

DEITY PATHS

NOTES ABOUT PATH VS LEVEL

While a path does grant you hit die and hit points, it does not grant you effective character level. You may not 'multi-path'. Once you select a path, you must follow it to its conclusion.

DIFFICULTY CLASS

Difficulty class for abilities set by path features is decided by: $8 + \text{proficiency} + \text{your path rank}$.

ACHIEVING THE DIVINE

To become one of the Divine you must first start at the bottom. To become a demigod you must acquire a conduit. A conduit is an artifact with which you can kill those with the divine spark and use to funnel the spark into your soul. The more divine spark you collect the farther down your divine path you progress and the higher deity rank you will attain.



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ASSASSIN



swift, silent master of shadows, dual-wielding, and death. The assassin can chain together increasingly deadly strikes that target a foe's critical areas, killing quickly and efficiently.

DIVINE PATH FEATURES

As a assassin, you gain the following path features.

HIT POINTS

Hit Dice: 1d10 per assassin rank

Hit Points at Each Rank: 1d10 (or 6) + your Constitution modifier per assassin rank

PROFICIENCIES

Weapons: All weapons with the finesse property

Divine Arms: Greatstaff

Skills: Choose one from Acrobatics, Athletics, Insight, Perception, Slight of Hand, and Stealth

GREATSTAFF

A greatstaff is a special type of quarterstaff. Greatstaves deal 1d8 bludgeoning damage when attacking with both ends as if it was two weapons and deal 1d10 bludgeoning damage when attacking with it like a greatsword, wielded with two hands. Additionally, you can use it to pole vault. Doing so grants you additional height on jump checks equal to the height of your greatstaff and allows you to use Dexterity (Acrobatics) while jumping instead of Strength (Athletics). Finally, the greatstaff has reach when wielded in two hands.

DEATH BLOSSOM

Starting when you first become an assassin you learn the *Death Blossom*. An assassin is a beautiful storm of destruction in battle. Upon becoming an assassin, you begin to cause more carnage with consecutive strikes. On the third consecutive strike against the same foe with a melee weapon attack made with a finesse weapon, you deal that weapon's damage plus your assassin rank to all foes within 5 feet of you. This damage is independent from the attack and cannot be a critical attack as it triggers after you hit the foe. These attacks need not necessarily be with the same weapon or on the same turn, but you must successfully hit a foe three times without attacking another foe for this ability to trigger.

ASSASSIN

Rank

Rank	Features
1st	Death Blossom, Shadow's Charge, Smoke on the Wind
2nd	Black Spider Strike, Violent Escape, Shadow of Haste
3rd	Mantis Fury
4th	Piercing Strikes, Shroud of Distress, Feline Grace
5th	Daredevil

SHADOW'S CHARGE

Starting at 1st rank, you can use half of your movement (rounded up to the nearest 5 feet) to teleport to an enemy within 30 feet of you. If you have less than half of your total health, you regain hit points equal to 3 times your assassin rank.

Once you use this ability you cannot use it again until you kill a foe with a melee finesse weapon or until you complete a short or long rest.

SMOKE ON THE WIND

At 1st rank, if a foe you can see misses you with an attack, during your next turn you have an additional 10 movement speed. This effect does not stack.

BLACK SPIDER STRIKE

Beginning at 2nd rank, as a bonus action you can prepare your blade to make an unsuspecting strike until the end of your turn. The first time you hit with a weapon attack on this turn the attack deals double weapon damage. If the attack was poisoned you deal an extra die of weapon damage plus damage equal to your assassin rank.

VIOLENT ESCAPE

At 2nd rank, as an action, you can make a melee finesse weapon attack against all foes within 5 feet of you. A creature hit with this attack must succeed on a Constitution saving throw or that creature's movement is halved until the start of your next turn. After completing your attacks, you teleport to a space within 5 feet of an ally. After teleporting your movement is set to 0 until the end of your turn.

Once you use this ability you cannot use it again until you kill a foe with a melee finesse weapon or until you complete a short rest.

SHADOW OF HASTE

When you reach 2nd rank, as a bonus action you become one with your shadow until the end of your turn. While you are one with your shadow you have a +5 foot bonus to your land speed and your Dexterity (Acrobatics) skill has a bonus of +5. At the end of your turn you return to the location that you used this ability at. If that space is now occupied you return to a place as close as you can to that location and take 1d6 force damage for every 5 feet you were shunted.

MANTIS FURY

At 3rd rank, as a bonus action you enter the Mantis Fury stance until the end of your turn. All attacks you make while in the Locust's Fury stance hit with both your main hand and your off hand weapon at the same time. In addition, if you take the attack action this turn, you make one extra attack.

Once you use this ability you must complete a long rest before you can use it again.

PIERCING STRIKES

At 4th rank, the sixth consecutive time you hit a foe, your attack will automatically become a critical hit unless the foe is immune to criticals. (*This ability doesn't make you hit, just turns hits into crits.*)

SHROUD OF DISTRESS

Beginning at 4th rank, the first time your health goes below half while you still have this ability available it activates, healing you for 5 times your assassin rank and granting you bonus AC equal to your assassin rank.

Once you use this ability you must complete a short rest before you can use it again.

FELINE GRACE

At 4th rank, if you are within 5 feet of any surface that would grant cover while you fall, you do not take fall damage, otherwise, fall damage you take is halved.

Additionally, you have Advantage on Dexterity (Acrobatics) checks.

DAREDEVIL

Upon reaching rank 5, you gain the title of Daredevil. You are a legend amongst both theives and their guilds along with monks and their temples. While your guise may not be recognized amongst these folks, that's too be expected as you are the assassin, their hero as well as their nightmare.

