

## S&S 5E: Cleric

### Preacher

Arms and eyes lifted to the blazing sun, a prayer on his tongue, an elf starts shinin' with a light from within, spilling over to mend his comrades scarred from skirmish.

Hummin' a hymn of valor, a dwarf swings his axe far and wide, cleavin' through the horde of orcs before him, bellowing praises to the heavens with each enemy dropped.

Utterin' a curse against the dark forces, a human lady hoists her sacred emblem as light bursts from it, pushin' back the swarm of zombies encirclin' her and her posse.

Preachers stand as go-betweens 'tween our world and the far-off realms of the gods. As diverse as the deities they pledge to, preachers aim to embody the craftsmanship of their higher powers. They ain't just your everyday holy folk, no sir, a preacher is blessed with the magic of the divine.

### Doctors and Gunslingers

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Divine magic, as folks tend to call it, is the might of the gods, flowin' from them high plains down into our world. Preachers are the channels for that power, turning it into miracles as clear as day. The gods ain't the sort to hand this power to just any ol' seeker, but to those they pick for a mighty purpose.

Tappin' into divine magic ain't about hittin' the books or rigorous trainin'. A preacher might know their holy words and ancient rituals, but slingin' preacher spells comes from true faith and a natural feel for what the deity figures is right.

Preachers mix the benevolent magic of mendin' wounds and upliftin' their crew with spells that rattle and weaken their enemies. They can stir up both wonder and fear, cast curses bringin' sickness or poison, and even call down fire from the skies to scorch their foes. And for those ne'er-do-wells who need a more... direct approach, preachers rely on their rough-and-tumble know-how to jump into the fray with the Almighty's backing.

## Holy Calling

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Not every believer or servant at a chapel or mission is a preacher. Some of these holy folks are called to a humble life of servitude, doin' their gods' bidding through devotion and offering, not by magic or the swing of a weapon. In some frontier towns, bein' a priest is more about politics than piety, seen as a step towards greater clout rather than a true talk with the Almighty. Genuine preachers are a rare breed in most religious orders.

When a preacher takes to the life of adventure, it's mostly 'cause their deity has called 'em to it. Fulfillin' the designs of the gods often means venturin' into wild, untamed lands, strikin' down evil, or searchin' for sacred relics in forgotten tombs. Many preachers are also sworn to defend the flock of their deity, which might mean fendin' off bandits, brokerin' peace in land feuds, or closin' a hellish gate that's about to let a demon lord into our world.

Most preachers out on the trail keep some tie to the established churches and brotherhoods of their faith. A congregation might seek a preacher's help, or a head priest might have the sway to command it.

## Craftin' a Preacher

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When you're settin' out to create a preacher, the biggest ponderin' you gotta do is figurin' out which deity you're gonna serve and what kind o' principles you want your character to stand for. The Pantheon of the Wild West section's got a heap of gods from all corners of the cosmos. You might wanna check with your game marshal to see which deities are roamin' around in your campaign.

After you've picked a deity, you gotta think on how your preacher sees their relationship with that higher power. Did you walk into this calling with open arms? Or did the deity pluck you out of your life, settin' you on this path whether you liked it or not? How do them high-hatted priests of your faith view you: as a hero or a rabblouser? What's your big dream? Does your deity have a particular deed they want done by your hand? Or are you out there tryin' to prove yourself worthy of some grand quest?

<b>QUICK BUILD</b>
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You can make a preacher quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Strength or Constitution. Second, choose the acolyte background.

## The Preacher Table

-----Spell Slots per Spell Level-----

Level	Proficiency Bonus	CLASS Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcastin', Religious Devotion	3	2	-	-	-	-	-	-	-	-
2nd	+2	Religious Experience (1/rest), Religious Devotion Feature	3	3	-	-	-	-	-	-	-	-
3rd	+2	-	3	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	4	4	3	-	-	-	-	-	-	-
5th	+3	Return the Risen (CR1/2)	4	4	3	2	-	-	-	-	-	-
6th	+3	Religious Experience (2/rest), Religious Devotion Feature	4	4	3	3	-	-	-	-	-	-
7th	+3	-	4	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement, Return the Risen (CR 1), Religious Devotion Feature	4	4	3	3	2	-	-	-	-	-
9th	+4	-	4	4	3	3	3	1	-	-	-	-
10th	+4	Tipping the Scales	5	4	3	3	3	2	-	-	-	-
11th	+4	Return the Risen (CR 2)	5	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	-	-	-
13th	+5	-	5	4	3	3	3	2	1	1	-	-

14th	+5	Return the Risen (CR 3)	5	4	3	3	3	2	1	1	-	-
15th	+5	-	5	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	-
17th	+6	Return the Risen (CR 4), Religious Devotion Feature	5	4	3	3	3	2	1	1	1	1
18th	+6	Religious Experience (3/rest)	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Tipping the Scales Improvement	5	4	3	3	3	3	2	2	1	1

## Class Features

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### Hit Points

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

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

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

### Proficiencies

**Armor:** Light armor, medium armor

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from History, Insight, Medicine, Persuasion, and Religion

### Equipment

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

- (a) a mace or (b) a warhammer (if proficient)

- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

### **Spellcastin'**

As a channel for the divine, you got the power to cast preacher spells. For the general rules of spellcastin', mosey on over to the Spells Rules, and take a gander at the preacher spell list for the specific spells.

### **Cantrips**

At 1st level, you know three cantrips of your choosing from the preacher spell list. As you get more experienced, you'll learn additional preacher cantrips, as shown in the Cantrips Known column of the Preacher table.

### **Preparin' and Castin' Spells**

The Preacher table shows how many spell slots you got for castin' your preacher spells from 1st level on up. To cast one of these spells, you gotta use up a slot of the spell's level or higher. You get all them spell slots back after a good long rest.

You gotta prepare which preacher spells you're able to cast, pickin' from the preacher spell list. When you're doin' this, choose a number of preacher spells equal to your Wisdom modifier plus your preacher level (at least one spell, regardless). The spells gotta be at a level for which you have spell slots.

Let's say you're a 3rd-level preacher. You got four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can have six spells from the 1st or 2nd level, in any mix you like. If you prepare the 1st-level spell cure wounds, you can cast it usin' a 1st-level or 2nd-level slot. Castin' the spell don't mean it's gone from your list of prepared spells.

You can swap out your list of prepared spells when you finish a long rest. Gettin' a new list of preacher spells ready means spendin' time in prayer and meditation: at least 1 minute per spell level for each spell on your list.

### **Spellcastin' Ability**

Wisdom is what you use for your preacher spellcastin'. Your spells get their oomph from your commitment to your deity. You use your Wisdom for anythin' related to your preacher spells. Plus, you add your Wisdom modifier when settin' the saving throw DC for a preacher spell you cast and when makin' an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

### **Ritual Castin'**

You got the know-how to cast a preacher spell as a ritual, provided that spell's got the ritual tag and you got it prepared.

### **Spellcastin' Focus**

You can use a holy symbol (check out the Adventuring Gear section) as your spellcastin' focus for your preacher spells.

### **Divinity**

As a conduit for divine power, preachers have a deep, spiritual connection to a higher entity. This entity could be a universal life force, a nature spirit, or a specific deity. The Divinity feature allows you to cast spells and perform divine interventions.

### **Religious Devotion**

Pick a devotion that's in line with your deity. Your choice gives you devotion spells and other special abilities when you choose it at 1st level. It also gives you more ways to use Religious Experience when you get that ability at 2nd level, and extra benefits at 6th, 8th, and 17th levels.

### **Devotion Spells**

Each devotion's got a list of spells — those are your devotion spells — that you get at the preacher levels noted in the devotion's description. Once you get a devotion spell, you always have it ready to go, and it don't count against the number of spells you can prepare each day.

If you got a devotion spell that ain't usually on the preacher spell list, that spell is still a preacher spell for you.

### **Religious Experience**

At 2nd level, you gain the power to channel divine energy straight from your deity, using that energy for miraculous deeds. You start with two such abilities: Banish the Damned and another one determined by your religious devotion. Some devotions grant you additional powers as you rise in levels, as noted in the devotion description.

