

S&S 5E: Paladin

Marshal

Clad in plate armor that sparkles in the sunlight, despite the dust and grime of a long trail, a human lays down her sword and shield and lays her hands on a fella who's about to meet his maker. Divine light beams from her hands, the man's wounds stitch up, and his eyes pop open wide as saucers.

A dwarf squats behind a rock, his black cloak makin' him near invisible in the dead of night, watchin' an orc war band whoopin' it up over their latest win. Quiet as a mouse, he sneaks into their camp, mutters a solemn vow, and two orcs are pushin' up daisies before they even know he's there.

With his silver hair glintin' in a beam of light that seems to shine just for him, an elf chuckles with triumph. His spear moves as quick as lightning, jabbin' over and over at a gnarly giant, until at last his light snuffs out its nasty darkness.

No matter where they come from or what they're fightin' for, Marshals are bound together by their solemn vows to stand tall against the forces of evil. Sworn in front of a deity's altar with a priest bearin' witness, in a sacred grove in front of nature spirits and fey folk, or in a moment of pure desperation with only the departed as witness, a Marshal's vow is a mighty strong bond. It's a wellspring of power that turns a devout warrior into a blessed champion.

The Call of Justice

A Marshal vows to uphold justice and righteousness, to stand with the good folk of the world against the creepin' shadows, and to chase down the forces of evil wherever they're hidin'. Different Marshals might focus on various parts of the cause of righteousness, but all are hitched to the creeds that give 'em the power to do their holy work. While many Marshals are devoted to gods of good, a Marshal's power comes as much from a commitment to justice itself as it does from any deity.

Marshals train for years to learn the ways of combat, gettin' skilled in a slew of weapons and armor. Even so, their fightin' know-how takes a back seat to the magical power they wield: power to heal the sick and hurt, to strike down the wicked and the undead, and to shield the innocent and those who join 'em in the struggle for justice.

Far From Normal

Almost by nature, the life of a Marshal is one of adventurin'. Unless some lasting injury has sidelined 'em for a spell, every Marshal is out there on the front lines of the cosmic tussle against evil. Sure, fighters ain't exactly thick on the ground among the militias and armies of the world, but even fewer folks can lay claim to the true callin' of a Marshal. When they do get the call, these warriors turn their backs on their old ways and take up arms to fight evil. Sometimes their vows lead 'em to serve the crown as leaders of crack teams of knights, but even then, their true loyalty is to the cause of righteousness, not just to crown and country.

Adventurin' Marshals take their duty dead serious. Diggin' through an ancient ruin or a dusty crypt can be a mission driven by a purpose higher than just grabbin' loot. Evil's lurkin' in dungeons and untamed woods, and even the smallest win against it can tip the cosmic scales away from oblivion.

Craftin' a Marshal

The most crucial part of a Marshal's character is the nature of their holy quest. Even though the class features tied to your creed don't show up 'til you hit 3rd level, best start plannin' ahead for that choice by readin' up on the creed descriptions at the end of the class. Are you a dyed-in-the-wool servant of good, true to the gods of justice and honor, a holy knight in shinin' armor ridin' out to strike down evil? Are you a bright champion of the light, upholdin' all that's beautiful against the darkness, a knight whose creed is rooted in traditions older than many gods? Or maybe you're a hard-bitten lone wolf, sworn to get even with those who've done great evil, sent as an angel of retribution by the gods or driven by your own thirst for vengeance? The Gods of the Multiverse section's got a heap of deities worshipped by Marshals all over, like Torm, Tyr, Heironeous, Paladine, Kiri-Jolith, Dol Arrah, the Silver Flame, Bahamut, Athena, Re-Horakhty, and Heimdall.

How did you come to hear your call to serve as a Marshal? Did you catch a whisper from an unseen god or angel while you were in prayer? Did another Marshal see the potential in you and take you under their wing as a squire? Or maybe some terrible event—the ruin of your home, perhaps—set you on your path? You might've wandered into a sacred grove or a hidden elven enclave and felt called to guard all such havens of goodness and beauty. Or you might've known since your earliest memories that the Marshal's life was your destiny, almost like you were born into this world marked for that purpose.

As defenders against the forces of darkness, Marshals are rarely cut from any evil cloth. Most tread the paths of charity and justice. Think about how your alignment paints the way you chase

your holy mission and the way you carry yourself in front of gods and mortals. Your creed and alignment might line up, or your creed might set a bar for conduct you're still reachin' for.

QUICK DRAW

To whip up a Marshal right quick, follow these pointers. First off, make Strength your top ability score, with Charisma right behind it. Second, pick the noble background.

The Marshal Table

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	Marshal's Intuition, Marshal's Healing	-	-	-	-	-
2nd	+2	Fightin' Style, Spellcastin', Hammerfall of Justice	2	-	-	-	-
3rd	+2	Marshal Integrity, Solemn Creed	3	-	-	-	-
4th	+2	Ability Score Improvement	3	-	-	-	-
5th	+3	Double Tap	4	2	-	-	-
6th	+3	Area of Safety	4	2	-	-	-
7th	+3	Solemn Creed Feature	4	3	-	-	-
8th	+3	Ability Score Improvement	4	3	-	-	-
9th	+4	-	4	3	2	-	-
10th	+4	Area of Bravery	4	3	2	-	-
11th	+4	Honed Hammerfall of Justice	4	3	3	-	-
12th	+4	Ability Score Improvement	4	3	3	-	-
13th	+5	-	4	3	3	1	-
14th	+5	Purifying Endowment	4	3	3	1	-
15th	+5	Solemn Creed Feature	4	3	3	2	-

16th	+5	Ability Score Improvement	4	3	3	2	-
17th	+6	-	4	3	3	3	1
18th	+6	Area Expansions	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Solemn Creed Feature	4	3	3	3	2

BREAKIN' YOUR CREED

A Marshal tries to live up to the highest standards of conduct, but even the most upright Marshal ain't perfect. Sometimes the right trail turns too tough, sometimes a situation calls for pickin' the lesser of two evils, and sometimes the heat of the moment drives a Marshal to break their creed.

A Marshal who's gone astray typically seeks to make things right with a cleric who shares their faith or another Marshal from the same outfit. The Marshal might spend a whole night in prayer as a sign of remorse, or take on a fast or some other kind of self-denial. After a rite of confession and forgiveness, the Marshal gets a clean slate.