In addition, you will gain the following abilities:

MONKEY STRENGTH

If you run in a straight line at least 10 feet before jumping you can use your action on this ability. If you succeed on an Dexterity (Acrobatics) check with a DC of 20, you may choose a location somewhere within 40 feet from where you jumped. After landing you may make a single attack on all enemies within your reach. Upon landing your movement speed is set to 0. If you fail the jump check this ability fails and you may take a different action. You may not use this ability with Locust's Fury.

Once you use this ability, even if you fail, you must complete a long rest before you can use it again.

MASTERY OF SELF

If a foe you can see misses you with an attack, the next time you deal damage with an attack on your next turn you deal bonus damage equal to your weapon die. This effect stacks.



BEGUILER



master of illusion, misdirection, and control, the beguiler subverts their foe's minds, manipulating their perceptions to achieve personal goals.

DIVINE PATH FEATURES

As a beguiler, you gain the following path features.

HIT POINTS

Hit Dice: 1d8 per beguiler rank

Hit Points at Each Rank: 1d8 (or 5) + your Constitution modifier per beguiler rank

PROFICIENCIES

Armor: Light armor, shields

Divine Arms: Sundial

Skills: Choose one from Arcana, Deception, Investigation, and Nature

SUNDIAL

The sundial is a special type of shield. In addition to granting the normal shield bonus, a sundial is a one-handed, finesse weapon that deals 1d10 piercing damage on a hit. Additionally, it can be worn while you wield a two-handed weapon, granting you a +1 shield bonus to AC while you wield a two-handed weapon.



AFFLUX'S SHAME

Starting when you first become a beguiler you can use an action to cast *counterspell* as a 3rd level spell. If a spell is successfully countered using this feature you can choose one of the following benefits:

- Heal for a number of d8's equal to twice your beguiler rank.
- Regain a spell slot of a spell level equal to or lower than your beguiler rank.

Once you use this ability you must complete a long rest before you can use it again.

BEGUILER

Rank	Features
1st	Afflux's Shame, Vecna's Deception, Obad-Hai's Guidance
2nd	Erythnul's Sacrifice, Garl's Image, Boccob's Feast
3rd	Wee Jas' Mirror
4th	Delleb's Reality, Fharlaghn's Shift, Olidammara's Trick
5th	Chronomancer

VECNA'S DECEPTION

Starting at 1st rank, you can use an action to conjure a clone at your location and teleport up to 15 feet away. Foes that were within 5 feet of you make an Wisdom (Insight) check contested by your Charisma (Deception) check to recognize that the clone is not you.

Once you have used this ability a number of times equal to your beguiler rank you cannot use it again until you have completed a short rest.

CLONES:

A beguiler conjures and uses clones to its advantage. Clones dissipate after being struck by any damage a number of times equal to your beguiler rank. Clones share your statistics. They automatically pass all Constitution, Intelligence, Wisdom, and Charisma saving throws and do not take damage from a passed saving throw. Clones automatically dissipate after 1 minute.

If you are not within sight, a clone is indistinguishable from you and would act as you would act. While you can say that they will attack someone, cast a spell, or something else, while they will appear to take that action, they cannot deal damage. They can perform no actions other than movement options like jumping or climbing.

When you are present creatures that know you will innately be able to tell which is you and your closest friends will always be able to tell that your clones are not you. You can never have more clones than you beguiler rank.

OBAD-HAI'S GUIDANCE

At 1st rank, you can use a bonus action to cause all friendly creatures within 30 feet to regain hit points equal to five times the number of clones that you currently have conjured.

Once you have used this ability you must complete a long rest before you can use it again.

ERYTHNUL'S SACRIFICE

Starting at 2nd rank, you can use a bonus action to shatter a clone that you can see within 60 feet. This deals a number of d8's equal to your beguiler rank as psychic damage to all foes within 15 feet of the clone. After the clone is shattered, it dissipates.

GARL'S IMAGE

At 2nd rank, you can use an action to conjure a clone in an unoccupied space you can see within 5 feet.

BOCCOB'S FEAST

When you reach 2nd rank, you can use a reaction when a foe you can see within 60 feet casts a spell to regain hit points equal to 4 times your beguiler rank.

Once you use this ability you must complete a short rest before you may use it again.

WEE JAS' MIRROR

At 3rd rank, if a foe causes you to suffer from a condition you can use your reaction to force them to succeed on a Charisma saving throw or suffer the same condition. This ability does not work if the creature has immunity to said condition.

DELLEB'S REALITY

At 4th rank you can cause your illusions to momentarily become reality. As an action you cause a clone to become more real than usual for a turn, it takes your attack action on a creature that you can see and is within range of the clone. If the clone hits the creature, it must succeed on an Wisdom (Insight) check contested by your Charisma (Deception) check to recognize that the clone is not you. It has Disadvantage on its Insight check.

FHARLAGHN'S SHIFT

Starting at 4th rank, whenever you take bludgeoning, slashing, or piercing damage you can use your reaction to conjure a clone within 10 feet of you.

OLIDAMMARA'S TRICK

Upon reaching 4th rank, you can use a bonus action to swap places with a clone you can see within 30 feet.

Once you use this ability a number of times equal to your beguiler rank you must finish a long rest before you can use it again.

CHRONOMANCER

Upon reaching rank 5, you gain the title of Chronomancer. Wizards around the world will know your name and the more magically inclined races will know your work.

In addition, you will gain the following abilities:

YONDALLA'S SPLIT

You can use an action to active a *continuum split*, destroying all the clones that you have conjured. For every clone that you destroyed you gain 1 turn in the *continuum split*. When you leave the *continuum split*, your body reverts back to the way that it was before the split. Your health returns to the number it was at before the split and all spells and abilities that you used in the split are not used. If you are knocked unconscious or die during the Continuum Split, at the end you return like nothing happened. You remember dying, but not what comes after.

Once you use this ability you must complete a long rest before you use it again.