When you use your Religious Experience, you pick which miracle to perform. After using it, you gotta take a short or long rest before you can use your Religious Experience again.

Some Religious Experience powers need saving throws. When you use such a power from this class, the DC equals your preacher spell save DC.

Starting at 6th level, you can use your Religious Experience twice between rests, and starting at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

#### Religious Experience: Banish the Damned

As an action, you brandish your holy symbol and utter a prayer denouncing the undead. Every undead critter that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it's banished for 1 minute or until it takes any damage.

A banished critter has to use its turns to try and get as far away from you as possible, and it can't willingly come within 30 feet of you. It also can't take reactions. For its action, it can only take the Dash action or try to break free from effects that prevent it from moving. If there ain't no place to go, the creature can take the Dodge action.

#### Ability Score Improvement

When ya hit 4th level, and again at 8th, 12th, 16th, and 19th level, you got the chance to beef up one of your abilities by 2 points, or you can spread the wealth and up two different abilities by 1 point each. Just remember, partner, you can't push any ability score past 20 with this trick.

#### Return the Risen

Starting at 5th level, when some low-down undead critter of CR 1/2 or lower fails to wrangle out of your Banish the Damned feature, that varmint gets sent right back to where it came from, lickety-split. And the tougher you get, the bigger the critters you can send packin'.

#### Return the Risen

Preacher Level	Returns the Risen of CR...
5th	½ or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

#### Tipping the Scales

Starting at 10th level, you can call on your deity to intervene on your behalf when your need is great. You can use your action to make a percentile roll, adding your preacher level, and call for assistance from your deity. If the number rolled is equal to or less than your preacher level, your deity intervenes.

The nature of the intervention and the effect of any preacher spell or preacher devotion spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

## Religious Devotions

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### Mystic Devotion

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Out in the vast expanse of the frontier, magic dances in the air like dust on the wind, driving both creation and ruin. Gods of the Mystic Devotion grasp the deep secrets and limitless potential of magic. For some, this knowledge is a solemn responsibility, leading to an unparalleled understanding of reality's fabric. For others, magic is raw, untamed power, used as the wielder sees fit.

These gods often stand as symbols of knowledge, their wisdom intertwined with the arcane. In the Realms, Azuth and Mystra embody this devotion, as does Corellon Larethian of the elven deities.

### Mystic Devotion Features

Preacher Level	Feature
1st	Devotion Spells, Mystic Apprentice
2nd	Religious Experience: Mystic Warding
6th	Arcane Shatter
8th	Powerful Prayers
17th	Mystic Supremacy

### Devotion Spells



You gain devotion spells at the preacher levels listed in the Mystic Devotion Spells table. See the Religious Devotion class feature for how devotion spells work.

### Mystic Devotion Spells

Preacher Level	Spells
1st	<i>detect magic, magic missile</i>
3rd	<i>magic weapon, Nystul's magic aura</i>
5th	<i>dispel magic, magic circle</i>
7th	<i>arcane eye, Leomund's secret chest</i>
9th	<i>planar binding, teleportation circle</i>

### Mystic Apprentice

*1st-level Mystic Devotion feature*

When you choose this devotion at 1st level, you gain proficiency in the Arcana skill, and you select two cantrips from the occultist spell list. These cantrips are considered preacher cantrips for you.

### Religious Experience: Mystic Warding

*2nd-level Mystic Devotion feature*

From the 2nd level, you got the power to use your Religious Experience to keep them mysterious critters at bay.

Here's how it works, partner. You take an action, flash your holy symbol, and pick a celestial, elemental, fey, or fiend critter within 30 feet of you. Now, that creature has to make a Wisdom saving throw, but only if it can see or hear you. If it fails that saving throw, it's gonna want to high-tail it outta there for 1 minute or until it takes a lickin'.

This spooked critter has to use its turns to put as much distance 'tween you and it as possible, and it ain't allowed to come within 30 feet of you on its own accord. It can't take no reactions, neither. All it can do is Dash or try to wriggle free from anythin' that's got it hog-tied. If it's cornered with nowhere to run, it's stuck just dodgin'.

Now, once you hit 5th level, things get a bit more interesting. When a varmint fails its saving throw against your Mystic Warding, and it's not on its home turf, plus its challenge rating is low

enough, as noted on your Mystic Warding table, it gets buried clean off for 1 minute. That's right, just like the banishment spell, but you don't need to concentrate none.

### **Mystic Burial**

Preacher Level	Buries Creatures of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

### **Arcane Shatter**

*6th-level Mystic Devotion feature*

Starting at 6th level, whenever you use a spell of 1st level or higher to patch up an ally, you can also kick one pesky spell off that compadre. The spell you shoo away has gotta be equal to or less mighty than the level of the spell slot you used for your healing hocus-pocus.

### **Powerful Prayers**

*8th-level Mystic Devotion feature*

From the 8th level onward, you start mixin' a bit of your preacher's savvy – that's your Wisdom modifier – into the damage you deal with any of your preacher cantrips.

### **Mystic Supremacy**

*17th-level Mystic Devotion feature*

Upon hittin' the grand level of 17, you get to pick four spells from the occultist spell list, one apiece from the 6th, 7th, 8th, and 9th tiers. These spells become part of your devotion arsenal. Just like your other devotion spells, they're always ready to go and count as preacher spells for you.

### **Departed Devotion**

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The Departed Devotion's all 'bout the tough truths of the Wild West, a place where livin' is a risky business and death's always lurkin' 'round the corner. Gods like Chemosh, Myrkul, and Wee Jas keep a watchful eye over those treadin' the shadowy paths, like death knights, necromancers, vampires, and them liches. These deities also represent the darker slices of life, includin' murder (think Anubis, Bhaal, Pyremius), agony (like Iuz or Loviatar), sickness or poison (Incabulos, Talona, Morgion), and the eerie realms of the underworld (like Hades and Hel).

### Departed Devotion Features

Preacher Level	Feature
1st	Devotion Spells, Additional Proficiency, Harbinger
2nd	Religious Experience: Reaper's Grasp
6th	Unavoidable Doom
8th	Holy Text Thump (1d8)
14th	Holy Text Thump (2d8)
17th	Pale Horse

### Devotion Spells

You gain devotion spells at the preacher levels listed in the Departed Devotion Spells table. See the Religious Devotion class feature for how devotion spells work.

### Departed Devotion Spells

Preacher Level	Spells
1st	<i>false life, ray of sickness</i>
3rd	<i>blindness/deafness, ray of enfeeblement</i>
5th	<i>animate dead, vampiric touch</i>
7th	<i>blight, death ward</i>
9th	<i>antilife shell, cloudkill</i>

### Additional Proficiency

### *1st-level Departed Devotion feature*

Once you saddle up with this devotion at 1st level, preacher, you're gonna be handy with martial weapons.

### **Harbinger**

#### *1st-level Departed Devotion feature*

At 1st level, the preacher gets wise to a necromancy cantrip of their pickin' from any spell list out there. When they're castin' a necromancy cantrip that's generally aimed at just one varmint, the spell can instead target two critters within shootin' range and within 5 feet of each other.

### **Religious Experience: Reaper's Grasp**

#### *2nd-level Departed Devotion feature*

Startin' at 2nd level, the preacher can use their Religious Experience to snuff out another critter's life force with just a touch.

When the preacher lands a blow on a creature with a melee attack, they can call on Religious Experience to deal extra necrotic damage to the target. The damage is a hefty 5 plus twice the preacher's level.

### **Unavoidable Doom**

#### *6th-level Departed Devotion feature*

Startin' at 6th level, the preacher's knack for wranglin' dark energies gets mightier. Any necrotic damage dished out by the preacher's spells and Religious Experience tricks just cuts through resistance to necrotic damage like a hot knife through butter.

### **Holy Text Thump**

#### *8th-level Departed Devotion feature*

At 8th level, the preacher's got the power to lace their weapon strikes with a touch of the grave. Once each time the preacher's turn comes around and they land a hit on a critter with a weapon attack, they can make that hit pack an extra punch of 1d8 necrotic damage. And when the preacher hits 14th level, that extra sting of death ramps up to 2d8.