If a Marshal willfully goes against their creed and don't show a lick of regret, the consequences can be harsher. At the DM's call, a stubborn Marshal might have to give up this class and take on another, or maybe even switch to the Renegade path.

Class Features

As a Marshal, you gain the following class features:

Hit Points

Hit Dice: 1d10 per Marshal level

Hit Points at 1st Level: 10 + your Constitution modifier

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

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

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

Equipment

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

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple ranged weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain mail and a holy symbol

Marshal's Intuition

The stench of strong evil hits your senses like a foul smell, and powerful good resonates like a choir of angels in your ears. As an action, you can sharpen your awareness to detect such forces. Until the end of your next turn, you'll know the whereabouts of any celestial, fiend, or undead within 60 feet of you that ain't hidden behind solid cover. You'll know the type (celestial, fiend, or undead) of any critter you sense, but not its name (like the vampire Count Strahd von Zarovich, for example). In the same range, you also sniff out any place or object that's been blessed or cursed, same as with the hallow spell.

You can use this ability a number of times equal to 1 plus your Charisma modifier. After you've had yourself a long rest, you get back all your used-up goes at it.

Marshal's Healing

Your blessed mitts can mend wounds. You got a reserve of healin' power that fills up when you bed down for a long rest. With that reserve, you can patch up a total number of hit points equal to your Marshal level × 5.

As an action, you can lay a hand on a critter and pull power from your reserve to heal it up, up to the max amount you got left in your pool.

On the flip side, you can use 5 hit points from your healin' pool to cure a target of one sickness or neutralize one poison hittin' it. You can tackle multiple ailments and poisons with a single go of Lay on Hands, spendin' hit points for each one separate.

This trick don't work none on the undead and constructs.

Fightin' Style

At 2nd level, you pick a particular style of fightin' as your specialty. Choose one of the followin' options. You can't take a Fightin' Style option more than once, even if you later get to choose again.

Defense

When you're wearin' armor, you gain a +1 bonus to AC.

Duelin'

When you're wieldin' a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fightin'

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you're wieldin' with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection

When a creature you can see attacks a target other than you that's within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wieldin' a shield.

Spellcastin'

By 2nd level, you've learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See Spells Rules for the general rules of spellcastin' and the Spells Listing for the Marshal spell list.

Preparin' and Castin' Spells

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

You prepare the list of Marshal spells that are available for you to cast, choosin' from the Marshal spell list. When you do so, choose a number of Marshal spells equal to your Charisma modifier + half your Marshal level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 5th-level Marshal, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it usin' a 1st-level or a 2nd-level slot. Castin' the spell don't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparin' a new list of Marshal spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcastin' Ability

Charisma is your spellcastin' ability for your Marshal spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcastin' ability. In addition, you use your Charisma modifier when settin' the savin' throw DC for a Marshal spell you cast and when makin' an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcastin' Focus

You can use a holy symbol (see the Adventurin' Gear section) as a spellcastin' focus for your Marshal spells.

Hammerfall of Justice

Startin' at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

Marshal Integrity

By 3rd level, the divine magic flowin' through you makes you immune to disease.

Solemn Creed

When you reach 3rd level, you swear the creed that binds you as a Marshal forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose the Creed of Devotion detailed at the end of the class description or one from another source.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include creed spells and the Verdict of Justice feature.

Creed Spells

Each creed has a list of associated spells. You gain access to these spells at the levels specified in the creed description. Once you gain access to an creed spell, you always have it prepared. Creed spells don't count against the number of spells you can prepare each day

If you gain an creed spell that don't appear on the Marshal spell list, the spell is nonetheless a Marshal spell for you.

Verdict of Justice

Your creed allows you to channel divine energy to fuel magical effects. Each Verdict of Justice option provided by your creed explains how to use it.

When you use your Verdict of Justice, you choose which option to use. You must then finish a short or long rest to use your Verdict of Justice again.

Some Verdict of Justice effects require savin' throws. When you use such an effect from this class, the DC equals your Marshal spell save DC.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 usin' this feature.

Usin' the optional feats rule, you can forgo takin' this feature to take a feat of your choice instead.

Double Tap

Beginnin' at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Area of Safety

Startin' at 6th level, whenever you or a friendly creature within 10 feet of you must make a savin' throw, the creature gains a bonus to the savin' throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

Area of Bravery

Startin' at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Honed Hammerfall of Justice

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with 'em. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage.

Purifying Endowment

Beginnin' at 14th level, you can use your action to end one spell on yourself or on one willin' creature that you touch.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

Area Expansions

At 18th level, the range of your auras increase to 30 feet.

Solemn Creeds

Becomin' a Marshal involves takin' vows that pledge ya to the cause of righteousness, a path of actively battlin' wickedness. The final oath, sworn when ya reach 3rd level, is the high point of all the Marshal's trainin'. Some folks with this class don't reckon themselves true Marshals until they've hit 3rd level and sworn this oath. For others, the actual swearin' of the oath is just a formality, an official seal on what's already been true in the Marshal's heart.

Creed of Expansion

The Creed of Expansion beckons Marshals who yearn for honor amidst the fury of battle and seek to assert their authority over their adversaries. Merely establishin' order ain't the end of it; these Marshals aim to stomp out the unruly waves of chaos beneath their boots. Sometimes called steel despots or iron rangers, those who embrace this creed gather into formidable posses, servin' deities or ideologies centered on warfare and relentless power.

Some of these Marshals stretch their convictions so far they end up makin' pacts with the denizens of the infernal badlands, prioritizin' the iron fist of law over the softer touch of mercy. The warlord of the infernal domains, Bel, counts a good number of these Marshals — known as hell rangers — among his most fervent followers. These hell rangers adorn their armor with tokens taken from those they've bested, servin' as a grim warnin' to any brave or foolhardy soul

darin' to oppose them and defy the commands of their leaders. Often, these rangers clash with other Marshals of the same creed, who believe that the hell rangers have strayed too far into the shadows.

PRINCIPLES OF DOMINANCE

A Marshal who embraces this creed has the principles of dominance branded right onto their upper arm.

Extinguish the Torch of Hope. Just winnin' a gunfight ain't enough. Your victory oughta be so downright overwhelming that your enemies lose their fightin' spirit for good. A bullet can snuff out a life. Fear can topple an empire.

Rule with a Steel Grip. Once you've got the reins, don't brook any backtalk. Your word is the law. Those who toe the line will be rewarded. Those who rebel will be punished, servin' as a warning to any who might think to follow their lead.