INNORUUK'S LEGACY

Your land speed increases by 5 feet, you cannot be slowed by anything, and you cannot be restrained except by grappling and similar physical effects (You cannot be restrained by spells, even those that use force to restrain you like *Bigby's hand*.)



ELEMENTALIST



The master of arcane lore and magical aptitude, the Elementalist calls upon the power of fire, earth, air and water to obliterate enemies.

DIVINE PATH FEATURES

As a beguiler, you gain the following path features.

HIT POINTS

Hit Dice: 1d8 per beguiler rank

Hit Points at Each Rank: 1d8 (or 5) + your Constitution modifier per beguiler rank

PROFICIENCIES

Divine Arms: Warhorn

Skills: Arcana and Religion. If you are already proficient in either skill, you instead gain expertise in said skill.

WARHORN

A warhorn is a special type of spell focus. While wielding a warhorn you may add your elementalist rank to the damage of any cantrip that you cast.

ELEMENTAL MASTERY

Starting when you become an elementalist, you can choose a Cantrip and a 1st Level Spell that either interacts with the elements or deals elemental damage. You learn these spells and can cast them using any spellcasting class.

Additionally, you have an extra 1st Level Spell Slot.

GREATER ELEMENTAL MASTERY

At 2nd rank, you can choose a 1st Level Spell and a 2nd Level Spell that either interacts with the elements or deals elemental damage. You learn these spells and can cast them using any spellcasting class.

Additionally, you have an extra 2nd Level Spell Slot.

ENERGY STORAGE

When you reach 3rd rank, you can choose a 1st Level Spell that either interacts with the elements or deals elemental damage and that you can cast. You can cast that spell a number of times equal to your elementalist rank without expending Spell Slots.

ELEMENTALIST

Rank	Features
1st	Elemental Mastery
2nd	Greater Elemental Mastery
3rd	Energy Storage
4th	Elder Elemental Mastery
5th	Tempest

ELDER ELEMENTAL MASTERY

At 4th rank, you can choose a 2nd Level Spell and a 3rd Level Spell that either interacts with the elements or deals elemental damage. You learn these spells and can cast them using any spellcasting class. (You choose which class when you gain this ability and can only change the class if in the future you gain a level in a spellcasting class. At that point you may change to that class.) Additionally you have 1 more 3rd Level Spell Slot.

ELEMENTAL MAGIC

For the purpose of this path the following damage types are inherently elemental: Cold, Fire, Lightning, Thunder.

Additionally, there is Earth (which will deal bludgeoning most of the time). If you are confused if a spell is elemental or what element it is, ask your DM.



TEMPEST

Upon reaching rank 5, you gain the title of Tempest. Magic users around the world will know your name and elementals will fear you on sight.

In addition, you will gain the following abilities:

ELEMENTAL ATTUNEMENT

As a bonus action, you can become attuned to an element. While you are attuned to an element you deal bonus damage on any spell that uses that element equal to your Elementalist rank. This attunement lasts until you change it, or until you lose consciousness.

ELEMENTAL OVERLOAD

As a bonus action, if you are attuned to an element, you overload that element. If an element is overloaded you may not attune to an element until you complete a short rest. Overloading causes the following effects:

- **Cold:** Cast *mass healing word* as a 5th level spell
- **Fire:** Cast *fireball* as a 5th level spell
- **Lightning:** Cast *lightning bolt* as a 5th level spell
- **Thunder:** Cast *destructive wave* as a 5th level spell
- **Earth:** Cast *malestrom* as a 5th level spell



PRIEST



The servant of divine spirits, the priest uses prayer to protect and restore the well-being of companions as well as smiting down their foes.

DIVINE PATH FEATURES

As a priest, you gain the following path features.

HIT POINTS

Hit Dice: 1d8 per priest rank

Hit Points at Each Rank: 1d8 (or 5) + your Constitution modifier per priest rank

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Divine Arms: Impaler

Skills: Choose one from History, Insight, Medicine, Persuasion, and Religion **Languages:** Draconic

IMPALER

An impaler is a special type of spear that deals 1d10 piercing damage and has a range of 30/120. Additionally, as a free action, you are able to recall any impaler you have thrown and can see, making it return to your hand instantly. Finally, you may use your spellcasting ability as the modifier for this weapon so long as you have the ability to heal using your spellcasting ability.

LIFE'S KISS

Starting when you choose this path, you can use an action to kiss target creature. It regains hit points equal to 5 times your priest rank.

Once you have used this feature a number of times equal to your priest rank, you must complete a long rest to use it again.

ST. CUTHBERT'S FAVOR

At 1st rank, whenever you deal radiant damage, you add your priest rank to that damage.

ZEALOT'S SPEED

Starting at 1st rank, whenever you are not at max health, increase your movement speed by 10.

PRIEST

Rank

Rank	Features
1st	Life's Kiss, St. Cuthbert's Favor, Zealot's Speed
2nd	Protective Spirit, St. Cuthbert's Shield, Symbol of Protection
3rd	Healer's Boon
4th	Boon Signet, Pelor's Protection, Symbolic Power
5th	Dragonhunter

PROTECTIVE SPIRIT

Starting at 2nd rank, you can use an action to place a protective spirit on target ally for until the end of your next turn. While the spirit is in place the ally has resistance to all damage.

ST. CUTHBERT'S SHIELD

Upon reaching 2nd rank, you can use an action to place St. Cuthbert's Shield on target ally for 10 minutes. Whenever an ally being guarded by the shield is attacked and the attacker is within 5 feet, the shield deals 1d8 radiant damage to the attacker. Additionally, after the attack is concluded the attacker must make a successful Constitution saving throw or be knocked prone by the shield exploding into light. (*Make sure to apply St. Cuthbert's Favor to the damage dealt by this ability*)

Once you use this ability you must complete a short rest before you can use it again.