### **Pale Horse**

#### *17th-level Departed Devotion feature*

Startin' at 17th level, when the preacher conjures up a necromancy spell from 1st to 5th level that's meant for just one varmint, they can twist that spell to hit two critters instead, long as they're within shootin' range and no more than 5 feet apart. Now, if that spell's the kind that gobbles up its material components, the preacher's gotta pony up them components for each target, you hear?

## Gold Rush Devotion

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The gods of the Gold Rush Devotion are patrons of those who work the rugged wilderness in search of gold and precious materials, from the humble prospector panning in the river, to the explosive experts carving out mountainside mines. The teachings of these deities profess that with grit, determination, and sweat, even the most obstinate land can yield its secrets and wealth. Preachers of these gods are relentless in their pursuit of hidden treasures, defending mines from outlaws and beasts, and discovering rare and valuable resources necessary to forge potent magical items. Disciples of these gods take immense pride in their craft and are ready to don heavy armor and wield powerful weapons for protection. Gods of this devotion include Gond, Reorx, Onatar, Moradin, Hephaestus, and Goibhniu.

### Gold Rush Devotion Features

Preacher Level	Feature
1st	Devotion Spells, Bonus Proficiencies, Gift of the Prospector
2nd	Religious Experience: Prospector's Gift
6th	Heart of the Mother Load
8th	Strike it Rich (1d8)
14th	Strike it Rich (2d8)
17th	Veins of Ore and Flame

### Devotion Spells

You gain devotion spells at the preacher levels listed in the Gold Rush Devotion Spells table. See the Religious Devotion class feature for how devotion spells work.

### Gold Rush Devotion Spells

Preacher Level	Spells
1st	<i>identify, searing smite</i>
3rd	<i>heat metal, magic weapon</i>
5th	<i>elemental weapon, protection from energy</i>
7th	<i>fabricate, wall of fire</i>
9th	<i>animate objects, creation</i>

### **Bonus Proficiencies**

*1st-level Gold Rush Devotion feature*

When you saddle up with this here devotion at 1st level, you get handy with heavy armor and miner's tools, I tell ya.

### **Gift of the Prospector**

*1st-level Gold Rush Devotion feature*

At 1st level, you got the knack for weaving magic into your gear. Come the break of dawn after a good night's rest, you can lay your hands on a nonmagical piece of armor or a simple or martial tool. Until your next long rest or if you bite the dust, that object turns into a magic item, giving a +1 bonus to AC if it's armor, or a +1 bonus to ability checks if it's a tool.

Once you tap into this trick, you gotta wait until after another long rest before you can use it again.

### **Religious Experience: Prospector's Gift**

*2nd-level Gold Rush Devotion feature*

Startin' at 2nd level, you can call on your Religious Experience to rustle up some basic gear.

You spend an hour doin' a ritual that conjures up a nonmagical item that's gotta have some metal in it: could be a simple or fancy tool, a suit of armor, ten bullets or arrows, a set of tools, or some other metal doodad (you can find examples in chapter 5, "Equipment," of the Player's Handbook). The item you're makin' appears outta thin air at the end of the hour, showin' up in a spot you pick that's within arm's reach.

What you make can't be worth more than 100 gold pieces. Now, as part of this hocus-pocus, you gotta lay out metal, includin' coins if need be, worth as much as what you're makin'. This metal melts down and changes right before your eyes, turnin' into the item at the end of your ritual, and that includes any nonmetal parts too.

If you're lookin' to make a copy of something that's got metal in it, like a key, you sure can, as long as you got the original on hand while you're doin' your ritual.

### **Heart of the Mother Load**

*6th-level Gold Rush Devotion feature*

Startin' at 6th level, your savvy with the rugged ways of the mountain gives ya some special perks:

- You're tough as nails against fire damage, gettin' yourself some resistance to it.
- When you're decked out in heavy armor, you get a +1 bonus to AC, makin' ya tougher to hit.

### **Strike it Rich**

*8th-level Gold Rush Devotion feature*

At 8th level, you get the knack to lace your weapon hits with the fiery spirit of the mountain's core. Once per turn, when you land a blow on a critter with a weapon strike, you can make that attack pack an extra punch of 1d8 fire damage. Then, when you hit 14th level, that extra scorching damage ramps up to 2d8.

### **Veins of Ore and Flame**

*17th-level Gold Rush Devotion feature*

At 17th level, your kinship with fire and iron hits a whole new level of mighty:

- You're downright immune to fire damage, tougher than a blacksmith's forge.

- Decked out in heavy armor, you shrug off bludgeoning, piercing, and slashing from any nonmagical scuffles like water off a duck's back.

## Last Rites Devotion

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The gods of the Last Rites Devotion oversee the fine line between life and death. For these deities, death and the thereafter are integral parts of the cosmos. To disturb the rest of the departed is considered sacrilege. Deities of the Final Frontier include Kelemvor, Wee Jas, ancestral spirits of the Everlasting Court, Hades, Anubis, and Osiris. Followers of these deities endeavor to lay restless spirits to rest, eradicate the undead, and alleviate the suffering of the dying. Their magic allows them to postpone death, especially for those who still have an important role to fulfill in the world. This is a delay of death, not a denial of it, for death will inevitably have its claim.

### Last Rites Devotion Features

Preacher Level	Feature
1st	Devotion Spells, Death's Edge, Gaze of the Ether
2nd	Religious Experience: Trail to the Great Beyond
6th	Warden at Death's Threshold
8th	Powerful Prayer
17th	Custodian of Spirits

### Devotion Spells

You gain devotion spells at the preacher levels listed in the Last Rites Devotion Spells table. See the Religious Devotion class feature for how devotion spells work.

### Last Rites Devotion Spells

Preacher Level	Spells
1st	<i>bane, false life</i>



3rd	<i>gentle repose, ray of enfeeblement</i>
5th	<i>revivify, vampiric touch</i>
7th	<i>blight, death ward</i>
9th	<i>antilife shell, raise dead</i>

### **Death's Edge**

#### *1st-level Last Rites Devotion feature*

At 1st level, you get the knack for toein' the line 'tween life and the great beyond. When you're fixin' to heal someone with a spell and they're knockin' on death's door at 0 hit points, you don't bother rollin' the dice – you just reckon the highest number possible for each one.

Also, you pick up the trick of 'spare the dying.' Ain't countin' against your number of preacher cantrips, neither. For you, it works clear across 30 feet, and you can sling it quicker than a gunslinger, as a bonus action.

### **Gaze of the Ether**

#### *1st-level Last Rites Devotion feature*

At 1st level, every now and then, you can get a feel for the presence of the undead, critters that just ain't sittin' right with the natural ebb and flow of livin' and dyin'. As quick as drawin' a six-shooter, you can hone your senses to magically sniff out them undead varmints. Till the end of your next turn, you'll know where any undead are lurkin' within 60 feet of you, long as they ain't hidin' behind somethin' solid or shielded from prying magic eyes. Now, this sense don't give you the lowdown on what sort of trouble they can stir up or who they might be.

You can use this trick a number of times equal to your Wisdom modifier (at the very least once). You'll get all your uses back after you hunker down for a long rest.

### **Religious Experience: Trail to the Great Beyond**

#### *2nd-level Last Rites Devotion feature*

Startin' at 2nd level, you can harness your Religious Experience to slap a brand of expiration on another critter's life force.

With a quick action, you fix your gaze on a creature within spittin' distance – that's 30 feet – and curse it good until the end of your next turn. The very next time you or one of your posse lands a blow on that accursed varmint with an attack, that creature's gonna feel the sting twice as bad, being vulnerable to all the damage from that attack, and then, just like that, the curse up and vanishes.

### **Warden at Death's Threshold**

*6th-level Last Rites Devotion feature*

At 6th level, you've got the knack to put the brakes on death's swift gallop. When you or a fella you can see within a stone's throw – that's 30 feet – gets hit real hard with a critical strike, you can step in quick as a wink and turn that nasty blow into a regular hit. All those extra nasties that come from a critical hit get wiped clean off the slate.