Might Above All. You'll hold sway until someone stronger shows up. Then you gotta bulk up and face the challenge head-on, or crumble under your own weakness.

Creed of Expansion Features

Marshal Level	Feature
3rd	Creed Spells, Verdict of Justice
7th	Area of Dominance (10 ft.)
15th	Cold Retribution
18th	Area of Dominance (30 ft.)
20th	Indomitable Marshal

Creed Spells

3rd-level Creed of Expansion feature

You gain creed spells at the Marshal levels listed in the Creed of Expansion Spells table. Check out the Solemn Creed class feature to see how creed spells work.

Creed of Expansion Spells

Marshal Level	Spells
3rd	<i>armor of Agathys, command</i>
5th	<i>hold person, spiritual weapon</i>
9th	<i>bestow curse, fear</i>
13th	<i>dominate beast, stonewall</i>
17th	<i>cloudkill, dominate person</i>

Verdict of Justice

3rd-level Creed of Expansion feature

When you pledge yourself to this creed at 3rd level, you gain the followin' two Verdict of Justice options. Check out the Solemn Creed class feature to see how Verdict of Justice works.

Dominating Existence. You can call upon your Verdict of Justice to unleash a fearsome aura. Quick as drawin' your six-shooter, you can compel each critter of your choosin' that you can see within 30 feet of you to make a Wisdom savin' throw. If they fail, they're scared stiff of you for a full minute. A scared critter can try to buck off this fear at the end of each of its turns, endin' the effect on itself with a successful save.

Tracing Shot. You can use your Verdict of Justice to take aim with unearthly precision. When you take a shot, you can use your Verdict of Justice to add a +10 bonus to your roll. You decide to use this after you see the roll, but before the Marshal lets on whether your shot hits or misses.

Area of Dominance

7th- and 18th-level Creed of Expansion feature

Startin' at 7th level, you're always emanatin' an intimidatin' aura, as long as you ain't out cold. This aura spreads out 10 feet from you in every direction, but it don't go through solid cover.

If a critter's shakin' in its boots 'cause of you, its speed is cut to nothin' while it's in your aura, and that varmint takes psychic damage equal to half your marshal level if it starts its turn there.

At 18th level, the reach of this aura stretches out to 30 feet, like the long arm of the law in the wild west.

Cold Retribution

15th-level Creed of Expansion feature

Startin' at 15th level, any varmint brash enough to land a lick on you gets a heap of mental payback for their gumption. Whenever a critter hits you with an attack, that no-goodnik takes psychic damage equal to your Charisma modifier (at least 1), provided you ain't knocked out on your back.

Indomitable Marshal

20th-level Creed of Expansion feature

At 20th level, you gain the know-how to summon up exceptional fightin' prowess. Quick as a gunslinger's draw, you can magically transform into an avatar of dominance, snaggin' these benefits for 1 minute:

- You're tough as old boots against all kinds of damage, with resistance to every lick of it.
- When you go for the Attack action on your turn, you can toss in one extra attack as part of that action, quick as a whip.
- Your melee weapon attacks hit the bullseye, scorin' a critical on a roll of 19 or 20 on the d20.

Once you call on this feature, you can't rustle it up again until after you've had yourself a long rest, like a marshal hangin' up his hat after a day's hard work.

Creed of Honor

The Creed of Honor binds a Marshal to the highest standards of fairness, bravery, and order. Often called frontier marshals, silver rangers, or holy gunslingers, these Marshals are the very picture of the heroic cowboy, shining bright and actin' with honor in their pursuit of justice and the common good. They adhere to a strict code of conduct, and some, for better or worse, think the rest of the world oughta toe the line too. Many who swear this creed are devoted to deities of law and good, usin' their gods' teachings as a measure for their own commitment. They see angels—the faultless servants of good—as their models, and often wear symbols of angelic wings on their helmets or badges, wearin' 'em proud as a sheriff sports his star.

PRINCIPLES OF HONOR

While the exact words and rules of the Creed of Honor might differ, Marshals of this creed all hold to these principles.

Honesty. Don't be dealin' in lies or trickery. Make your word as trustworthy as a handshake.

Courage. Never shy away from takin' action, but remember that bein' cautious is also bein' smart.

Compassion. Lend a helpin' hand, stand up for those who can't defend themselves, and set right those who threaten 'em. Show mercy to your foes, but temper it with a good dose of common sense.

Honor. Treat folks fair and square, and let your honorable actions set an example. Strive to do the most good while stirrin' up the least harm.

Duty. Be accountable for what you do and the ripples it causes, protect those who count on you, and respect those who rightly call the shots.

Creed of Honor Features

Marshal Level	Feature
3rd	Creed Spells, Verdict of Justice
7th	Area of Honor (10 ft)
15th	Solemn Soul
18th	Area of Honor (30 ft)
20th	Divine Storm

Verdict of Justice

3rd-level Creed of Honor feature

When you pledge to this creed at 3rd level, you gain the followin' two Verdict of Justice options.

Solemn Piece. Quicker than a gunslinger's draw, you can bless one weapon you're holdin' with a burst of positive energy, usin' your Verdict of Justice. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with at least a +1 bonus). The weapon also casts a bright light in a 20-foot radius and dim light for another 20 feet beyond that. If the weapon ain't already magical, it becomes so for the spell's duration.

You can end this effect on your turn as part of any other action. If you ain't holdin' or carryin' this weapon, or if you're knocked unconscious, this effect ends.

Rebuke the Damned. With an action, you brandish your holy symbol and recite a prayer targetin' fiends and the undead, usin' your Verdict of Justice. Each fiend or undead critter that can see or hear you within 30 feet must make a Wisdom savin' throw. If the critter fails, it's turned for 1 minute or until it takes a hit.

A turned critter must spend its turns tryin' to hightail it as far from you as it can, and it can't willingly come within 30 feet of you. It can't take reactions either. For its action, it can only Dash or try to escape from somethin' trappin' it. If there's nowhere to mosey, the creature can take the Dodge action.

Creed Spells

3rd-level Creed of Honor feature

You gain creed spells at the marshal levels listed.