SYMBOL OF PROTECTION

At 2nd rank, you can use an action to smash a radiant symbol into the ground that protects your allies. This symbol has a radius of effect equal to 5 times your priest rank in feet. While you or any of your allies are in the symbol, you have resistance to piercing, bludgeoning and slashing damage.

Once you use this ability you must complete a long rest before you can use it again.

HEALER'S BOON

At 3rd rank, you can use an action to place the healer's boon on yourself for 10 minutes. While you have the healer's boon on you you can use any spell or ability that would take an action to use will instead require a bonus action.

Once you use this ability you must complete a long rest before you can use it again.

BOON SIGNET

Once you reach 4th rank, you can use a bonus action to place the boon signet upon yourself until the end of your next turn. While you have the boon signet upon you the next spell or ability you use that causes a creature to regain hit points will cause it to heal for an additional amount equal to twice your priest rank.

PELOR'S PROTECTION

At 4th rank, you may choose 2 first level spells that heal you or another target creature. You can cast those spells as 2nd level spells without expending a spell slot.

SYMBOLIC POWER

Upon reaching 4th rank, enemies standing in your symbol of protection take your priest rank in radiant damage at the start of their turn or upon entering your symbol.

Additionally, you can use your symbol of protection a number of times equal to your priest rank before you must complete a long rest.

DRAGONHUNTER

Upon reaching rank 5, you gain the title of Dragonhunter. All creatures that natively speak Draconic fear you, unrationally even.

In addition, you will gain the following abilities:

DRAGON'S MAW

As an action you throw a spear of light at a location on the ground within 120 feet. All enemies within 30 feet of your spear must succeed on a Wisdom saving throw or be pulled in towards it, have their speed halved and take radiant damage equal to 5 times the number of enemies in range.

Once you use this ability, you must complete a long rest before you can use it again.

PUNCTURING BLOW

Whenever you make an attack with your impaler inside the first range increment (30 feet), you make an attack against every enemy that's in that line. In other words, every time you attack, draw a line. You may make an attack against everyone in that line.



NECROMANCER

Nractitioners of the dark arts, necromancers summon minions, wield the power of ritual, and heal themselves with blood magic. Necromancers feed on life force, which they can leverage offensively or use to delay their own demise.

DIVINE PATH FEATURES

As a necromancer, you gain the following path features.

HIT POINTS

Hit Dice: 1d8 per necromancer rank

Hit Points at Each Rank: 1d8 (or 5) + your Constitution modifier per necromancer rank

PROFICIENCIES

Weapons: Quarterstaffs and unarmed strikes (dealing 1d6 bludgeoning damage if you had no prior proficiency)

Divine Arms: Soul edge

Skills: Choose one from Acrobatics, Arcana, Athletics, History, Insight, and Religion

SOUL EDGE

A soul edge is a special type of greatsword. A soul edge is a finesse weapon, a monk weapon, is two-handed, deals 2d6 slashing damage, may be used as a spell focus for any class, and has reach. This massive greatsword is so large that anyone that is not proficient must have a Strength of 18 to wield it.

BARBING HEX

Beginning at 1st rank, you can use an action to hex a creature within 60 feet. Whenever target creature takes bludgeoning, piercing or slashing damage it takes additional damage from this hex. The hex deals a number of d4's equal to your necromancer rank.

Once you use this ability you cannot use it again until you have completed a short rest.

VAMPIRIC TOUCH

At 1st rank, you can steal the vitality from a foe that you have struck with an unarmed attack. Once per turn when you deal damage with an unarmed strike you can steal health from that foe, both dealing damage to that foe and healing you for the same amount. The amount of health stolen is equal to your necromancer rank.

NECROMANCER

Rank	Features
1st	Barbing Hex, Vampiric Touch, Deathly Companion
2nd	Enfeebling Blood, Touch of Agony, Consume Corpse
3rd	Soul Gathering
4th	Spiteful Spirit, Blood is Power, Deathly Companion Improvement
5th	Reaper

DEATHLY COMPANION

Starting at 1st rank, You may spend 10 minutes to summon a flesh golem from the corpses of two or more medium size creatures or one large or larger sized creature. Your flesh golem is described in the **Flesh Golem** block in this section. Your flesh golem acts on your initiative as it can only act if you magically command it using a bonus action. A flesh golem may make a single action or bonus action, and move with a single command. A flesh golem has a normal hand with claw-like fingers, a hand that resembles an axe, and a long horn on the top of its head.

ENFEEBLING BLOOD

Upon reaching 2nd rank, you can use an action to choose a point you can see within 60 feet. All foes within 20 feet of that point must succeed on a Constitution saving throw or suffer from one additional level of Exhaustion.

Once you use this ability a number of times equal to your necromancer rank you must finish a long rest before you can use it again.

TOUCH OF AGONY

Starting at 2nd rank, when you use your **Vampiric Touch** ability for the first time each turn, you may redirect the health you would have gained back towards your foe, dealing radiant damage equal to the health you would have gained.

If you use this feature to deal damage with your **Vampiric Touch** ability you may use it one additional time this turn.

CONSUME CORPSE

At 2nd rank you can use an action to teleport to a corpse of a creature you can see within 30 feet. Upon reaching the corpse you eviscerate it, removing its remaining life energy to sustain you. You gain one of the following benefits:

- Heal for a number of d8's equal to twice your necromancer rank.
- Regain a spell slot of a spell level equal to or lower than your necromancer rank.

You may use this feature a number of times equal to your necromancer rank. When you use this feature to regain spell slots, you use a number of uses equal to the spell level of the spell slot regained.

FLESH GOLEM

Large undead, lawful neutral

Armor Class 10 + rank + Dexterity modifier

Hit Points 15 x rank + Constitution modifier

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15+rank	5+rank	15+rank	rank	rank	rank

Saving Throws Str +rank, Con +rank

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 0

Languages understands common, but can not speak

Undead Fortitude. If damage reduces the flesh golem to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the flesh golem drops to 1 hit point instead.

