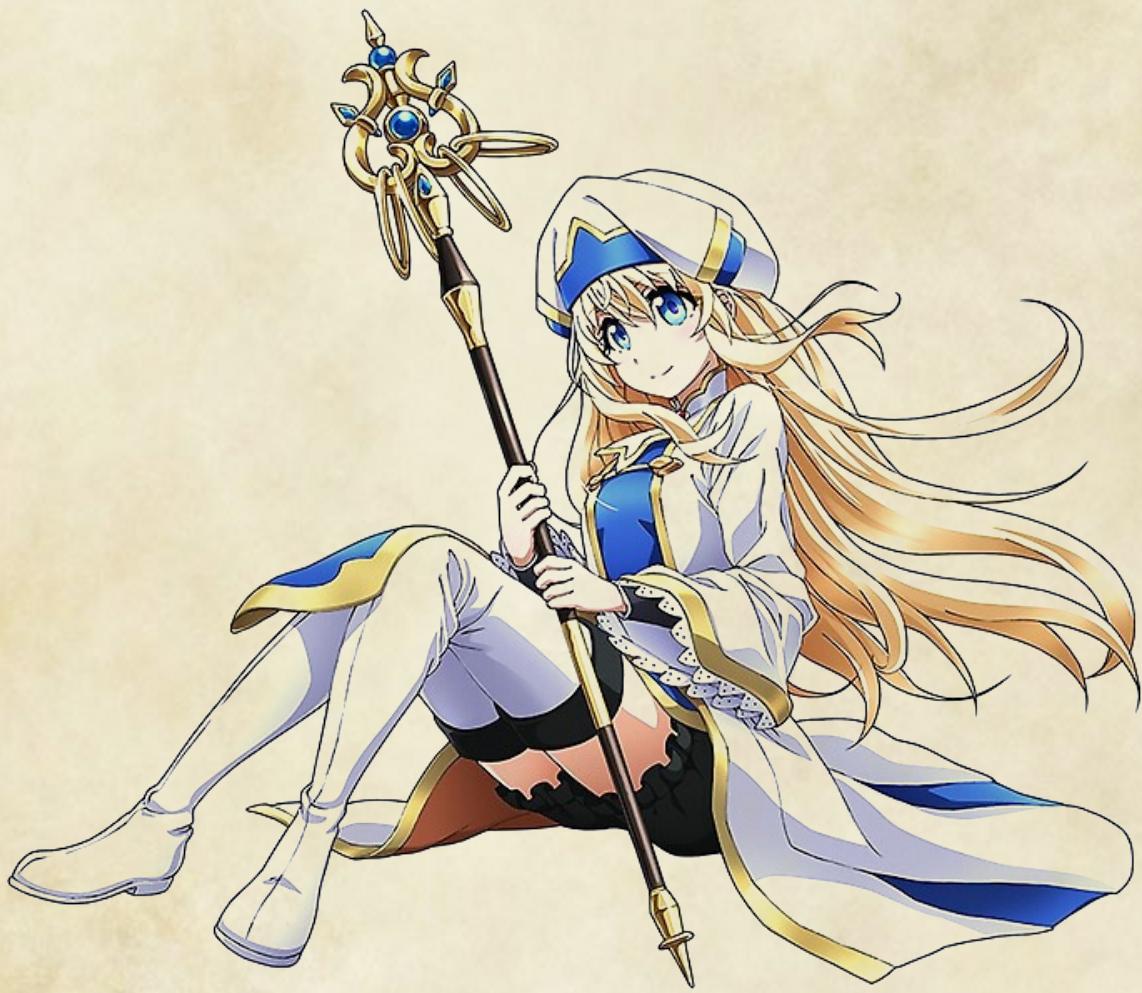


# THE PRIEST/PRIESTESS CLASS

A RELIGIOUS BASED SUPPORT CLASS



PART OF "A KING'S NIGHTMARE" CAMPAIGN, WRITTEN BY A KING'S CAMPAIGN'S

Art Credit: Kumo Kagyu

## THE PRIEST/PRIESTESS

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Belief in Our God/Goddess, Prayers (Choose 4)	3	3	2	—	—	—	—	—	—	—	—
2nd	+2	New Prayer Unlock (1 more)	3	3	2	—	—	—	—	—	—	—	—
3rd	+2	--	3	4	3	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	4	4	2	—	—	—	—	—	—	—
5th	+3	--	5	4	4	3	3	—	—	—	—	—	—
6th	+3	Prayer Improvements	3	5	3	3	3	—	—	—	—	—	—
7th	+3	—	3	6	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement, Prayers of Save (Choose 2)	4	6	4	3	3	2	—	—	—	—	—
9th	+4	—	4	7	5	3	3	2	1	—	—	—	—
10th	+4	Prayer of Intelligence, Prayers of Saves (Choose 2)	4	7	5	3	3	2	1	—	—	—	—
11th	+4	—	4	8	5	4	4	3	2	1	—	—	—
12th	+4	Ability Score Improvement, Prayer Improvements	4	8	5	4	4	3	2	1	—	—	—
13th	+5	—	4	9	5	4	4	3	3	2	1	—	—
14th	+5	Prayer of Saves (Choose 2)	5	9	5	4	4	3	3	2	1	—	—
15th	+5	—	5	10	5	5	4	3	3	2	2	1	—
16th	+5	Ability Score Improvement, Cleansed Eye	5	10	5	5	4	3	3	2	2	1	—
17th	+6	—	5	11	5	5	4	3	3	2	2	1	1
18th	+6	Prayer Improvements	6	11	6	6	5	4	4	3	3	2	1
19th	+6	—	6	12	6	6	5	4	4	3	3	2	1
20th	+6	Archbishop	6	12	6	6	6	5	5	4	3	3	1

## CREATING A PRIEST/PRIESTESS

When a Priest or Priestess is created it is very important to keep in mind that they have a very strange dynamic with a party. They are a class that is based on solely support, so much so that their attacks are replaced with prayers instead, which benefit thier allies, or debuff their enemies. Each Priest/Priestess who is played should talk to their DM about specific spells and what God/Goddess they want to follow, as it can change the way they are played entirely.

Each Priest or Priestess are very different depending on which god they chose, as any god is available, each one may give them specific abilities or different play styles depending on how they work.

## QUICK BUILD

You can make a Priest/Priestess quickly by following these recommendations. Firstly make Intelligence your highest score, followed by either Wisdom or Constitution. Secondly take the Hermit or Vizier backgrounds.

# CLASS FEATURES

As a Priest/Priestess, you gain the following class features

## HIT POINTS

**Hit Dice:** 1d8 per Priest/Priestess level

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

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

