

DIVINE CHAMPIONS: GODDESSES OF NATURE, MIGHT, AND MAGIC

BY: ANDREW CEASAR



D&D HOME BREW



BARBARIAN – PATH OF THE VERDANT RAGER

Barbarians that walk this holy path are champions of the goddess Chauntea. Many Verdant Ragers are guardians of Chauntea's sacred groves and temples. Others seek out Blight Druids of Talona and destroy them before they can cause more harm to the natural world. There are a few Verdant Ragers that travel the world spreading Chauntea's message of union with the land, preach a balance of civilization and nature, and are prepared to bring their incredible might to bear to defend that balance. Blending the ability to take on plant-like aspects and their unquenchable rage, Verdant Ragers are a force to be reckoned with.

PATH OF VERDANT RAGER FEATURES

Barbarian Level	Features
3rd	Force of Nature
6th	Chauntea's Blessing
10th	Briar Shield
14th	Treant Form

FORCE OF NATURE

Starting at 3rd level, you call upon the spirits of nature to lend you their strength when you rage, taking on aspects of the mighty oak. Your skin hardens, becoming bark-like and granting you a +2 to your Armor Class. Your limbs lengthen, increasing your size to large and granting you a Reach of 10 feet. Finally, small leaves sprout across your body, granting one of two different abilities. If you are in direct sunlight, you heal your Barbarian level in hit points at the end of your turn, up to half your maximum Hit Points. If you are not in direct sunlight, the sprouts thicken granting you a protective barrier in the form of temporary hit points equal to your Constitution modifier plus your Barbarian levels.

CHAUNTEA'S BLESSING

Starting at 6th level, you are granted a few spells and the willpower to use them even in the throes of your rage. You can cast Goodberry, Spike Growth, and Speak with Plants once without needing a spell slot or expending their material components. You gain these spells back after finishing a long rest. The spells gained from this feature can be cast even while you are raging; furthermore, raging does not break your concentration on these spells. Wisdom is your spellcasting ability for these spells.

BRIAR SHIELD

Starting at 10th level, you can summon forth large thorns to punish your enemies and protect yourself from harm. When you are hit with a melee attack, as a Reaction, you gain temporary hit points equal to twice your level that last until the start of your next turn. The attacker also takes 2D8 + your barbarian level piercing damage. You must finish a short or long rest before you can use this feature again.

TREANT FORM

Starting at 14th level, when you rage, you take on the form of a powerful treant. Instead of becoming large, you become huge and gain a reach of 15 feet. Your bonus to AC becomes +4. All of your melee weapon attacks deal an extra 1D8 Piercing Damage as spectral thorns coil around your weapons.



BARD - COLLEGE OF THE HEARTH WARDER

The college of the Hearth Warder is a group of bards that worship the fire haired goddess, Sune. They encourage beauty, art, and love wherever they find it. Heart Warders seek out beauty, pleasure, and foster the creation of art and song. They tend to be artists, performers, and crafters. Some Heart Warders travel the world to discover hidden beauty and protect the world from the ugliness that is greed, jealousy and tyranny.

COLLEGE OF THE HEARTH WARDER FEATURES

Bard Level	Features
3rd	Bonus Proficiency, Heart of Passion, Lips of Rapture
6th	Voice of the Siren
14th	Tears of Evergold

BONUS PROFICIENCY

You gain Proficiency with Whips.

HEART OF PASSION

Starting at 3rd level, your words are filled with such passion that you can stir feelings within even the most cold hearted. You have advantage on all Charisma (Persuasion) checks.

LIPS OF RAPTURE

Starting at 3rd level, your kiss bestows bliss and euphoria upon its recipient, allowing them to shrug off crippling effects and strengthening their will to fight. As a bonus action, you can expend one use of your Bardic Inspiration to blow a kiss to a target within 30 feet. The target removes the Paralyzed and Poisoned conditions and reduces their exhaustion level by 1. The target gains a bonus to damage rolls equal to your Proficiency bonus. These effects last for 1 minute after which the conditions return, resuming their durations.

VOICE OF THE SIREN

Starting at 6th level, your voice is so alluring that it enhances your enchantment magic. Targets of your Enchantment spells have disadvantage on their saving throws. If you cast a spell that attempts to Charm a target and it succeeds on its saving throw, the target has no idea that you tried to charm it.

TEARS OF EVERGOLD

Starting at 14th level, you can cry tears drawn from Evergold, a sacred pool that enhances beauty and has healing powers. Once a week, you can create a Greater Healing Potion or a Philter of Love by spending one minute crying.



FIGHTER - CRIMSON KNIGHT

Crimson Knights are devoted followers of the goddess Red Knight. They dedicate themselves to the study of historical warfare, combat tactics, and maneuvers. Just one Crimson Knight could change the tides of a battle and snatch victory from the jaws of defeat. Their commanding voice and gleaming red armor announce their presence on the battlefield. Some Crimson Knights sell their services as mercenaries, others travel the world learning other countries' and peoples' combat techniques, and a rare few roam village to village helping to teach defensive tactics and shoring up defenses. Whenever a major war breaks out, you can guarantee at least one Crimson Knight has come to lend a hand in victory.