You can pull this trick a number of times equal to your Wisdom modifier (leastways once). After you've used up your lot, you gotta take yourself a good long rest 'fore you can do it again.

### **Powerful Prayer**

*8th-level Last Rites Devotion feature*

Well, I'll tell ya, starting at 8th level, you've got this special knack for mixin' in a bit of your own sage-like wisdom into the spells you cast. So, whenever you're calling upon one of them there preacher cantrips, you just go ahead and tack on your Wisdom modifier to the damage it deals. It's like adding a bit of extra kick to your spells, like a sharpshooter adding a notch to his rifle.

### **Custodian of Spirits**

*17th-level Last Rites Devotion feature*

Well now, let me tell ya somethin' - when you reach the ripe ol' level of 17, you've got this uncanny knack for snatchin' a smidgen of life force from a soul that's headin' off to the great beyond. Suppose you find yourself in a tussle and an enemy within a stone's throw (say, 'bout 60 feet) of you bites the dust. Well, you or a compadre of yours within the same distance can get a boost, healin' up an amount equal to the number of hit dice that varmint had. Mighty useful, I'd say. But keep in mind, this trick's only good once per skirmish, and only if you're not laid out flat yourself. After you use it, you gotta wait 'til your next turn comes 'round to try it again.

## Mind Devotion

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Out in the wild frontier, the gods of know-how, like Oghma, Boccob, Gilean, Aureon, and Thoth, hold wisdom and insight in high regard, more'n anything else. Some of these deities are all about sharin' wisdom far and wide, settin' up libraries and schools where folks can learn and share. Others are more close-lipped, handin' out their secrets only in dribs and drabs.

Then there's them gods promisin' mighty power once you dig up the secrets of the world. Followers of these divinities are often buried in dusty old books, collectin' forgotten scrolls, explorin' hidden nooks of the earth, aimin' to learn every bit they can.

Don't forget them gods favorin' the practical know-how of craftin' and invention. You got your smith gods like Gond, Reorx, Onatar, Moradin, Hephaestus, and Goibhniu, who're all about the art of creatin' somethin' outta nothin', shaping metal and ideas into somethin' mighty useful.

### Mind Devotion Features

Preacher Level	Feature
1st	Devotion Spells, Bounty of Wisdom
2nd	Religious Experience: Smarts of Yesteryear
6th	Religious Experience: Internal Insight
8th	Powerful Prayer
17th	Echoes of the Past

### Devotion Spells

You gain devotion spells at the preacher levels listed in the Mind Devotion Spells table. See the Religious Devotion class feature for how devotion spells work.

### Mind Devotion Spells

Preacher Level	Spells
1st	<i>command, identify</i>
3rd	<i>augury, suggestion</i>

5th	<i>nondetection, speak with dead</i>
7th	<i>arcane eye, confusion</i>
9th	<i>legend lore, scrying</i>

### **Bounty of Wisdom**

*1st-level Mind Devotion feature*

At 1st level, you pick up the lingo of two languages of your choosin'. Plus, you get mighty good at two skills from this here list: Arcana, History, Nature, or Religion.

When it comes to them skills, you're not just good, you're double-darn good. Your proficiency bonus is doubled for any task you do that uses one of them skills. It's like you got an extra ace up your sleeve when dealin' with matters of the arcane, the historical, the natural, or the holy.

### **Religious Experience: Smarts of Yesteryear**

*2nd-level Mind Devotion feature*

Startin' at 2nd level, you can harness your Religious Experience to draw from a wellspring of divine know-how. As quick as a rattlesnake's strike, you pick a skill or tool. For the next 10 minutes, you're as proficient with that chosen skill or tool as a seasoned prospector is with his pickaxe.

### **Religious Experience: Internal Insight**

*6th-level Mind Devotion feature*

At 6th level, you can wield your Religious Experience like a savvy poker player reads his opponents. You can peek into a critter's mind and then, quicker than a snake's hiss, you can influence it.

Here's how it goes: You take an action and set your sights on a varmint you can see within 60 feet. That creature has to make a Wisdom saving throw. If it's lucky enough to make the save, well, you can't try this trick on it again until after you've had a good night's rest.

But if that creature fails its save, you can tap into its surface thoughts, the ones bubblin' right at the top of its mind, as long as it stays within 60 feet of you. This mind-readin' lasts for a minute.

While you're connected, you can use your action to end this mind-readin' and cast the suggestion spell on the creature without burning up a spell slot. The critter doesn't get a chance to resist; it automatically fails its saving throw against the spell.

## **Powerful Prayer**

*8th-level Mind Devotion feature*

Starting at 8th level, your wisdom's as sharp as a prickly pear, and it shows in your spells. You add your Wisdom modifier to the damage you deal with any preacher cantrip. That means your holy words and divine signs pack a punch as potent as a rattlesnake's bite.

## **Echoes of the Past**

*17th-level Mind Devotion feature*

Startin' at 17th level, you can rustle up visions of yesteryears, whether it's from a trinket you're holdin' or the very ground you're standin' on. Just take a spell, at least a minute, in prayer and contemplation, and you'll start seein' things like through a mist – glimpses and shadows of what's been before. You can keep this mystical peepin' goin' for a stretch of time equal to your Wisdom score, but mind you, you gotta keep your focus sharp as a hawk's gaze, just like you're conjurin' a spell.

Once you call upon this power, you can't do it again until you've had yourself a short rest or a longer one under the stars.

## **Item Endowment**

While you're holdin' tight to an item during your meditation, you can catch visions of the fella who owned it before. Just give yourself a minute of deep thought, and you'll start to see how the previous owner came by it and how they lost hold of it, along with the latest big to-do that involved the item and its owner. Now, if that trinket had another keeper not too long ago (we're talkin' a number of days no more than your Wisdom score), you can spend another minute per previous owner to learn the same sort of tales about them.

## **Lay of the Land**

As you sit there in meditation, you'll start seein' echoes of what's been happenin' around your current spot – be it a saloon, a dusty street, a tunnel, or an open clearing, but only up to a 50-foot square patch. You go back in time a stretch of days equal to your Wisdom score. For each minute you're lost in thought, you'll pick up on one big event, startin' with what happened most recently. We're talkin' about events that stir up strong feelings, like shootouts and backstabbin', weddings and murders, births, and passings. But sometimes, it might just be something a bit more everyday-like that still matters a heap in your current situation.

## **Spirit of Survival Devotion**

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The Spirit of Survival Devotion is rooted in the strong, life-givin' essence that's the backbone of the cosmos, the very stuff that keeps all livin' things thrivin'. Patrons of this path are dedicated to nourishin' life, healin' the wounded and ailin', lendin' a helpin' hand to those in tough spots, and fendin' off the dark shadows of death and the undead. Just about any good-hearted deity can lend their power to this path, 'specially those tied to the land and growin' things (like Chauntea, Arawai, and Demeter), sun gods (such as Lathander, Pelor, and Re-Horakhty), healers or tough-as-nails types (like Ilmater, Mishakal, Apollo, and Diancecht), and gods watchin' over home and community (such as Hestia, Hathor, and Boldrei).

### Spirit of Survival Devotion Features

Preacher Level	Feature
1st	Devotion Spells, Strength of Spirit, Honed Healing
2nd	Religious Experience: Healing Hands
6th	Rightous Return
8th	Holy Text Thump (1d8)
14th	Holy Text Thump (2d8)
17th	The Way, The Truth, and The Life

### Devotion Spells

You gain devotion spells at the preacher levels listed in the Spirit of Survival Devotion Spells table. See the Religious Devotion class feature for how devotion spells work.

### Spirit of Survival Devotion Spells

Preacher Level	Spells
1st	<i>bless, cure wounds</i>
3rd	<i>lesser restoration, spiritual weapon</i>
5th	<i>beacon of hope, revivify</i>
7th	<i>death ward, guardian of faith</i>
9th	<i>mass cure wounds, raise dead</i>

## **Strength of Spirit**

*1st-level Spirit of Survival Devotion feature*

When you take up the Spirit of Survival Devotion at 1st level, you gain the know-how to don heavy armor.