Creed of Honor Spells

Marshal Level	Spells
3rd	<i>protection from evil and good, sanctuary</i>
5th	<i>lesser restoration, zone of truth</i>
9th	<i>beacon of hope, dispel magic</i>
13th	<i>freedom of movement, guardian of faith</i>
17th	<i>commune, flame strike</i>

Area of Honor

7th- and 18th-level Creed of Honor feature

Startin' at 7th level, you and your allies within 10 feet of you can't be hoodwinked or hexed into bein' charmed, long as you're wide awake and on the lookout.

At 18th level, the reach of this protective aura stretches out to 30 feet, like a vigilant sheriff's gaze coverin' a quiet town.

Solemn Soul

15th-level Creed of Honor feature

Beginnin' at 15th level, you're always treadin' under the vigilant guard of a protection from evil and good spell, like a marshal with an invisible badge shieldin' him from the dark elements and no-good outlaws.

Divine Storm

20th-level Creed of Honor feature

At 20th level, quicker than the flick of a six-shooter, you can ignite with an aura of sunlight. For 1 minute, bright light beams off you like the high noon sun in a 30-foot radius, with dim light stretchin' another 30 feet out.

Whenever some no-good varmint starts its turn in that bright light, it takes 10 radiant damage, like it's caught under the blisterin' desert sun.

Plus, for the duration of the spell, you've got an edge on savin' throws against spells cast by fiends or the undead, sharp as a hawk eyin' its prey.

Once you call upon this power, you can't rouse it up again until after you've had yourself a long rest, like a cowboy settlin' down after a day's hard journey.

Creed of Fame

Marshals who take up the Creed of Fame figure they and their posse are destined to earn their spurs through acts of boldness and heroism. They practice without stoppin', spurrin' their compadres to be primed and ready when destiny moseys into town.

PRINCIPLES OF FAME

The principles of the Creed of Fame spur a Marshal to undertake heroic deeds that just might become the stuff of legends.

Deeds over Talk. Strive to make your mark with bold actions, not just with tall tales.

Challenges Are but Trials. Face hard times square-on with true grit, and urge your partners to stand tall alongside you.

Sharpen the Body. Like a rough gem, your body's gotta be honed and refined to unleash its full might.

Temper the Spirit. You've gotta wrangle up the discipline to handle any shortcomings in yourself that could tarnish the fame of you and your outfit.

Creed of Fame Features

Marshal Level	Feature
3rd	Creed Spells, Verdict of Justice
7th	Area of Swift Gallop (10ft)
15th	Quick Draw Defense
18th	Area of Swift Gallop (30ft)
20th	Ringtail Roarer

Creed Spells

3rd-level Creed of Fame feature

You gain creed spells at the Marshal levels listed in the Creed of Fame Spells table. Check out the Solemn Creed class feature to see how creed spells work.

Creed of Fame Spells

Marshal Level	Spells
3rd	<i>guiding bolt, heroism</i>
5th	<i>enhance ability, magic weapon</i>
9th	<i>haste, protection from energy</i>
13th	<i>compulsion, freedom of movement</i>
17th	<i>commune, flame strike</i>

Verdict of Justice

3rd-level Creed of Fame feature

You gain the followin' two Verdict of Justice options. Check the Solemn Creed class feature to see how Verdict of Justice works.

Peerless Wrangler. With a quick snap of your wrist, faster than a rattlesnake's lunge, you can use your Verdict of Justice to boost your physical abilities. For the next 10

minutes, you've got an edge on Strength (Athletics) and Dexterity (Acrobatics) checks; you can heave, push, drag, and lift twice the burden you normally can; and the distance of your long jumps and high jumps extends by 10 feet (though this extra leapin' still counts against your movement as usual).

Inspiring Shootout. Right after you've landed a hit on a varmint with your Hammerfall of Justice feature, you can use your Verdict of Justice fast as a gunslinger's bullet, dishin' out temporary hit points to your chosen buddies within 30 feet of you, includin' yourself. The total temporary hit points amount to 2d8 + your level in this class, split however you want among them chosen allies.

Area of Swift Gallop

7th- and 18th-level Creed of Fame feature

You radiate an aura that infuses you and your posse with supernatural speed, lettin' y'all zip across the battlefield like a herd of fleet-footed mustangs. Your walkin' speed gets a boost of 10 feet. Plus, if you ain't knocked out, the walkin' speed of any ally who starts their turn within 5 feet of you also ramps up by 10 feet until the end of that turn.

When you hit 18th level in this class, the range of this aura widens to 10 feet, coverin' more territory like a marshal keepin' an eye on a broader expanse of the wild frontier.

Quick Draw Defense

15th-level Creed of Fame feature

You've got the skill for turnin' a solid defense into a swift counterblow. When you or another varmint you can see within 10 feet of you is the target of an attack roll, you can use your reaction to add a bonus to the target's AC against that attack, makin' it liable to miss. The bonus is equal to your Charisma modifier (at least +1). If the attack ends up missin', you can lash out with one weapon attack against the attacker as part of this reaction, as long as they're within reach of your weapon.

You can call on this feature a number of times equal to your Charisma modifier (at least once), and you gather up all your uses again after you've had yourself a long rest, like a cowboy restin' up after a hard day's work.

Ringtail Roarer

20th-level Creed of Fame feature

You can power yourself up with the tales—whether they're dead-on true or a bit stretched—of your remarkable feats. Quick as a wink, you gain these benefits for 1 minute:

- You're blessed with a mighty powerful presence, givin' you the upper hand on all Charisma checks.
- Once on each of your turns when you take a swing with your weapon and miss, you can twist fate so that strike hits instead.
- If you come up short on a savin' throw, you can use your reaction to give it another shot. You have to stick with the new roll, though.

Once you've called on this feature, you can't stir it up again until after you've had a long rest, like a cowboy settlin' down by the fire. But, if you're willin' to burn a 5th-level spell slot, you can get back in the saddle with it sooner.

Creed of the Redeemer

The Creed of the Redeemer sets a Marshal on a rough trail, one that urges a holy gunfighter to turn to violence only when there ain't no other choice. Marshals sworn to this creed believe every soul's got a shot at redemption and that the path of kindness and justice is open to one and all. These Marshals square off against mean outlaws, hopin' to steer 'em back onto the straight and narrow, and they only pull the trigger when it's clear as day that doin' so will save others. Marshals treadin' this path are known as redeemers.

But don't go thinkin' these redeemers are soft. They're well aware that supernatural threats like the undead, demons, devils, and other such varmints can be purely evil through and through. Against these foes, Marshals of this creed don't pull their punches, unleashin' the full fury of their six-shooters and spells. Yet, deep down in their hearts, redeemers still hold out hope that maybe, just maybe, even these dark creatures might one day seek redemption too.