Shambeling Horror. Upon reaching necromancer rank 4, when a flesh golem dies, it instead becomes a shambeling horror, losing all its flesh and regaining all its hitpoints. Upon becoming a shambeling horror it loses hitpoints equal to any excess damage beyond what would have killed the flesh golem. It loses the ability **Undead Fortitude** and gains the following resistances and immunities.

- **Damage Resistances** piercing, slashing
- **Damage Vulnerabilities** bludgeoning
- **Condition Immunities** exhaustion

Actions

Gore. *Melee Weapon Attack:* Str modifier + rank to hit, reach 5ft., one target. *Hit* (1d8 + Str modifier) piercing damage

Axe Hand. *Melee Weapon Attack:* Str modifier + rank to hit, reach 5ft., one target. *Hit* (1d10 + Str modifier) slashing damage

Slam. *Melee Weapon Attack:* Str modifier + rank to hit, reach 5ft., one target. *Hit* (1d10 + Str modifier) bludgeoning damage

Player Actions

Flesh to Flesh. You can spend 30 seconds eviscerating a corpse with your flesh golem present to heal it to full health. This ability can be used on a dead flesh golem that died within the last minute to revive it, or on a shambeling horror to transform it back into a flesh golem.

SOUL GATHERING

Starting at 3rd rank, each time a creature within 30 feet of you drops below 0 hit points, you gain temporary hit points equal to your necromancer rank.

Temporary hit points gained with this feature stack on top of all other temporary hit points gained. This means if you gain temporary hit points before activating this feature you may add temporary hit points from this feature on top of your current temporary hit points, but if you gain temporary hit points from another source while you have temporary hit points from this feature, they do not stack.

SPITEFUL SPIRIT

When you reach 4th rank you can use your action to place the hex of the Spiteful Spirit on target for you can see within 60 feet. This hex lasts for 10 minutes. Each time a foe starts its turn within 5 feet of the hexed creature, they must succeed on a Wisdom saving throw or take 4d8 necrotic damage.

Once you use this ability you must complete a short rest before you can use it again.

BLOOD IS POWER

Upon reaching 4th rank you can use an action to trade your life force in exchange for arcane, divine, or martial power. When you use this feature, you suffer damage equal to four times your necromancer rank, and you reduce your maximum hit points by an amount equal to that. These lost maximum hit points return once you use your **Consume Corpse** feature and cannot be restored otherwise.

Additionally, no hit points are regained as part of the restoring of maximum hit points in this way. If you do so you can grant yourself one of the following options:

- Regain a spell slot with a spell level equal to or lower than your necromancer rank.
- Regain ki points equal to your necromancer rank.
- Regain bardic inspiration die equal to your necromancer rank.
- Regain superiority die equal to your necromancer rank.
- Regain all rage uses.

You cannot use this ability to gain more of a resource than what you can possibly have.



REAPER

Upon reaching rank 5, you gain the title of Reaper. Intelligent undead will fear your name and you will be known by all necromantic magic users.

In addition, you will gain the following abilities:

YOUR SOUL IS MINE!

While you are wielding a soul edge, as an action, you may shout "*Your Soul is Mine!*" at all creatures within 10 feet of you. You may then make an attack against all creatures within 10 feet that heard you. For every creature that you strike with an attack when using this ability, both you and your Deathly Companion regain hit points equal to your necromancer rank.

Once you use this ability you must complete a short rest or consume a corpse before you can use it again.

CHILLED TO THE BONE

You have an aura of frost caused by all the souls that use your body as a conduit to the Underworld. All creatures you choose that start their turn within 10 feet of you have their speed halved and have disadvantage to attack you until the start of their next turn.



VINDICATOR



bolstered by the blessings of the gods, these holy warriors reap the benefits of the blessings from the Gods. With a large enough weapon, the vindicator can unleash a whirlwind of destruction.

DIVINE PATH FEATURES

As a vindicator, you gain the following path features.

HIT POINTS

Hit Dice: 1d12 per vindicator rank

Hit Points at Each Rank: 1d12 (or 7) + your Constitution modifier per vindicator rank

PROFICIENCIES

Armor: All armor

Weapons: Simple and martial weapons

Divine Arms: Hellgrasp

Skills: Choose one from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

HELLGRASP

A hellgrasp is a special type of scythe. A hellgrasp shares properties with a scythe, but with changed damage die, dealing 1d10, versatile 1d12 damage of either slashing or piercing damage. Additionally, whenever you hit a foe with an attack the hellgrasp deals its weapon damage to foes that are both within 5 feet of both you and the foe struck.

PIOUS UPHEAVAL

Starting at 1st rank, while wearing armor you can use an action to allow the Gods to remove damage you have taken. You heal for a number equal to 5 times your vindicator rank.

Once you use this ability you cannot use it again until you have completed a short rest.

EREMITE'S SLASH

At 1st rank, if you drop a foe below 0 hit points with a melee weapon wielded in two hands, you can make an attack on a foe that is both within your reach and within 5 feet of the foe you have just reduced below 0 hit points as a free action.

HEAVEN'S DEFENSE

Upon choosing this path at 1st rank, the first time you would drop below 0 hit points you instead drop to 1 hit point.

Once this ability has triggered, it cannot be used again until you complete a short rest.

VINDICATOR

Rank	Features
1st	Pious Upheaval, Eremite's Slash, Heaven's Defense
2nd	Aura of Thorns, Twin Moon Sweep, Zealot's Embrace
3rd	Heart of Fury
4th	Dust Cloak, Chilling Victory, Heaven's Embrace
5th	Zealot

AURA OF THORNS

Starting at 2nd rank, While wearing armor your enemies will break themselves upon your body. Whenever you are hit with a melee attack the attacker takes piercing damage equal to your vindicator rank.