## **Honed Healing**

*1st-level Spirit of Survival Devotion feature*

Also, as of 1st level, your healin' spells pack a mightier punch. Whenever you use a spell of 1st level or higher to restore hit points to a fella, they regain additional hit points equal to 2 plus the level of the spell.

## **Religious Experience: Healing Hands**

*2nd-level Spirit of Survival Devotion feature*

Startin' at 2nd level, you can call upon your Spiritual Know-How to mend the gravely injured.

With an action, brandish your holy emblem and summon healin' energies that can patch up a number of hit points equal to five times your preacher level. Pick any critters within 30 feet of ya and divvy up them hit points amongst 'em. This trick can't heal a creature beyond half its maximum hit points, mind you. And it ain't workin' on no undead or constructs, neither.

## **Rightous Return**

*6th-level Spirit of Survival Devotion feature*

Startin' at 6th level, when you're fixin' others up with your healin' spells, you get a bit of that restorin' touch yourself. Whenever you cast a spell of 1st level or higher that patches up a critter other than yourself, you gain back some vigor yourself, equal to 2 plus the level of that healin' spell.

## **Holy Text Thump**

*8th-level Spirit of Survival Devotion feature*

Come 8th level, you've got the knack for blessin' your weapon strikes with some holy firepower. Once every turn when you land a blow on some varmint with your weapon, you can jazz up that attack to deal an extra 1d8 of radiant damage to that unlucky critter. And when you hit 14th level, that extra dose of divine hurt ramps up to 2d8.

## **The Way, The Truth, and The Life**

### *17th-level Spirit of Survival Devotion feature*

Startin' at 17th level, when you're about to roll them dice for healin' somebody with one of your spells, you just skip the rollin' and count them as the highest numbers possible for each die. So, let's say instead of rollin' 2d6 to patch someone up, you just go ahead and fix 'em up with a full 12 hit points, no rollin' needed.

## Light of Truth Devotion

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Patrons of light — includin' folks like Helm, Lathander, Pholtus, Branchala, the Silver Flame, Belenus, Apollo, and Re-Horakhty — stand tall for the ideals of rebirth, renewal, truth, vigilance, and beauty, often swingin' the symbol of the sun around. Some of these high-and-mighty patrons are seen as the sun itself or maybe a charioteer haulin' the sun across the big sky. Others are tireless watchmen whose eyes can pierce through any shadow and see through any tall tale. Some are gods of beauty and craftsmanship, believin' that art's a way to polish the soul. Preachers who follow a patron of truth are like beacons of light, filled up with the glow and the sharp-sighted power of their patrons, and they got a calling to expose falsehoods and chase away the darkness.

### Light of Truth Devotion Features

Preacher Level	Feature
1st	Devotion Spells, Gift of Radiance, Light of Protection
2nd	Religious Experience: Dawn's Redeemer
6th	Enhanced Light
8th	Powerful Prayer
17th	Coronation of Light

### Devotion Spells

You gain devotion spells at the preacher levels listed in the Light of Truth Devotion Spells table. See the Religious Devotion class feature for how devotion spells work.

### Light of Truth Devotion Spells



Preacher Level	Spells
1st	<i>burning hands, faerie fire</i>
3rd	<i>flaming sphere, scorching ray</i>
5th	<i>daylight, fireball</i>
7th	<i>guardian of faith, wall of fire</i>
9th	<i>flame strike, scrying</i>

### **Gift of Radiance**

*1st-level Light of Truth Devotion feature*

When you saddle up with this devotion at 1st level, you gain the light cantrip if it ain't already in your arsenal. This little trick doesn't count against the tally of preacher cantrips you know.

### **Light of Protection**

*1st-level Light of Truth Devotion feature*

Also at 1st level, you can toss a bit of divine light between you and a varmint tryin' to rough you up. When a critter within 30 feet of you that you can set your eyes on takes a swing at you, you can use your reaction to throw them off their aim, causing light to flash up right before they hit or miss. Now, an attacker that ain't bothered by being blinded is immune to this here trick.

You can pull off this stunt a number of times equal to your Wisdom modifier (at least once, mind you). You get back all them used-up chances after you've had yourself a good long rest.

### **Religious Experience: Dawn's Redeemer**

*2nd-level Light of Truth Devotion feature*

Startin' at 2nd level, you can call on your Religious Experience to wrangle some sunlight, chasin' away the dark and dealin' radiant damage to those lookin' to cross you.

With an action, show off your holy symbol, and any magic darkness within 30 feet of you scatters like scared rabbits. Plus, every ornery critter within 30 feet of you needs to make a Constitution saving throw. A varmint takes radiant damage equal to 2d10 plus your preacher level if it fails that saving throw, and only half that if it's lucky enough to make it. Now, a creature that's got total cover from you ain't affected by this at all.

### **Enhanced Light**

### *6th-level Light of Truth Devotion feature*

Startin' at 6th level, you can use your Warding Flare not just for your own hide, but also when some no-good varmint you can spot within 30 feet of you is gunnin' for someone else, not just you.

### **Powerful Prayer**

#### *8th-level Light of Truth Devotion feature*

Startin' at 8th level, you're wise enough to pack a bit more punch with your holy spells. You add your Wisdom modifier to the damage you deal with any of them preacher cantrips.

### **Coronation of Light**

#### *17th-level Light of Truth Devotion feature*

Startin' at 17th level, you can use your action to kick off a mighty aura of sunlight that'll stick around for a full minute or 'til you decide to shut it down with another action. You'll be shinin' bright as day in a 60-foot radius, and a dimmer light will stretch out 30 feet beyond that. Any varmints caught in that bright light are gonna find themselves in a pickle, havin' disadvantage on savin' throws against any spell you cast that deals fire or radiant damage.

## **Protector of the Land Devotion**

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Just like the untamed frontier, with its sun-baked plains, thick forests, and snow-capped mountains, the gods of the wildlands are a varied bunch. Some are mysterious, tied to the deep woods and lonesome trails, like Silvanus, Obad-Hai, Chislev, Balinor, and Pan. Others are friendlier spirits linked to springs and groves, offering a haven for trail-weary travelers, such as Eldath.

Some might take to the life of a mountain man, respecting the wilderness in all its forms, maybe following one of these deities, practicing quiet rituals and speaking age-old prayers in tongues known only to a chosen few. Yet, amongst these gods, there are those who rally their frontier preachers, folks who take a hands-on approach in enacting the will of their chosen wilderness deity. These preachers might track and take down the vile critters tearing up the land, bless the harvests of the faithful, or cause the crops of those who cross their gods to wither and die.

### **Protector of the Land Devotion Features**

Preacher Level	Feature
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1st	Devotion Spells, Frontier's Disciple, Bonus Proficiency
2nd	Religious Experience: Tame Wilderness
6th	Shield of the Frontier
8th	Natural Selection (1d8)
14th	Natural Selection (2d8)
17th	Wilderness Commander

### Devotion Spells

You gain devotion spells at the preacher levels listed in the Protector of the Land Devotion Spells table. See the Religious Devotion class feature for how devotion spells work.

### Protector of the Land Devotion Spells

Preacher Level	Spells
1st	<i>animal friendship, speak with animals</i>
3rd	<i>barkskin, spike growth</i>
5th	<i>plant growth, wind wall</i>
7th	<i>dominate beast, grasping vine</i>
9th	<i>insect plague, tree stride</i>

### Frontier's Disciple

*1st-level Protector of the Land Devotion feature*

At 1st level, you pick up a warden cantrip, chosen by you. This here cantrip counts as one of your preacher cantrips, but don't you worry none, it don't count against the number of preacher cantrips you can know. You also get savvy in one of these skills of your choosing: Animal Handling, Nature, or Survival.

### Bonus Proficiency

*1st-level Protector of the Land Devotion feature*

Also at 1st level, you get yourself skilled up in wearing heavy armor.

### **Religious Experience: Tame Wilderness**

*2nd-level Protector of the Land Devotion feature*

Startin' at 2nd level, you can use your Religious Experience to sweet-talk critters and greenery.