COMMANDMENTS OF REDEMPTION

The commandments of the Creed of the Redeemer set a Marshal to upholdin' the highest standards of peace and justice.

Peace. Reachin' for your six-shooter is the last resort. Talkin' things through and seekin' understanding are the true paths to real, lastin' harmony.

Innocence. Everyone starts their journey innocent, and it's the ways of the world or evil influences that lead 'em astray. By bein' a good example and workin' to mend the wounds of a deeply flawed world, you can guide anyone back to the straight and narrow.

Patience. Change ain't quick. Those who've strayed need gentle nudgin' to stay honest and true. Once you sow the seed of righteousness in someone, you gotta tend it with care, day

after day, to help it grow strong.

Wisdom. Keep your wits sharp and your heart clear, 'cause a time will come when you gotta recognize a lost cause. While every soul can find salvation, some are so steeped in their evil ways that the only option is to stop 'em for the greater good. Such a decision should be weighed heavy, and its consequences fully understood. But once you make your call, stand firm, knowin' your path is the just one.

Creed of the Redeemer Features

Marshal Level	Feature
3rd	Creed Spells, Verdict of Justice
7th	Area of the Guardian (10 ft.)
15th	Protector's Spirit
18th	Area of the Guardian (30 ft.)
20th	Emissary of Redemption

Creed Spells

3rd-level Creed of the Redeemer feature

You gain creed spells at the marshal levels listed in the Creed of the Redeemer Spells table. See the Solemn Creed class feature for how creed spells work.

Creed of the Redeemer Spells

Marshal Level	Spells
3rd	<i>sanctuary, sleep</i>
5th	<i>calm emotions, hold person</i>
9th	<i>counterspell, hypnotic pattern</i>
13th	<i>Otiluke's resilient sphere, stonewood</i>
17th	<i>hold monster, wall of force</i>

Verdict of Justice

3rd-level Creed of the Redeemer feature

When you take this creed at 3rd level, you gain the followin' two Verdict of Justice options.

Peacekeeper. You can call on your Verdict of Justice to bolster your presence with divine might. Quick as a snake's strike, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes, smooth as a seasoned negotiator in a high-stakes standoff.

Chastise the Violent. You can use your Verdict of Justice to rebuke those who're quick to violence. Right after an attacker within 30 feet of you deals damage with a hit against someone other than you, you can use your reaction to force the attacker to face a Wisdom savin' throw. If they fail, they take radiant damage equal to the hurt they just doled out. If they pass, they only take half that damage, like a sharp reminder of their own rough ways.

Area of the Guardian

7th- and 18th-level Creed of the Redeemer feature

Startin' at 7th level, you can step in to take a bullet for someone else, costin' you a piece of your own hide. When a critter within 10 feet of you takes a hit, you can use your reaction to magically soak up that damage yourself, instead of lettin' them bear the full brunt of it. This move don't carry over any other nasty effects that might come with the damage, and this hurt you take can't be softened or lessened in any way.

At 18th level, the reach of this selfless aura stretches out to 30 feet, like a marshal throwin' a protective arm over a wider circle of folks.

Protector's Spirit

15th-level Creed of the Redeemer feature

Startin' at 15th level, a heavenly force starts patchin' you up in the thick of a showdown. You get back hit points equal to 1d6 + half your marshal level if you wind up your turn in a scrap with less than half your hit points left and you ain't knocked senseless. It's like havin' a guardian angel perched on your shoulder, ready to mend your wounds as you stand tall against the outlaws.

Emissary of Redemption

20th-level Creed of the Redeemer feature

At 20th level, you transform into a livin' beacon of peace, grantin' you two mighty boons:

- You're tough as old leather against all harm dealt by other varmints (their punches, spell-slingin', and any other tricks they got up their sleeves).
- Whenever a critter lands a hit on you, it gets scorched by radiant damage equal to half the hurt you took from their attack.

But here's the twist: if you take the offensive against a critter, cast a spell on it, or deal it any damage other than what comes from this here feature, neither of these advantages will work against that creature until after you've had yourself a long rest, like a cowboy hangin' up his spurs for the night.

Creed of the Elders

The Creed of the Elders carries the timeless wisdom of the desert winds whisperin' through sagebrush or the secrets nestled deep in the heart of the mighty redwoods. These marshals, often known as the Earth Riders, Nature's Gunslingers, or the Sagebrush Knights, don't swear their loyalty to any set of laws or order. Instead, they dedicate themselves to the bright, burnin' light of life itself, standin' as guardians of all that's beautiful, thrivin', and lush. They adorn their leather duds and woven ponchos with symbols of life - like cacti, antlers, or bloomin' desert flowers - markin' their promise to protect the rich, singin' harmony of the world.

LAWS OF THE ELDERS

The Laws of the Elders, as steadfast as the stone walls of the grand canyons, uphold the core virtues of life and light above all else. Here are their four main tenets:

Ignite the Flame. With acts of kindness, mercy, and forgiveness, fan the flames of hope, drivin' away the encroachin' darkness.

Harbor the Flame. Stand sturdy like a steadfast mountain against evil that aims to extinguish the light where joy, laughter, and life flourish. Be the bulwark against forces set on parchin' the fertile lands of existence.

Guard Your Inner Flame. Indulge in song, merriment, and the arts. If the flame in your own heart dims, you'll be powerless to keep it ablaze in the world.

Be the Flame. Let your own joy and courage shine like a lighthouse for those lost in despair. Make your actions a radiant example of bravery and hope.

Creed of the Elders Features

Marshal Level	Feature
3rd	Creed Spells, Verdict of Justice
7th	Circle of Preservation (10ft)
15th	Eternal Guardian
18th	Circle of Preservation (30ft)
20th	Spirit of the Ancient

Verdict of Justice

3rd-level Creed of the Elders feature

Upon takin' this creed at level 3, you gain two unique Verdict of Justices.

Wrath of Nature. Channelin' the wild tempest of the wilderness, you can beckon the earth itself to snare your foes. Ghostly tumbleweeds or thorny cacti pop up to entangle a critter within your sight and a throw away. This varmint has to struggle somethin' fierce or be held tighter than a lassoed bull. While snagged, the creature's gotta fight to break free each turn, with the spectral plants disappearin' once they wriggle out.

