you can eventually cast in the next round). Your Spell Cast Ability Number (SCAN) recovers after a long rest.

### SPELL SLOTS

Level	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	1	-	-	-	-	-	-
3	1	1	-	-	-	-	-
4	1	1	-	-	-	-	-
5	1	1	1	-	-	-	-
6	1	1	1	-	-	-	-
7	-	2	1	-	-	-	-
8	-	1	2	-	-	-	-
9	-	1	1	1	-	-	-
10	-	-	2	1	-	-	-
11	-	-	1	2	-	-	-
12	-	-	1	1	1	-	-
13	-	-	-	2	1	-	-
14	-	-	-	1	2	-	-
15	-	-	-	1	1	1	-
16	-	-	-	-	2	1	-
17	-	-	-	-	1	2	-
18	-	-	-	-	1	1	1
19	-	-	-	-	-	2	1
20	-	-	-	-	-	1	2

placeholder



# CHAPTER 2: ARVANDOR



s a messenger from Arvandor you don't care about the law as long as you do good things and do not harm others. It is a good idea to play this subclass as an elven creature. Your alignment will most likely be chaotic good or chaotic neutral.

## FEATURES OF ORIGIN

### ARVANDOR FEATURES

Level	Features
1	Holy-Healing
2	
3	Religious Wisdom
4	
5	Save of the gods
6	
7	Wisdom of Nature
8	
9	Save of the Gods 2
10	
11	Ability Score Improvement, Lifesaver
12	
13	Holy Healing Improvement
14	
15	Ability Score Improvement
16	
17	Holy Healing Improvement
18	
19	More life energy
20	Troll the death

### HOLY HEALING

Starting at level 1 you can proficiency bonus times per long rest as bonus action heal a creature for 1d6 hp.  
If you reach Level 13 in this class, you can heal for 2d8 hp and on Level 17 for 2d10.

### RELIGIOUS WISDOM

Since you have studied religions intensively, you gain a plus 2 bonus on Religion checks and have advantage on them.

### SAVE OF THE GODS

If your hit points drops below  $\frac{1}{3}$  of your total hit points you gain advantage on attacks.

### WISDOM OF NATURE

Since you have a good feeling for nature, you gain a plus 2 bonus on Nature checks and have advantage on them.

### SAVE OF THE GODS 2

If your hit points drops below  $\frac{1}{3}$  of your total hit points and your rolled damage is less than  $\frac{1}{2}$  of the max possible damage with your weapon, you can reroll the damage if you wish.

### ABILITY SCORE IMPROVEMENT

On level 11 and 15 you gain 1 point in Intelligence and Wisdom.

### LIVESAVER

You have advantage on Medicine checks to save a creature from dying.

### MORE LIFE ENERGY

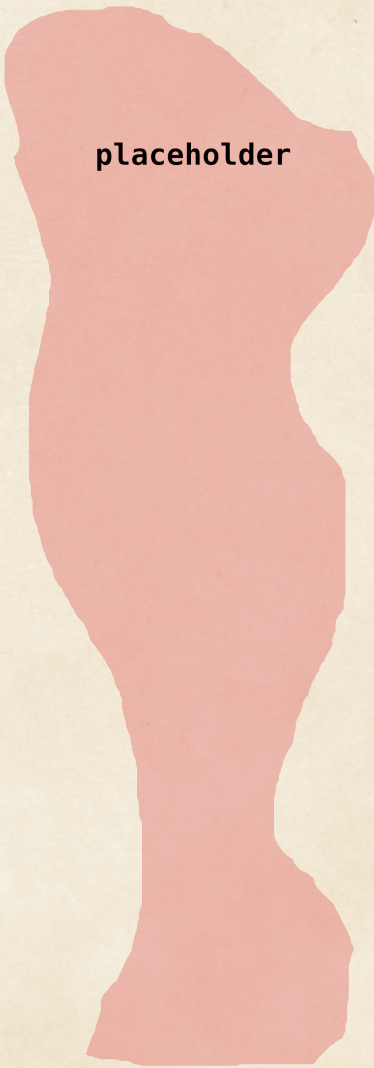
You gain 20 more Hit Points.

### TROLL THE DEATH

You are able to reroll a death save once per long rest.

### SPELLS

Spell Number	Spell
1	Cure Wounds or Healing Word
2	Aid or Praier of Healing
3	Daylight or Remove Curse





# CHAPTER 3: CANIA



As a messenger from Cania you are familiar with the harsh temperatures of this ice-hell. You basically follow the laws, even if they are not those of the current region. You can be very unpredictable at times. Your alignment is mainly evil, but can also be different.