With a quick action, flash your holy symbol and holler your deity's name. Every critter or plant within shootin' range of 30 feet that can lay eyes on you gotta make a Wisdom saving throw. If they ain't wise enough and fail, they're charmed by you for a spell of 1 minute, or 'til they get roughed up a bit. While charmed, they're as friendly as a well-fed hound to you and any other varmints you take a shine to.

### **Shield of the Frontier**

*6th-level Protector of the Land Devotion feature*

Startin' at 6th level, when you or some poor soul within 30 feet of y'all gets hit with acid, cold, fire, lightning, or thunder damage, you can quick as a rattlesnake use your reaction to halve the hurt on that particular instance of the damage.

### **Natural Selection**

*8th-level Protector of the Land Devotion feature*

At 8th level, you get the knack for blessin' your weapon strikes with some mighty divine force. Once each time the sun crosses the sky on your turn, when you land a blow on a varmint with a weapon attack, you can add a bit of elemental surprise – cold, fire, or lightning damage, your pick – to the target, dealin' an extra 1d8 of that chosen damage. And when you hit 14th level, that extra hurt you dish out jumps up to 2d8.

### **Wilderness Commander**

*17th-level Protector of the Land Devotion feature*

At 17th level, you've earned the knack to give orders to critters and greenery. When beasts or plant critters are sweet-talked by your Tame Wilderness ability, you can use a quick word as a bonus action on your turn to tell each one what you need 'em to do when their turn rolls around.

### **Lawkeeper Devotion**

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The Lawkeeper Devotion's all about discipline and a strong commitment to the rules and principles that hold a community, an outfit, or a way of thinkin' together. Preachers walkin' this path ponder on what's fair and sensible as they do right by their higher powers.

These frontier preachers hold a firm belief that good, solid laws create rightful orders, and them folks appointed by the law to lead ought to be heeded. Those who follow oughta do so with all they got, and if the leaders stray from the path of the law, well, they gotta be set straight or replaced. That's how the law stitches together a fabric of duties and responsibilities, making sure there's order and safety in this wild, unpredictable world.

### Lawkeeper Devotion Features

Preacher Level	Feature
1st	Devotion Spells, Bonus Proficiency, Marshal's Call
2nd	Religious Experience: Law's Command
6th	Living Law
8th	Heavenly Justice (1d8)
14th	Heavenly Justice (2d8)
17th	Lawkeeper's Verdict

### Devotion Spells

You gain devotion spells at the preacher levels listed in the Lawkeeper Devotion Spells table. See the Religious Devotion class feature for how devotion spells work.

### Lawkeeper Devotion Spells

Preacher Level	Spells
1st	<i>command, heroism</i>
3rd	<i>hold person, zone of truth</i>
5th	<i>mass healing word, slow</i>
7th	<i>compulsion, locate creature</i>

9th	<i>commune, dominate person</i>
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### **Bonus Proficiencies**

*1st-level Lawkeeper Devotion feature*

You get handy with heavy armor, ready to stand tall in the toughest of scrapes. On top of that, you get to choose: either get real good at Intimidation, making sure folks think twice before crossing you, or hone your Persuasion, smooth-talking your way through any tight situation that comes your way.

### **Marshal's Call**

*1st-level Lawkeeper Devotion feature*

When you cast a spell using a spell slot of 1st level or higher and it's aimed at helpin' one of your compadres, that ally can quick as a flash use their reaction right after your spellcasting to swing or shoot at any varmint you can lay your eyes on.

If your spell's helping more than one of your posse, you get to pick which one of them gets to take that extra crack at the enemy.

### **Religious Experience: Law's Command**

*2nd-level Lawkeeper Devotion feature*

You can call on your Religious Experience to lay down the law with a commanding aura.

As quick as drawing a pistol, you flash your holy symbol, and every critter you choose that can spot or hear you within 30 feet's gotta make a Wisdom saving throw or be sweet-talked by you. They'll be under your spell 'til your next turn rolls around or 'til they get roughed up some. Plus, you can make any of those charmed varmints drop whatever they're holdin' when they fail to resist your influence.

### **Living Law**

*6th-level Lawkeeper Devotion feature*

You've got a knack for wrangling that magical energy to sway others like a seasoned cowpoke.

When you cast a spell from the enchantment school with a spell slot of 1st level or higher, you can speed up your incantation, making the spell's casting time just a quick bonus action, long as it usually takes an action.

You can pull off this quick draw magic a number of times equal to your Wisdom modifier (at least once), and you get all your uses back after you've had yourself a good long rest.

### Heavenly Justice

*8th-level Lawkeeper Devotion feature*

You gain the knack for mixin' your weapon strikes with a bit of holy firepower. Once every time your turn comes around and you land a hit on a critter with your weapon, you can add a bit of divine oomph to it, dealing an extra 1d8 psychic damage to that varmint. And when you reach the ripe level of 14, that extra hurt you dish out jumps up to 2d8.

### Lawkeeper's Verdict

*17th-level Lawkeeper Devotion feature*

When you put the mark of retribution on a varmint, they're fixin' to fall apart under the combined force of you and your posse. If you unleash your Divine Justice damage on a critter during your turn, you can slap a curse on that creature 'til the start of your next go-around. The next time one of your allies lands a hit on that accursed varmint, the target's gonna take an extra 2d8 psychic damage, and that there curse will be lifted. Mind you, you can only put a curse on a creature like this once each turn.

## Harmony Devotion

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In the bustling towns, across friendly frontiers, and deep within the hearts of the good-hearted, the soothing balm of harmony finds its home. The gods of harmony spur folks of all walks to settle their disputes and stand tall against those ornery forces aiming to trample peace underfoot. You can take a gander at the Harmony Deities list for some gods hitched to this devotion.

Preachers walkin' the path of Harmony Devotion are the ones callin' folks to shake hands on truces and often find themselves smack dab in the middle of squabbles, playin' the peacemaker. Their blessings knit communities closer, helpin' folks shoulder each other's loads, and their magic lends a hand to those pushed to defend the peaceful way.

### Harmony Devotion Features

Preacher Level	Feature
1st	Devotion Spells, Peacemaker's Tool, Inspiring Unity

2nd	Religious Experience: Aura of Harmony
6th	Guardian Unity
8th	Powerful Prayer
17th	Wide-Ranging Unity

### Devotion Spells

You gain devotion spells at the preacher levels listed in the Harmony Devotion Spells table. See the Religious Devotion class feature for how devotion spells work.

### Harmony Devotion Spells

Preacher Level	Spells
1st	<i>heroism, sanctuary</i>
3rd	<i>aid, warding bond</i>
5th	<i>beacon of hope, sending</i>
7th	<i>aura of purity, Otiluke's resilient sphere</i>
9th	<i>greater restoration, Rary's telepathic bond</i>

### Peacemaker's Tool

*1st-level Harmony Devotion feature*

You get to be savvy in either Insight, Performance, or Persuasion (your pick).

### Inspiring Unity

*1st-level Harmony Devotion feature*

You got the knack for weavin' a spellbindin' tie 'mongst folks who favor livin' in harmony. With a swift action, you pick a posse of willin' folks within 30 feet of ya (yourself included, if ya like) up to the number of your proficiency bonus. You weave a mystic bond 'twixt 'em that lasts for 10 minutes or 'til you stir up this power again. When any one of these bonded souls is within 30 feet of another, they can toss a d4 and add that number to an attack roll, a skill check, or a savin' throw they're makin'. But mind ya, they can only add that d4 once each turn.



You can call up this trick a number of times equal to your proficiency bonus, and you get all them uses back after you rest up a spell.

### **Religious Experience: Aura of Harmony**

*2nd-level Harmony Devotion feature*

You can harness your hard-earned spiritual insights to radiate a calming energy, like a gentle breeze on a hot prairie day. With a quick step and a tip of your hat, you can mosey up to your full pace, smooth as a river's flow, without rilin' up any foes for an attack. Now, when you amble within 5 feet of any other soul during this move, you can bestow upon 'em a healing touch, mendin' their wounds by 2d6 plus your Wisdom modifier (ain't less than 1 hit point, mind you). Remember, a body can benefit from this here healing just the once each time you undertake this action.