Banish the Unnatural. Callin' forth the age-old chants of the earth, you make it plum unwelcomin' for devils and deceivin' spirits to linger. Wavin' your sacred totem, every trickster within hearin' must grapple with your edict. If they can't hold their own, they're banished for a bit or until they catch a wallop.

These banished rascals spend their turns beatin' a hasty retreat from you, unable to counter or approach on their own. They're compelled to skedaddle or dive for cover if there ain't no direct path out. And if they're hidin' under a false guise, their true nature's revealed clear as the blue sky while they're banished.

Creed Spells

3rd-level Creed of the Elders feature

With your commitment to the Creed of the Elders, you acquire unique spells.

Creed of the Elders Spells

Marshal Level	Spells
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3rd	<i>ensnaring strike, speak with beasts</i>
5th	<i>misty step, moonbeam</i>
9th	<i>plant growth, protection from energy</i>
13th	<i>avalanche, stonework</i>
17th	<i>commune with nature, tree stride</i>

Circle of Preservation

7th- nad 18th-level Creed of the Elders feature

From the 7th level, the ancient spirits from yarns as old as the hills enfold you in a protective shroud. This ring of safeguardin' toughens you and your gang within its span against harm dealt by them mystical, arcane powers.

When you amble up to the 18th level, this circle's range spreads out even wider, like the long shadows cast by the settin' sun over the wide-open prairie.

Eternal Guardian

15th-level Creed of the Elders feature

Upon reachin' the 15th level, when you take a blow that'd normally lay you out cold, you can muster up the grit to stay standin' with just a sliver of life clingin' to ya. Once you've tapped into this power, you can't harness it again until after you've had yourself a long rest, like a cowboy hunkerin' down after a tough day's ride.

Plus, the march of time can't rope you in, and no spell-slingin' can rush you down the trail of years.

Spirit of the Ancient

20th-level Creed of the Elders feature

Upon reachin' the 20th level, you can transform into a mighty spirit of the land, pickin' a look that tickles your fancy. Your skin might take on the fiery reds of a desert sunset, your hair could look like the swayin' grasses of the prairies, or you might sprout the grand antlers of a stag.

When you shift shape, you get these perks for a short while:

- At the start of your turn, a bit of your vigor naturally gets patched up.

- Your marshal spells can be cast as quick as a gunslinger's draw.
- Foes nearby find themselves in a heap of trouble against your marshal spells and Verdict of Justices.

Once you've tapped into this power, you can't use it again until after you've had a long rest, like a trail-worn cowboy restin' up for the next day.

Creed of the Badge

The Creed of the Badge is a solemn vow, taken in dedication to the principles of civilization - be it the spirit of a growin' town, loyalty to a steadfast sheriff, or service to a deity of law and order. The lawmen and women who adopt this creed pledge their lives to servin' their community and, in particular, upholdin' the fair laws that bind such communities together. These lawmen stand as vigilant sentinels, holdin' fast against the wild winds of lawlessness and chaos that threaten to undo the civilization bloomin' in this untamed land. Often known as deputies, marshals, or sheriffs, they're usually part of a town's law enforcement, embracin' this creed as they take up the badge.

CODE OF THE BADGE

The Creed of the Badge, typically laid down by the sheriff or the law to which the creed is sworn, generally upholds the followin' principles:

Order. Order is paramount. It's the very thing that holds the buildin' blocks of civilization together, and it must be upheld.

Loyalty. Your word is as good as gold. Without loyalty, creeds and laws ain't worth a hill of beans.

Courage. You gotta stand tall and unwaverin' in the face of trouble for the sake of maintainin' order, even when you're up against a mountain of odds. If you buckle, who's gonna hold the line?

Responsibility. You carry the weight of your actions, and it's your job to meet your commitments and uphold your duties.

Creed of the Badge Features

Marshal Level	Feature
3rd	Creed Spells, Verdict of Justice
7th	Protector's Ally
15th	Holdfast Host
20th	Legendary Marshal

Creed Spells

3rd-level Creed of the Badge feature

You acquire creed spells at specific marshal levels.

Creed of the Badge Spells

Marshal Level	Spells
3rd	<i>command, compelled duel</i>
5th	<i>warding bond, zone of truth</i>
9th	<i>aura of vitality, spirit guardians</i>
13th	<i>banishment, guardian of faith</i>
17th	<i>circle of power, geas</i>

Verdict of Justice

3rd-level Creed of the Badge feature

Upon takin' this creed at the 3rd level, you gain two unique Verdict of Justices.

Marshal's Challenge. With a bellowin' shout or a steely-eyed glare, you call out your enemies, darin' 'em to face you. Every no-goodnik of your choosin' within eyeshot and a throw's distance has to square up to your challenge. If they can't stand their ground, they can't willingly move more'n a throw's distance from you, unless you're knocked out, pushin' up daisies, or they wind up more than 30 feet away from where you're standin'.

Rally the Troops. With a stirrin' call to arms, you can bolster the courage and resolve of your worn-down allies. Every comrade within throwin' distance who can hear your call

gets a boost to their vigor, a bit more than a tad plus your own magnetic personality, just so long as they ain't above half their full strength.

Protector's Ally

7th-level Creed of the Badge feature

From the 7th level, when an ally standin' right beside you takes a hit, you can, quick as a whip, trade their pain for your own, makin' sure your partner don't bear the full brunt of the damage. Instead, you take it upon yourself. This hurt you shoulder can't be cushioned or dodged; you take it square and fair.

Holdfast Host

15th-level Creed of the Badge feature

From the 15th level, you've honed yourself an unbreakable resolve, tougher than the toughest leather. This gives you the edge against gettin' hog-tied by becomin' paralyzed or stunned.

Legendary Marshal

20th-level Creed of the Badge feature

At the 20th level, just bein' in the heat of a showdown, standin' sturdy and bold, is enough to buck up those fightin' alongside you. You can tap into this inspirin' strength to whip up these perks for one hour:

- You're tough as an old boot against rough weapons, like bullets and blades just can't dig in as deep.
- Your allies find a surge of resilience in 'em to keep standin' while they're within 30 feet of you.
- Both you and your buddies within 30 feet have an edge on shakin' off any slick-tongued persuadin'.

If you're knocked out cold or bite the dust, this effect ends pronto. Once you've called on this power, you can't use it again until after you've had yourself a proper long rest, like a cowboy sleepin' beneath the open sky after a long day's work.