TWIN MOON SWEEP

Beginning at 2nd rank, while you are wielding a melee weapon in two hands, you may use an action to attack each enemy within 5 feet of you. For each foe hit with this ability, you regain hit points equal to your vindicator rank.

Once you use this ability you cannot use it again until you complete a short rest.

ZEALOT'S EMBRACE

At 2nd rank, you can use an action to send a wave of immobilization in a line 5 feet wide from your position. The wave is a number of feet long equal to 5 times your vindicator rank. Creatures struck by this wave must succeed a Constitution saving throw or all attacks against them will have advantage and their movement speed will be set to 0 until the end of your next turn.

Once you use this ability you cannot use it again until you complete a short or long rest.

HEART OF FURY

Starting at 3rd rank, you can use a bonus action to enter a zealous state of mind for 1 minute. While you are in this state you can use your bonus action to make an additional attack with a weapon you are wielding in two hands if you used your action to attack.

Once you use this ability you cannot use it again until you complete a long rest.

DUST CLOAK

Starting at 4th rank, while you are wearing armor you can use an action to transform it into a dust cloak. Upon activation your armor releases rocks at all creatures within 10 feet. You can make a spell attack against all creatures within range. The bonus for this spell attack is proficiency + your highest attribute modifier. Upon a hit this attack deals a number of d8's in bludgeoning damage equal to your vindicator rank. At the start of your next turn these rocks explode and all creatures within 20 feet of you must make a Constitution saving throw or be blinded for 1 minute. An effected creature can repeat this saving throw at the end of each of their turns. Creatures with at least 4 Intelligence recognize that the floating rocks will cause them harm on the next turn and are likely to flee.

CHILLING VICTORY

At 4th rank, while wielding a weapon with two hands, your weapon attacks deal bonus cold damage equal to your vindicator rank.

HEAVEN'S SHIELD

Additionally at 4th level, you can use a bonus action to surround you and all allies within 10 feet in heaven's shield, granting all affected creatures a shield bonus to AC until the start of your next turn. This bonus does not affect creatures already wielding a shield, nor does it stack upon itself or similar effects.

ZEALOT

Upon reaching rank 5, you gain the title of Zealot. You are a defender of the people and they will recognize that. The layman will do anything for their hero. Finally, those that worship a god that you do will immediately recognize you and offer assistance.

In addition, you will gain the following abilities:

AVATAR

A Zealot can allow the Gods to work through them, allowing them to become a conduit for the heavens. As an action you can assume the form of a God's avatar. While you are in an avatar state, you resist a type of damage, your attacks that would deal some form of physical damage (piercing, slashing, and bludgeoning) now deal an additional 1d12 of a second type of damage, and foes that end their turn within 5 feet of you take damage of the second type equal to your vindicator rank. An avatar lasts until you fall unconscious and changes your appearance entirely, but does nothing to change your demeanor. You can assume the following avatars where the first type is the damage resisted, and the second type is the damage dealt:

ZEALOT AVATAR STATES

Avatar	Resistance	Damage Type
War	Fire	Fire
Light	Radiant	Radiant
Death	Poison & Acid	Cold
Deception	Psychic	Force
Wilds	Lightning & Thunder	Poison
Lies	Cold	Acid
Hell	Necrotic	Necrotic
Truth	Force	Psychic



WARCHIEF



With a commanding voice and charismatic presence, the warchief rallies the valiant through inspiration, motivation, and leadership, while also bringing mayhem to their foes through thrown weapons.

DIVINE PATH FEATURES

As a warchief, you gain the following path features.

HIT POINTS

Hit Dice: 1d10 per warchief rank

Hit Points at Each Rank: 1d10 (or 6) + your Constitution modifier per warchief rank

PROFICIENCIES

Armor: Shields

Weapons: Simple and martial weapons.

Divine Arms: Meteor

Skills: Choose one from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

METEOR

A meteor is a special type of warhammer. A meteor deals 1d12 bludgeoning damage. You can use a free action during your turn to return it to you if you can see it and it is within 120 feet. While wielding a meteor a Guardian becomes more stoic, thinking more before every decision. A foe hit by a meteor must succeed on a Constitution saving throw or have its speed halved until the end of your next turn.

BRACE YOURSELF!

Starting when you choose this path at 1st rank, you can use an action to shout "Brace Yourself" at an ally that can hear you within 30 feet. Until the end of your next turn, they cannot be forced to go prone. Additionally, the first time they are struck by a foe within 5 feet of them, the damage of that attack is reduced by a number equal to your warchief rank times 3. Additionally, if that attack dealt damage to your ally, they may make a melee weapon attack against that foe as a reaction. If they hit, the attack deals bonus damage equal to your warchief rank times 3.

WARCHIEF

Rank	Features
1st	Brace Yourself!, Mighty Throw, Vigorous Precision
2nd	Incoming!, Chest Thumper, Empowering Might
3rd	There's Nothing to Fear!, Commanding Presence
4th	Find Their Weaknesses!, Vicious Attack, Mighty Critical
5th	Guardian

MIGHTY THROW

Starting as 1st rank, you can use a bonus action to prepare yourself to throw your weapons farther and more accurately than you otherwise feel you could. Your first range increment with thrown weapons are doubled for this turn and you deal an additional weapon die of damage this turn.

Once you use this ability a number of times equal to your warchief rank, you must complete a short rest before you can use it again.

VIGOROUS PRECISION

At 1st rank, whenever you score a critical hit, you and all allies within 30 feet of you that can see and hear you regain hit points equal to four times your Paragon rank.

INCOMING!

Upon reaching 2nd rank, you can use a bonus action to shout "Incoming" to all allies that can hear you within 30 feet. You and all allies that heard you have a +10 bonus to land speed until the end of your next turn.

Once you use this ability a number of times equal to your warchief rank, you must complete a short rest before you can use it again.