### **Guardian Unity**

*6th-level Harmony Devotion feature*

The bond you create 'mongst your compadres lends 'em a hand in lookin' out for each other, like a tight-knit posse watchin' each other's backs. Now, when one of your buddies blessed by your Inspiring Unity is fixin' to take a hit, another ally linked by this bond, and within 30 paces, can use their quick thinkin' to up and teleport right next to 'em, quick as a flash. They'll appear in a free spot within 5 feet of their friend. Then, that second cowpoke takes the full brunt of the damage, takin' the hit for their comrade.

### **Powerful Prayer**

*8th-level Harmony Devotion feature*

You tack on your Wisdom modifier to the hurtin' you deal with any of them preacher cantrips, like a sharp-shootin' sage addin' a bit more kick to their shot.

### **Wide-Ranging Unity**

*17th-level Harmony Devotion feature*

The perks of your Inspiring Unity and Guardian Unity skills now apply when critters are within 60 feet of one another. Plus, when a varmint uses Guardian Unity to shoulder another's hurt, they got themselves some resistance to that damage, tough as old boots.

### **Stormrider Devotion**

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Deities wranglin' the Stormrider Devotion, like Talos, Umberlee, Kord, Zeboim, the Devourer, Zeus, and Thor, rule over the rowdy tempests, vast oceans, and the great yonder in the sky. They're the high sheriffs of lightning and thunder, bosses of earthquakes, a few fire gods, and them gods of roughness, pure grit, and gallantry. In some circles of the divine, one of these gods wears the badge over the rest, known far and wide for dealin' swift justice with a crack of lightning. 'Mongst those folks who make their livin' on the high seas, these gods are revered as the masters of the ocean and the guardians of all sailors. Stormrider deities send their preachers to put the fear of the heavens into common folk, makin' sure they stay right and true, or to get 'em to offer up sacrifices to steer clear of a heavenly reckoning.

### Stormrider Devotion Features

Preacher Level	Feature
1st	Devotion Spells, Bonus Proficiencies, Fury of the Gale
2nd	Religious Experience: Unbridled Tempest
6th	Lightning Lash
8th	Category 5 (1d8)
14th	Category 5 (2d8)
17th	Cyclone Kin

### Devotion Spells

You gain devotion spells at the preacher levels listed in the Stormrider Devotion Spells table. See the Religious Devotion class feature for how devotion spells work.

### Stormrider Devotion Spells

Preacher Level	Spells
1st	<i>fog cloud, thunderwave</i>
3rd	<i>gust of wind, shatter</i>
5th	<i>call lightning, sleet storm</i>
7th	<i>control water, ice storm</i>

9th	<i>destructive wave, insect plague</i>
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### **Bonus Proficiencies**

*1st-level Stormrider Devotion feature*

At 1st level, you're skilled with martial weapons and heavy armor, partner.

### **Fury of the Gale**

*1st-level Stormrider Devotion feature*

Also at 1st level, you can give those varmints a taste of their own medicine. When some no-good critter within 5 feet of ya takes a swing at you, you can use your reaction to make 'em face a Dexterity saving throw. That varmint takes 2d8 lightning or thunder damage (your pick) if they fail, and half that if they're lucky enough to make it.

You can do this a number of times equal to your Wisdom modifier (at least once, mind you). You get all them uses back after a good night's rest under the stars.

### **Religious Experience: Unbridled Tempest**

*2nd-level Stormrider Devotion feature*

Startin' at 2nd level, you can call upon your Religious Experience to unleash the raw power of the storm with a wild fury.

Whenever you're about to roll for lightning or thunder damage, you can harness your Religious Experience to deal the maximum possible damage, bypassing the need for rollin' them dice.

### **Lightning Lash**

*6th-level Stormrider Devotion feature*

At 6th level, when you're dealin' lightning damage to a critter no bigger than Large, you have the know-how to send 'em flyin' up to 10 feet away from your position.

### **Category 5**

*8th-level Stormrider Devotion feature*

At 8th level, you get the knack for mixin' divine energy into your weapon strikes. Once every turn when you land a blow on some varmint with a weapon attack, you can tack on an extra 1d8 thunder damage to that target. Come 14th level, that extra hurt jumps up to 2d8.

## Cyclone Kin

*17th-level Stormrider Devotion feature*

At 17th level, you can soar through the open skies as fast as you can hoof it on land, as long as you ain't cooped up underground or inside a building.

## Mischief Devotion

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Gods of mischief — such as Tymora, Beshaba, Olidammara, the Traveler, Garl Glittergold, and Loki — are the sly tricksters and rabble-rousers stirrin' up the heavens and earth alike. They're the patrons of outlaws, scoundrels, card sharps, free spirits, and liberators. Their preachers are as unpredictable as a desert storm, pokin' fun at the high-and-mighty, thumbin' their noses at tyrants, pilferin' from the rich, breakin' chains, and scoffin' at hollow traditions. They're all about cunning, jests, sly tricks, and light-fingered tactics rather than a straight-up showdown.

### Mischief Devotion Features

Preacher Level	Feature
1st	Devotion Spells, Prankster's Gift
2nd	Religious Experience: Double-Dealing
6th	Religious Experience: Mask of Sunset
8th	Punchline (1d8)
14th	Punchline (2d8)
17th	Double-Down

### Devotion Spells

You gain devotion spells at the preacher levels listed in the Mischief Devotion Spells table. See the Religious Devotion class feature for how devotion spells work.

### Mischief Devotion Spells

Preacher Level	Spells
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1st	<i>charm person, disguise self</i>
3rd	<i>mirror image, pass without trace</i>
5th	<i>blink, dispel magic</i>
7th	<i>dimension door, polymorph</i>
9th	<i>dominate person, modify memory</i>

### **Prankster's Gift**

*1st-level Mischief Devotion feature*

Startin' when you saddle up with this here devotion at 1st level, you can use your action to lay a hand on a willin' compadre other than yourself, givin' them the upper hand on Dexterity (Stealth) checks. This here blessing lasts for an hour or until you call upon this trick again.

### **Religious Experience: Double-Dealing**

*2nd-level Mischief Devotion feature*

Startin' at 2nd level, you can call upon your Religious Experience to conjure up a spittin' image of yourself.

With an action, you conjure up a dead-on illusion of yourself that sticks around for a minute, or till you lose your focus (just like you're mindin' a spell). This apparition pops up in a spot you can lay your eyes on, within 30 paces of where you're standin'. As a little extra, on your turn, you can mosey this illusion up to 30 feet to a place you can see, but it's gotta stay within 120 feet of your own self.

Long as it lasts, you can sling spells as if you were standin' right where that illusion is, but you gotta rely on your own peepers and ears. Plus, when both you and your ghostly twin are within 5 feet of some poor soul that can see the illusion, you got the upper hand on attack rolls against 'em, on account of how bamboozlin' that illusion is.

### **Religious Experience: Mask of Sunset**

*6th-level Mischief Devotion feature*

Startin' at 6th level, you can tap into your Religious Experience to vanish like a ghost in the night.

Just takes an action, and you're as invisible as a whisper on the wind, 'til the end of your next turn. Course, if you start a ruckus or cast some spell, you'll show your face again, clear as day.

### **Punchline**

*8th-level Mischief Devotion feature*

Come 8th level, you get the knack for mixin' your weapon strikes with venom, a blessin' from your deity. Once each turn when you land a hit on a varmint with a weapon attack, you can tack on an extra 1d8 poison damage to that target. And when you hit 14th level, that extra sting grows to 2d8.

### **Double-Down**

*17th-level Mischief Devotion feature*

At 17th level, you can conjure up to four spittin' images of yourself, instead of just one lone doppelganger, when you use Invoke Double-Dealing. As a quick move on your turn, you can shuffle any number of these duplicates up to 30 feet around, just as long as they don't stray more than 120 feet from your boots.