Creed of the Spyglass

The Creed of the Spyglass is a solemn vow that binds sheriffs, deputies, and marshals to the duty of protectin' the mortal lands from the haunts and horrors of the supernatural, the kind that

can turn even the toughest of frontiersmen into quiverin' shadows. So, the Spyglass sharpens their minds, spirits, and bodies to stand as the ultimate bastions against such terrors.

Lawmen treadin' the path of the Spyglass are always on the alert for signs of the otherworldly. They often set up a network of scouts and informants, rustlin' up whispers and rumors about dealings with the unknown. For a Frontier Watcher, bein' eternally vigilant and mindful of their surroundings is as natural as wearin' a wide-brimmed hat under the scorchin' desert sun.

PRINCIPLES OF THE SPYGLASS

A lawman who takes up the Creed of the Spyglass swears to shield the mortal territories from ghostly and otherworldly threats.

Alertness. The perils you're up against are sly, mighty, and full of deceit. Keep your eyes peeled and your wits about you for their corruptin' influence.

Loyalty. Don't ever take gifts or favors from ghosts or those who buddy up with 'em. Stay loyal to your badge, your fellow lawmen, and the duty you swore to uphold.

Discipline. You're the last stand against the untold horrors lurkin' in the wilds. Keep your six-shooter loaded and your mind as sharp as a razor to face whatever's lurkin' out there.

Creed of the Spyglass Features

Marshal Level	Feature
3rd	Creed Spells, Verdict of Justice
7th	Area of the Guardian (10 ft)
15th	Retaliation
18th	Area of the Guardian (30 ft)
20th	Overworld Protector

Creed Spells

3rd-level Creed of the Spyglass feature

You gain Creed spells at the Marshal levels listed in the Spyglass Spells table.

Creed of the Spyglass Spells

Marshal Level	Spells
3rd	<i>alarm, detect magic</i>
5th	<i>moonbeam, see invisibility</i>
9th	<i>counterspell, nondetection</i>
13th	<i>aura of purity, banishment</i>
17th	<i>hold monster, scrying</i>

Verdict of Justice

3rd-level Creed of the Spyglass feature

Upon takin' this creed at the 3rd level, you gain two unique Verdict of Justices.

Frontier's Resolve. You can tap into your Verdict of Justice to fill your presence with the protective spirit of your belief. With a firm word, you can pick a number of critters you can see within a stone's throw, up to a tally equal to your force of character. For a short spell, both you and the chosen ones get the upper hand against any sly attempts to fool, scare, or sway you.

Exile the Uncanny. You can harness your Verdict of Justice to turn away beings not of this world. With your badge held high and a stern word, any aberration, celestial, elemental, fey, or fiend within a stone's throw that can hear you has to stand up to your command. If they falter, they're driven away for a spell or until they take a lickin'. The driven-off varmint has to spend its turns beatin' a hasty retreat from you, and it can't come willingly within a stone's throw of where you stand.

Area of the Guardian

7th- and 18th-level Creed of the Spyglass feature

Startin' at the 7th level, you're emanatin' an aura of sharp-eyed alertness, as long as you ain't knocked out cold. When you and any chosen buddies within 10 feet of you roll for readiness, all of y'all get a bonus to that readiness roll equal to your proficiency bonus, sharp as a hawk's gaze.

Come 18th level, the reach of this here aura stretches out to 30 feet, coverin' more ground like a watchful sheriff's keen eye over a bustling town.

Retaliation

15th-level Creed of the Spyglass feature

At the 15th level, you've learned how to give a stern rebuke to any varmint bold enough to try enchantin' tricks on you or your charges. Whenever you or a critter you can see within 30 feet of you stands firm against a manipulation attempt, you can use your reaction to lash back with force damage at the scoundrel behind the manipulation, like a sharpshooter takin' a retaliatory shot.

Overworld Protector

20th-level Creed of the Spyglass feature

At the 20th level, you bring forth a spark of divine power to defend the mortal lands. With a quick bonus action, you rustle up these benefits for a short spell:

- You gain eagle-eyed vision, sharp as a scout, with a range of 120 feet.
- You have the upper hand on attack rolls against aberrations, celestials, elementals, fey, and fiends, like a seasoned hunter facin' down familiar prey.
- When you land a hit on a critter and deal damage, you can also challenge it to withstand your commanding presence. If it can't hold up, it's banished back to its own plane of existence, if it ain't already there. If it stands firm, it can't be banished by this power for the next 24 hours.

Once you've called upon this power, you can't do so again until after you've had yourself a good night's rest, like a cowboy beddin' down after a long day on the trail, unless you're willin' to use up a 5th-level spell slot to fire it up again.

Creed of Frontier Justice

The Creed of Frontier Justice is a solemn vow to haul the no-gooders who've done wrong to justice. When black-hearted outlaws murder innocent folk, when a whole town goes rogue against the law, when a gang of bandits gets too wild and mighty, when a fearsome critter's causin' havoc across the land — in times like these, lawmen stand tall and swear an Creed of Frontier Justice to set right the wrongs. To these lawmen — sometimes known as marshals or dark gunslingers — their own clean hands ain't as important as bringin' down the hammer of justice.

LAWS OF FRONTIER JUSTICE

The code of the Creed of Frontier Justice might vary some from one lawman to the next, but

all the rules circle around bringin' justice to those who've done wrong, by any means needed. Lawmen who stick to these tenets are ready to put even their own good name on the line to bring the hammer down on evil-doers, which is why these marshals often stand on neutral or lawful neutral ground. The core principles of the code are straight-shootin' and to the point.

Pursue the Greater Evil. When I'm faced with the choice of trackin' down my sworn enemies or tacklin' a lesser evil, I go after the bigger threat.

No Mercy for the Wicked. Regular troublemakers might earn my mercy, but my sworn enemies sure won't.

By Any Means Necessary. I can't let my own doubts stop me from puttin' an end to my enemies.

Restitution. If my foes are tearin' up the world, it's 'cause I didn't stop 'em sooner. I gotta help those who've been hurt by their wicked deeds.

Creed of Frontier Justice Features

Marshal Level	Feature
3rd	Creed Spells, Verdict of Justice
7th	Unyielding Vendetta
15th	Spirit of Revenge
20th	Vengeful Guardian

Verdict of Justice

3rd-level Creed of Frontier Justice feature

When you take this creed at the 3rd level, you gain the followin' two Verdict of Justice options.