## FEATURES OF ORIGIN

### CANIA FEATURES

Level	Features
1	Ice-Shield, Wild Magic, Messenger of the Cold, Fighters Life, Ice Skin
2	
3	Ice Skin
4	
5	Ice-Shield Improvement
6	
7	Ice Skin
8	
9	Ice-Shield Improvement
10	
11	Ice Skin
12	
13	Ice-Shield Improvement
14	
15	Ice Skin
16	
17	Ice-Shield Improvement
18	
19	Strong Ice Skin
20	Ice-Shield Improvement, Messenger of the Ice

### ICE-SHIELD

Starting at level 1 if you are attacked, you are able to pull as a reaction an ice shield from the ground, which can have a size of max 10 ft x 10ft x 1ft. It can be casted (prof bonus) times per long rest. An opponent must destroy the ice shield or go around it. (resistance against ice dmg, vulnerability against fire dmg). The shield has 15 hitpoints and a AC of 13, which increases with certain levels in this class.

On level 5 there is 23 hitpoints,  
on level 9 it is 31 hitpoints,  
on level 13 it is 39 hitpoints,  
on level 17 it is 45 hitpoints and  
on level 20 it is 60 hitpoints.

If the damage delt to the shield exceeds the hitpoints of the shield, the shield absorbs the damage and gets destroyed.

### WILD MAGIC

Because you come from a plane of the nine hells, your magic is very unstable. You have a 20% change that your magic goes wild. If your magic goes wild, you will instead cast something that is written on your wild magic sheet. Put your wild magic sheet together with your DM or at least let him look over it.

### MESSENGER OF THE COLD

Since you represent a very cold place, you have a resistance against cold temperature and ice.

### FIGHTERS LIFE

You are proficient wiht martial weapons.

### ICE SKIN

Because of the cold temperature you are faced with, your skin is getting stronger and stronger. You gain a plus 1 bonus to your Armor Class.

### STRONG ICE SKIN

Because of the cold temperature you are faced with, your skin has turned into ice. You gain a plus 2 bonus to your Armor Class.

### MESSENGER OF THE ICE

You gain a immunity against cold temperature.

### SPELLS

Spell Number	Spell
1	Ice Knife
2	Misty Step
3	Wind Wall



# CHAPTER 4: FEYWILD



As a messenger from Feywild you are trained to sneak around, survive in the nature and use the bow.

## FEATURES OF ORIGIN

### FEYWILD FEATURES

Level	Features
1	Fey Weapontraining
2	
3	Sneaking in the Woods
4	
5	Darkvision, Runner of the Woods
6	
7	Survivor of the Woods
8	
9	The Wise Wanderer, Wisdom of the Sharpshooter
10	
11	Naturalist, Druidcraft
12	
13	Friend of the Animals
14	
15	Sneaking in the Woods
16	
17	Ability Score Improvement, Camouflaged
18	
19	Sneaking in the Woods
20	Helping Hand

### FEY WEAPONTRAINING

You are proficient with ranged weapons.

### SNEAKING IN THE WOODS

On level 3 you gain a plus 2 bonus on Stealth checks and you are proficient in it. On level 15 and 19 you gain an additional plus 2 bonus on Stealth checks.

### DARKVISION

You gain Darkvision up to 60ft.

### RUNNER OF THE WOODS

Your speed is not reduced by plants and terrain.

### SURVIVOR OF THE WOODS

You gain a plus 2 bonus on Survival checks and you are proficient in it.

### THE WISE WANDERER

You gain proficiency on wisdom saving throws.

### WISDOM OF THE SHARPSHooter

You can add your Wisdom modifier to your attack bonus if you make an attack with a ranged weapon.

### NATURALIST

You gain a plus 2 bonus on Nature checks and you are proficient in it.

### DRUIDCRAFT

You gain the cantrip Druidcraft.

### FRIEND OF THE ANIMALS

You gain a plus 2 bonus on Animal Handling checks and you are proficient in it.

### ABILITY SCORE IMPROVEMENT

On Level 17 you can increase your Wisdom Score by 2.

### CAMOUFLAGED

If you are in a forest you can add twice your proficiency bonus to your stealth checks.

### HELPING HAND

You can once per day summon a Pixie (1d4-1 (min 1) hp) which is controlled by you. You cannot have more than one Pixie at the time. You can only summon another one after the last one has died. She recovers all hp during a long or short rest.

### SPELLS

Spell Number	Spell
1	Speak with Animals
2	Misty Step
3	Major Image or Tidal Wave



# CHAPTER 5: LUNIA



As a messenger of Lunia you are familiar with the night. You are a mysterious character who doesn't sleep and prefers to travel at night, but you are still a very nice and fair person.

## FEATURES OF ORIGIN

### LUNIA FEATURES

Level	Features
1	Fighting Inspiration
2	
3	Untouchable
4	
5	Fighting Inspiration Improvement
6	
7	Counter Attack
8	
9	Night Life
10	
11	Fighting Inspiration Improvement
12	
13	Fighting Inspiration Improvement
14	
15	Fast Hide, Night Runner
16	
17	Fighting Inspiration Improvement
18	
19	Sleepless
20	Endless Walk, Fighting Inspiration Improvement

### FIGHTING INSPIRATION

If you hit on an attack, any friendly creature in a 5 foot radius can add a d4 to their damage on the next attack or to the next ability check. On classlevel 5 it becomes 10 feet, on classlevel 13 15 feet and on classlevel 20 it reaches 30 feet.

The dice gets also increased with increasing classlevel.