## PROFICIENCIES

**Armor:** Light Armor

**Weapons:** None

**Tools:** Healer's Kit, One Musical Instrument

**Saving Throws:** Intelligence, Wisdom

**Skills:** You are proficient in Religion, then choose three from Animal Handling, Arcana, History, Insight, Medicine, Nature, Perception

## EQUIPMENT

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

- Divine Pendant (A necklace given to you by your God/Goddess, Allows Prayers)
- Priest/Priestess uniform
- Priest Pack
- Any String or Wind Instrument

## SPELL CASTING

As a conduit for divine power, you can cast Priest/Priestess Spells. See chapter 10 for general rules of spellcasting, and the end of this document for the Priest/Priestess spell list

## CANTRIPS

At 1st level, you know three cantrips of your choice from the Priest/Priestess spell list. You learn additional Priest/Priestess cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Priest/Priestess table.

## PREPARING AND CASTING SPELLS

The Priest/Priestess table shows how many spell slots you have to cast spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

During a long rest you prepare the list of Priest/Priestess spells that are available for you to cast, choosing from the Priest/Priestess spell list. When you do so, choose a number of Priest/Priestess spells equal to your Intelligence modifier + your Priest/Priestess level (minimum of one spell). The spells must be of a level for which you have spell slots.

## SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Priestess Spells.

The power of your spells comes from the high Gods and Goddess above and your ability to connect and channel it. You use your intelligence whenever a priest/priestess refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Priest/Priestess spell and when making an attack roll with one.

**Spell save DC = 8 + your proficiency bonus + your Intelligence modifier**

**Spell attack modifier = your proficiency bonus + your Intelligence modifier**

## RITUAL CASTING

You can cast a Priest/Priestess spell as a ritual if that spell has the ritual tag and you have the spell prepared.

## SPELLCASTING FOCUS

You can use Divine Pendant as a spellcasting focus for your Priest/Priestess spells

## BELIEF IN OUR LORD/LADY

This is an Oath that all Priest/Priestess take (Unless your DM says otherwise with the God/Goddess you choose, example Tempus, Lord of Battle) that stops them from wielding a weapon. This oath restricts a Priest/Priestess from making any physical or magical attacks that deal direct damage to any type of creature. While this does restrict you, it also allows the usage of Prayer that is bestowed upon you. If this Oath is broken, luckily there is a way to be forgiven.