Denounce Outlaw. As an action, you flash your badge and recite a prayer of denunciation, usin' your Verdict of Justice. Choose one critter within 60 feet of you that you can lay eyes on. That varmint must make a Wisdom savin' throw, unless it's immune to bein' scared out of its wits. Fiends and undead find it tougher to stand their ground on this savin' throw.

- If they fail, the creature's scared stiff for 1 minute or until it takes any damage. While it's quakin' in its boots, its speed is zero, and it can't get any quicker.
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- If the creature holds up, its speed is cut in half for 1 minute or until it takes a hit.

Vow of Enmity. As a bonus action, you can swear a vow of enmity against a critter you can see within 10 feet of you, callin' upon your Verdict of Justice. You get the upper hand on attack rolls against the creature for 1 minute or until it's down for the count or out cold.

Creed Spells

3rd-level Creed of Frontier Justice feature

You gain creed spells at the marshal levels listed.

Creed of Frontier Justice Spells

Marshal Level	Spells
3rd	<i>bane, hunter's mark</i>
5th	<i>hold person, misty step</i>
9th	<i>haste, protection from energy</i>
13th	<i>banishment, dimension door</i>
17th	<i>hold monster, scrying</i>

Unyielding Vendetta

7th-level Creed of Frontier Justice feature

By the 7th level, your otherworldly sharpness lets you corral a critter tryin' to slip away. When you land a hit on a varmint with an opportunity attack, you can mosey up to half your speed right after the strike as part of the same quick reaction. This bit of movin' doesn't open you up to any opportunity attacks, slick as a coyote dodgin' through the brush.

Spirit of Revenge

15th-level Creed of Frontier Justice feature

Startin' at the 15th level, the weight you put behind your Vow of Enmity gives you a stronger hold over your enemy. When a critter that's under the effect of your Vow of Enmity takes a swing, you can use your reaction to strike back with a melee weapon attack, provided that varmint's within reach of your trusty iron.

Vengeful Guardian

20th-level Creed of Frontier Justice feature

At the 20th level, you can morph into the likeness of an avengin' angel of the frontier. Usin' your action, you go through a mighty change. For 1 hour, you get these benefits:

- Wings sprout from your back, givin' you the power to fly at a speed of 60 feet.
- You give off an aura of pure menace in a 30-foot radius. The first time any enemy critter steps into the aura or starts its turn there durin' a skirmish, it has to make a Wisdom savin' throw or be scared stiff of you for 1 minute or until it takes a hit. When you're takin' aim at a frightened varmint, you've got the upper hand.

Once you've called upon this power, you can't do it again until after you've had a long rest, like a cowboy hangin' up his hat after a long day's ride.

Renegade

A Renegade is a lawman who's gone off the righteous path, breakin' their solemn vows to chase after some dark desire or to serve some nefarious power. Any spark of justice that once burned bright in the lawman's heart has been doused. Nothin' but shadows linger there now.

A lawman's gotta be walkin' on the side of evil and at least at the 3rd level to turn into a Renegade. This lawman swaps out the features particular to their Creed of Justice for the ways of the Renegade.

Creed of the Renegade Features

Marshal Level	Feature
3rd	Renegade Spells, Verdict of Justice
7th	Area of Anger (10 ft)
15th	Otherworldly Resilience
18th	Area of Anger (30 ft)
20th	Oncoming Storm

Renegade Spells

3rd-level Renegade feature

A Renegade lawman loses previously gained creed spells and instead gains the following Renegade spells at the lawman levels listed.

Creed of the Renegade Spells

Marshal Level	Spells
3rd	<i>hellish rebuke, inflict wounds</i>
5th	<i>crown of madness, darkness</i>
9th	<i>animate dead, bestow curse</i>
13th	<i>blight, confusion</i>
17th	<i>contagion, dominate person</i>

Verdict of Justice

3rd-level Renegade feature

A Renegade lawman of 3rd level or higher gains the followin' two Verdict of Justice options.

Control Undead. With a wave of the hand, the lawman targets one undead critter he or she can see within 30 feet. That varmint has to make a Wisdom savin' throw. If it fails, it's got to follow the lawman's orders for the next 24 hours, or until the lawman calls upon this Verdict of Justice again. Any undead critter whose challenge rating is as high or higher than the lawman's level is immune to this trick.

Dreadful Aspect. With a move as dark as the night, the lawman gathers up all the darkest emotions and lets 'em loose in a wave of magical fright. Each critter the lawman picks within 30 feet, if it can see the lawman, has to make a Wisdom savin' throw. If they fail, they're scared of the lawman for 1 minute. If a critter scared by this effect ends its turn more'n 30 feet from the lawman, it can try another Wisdom savin' throw to shake off the fear.

Area of Anger

7th- and 18th-level Renegade feature

Startin' at 7th level, the lawman, as well as any fiends and undead lurkin' within 10 feet of the lawman, gets a boost to their melee weapon damage rolls equal to the lawman's Charisma modifier (with a minimum of +1). A critter can only reap the benefits of this feature from one lawman at a time.

Come 18th level, the spread of this aura widens out to 30 feet, like the shadow of a looming storm cloud over a prairie.

Otherworldly Resilience

15th-level Renegade feature

At 15th level, the lawman gets as tough as old leather, gainin' resistance to the bludgeonin', piercin', and slashin' damage that comes from weapons not blessed with any magical touch.

Oncoming Storm

20th-level Renegade feature

At 20th level, the lawman can, as quick as drawin' a six-shooter, shroud himself or herself in an aura of darkness that hangs around for 1 minute. This here aura turns any bright light in a 30-foot radius around the lawman to nothin' more than dim light. Any enemy scared stiff by the lawman that starts its turn in this aura gets hit with 4d10 psychic damage. Plus, the lawman and any critters he or she picks in the aura are wrapped up in even darker shadows. Critters relyin' on sight find themselves at a disadvantage when tryin' to land a blow on anyone hidin' in this shadow.

While the aura's up, the lawman can use a bonus action on his or her turn to send the shadows lashin' out at one critter. The lawman makes a melee spell attack against the target. If the attack lands, the target takes necrotic damage equal to 3d10 + the lawman's Charisma modifier.

After stirrin' up this aura, the lawman can't do so again until he or she's had a good long rest, like a gunslinger hangin' up his boots after a night's watch.