On classlevel 11 it is a d6 and on classlevel 17 a d8.

### UNTOUCHABLE

Your Armor Class is 10 plus the double of your Dexterity modifier.

### COUNTER ATTACK

If a melee attack on you does not hit, you can make as a reaction a counter attack.

### NIGHT LIFE

Your vision is not affected by darkness and you gain a plus 4 bonus on ability checks at night.

### FAST HIDE

You are able to hide without losing any speed.

### NIGHT RUNNER

Your walking, flying and swimming speed is doubled during the night

### SLEEPLESS

You don't need sleep anymore. Four hours of a night without extensive activity counts for you as long rest

### ENDLESS WALK

You can't suffer from exhaustion because of traveling.

### SPELLS

Spell Number	Spell
1	Healing Word
2	Lesser Restoration
3	Fast Friends





# CHAPTER 6: MECHANUS



s a messenger of Mechanus you are trained in magic and can cast more spells than other messengers.

## FEATURES OF ORIGIN

### MECHANUS FEATURES

Level	Features
1	Massive Spellcasting, Cantrips
2	
3	
4	
5	
6	
7	
8	
9	Second Spelllist
10	
11	
12	
13	Thrid Spelllist
14	
15	
16	
17	Fourth Spelllist
18	
19	
20	Cantrips

### MASSIVE SPELLCASTING

Your spell cast die is a d8 instead of an d12.

### CANTRIPS

At Class Level 1 you got two cantrips from Fire Bolt, Mage Hand, Light, Mending, Chill Touch, Control Flames, Guidance At Level 20 you got another cantrip, chose form Frostbite, Sword Burst, Booming Blade and Acid Splash.

### MULTIPLE SPELLLISTS

Starting at level 9 you can create another spelllist. On each longrest you decide which one you will use until the next longrest. You can change the list on a shortrest, but until the next longrest your spell cast dice will increase by 1d4. You also can create a spelllist on Level 13 and 17.

#### FIRST SPELLLIST

Spell Number	Spell
1	Bane, Detect Evil and Good, Cure Wounds or Healing Word
2	Misty Step, Darkvision, Aid, Magic Weapon or Alter Self
3	Fireball, Fly, Remove Curse, Lightning Arrow or Mass Healing Word

#### SECOND SPELLLIST

Spell Number	Spell
1	Mysty Step, Aid, Invisibility, Heat Metal, Darkness, Healing Word or Bane
2	Blink, Fly, Remove Curse, Daylight or Prayer of Healing
3	Confusion, Stoneskin, Phantasmal Killer, Mass Healing Word or Lightning Arrow

#### THIRD SPELLLIST

Spell Number	Spell
1	Fly, Daylight, Mysty Step, Invisibility or Healing Word
2	Confusion, Elemental Bane, Fire Shield, Locate Creature or Stoneskin
3	Dream, Mass Cure Wounds, Scrying or Polymorph

#### FOURTH SPELLLIST

Spell Number	Spell
1	Scrying Daylight, Mysty Step, Invisibility or Healing Word
2	Elemental Bane, Fire Shield, Phantasmal Killer or Fireball
3	Find Path, Investiture of Ice, Investiture of Stone, Investiture of Wind or Greater Restoration



# CHAPTER 7: PHLEGETHOS



As an messenger of Phlegethos you are trained to fight with swords. You can deal massive damage to the enemy. And you may like fire...

## FEATURES OF ORIGIN

### PHLEGETHOS FEATURES

Level	Features
1	Fireattack, Fireresistance, Phlegethos Weapontraining, Wild Magic
2	
3	Iron Body
4	
5	Force of the Fir, Fireattack Improvement
6	
7	Iron Skin
8	
9	Fireattack Improvement
10	
11	Iron Body Improvement
12	
13	Fireattack Improvement
14	
15	Iron Skin Improvement
16	
17	Fireattack Improvement
18	
19	Iron Skin Improvement
20	Fireattack Improvement

### FIREATTACK

You can (Proficiency Bonus) times per long rest add 2d4 fire damage to your attack This becomes more with increasing classlevel, for level 5 it is 2d6, for level 9 it is 2d8, for level 13 3d8, for level 17 3d12 and for level 20 5d12.

### FIRERESISTANCE

Since you represent a very hot place, you have a resistance to fire and high temperatures.

### PHLEGETHOS WEAPONTRAINING

You gain proficiency with martial weapons

### IRON BODY

You can increase your strength and constitution score by 1, your strength and constitution cap gets also increased to 22. On level 11 you can increase your strength and constitution score by 1 more.

### FORCE OF THE FIRE

You gain a plus 2 bonus on your attackbonus.

### IRON SKIN

Your skin is getting stronger and stronger. You gain a plus 1 bonus to your Armor Class.

### WILD MAGIC

Because you come from a plane of the nine hells, your magic is very unstable. You have a 20% change that your magic goes wild. If your magic goes wild, you will instead cast something that is written on your wild magic sheet. Put your wild magic sheet together with your DM or at least let him look over it.

### SPELLS

Spell Number	Spell
1	Healing Word
2	Mystic Step
3	Fireball