CHEST THUMPER

At 2nd rank, whenever you make a thrown weapon attack on a foe within 5 feet of you, you can make a Strength (Athletics) check with a bonus equal to your warchief rank opposed by your foe's Strength (Athletics) or Dexterity (Acrobatics) check. If you win the contest, you may push the foe up to 10 feet away from you.

EMPOWERING MIGHT

Starting at 2nd rank, whenever you score a critical hit, all allies within 30 feet of you that can hear you deal bonus damage on the next weapon attack they make equal to three times your warchief rank.

THERE'S NOTHING TO FEAR!

At 3rd rank, you can use a bonus action to shout "There's Nothing to Fear" to all allies within 30 feet. You and all allies that heard you have Resistance to bludgeoning, piercing, slashing, and force damage until the end of your next turn.

Once you use this ability, you cannot use it again until you complete a short or long rest.

COMMANDING PRESENCE

At 3rd rank, whenever you use a shout, (an ability with a "!" at the end of its name) if it effected you and at least 2 other allies you gain temporary hit points equal to your warchief rank.

FIND THEIR WEAKNESSES!

Starting at 4th rank, you can use a bonus action to shout "Find Their Weaknesses" to an ally (not yourself) within 30 feet. If they heard you, the next time that ally makes a weapon attack, they may reroll all 1's and 2's on their damage dice, keeping the result of the new roll.

VICIOUS ATTACK

Upon reaching 4th rank, you can use a bonus action to cause a thrown weapon you're holding to become imbued with a violent magic. Until the end of your next turn the first time you hit a foe with that thrown weapon it deals a number of d8's in slashing damage equal to your warchief rank.

MIGHTY CRITICAL

At 4th rank, your thrown weapon attacks deal a critical strike on a 19. If you already land critical strikes on a 19, instead deal an extra die of weapon damage on a critical strike.

GUARDIAN

Upon reaching rank 5, you gain the title of Guardian. You are feared by all the war-making races. Simply your name will cause the weaker races to bow before your orders.

In addition, you will gain the following abilities:

BEGONE

As an action you make an attack with a thrown weapon. If it hits you deal normal weapon damage in addition to launching your foe a number of feet equal to 5 times your warchief rank.

ANTHEM OF FLAME

Your attacks with thrown weapons cause foes to become alight with holy flame. You deal bonus radiant damage on all thrown weapon attacks equal to your warchief rank.



WARDEN



In an agile and wily survivor, the warden specializes in ranged weapon combat, beast mastery, and attunement to nature.

DIVINE PATH FEATURES

As a warden, you gain the following path features.

HIT POINTS

Hit Dice: 1d10 per warden rank

Hit Points at Each Rank: 1d10 (or 6) + your Constitution modifier per warden rank

PROFICIENCIES

Armor: Medium armor, shields

Divine Arms: Buckler

Skills: Choose one from Acrobatics, Arcana, Insight, Perception, and Religion

BUCKLER

A buckler is a special type of shield. A buckler does not interfere with you wielding two-handed weapons, but it will not allow you to wield two one-handed weapons. You can use a bonus action while wielding it to make a finesse attack that deals 1d6 bludgeoning damage.

ANIMAL COMPANION

Starting at 1st rank, you obtain a hawk that you can command as an action. The hawk has the statistics from the Monster Manual. While it is touching you, you can communicate telepathically, but as it cannot speak you communicate more on instinct and feelings rather than through language. Additionally, while it is touching you, it does not have to make saving throws and attacks made against it will target you instead as if by magic. Finally, while it is touching you, you have Advantage on Wisdom (Perception) checks.

If you fall unconscious it takes to the skies to circle you. If it dies you can perform an hour long ritual to revive it. Doing so does not require its corpse, but if you do not have its corpse, the ritual takes 2 hours instead.

DISRUPTING ACCURACY

At 1st rank, damage you deal with ranged weapon attacks counts doubly toward your foe's concentration saving throw damage total.

WARDEN

Rank	Features
1st	Animal Companion, Disrupting Accuracy, Rapid Strike
2nd	Maiming Strike, Read the Wind, Seeking Attack
3rd	Tailwind
4th	Symbiosis, Heironoeus's Arrow, Ehlonna's Strikes
5th	Herald

RAPID STRIKE

Preparation. Upon choosing this path at 1st rank you learn this preparation. Expending this preparation allows you to make a full attack action using your bonus action.

MAIMING STRIKE

Starting at 2nd rank, you can use an action to command your hawk to strike at a foe within 30 feet. To do so you roll a finesse attack against the creature using your statistics in place of your hawk's. You have proficiency with this attack. This attack deals 1d10 piercing damage + your Dexterity modifier. If the attack hits, the creature makes a Strength saving throw. If it fails its speed is halved until the start of your next turn.

PREPARATIONS

A Ranger focuses its mind letting it perform shots with unerring accuracy. Using 10 minutes you can focus yourself, focusing your energy, causing your attacks to have further effects. A Preparation lasts until you start a short or long rest, but you can apply a new one during a short or long rest. Preparations only apply to ranged weapon attacks or attacks with finesse weapons.

READ THE WIND

At 2nd rank, whenever you make a ranged weapon attack, until the end of your next turn, your next melee weapon attack deals additional damage equal to twice your warden rank.

SEEKING ATTACK

Preparation. Upon reaching 2nd rank you learn this preparation. Expending this preparation allows you to cause one attack that missed to hit instead.

TAILWIND

Starting at 3rd rank, whenever you make a ranged weapon attack and the turn after making a melee weapon attack and vice versa, your land speed increases by 10 feet and your next attack crits on a 19 or 20. This effect expires at the end of your next turn.

SYMBIOSIS

At 4th rank, while you are touching your hawk your ranged attacks do not have disadvantage in melee. Additionally, when you make a ranged attack in melee, as a bonus action you may have your hawk perform a maiming strike.