## OATH MENDING

If an Oath is broken, not all hope is lost, even though you are no longer a guardian of faith, that can be restored; After a ritual that proves your worth back to the gods. This ritual is called the Ritual of Forgiveness, and it has to be done at dawn or dusk. The ritual also requires a drop of your blood, and an item that means the most to you (Which is up to DM discretion)

## PRAYERS

Since the Priest/Priestess class lack the ability to attack, instead you can pray. Prayer still require an "Attack Roll" of sorts, but instead you use your Religion Modifier instead. You can pray (Priest/Priestess class level + Religion modifer) per long rest. (You regain half of your prayers during a short rest) Each prayer has it's own success or failure roll.

### ROTTEN PRAYER

A rotten prayer only occurs when someone would critical fail (A nat one), in which the opposite affect of the prayer would happen on the same creature. If a creature were to take damage due to this, it would be considered Radiant damage.

### PRAYER OF MINOR HEALING

*1st-level Prayer*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

A creature within the range of the prayer that you are aware of heals  $1d6 + 1$  worth of health. The caster must make a Religion check of 13 to succeed the prayer. This goes up to  $2d6 + 2$  at 6th level,  $3d6 + 3$  at 12th level, and  $4d6 + 4$  at 18th level

### PRAYER OF STRENGTH

*1st-level Prayer*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

A creature within the range of the prayer that you are aware of has advantage on their next attack roll. The caster must make Religion check of 16 to succeed the prayer. This goes up to advantage on their next 2 attack rolls at level 6, advantage on their next 3 attack rolls at level 12, and advantage on their next 4 attack rolls at level 18.

### PRAYER OF WEAKNESS

*1st-level Prayer*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

A creature within the range of the prayer that you are aware of has disadvantage on their next attack roll. The caster must make a Religion check of 16 to succeed the prayer. This goes up to disadvantage on their next 2 attack rolls at level 6, disadvantage on their next 3 attack rolls at level 12, and disadvantage on their next 4 attacks rolls at level 18.

### PRAYER OF THE GUARDIAN

*1st-level Prayer*

**Casting Time:** 1 action

**Range:** 20 feet

**Components:** S

**Duration:** Instantaneous

A creature within the range of the prayer that you are aware of has AC +2 for the next 2 minutes. The caster must make a Religion check of 16 to succeed the prayer. This prayer cannot be stack upon. This goes up to AC +3 for the next 2 minutes at level 6, AC +4 for the next 2 minutes at level 12, and AC +5 for the next 2 minutes at level 18.

### PRAYER OF THE WEAKENED

*1st-level Prayer*

**Casting Time:** 1 action

**Range:** 20 feet

**Components:** S

**Duration:** Instantaneous

A creature within the range of the prayer that you are aware of has AC -2 for the next 2 minutes. The caster must make a Religion check of 16 to succeed the prayer. This prayer cannot be stacked upon. This goes up to AC -3 for the next 2 minutes at level 6, AC -4 for the next 2 minutes at level 12, and AC -5 for the next 2 minutes at level 18.

### PRAYER OF TEMPORARY CLENSE

*1st-level Prayer*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

A creature within the range of the prayer that you are aware of is immune to all disease and poison for the next hour. However, if the creature is already afflicted the disease will resume after the duration of Temporary Clelse ends. The caster must make a Religion check of 18 to succeed the prayer. This increases to 2 hours at level 6, 4 hours a level 12, and 8 hours at level 18.

### PRAYER OF THE LORD'S PRESENCE

*1st-level Prayer*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

A creature within range of the prayer that you are aware of gets + 1 hit die to their short or long rest. If the creature will get above max hp with the extra hit die, it will become temporary hit points. This prayer cannot be stacked upon. This becomes + 2 hit dice at level 6, + 3 hit dice at level 12, and + 4 hit dice at level 18.

## **PRAYER OF SAVES**

The next set of Prayer are all based upon reaction to things happening, and saving throws against those things happening. They can help your allies or your own saving throw rolls.