## **Dusk Devotion**

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The gentle shift from the sun's high blaze to the cool of dusk often brings a sigh of relief and a smile, as the day's hard work winds down and folks start thinkin' 'bout a well-earned rest. But the night, she can carry with her fears that'd chill a man to the bone, yet the gods of the twilight stand watchful against such spine-chillin' scares.

Preachers devoted to these mighty ones - you'll find their names listed under the Dusk Deities - offer comfort to those yearnin' for peace and safety, venturin' into the shadows that stretch long and dark to ensure the night's a friend, not a fright.

### **Dusk Devotion Features**

Preacher Level	Feature
1st	Devotion Spells, Bonus Proficiencies, Sight of the Sunset, Nocturnal Gift
2nd	Religious Experience: Sunset Sanctity
6th	Footfalls of Twilight

8th	Sunset Smite (1d8)
14th	Sunset Smite (2d8)
17th	Dusk Cloak

### Devotion Spells

You gain devotion spells at the preacher levels listed in the Dusk Devotion Spells table. See the Religious Devotion class feature for how devotion spells work.

### Dusk Devotion Spells

Preacher Level	Spells
1st	<i>faerie fire, sleep</i>
3rd	<i>moonbeam, see invisibility</i>
5th	<i>aura of vitality, Leomund's tiny hut</i>
7th	<i>aura of life, greater invisibility</i>
9th	<i>circle of power, mislead</i>

### Bonus Proficiencies

*1st-level Dusk Devotion feature*

You done earned yourself proficiency with the heavier iron and armor, the kind that can stand up to a rough and tumble showdown.

### Sight of the Sunset

*1st-level Dusk Devotion feature*

You got eyes like a cat in a moonless night. Your peepers can spot things clear as day in the dark, up to a stretch of 300 feet. It's like the dim light's as good as high noon and the pitch black's like dusk to you.

With a quick action, you can pass on this night-seeing gift to your compadres standing close, no more than 10 feet away, with a number matching your wisdom. They'll see like you do for an hour's time. Share this trick once, and you'll need to bed down for a spell before doing it again, 'less you spend a bit of your mystical know-how to share sooner.

## **Nocturnal Gift**

*1st-level Dusk Devotion feature*

The night's a harsh teacher, makin' you sharp and ready. With a quick gesture, you can bless a fellow – maybe even yourself – givin' 'em a leg up on who draws first. They'll have the edge when the action starts, but this boon's as fleeting as a desert breeze, vanishin' right after they make their move or if you offer this gift again.

## **Religious Experience: Sunset Sanctity**

*2nd-level Dusk Devotion feature*

You can call on your divine know-how to spread the calm of the twilight 'round your kin.

As quick as a flash, you flash your holy symbol, and like the setting sun, a sphere of dusk rolls out from you. Centered right on you, it stretches out 30 feet all 'round, bathing everything in a gentle, dim light. It follows wherever you roam, stayin' for a minute, or 'til you're laid low or meet your maker. Now, whenever a soul – you included – finishes their turn in this here sphere, you can offer 'em one of two boons:

Either you bless 'em with temporary grit, tough as nails, equal to 1d6 plus your level in preachin'. Or you lift the dark spell off 'em, endin' any charm or scare that's got 'em spooked.

## **Footfalls of Twilight**

*6th-level Dusk Devotion feature*

You got the power to harness the shadowy whispers of the night, liftin' yerself off the ground. Just as slick as a snake in the moonlight, when you're shrouded in dim light or the pitch black of night, you can, with a quick move, bestow upon yerself the gift of flight, matchin' your walkin' pace, for a full minute's time. You can pull off this trick a number of times equal to how sharp and skilled you are, and you get all them chances back after a good night's rest under the stars.

## **Sunset Smite**

*8th-level Dusk Devotion feature*

Well now, you've got yerself the knack for chargin' your weapon strikes with a bit of that heavenly fire. Once per turn, when your weapon finds its mark on some poor varmint, you can add a blast of 1d8 radiant damage to the hurt. And once you've been around the trail a bit longer, say at 14th level, that extra sting of divine power ratchets up to a hefty 2d8.

## **Dusk Cloak**



### *17th-level Dusk Devotion feature*

The dusky veil you muster up gives y'all a bit of shelter in the rough: you and your compadres gain the boon of half cover whilst you're hunkered down within the confines of that sphere spun from your Sunset Sanctuary.

## **Battle Devotion**

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War's got many a face out here in the wild lands. It can turn a plain Jane or Joe into a hero. It can be cruel and frightening, with deeds of brutality and dread casting a shadow over acts of valor and courage. In all its guises, the gods of the frontier watch over warriors, bestowing rewards for their daring feats. Preachers of these gods shine in the heat of battle, rousing others to fight the good fight or offerin' up acts of violence as sacred offerings. Gods of the frontier range from champions of honor and knightliness (like Torm, Heironeous, and Kiri-Jolith) to patrons of chaos and looting (such as Erythnul, the Fury, Gruumsh, and Ares), and those favoring conquest and rule (like Bane, Hextor, and Maglubiyet). Others, like Tempus, Nike, and Nuada, take a stand right in the middle, championing warfare in all its shapes and backing warriors no matter their cause.

### **Battle Devotion Features**

Preacher Level	Feature
1st	Devotion Spells, Bonus Proficiency, Pioneer Preacher
2nd	Religious Experience: Accurate Smite
6th	Religious Experience: The Almighty's Gift
8th	Heavenly Hit (1d8)
14th	Heavenly Hit (2d8)
17th	War Incarnate

### **Devotion Spells**

You gain devotion spells at the preacher levels listed in the Battle Devotion Spells table. See the Religious Devotion class feature for how devotion spells work.

### **Battle Devotion Spells**

Preacher Level	Spells
1st	<i>divine favor, shield of faith</i>
3rd	<i>magic weapon, spiritual weapon</i>
5th	<i>crusader's mantle, spirit guardians</i>
7th	<i>freedom of movement, stonewood</i>
9th	<i>flame strike, hold monster</i>

### **Bonus Proficiencies**

#### *1st-level Battle Devotion feature*

At 1st level, you're skilled up in the ways of martial weapons and heavy armor. Ain't no lightweight gear for you, no sir – you're all set for the heavier stuff that'd make a lesser cowpoke buckle at the knees.

### **Pioneer Preacher**

#### *1st-level Battle Devotion feature*

From the get-go at 1st level, your patron up yonder sends down a bit of divine gumption when you're caught up in a scuffle. Whenever you swing into action with an Attack, you get to throw in an extra weapon attack as a quick-draw bonus action.

You can call upon this here favor a number of times equal to your Wisdom modifier (at the very least once). You'll get all your uses back after you've had yourself a good, long rest under the stars.

### **Religious Experience: Accurate Smite**

#### *2nd-level Battle Devotion feature*

Startin' at 2nd level, you can call on your Religious Experience to aim with a sharpshooter's precision. When you're makin' an attack roll, you can tap into that holy know-how to slap a hefty +10 bonus on that roll. You decide to use this trick after you've seen how the dice fall, but before the DM declares if your shot's hit the mark or missed it by a country mile.

### **Religious Experience: The Almighty's Gift**

#### *6th-level Battle Devotion feature*

At 6th level, when some varmint within 30 feet of ya makes an attack roll, you can use your quick reaction to bless 'em with a +10 bonus to their roll, callin' upon your Religious Experience. You decide to do this after you get a gander at their roll, but before the DM declares whether their shot's hit the target or just kicked up dust.

### **Heavenly Hit**

*8th-level Battle Devotion feature*

At 8th level, you get the knack for mixin' your weapon strikes with a bit of divine might. Once each turn when you land a hit on a varmint with a weapon attack, you can amp up the hurt with an extra 1d8 damage, same kind as the weapon's dishin' out. When you hit 14th level, that extra sting jumps up to 2d8.

### **War Incarnate**

*17th-level Battle Devotion feature*

Come 17th level, you're tough as old boots, gaining a resistance to the bruises, pokes, and slices from any nonmagical scuffles. Those bludgeonin', piercin', and slashin' blows from regular attacks just don't ruffle your feathers like they used to.