HEIRONEOUS'S ARROW

Preparation. Upon reaching 4th rank you learn this preparation. Expending this preparation allows you to cause a ranged weapon attack that you hit with to deal an additional amount of radiant damage equal to twice your Ranger rank.

Once you expend this preparation, you may instantly ready a preparation that is not this one.

EHLONNA'S STRIKES

Starting at 4th rank, whenever you deal damage with a melee finesse weapon, you can convert the damage to cold, fire, thunder, piercing, lightning, or acid damage. Additionally, whenever you critically hit a foe with a melee finesse weapon you deal an extra die of weapon damage.

HERALD

Upon reaching rank 5, you gain the title of Herald. The denizens of the fae and forest revere you as their protector and will rise to your call for aid.

In addition, you will gain the following abilities:

LEGENDARY DRAGON STANCE

As an action, you can invoke the Legendary Dragon Stance for 1 minute. While in the Legendary Dragon Stance you have immunity to lightning, thunder, and radiant damage. Additionally, while in the Legendary Dragon Stance your ranged weapon attacks deal an additional $4d6$ lightning damage and if you do not make a ranged weapon attack on your turn, at the end of your turn all creatures you choose within a 5 foot radius circle centered on you must succeed on a Dexterity saving throw or suffer $2d6$ lightning damage. Once you use this ability you must complete a long rest before you can use it again.

ZEPHYRITE'S BLESSING

On your turn as a free action you can choose one creature within 30 feet. Until the start of your next turn that creature can fly. Unless you choose yourself as the target, this flying movement must end with that creature touching the ground.



WARRIOR



he mightiest of mighty, the bravest of the brave, the warrior is the master of melee combat and heavy armor.

DIVINE PATH FEATURES

As a warrior, you gain the following path features.

HIT POINTS

Hit Dice: 1d12 per warrior rank

Hit Points at Each Rank: 1d12 (or 7) + your Constitution modifier per warrior rank

PROFICIENCIES

Armor: Heavy armor, shields

Weapons: Simple and martial weapons

Divine Arms: Iron-Torch

Skills: Athletics, if you already have Athletics, then you gain expertise in Athletics

IRON-TORCH

An iron-torch is a new one-handed weapon. When you wield a lit torch it deals 1d8 Bludgeoning damage and 1d6 fire damage upon a successful attack. You may only wield one iron-torch as a time

I MEANT TO DO THAT!

Starting at 1st rank, whenever you miss a melee weapon attack against a foe wielding a shield you may roll the attack again, if this attack roll would have hit, the target drops their shield and you shout, "I Meant To Do That", or something similar.

SOLDIER'S SPEED

At 1st rank, while you are wearing Heavy Armor your land speed is increased by 5 feet.

WATCH YOURSELVES!

Also at 1st rank, you can use a bonus action to shout "Watch Yourselves". Until the start of your next turn you and all allies within 30 feet that heard you have an additional 2 armor.

Once you use this ability a number of times equal to your warrior rank you must complete a short rest before using it again.

WARDEN

Rank	Features
1st	I Meant To Do That!, Soldier's Speed, Watch Yourselves!
2nd	Triple Strike, I Will Survive!, Shields Up!
3rd	Adrenaline
4th	Forceful Blow, Sun and Moon Strike, You Will Die!
5th	Berserker

TRIPLE STRIKE

At 2nd rank, whenever you hit a foe with a melee attack you can choose to attack foes both within 5 feet of your target and within your reach as a free action.

Once you use this ability you must complete a short rest before you can use it again.

I WILL SURVIVE!

Upon reaching 2nd rank, you can use a bonus action to shout, "I Will Survive", bolstering both your own vigor and that of your allies'. You and all allies within 30 feet that heard you gain temporary hit points equal to twice your warrior rank.

Once you use this ability a number of times equal to your warrior rank you must complete a short rest before using it again.

SHIELDS UP!

Also at 2nd rank, while you are wearing a shield, you can use a bonus action to shout "Shields Up". Until the start of your next turn foes have disadvantage to hit you with ranged attacks.

Once you use this ability a number of times equal to your warrior rank you must complete a short rest before using it again.

ADRENALINE

Starting at 3rd rank, while you are wielding a one-handed weapon, heavy armor, and a shield your attacks find greater purchase when you strike at your enemy. Every time a foe makes a melee weapon attack against you your next attack deals additional damage equal to your warrior rank. This effect stacks.

FORCEFUL BLOW

Upon reaching 4th rank, your attacks carry greater force. the first melee weapon attack you make each turn is a huge blow and if it hits the foe must succeed on a Strength saving throw or be knocked prone.

SUN AND MOON STRIKE

At 4th rank, if you hit with an attack you may use your bonus action to make an attack with your shield. Your shield deals 1d8 Bludgeoning damage + your Strength modifier.

Additionally, whenever your foe is prone your attacks deal bonus damage equal to your warrior rank.

YOU WILL DIE!

Finally at 4th rank, whenever you kill a foe you can shout "You Will Die" at another target foe within 15 feet as a free action. If they heard you and can be frightened, until the end of your next turn any damage you deal with melee weapon attacks against target foe deals an additional weapon die of damage.

BERSERKER

Upon reaching rank 5, you gain the title of Berserker. Your anger intimidates the most steadfast of foes and your mere presence can cause the most heroic of foes to call for aid.

In addition, you will gain the following abilities:

BERSERK

As a bonus action you can go berserk for 1 minute. While you are berserking your land speed increases by 10 feet and whenever you take the attack action, you can make one additional attack.

Additionally, while you are berserking torches deal 1d10 bludgeoning damage and 1d6 fire damage instead of their normal damage.

Once you use this ability you must complete a short rest before you can use it again.

BLAZE BREAKER

While you are wearing heavy armor and a shield any attempted melee attack against you deals 1d6 + your warrior rank in fire damage to the attacker.