## **PRAYER OF DURABILITY**

*8th-level Prayer*

**Casting Time:** 1 reaction

**Range:** 20 feet

**Components:** S

**Duration:** Instantaneous

A creature within the range of the prayer that you are aware of gets advantage on the next CON saving throw they make, this can be used as a reaction to a spell being casted. Caster must make a 15 religion roll.

## **PRAYER OF EXPERIENCE**

*8th-level Prayer*

**Casting Time:** 1 reaction

**Range:** 20 feet

**Components:** S

**Duration:** Instantaneous

A creature within the range of the prayer that you are aware of gets advantage on the next WIS saving throw they make, this can be used as a reaction to a spell being casted. Caster must make a 15 religion roll.

## **PRAYER OF JOY**

*8th-level Prayer*

**Casting Time:** 1 reaction

**Range:** 20 feet

**Components:** S

**Duration:** Instantaneous

A creature within the range of the prayer that you are aware of gets advantage on the next CHA saving throw they make, this can be used as a reaction to a spell being casted. Caster must make a 15 religion roll.

## **PRAYER OF INTELLIGENCE**

*8th-level Prayer*

**Casting Time:** 1 reaction

**Range:** 20 feet

**Components:** S

**Duration:** Instantaneous

A creature within the range of the prayer that you are aware of gets advantage on the next INT saving throw they make, this can be used as a reaction to a spell being casted. Caster must make a 15 religion roll.

## **PRAYER OF BRAWN**

*8th-level Prayer*

**Casting Time:** 1 reaction

**Range:** 20 feet

**Components:** S

**Duration:** Instantaneous

A creature within the range of the prayer that you are aware of gets advantage on the next STR saving throw they make, this can be used as a reaction to a spell being casted. Caster must make a 15 religion roll.

## **PRAYER OF SKILL**

*8th-level Prayer*

**Casting Time:** 1 reaction

**Range:** 20 feet

**Components:** S

**Duration:** Instantaneous

A creature within the range of the prayer that you are aware of gets advantage on the next DEX saving throw they make, this can be used as a reaction to a spell being casted. Caster must make a 15 religion roll.

## **CLEANSED EYE**

You develop a sixth sense to see those who have done wrong in the world. With heavy concentration you can see the auras that creatures and people give off, this can tell you what type of person they are. This sight works through walls and works in a 300ft radius, this also allows you to see if a creature is telling the truth or lying when they are talking. To do this you must close your eyes, and you can see the world around you through these Cleansed eyes sight, losing sight of anything that isn't living. Creatures without a soul will not appear in this vision.

These following correlate to specific traits:

- Greed: Neon Green
- Envy: Light Pink
- Wrath: Blood Red
- Lust: Light purple
- Sloth: Deep Purple
- Pride: Deep Orange
- Gluttony: Deep Green
- Lies: Black
- Neutral: Grey
- Truth: White
- Pure Soul: Gold

## **ARCHBISHOP**

An Archbishop is the highest level one can be in a field of religion. Archbishop know every prayer and can have direct converstaion with their God/Goddess. Not only are they the highest agents of their God/Goddess, but they are also a messenger for them on this mortal plane. You tend to have high influence on the Religious world, even to those who may not follow your diety. You also have the ability to make those in training official priests/priestesses, you also are licensed to marry and divorce people. Commoner tend to view you as above them, and treat you with kindness when you visit. You also have Unlimited Prayers, and can pray twice a turn instead of once.

<b>CANTRIPS (0 LEVEL)</b>			
Create Bonfire	Magnify Gravity	Rope Trick	Remove curse
Control Flames	Protection from Evil and Good	See Invisibility	Revivify
Dancing Lights	Purify Food and Drink	Silence	Sending
Druidcraft	Shield	Spider Climb	Slow
Encode Thoughts	Shield of Faith	Suggestion	Speak With Dead
Friends	Sleep	Warding Bond	Speak With Plants
Guidance	Speak with Animals	Warding Wind	Spirit Guardians
Gust	Unseen Servant	Web	Tiny Hut
Light	<b>2ND LEVEL</b>		
Mage Hand	Aid	<b>3RD LEVEL</b>	
Magic Stone	Alter Self	Animate Dead	Water Walk
Mending	Animal Messenger	Aura of Vitality	Wind Wall
Message	Arcane Lock	Beacon Of Hope	Wall of Water
Minor Illusion	Arcanist's Magic Aura	Bestow Curse	Wall of Sand
Mold Earth	Augury	Blink	Water Breathing
Resistance	Barkskin	Catnap	<b>4TH LEVEL</b>
Shape Water	Beast Sense	Clairvoyance	Arcane Eye
Spare the Dying	Blindness/Deafness	Counterspell	Aura of Life
Thaumaturgy	Blur	Create Food and Water	Aura of Purity
<b>1ST LEVEL</b>			
Alarm	Calm Emotions	Crusader's Mantle	Banishment
Animal Friendship	Crown of Madness	Daylight	Charm Monster
Beast Bond	Darkness	Dispel Magic	Compulsion
Bane	Darkvision	Enemies Abound	Confusion
Bless	Detect Thoughts	Fast Friends	Control Water
Ceremony	Enhance Ability	Fear	Death Ward
Charm Person	Enlarge/Reduce	Feign Death	Dimension Door
Comprehend Language	Enthrall	Fly	Divination
Create/Destroy Water	Find Steed	Gaseous Form	Dominate Beast
Cure Wounds	Find Traps	Glyph of Warding	Fabricate
Detect Evil And Good	Fortune's Favor	Haste	Faithful Hound
Detect Magic	Gentle Repose	Hunger of Hadar	Find Greater Steed
Feather Fall	Healing Spirit	Hypnotic Pattern	Fire Shield
Find Familiar	Hold Person	Incite Greed	Freedom of Movement
Floating Disk	Immovable Object	Intellect Fortress	Grasping Vine
Gift of Alacrity	Invisibility	Leomund's Tiny Hunt	Greater Invisibility
Goodberry	Knock	Life Transference	Guardian of Faith
Healing Word	Lesser Restoration	Magic Circle	Guardian of Nature
Hideous Laughter	Levitate	Major Image	Hallucinatory Terrain
Identify	Locate Animals or Plants	Mass Healing Word	Locate Creature
Mage Armor	Locate Object	Meld into Stone	Private Sanctum
Longstrider	Magic Mouth	Motivational Speech	Secret Chest
Jump	Pass without Trace	Nondetection	StoneSkin
	Prayer	Phantom Steed	Wall of Fire
	Protection from Poison	Plant Growth	Watery Sphere
		Protection from Energy	

### 5TH LEVEL

- Animate Objects
- Antilife Shell
- Awaken
- Commune
- Commune with Nature
- Contact Other Plane
- Control Winds
- Creation
- Dispel Evil and Good
- Dominate Person
- Dream
- Far step Geas

- Symbol
- Teleport
- Whirlwind

### 8TH LEVEL

- Animal Shapes
- Clone
- Control Weather
- Demiplane
- Dominate Monster
- Glibness
- Holy Aura
- Maze

## **5TH LEVEL**

- Animate Objects
- Antilife Shell
- Awaken
- Commune
- Commune with Nature
- Contact Other Plane
- Control Winds
- Creation
- Dispel Evil and Good
- Dominate Person
- Dream
- Far step Geas
- Greater Restoration
- Hallow
- Hold Monster
- Legend Lore
- Mass Cure Wounds
- Mislead
- Pass Wall
- Planar Binding
- Rary's Telepathic Bond
- Reincarnate
- Scrying
- Seeming
- Telekinesis
- Telepathic Bond
- Teleportation Circle
- Wall of Force
- Wall of Light
- Wall of Stone

## **6TH LEVEL**

- Arcane Gate
- Blade Barrier
- Contingency
- Druid Grove
- Find the Path
- Forbiddance
- Guards and Wards
- Heal
- Heroes' Feast
- Investiture of Flame
- Investiture of Ice
- Investiture Stone
- Investiture Wind
- Magic Jar
- Mass Suggestion
- Move Earth
- Planar Ally
- Soul Cage
- True Seeing
- Wall of ice
- Wall of Thorns
- Wind Walk
- Word of Recall

## **7TH LEVEL**

- Divine Word
- Mirage Arcane
- Plane Shift
- Regenerate
- Sequester

- Symbol
- Teleport
- Whirlwind

## **8TH LEVEL**

- Animal Shapes
- Clone
- Control Weather
- Demiplane
- Dominate Monster
- Glibness
- Holy Aura
- Maze
- Mighty Fortress
- Mind Blank
- Power Word Stun
- Reality Break
- Telepathy

## **9TH LEVEL**

- Gate
- Foresight
- Astral Projection
- Imprisonment
- Invulnerability
- Mass Heal
- Power Word: Heal
- True Resurrection
- Wish