CRIMSON KNIGHT FEATURES

Fighter Level	Features
3rd	Combat Ethos
7th	Inspiring Presence
10th	Crimson Knight's Regalia
15th	Conjure Siege Weapon

COMBAT ETHOS

Starting at 3rd level, you have mastered a unique combat style and mantra. Choose one of the following options.

Unstoppable Force. You don't give your enemies a second to catch their breath as you hammer your weapon into them. When you take the Attack action, you can trade defense for offense. Your first attack deals an additional +5 damage, but your AC becomes 10 until the start of your next turn. You gain the bonus damage to additional attacks at certain levels of this class. Two of your attacks gain the bonus damage at 5th level, three of your attacks at 11th level, and four of your attacks at 20th level.

Immovable Object. You know the best offense is a good defense. You cannot be knocked prone unless you choose to be. If an effect would force you to move, you reduce that movement by 10 feet. At the start of your turn, you gain a number of Temporary Hit Points equal to your Proficiency Bonus.

Eye for an Eye. You pay back every attack and insult with one of your own. When you are hit with a melee weapon attack, as a Reaction, you may make an Attack against the creature that hit you.

INSPIRING PRESENCE

Starting at 7th level, you constantly emanate a bolstering aura that lends strength to your allies' attacks while you are not incapacitated. The aura extends 10 feet from you in every direction but not through total cover. Allies in your aura gain a damage bonus to weapon attacks equal to your half your Proficiency Bonus (Rounded Down).

CRIMSON KNIGHT'S REGALIA

Starting at 10th level, you bestow special powers upon a suit of medium or heavy armor. You can transform one suit of armor into your Crimson Knight Regalia by performing a special ritual while you wear the armor. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can use a bonus action to dismiss the armor, shunting it into an extradimensional space, and it appears on you whenever you use a Bonus Action to summon it. You can't affect an artifact in this way. The armor ceases being your Crimson Knight Regalia if you die, if you perform the 1-hour ritual on a different suit of armor, or if you use an 1-hour ritual to break your bond to it. The armor appears at your feet if it is in the extradimensional space when the bond breaks. The armor grants you Resistance to non-magical Weapon Attacks.

CONJURE SIEGE WEAPON

Starting at 15th level, as an Action, you summon a magical siege weapon from the Red Knight's sacred armory. The attacks of the siege weapons are considered magical. When you use this feature, choose one of the options below.

Ballista. You summon a ballista in a space adjacent to you. The ballista takes up a 10 by 10 foot area. At the end of each of your turns, it makes a Ranged attack against a creature within 400 feet of it. The ballista uses your Proficiency bonus + Intelligence Modifier as its bonus to hit and deals 3D10 Piercing Damage. The ballista lasts for 1 minute.

Trebuchet. You summon a trebuchet in a space adjacent to you. The trebuchet takes up a 10 x 15 foot area. At the end of your turn, it launches a massive stone that disappears after it lands. Creatures in a 20 foot radius within 400 of the trebuchet must make a Dexterity Saving Throw against a DC equal to 8 + your Proficiency Bonus + your Intelligence Modifier. On a failed save, the creature takes 8D10 Bludgeoning Damage, and on a successful save, they take half the damage. The trebuchet disappears after this attack.

Battering Ram. You summon a battering ram that you make a special Attack with. If you are holding a weapon, it instead becomes the battering ram. You are proficient with the battering ram and can make one melee attack with it. It deals 8D6 + your Strength modifier bludgeoning damage. If you hit a creature with this attack, it must make a Strength Saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, they are knocked back 30 feet. If the target was an object, it instead takes double the amount of damage. You must finish a long rest before you can use this feature again.

RED KNIGHTS BATTLE STANDARD.

Starting at 18th level, you can summon forth the Red Knight's battle standard and rally your allies. As an action, you conjure the battle standard and plant it in a space adjacent to you. The standard creates an aura in a 30-foot radius around that point. The standard cannot be moved or harmed in any way and can be dismissed as a bonus action. The standard grants you and your allies several benefits. Each creature of your choice in the aura when the standard appears gains 30 temporary hit points. In addition, you and your allies gain advantage on Strength checks and Strength saving throws while in the aura and a +1 to AC.

PALADIN - OATH OF MYSTIC FIRE

The Oath of Mystic Fire is an oath sworn by paladins that serve the goddess of magic, Mystra. These paladins, known as Knights of Mystic Fire, travel the world with members of Mystra's church or bands of adventurers to locate caches of magic items and rediscover spells lost to time. Others become staunch defenders of Mystra's temples and sacred locations. There are rumors that a few Knights of Mystic Fire hunt down defilers of the Weave and bring them to justice. Knights of the Mystic Fire work closely with arcane spell casters and learn to bolster their allies' spells.

OATH OF MYSTIC FIRE FEATURES

Paladin Level	Features
3rd	Channel Divinity, Gift of Magic
7th	Aura of Arcane Potency
15th	Spellfire Smite
20th	Spellfire Mantle

TENETS OF MYSTIC FIRE

Paladins of the Oath of Mystic Fire share these tenets.

Sponsor Magic. Magic is a gift that should be shared with all. Show the world the wonder of magic and always foster it as a tool for good.

Rediscover Lost Magic. Seek out lost troves of magic items, forgotten spells, and artifacts of power for they are gifts from Mystra.

Punish Those Who Would Misuse Magic. Strike down those that would use magic to harm the innocent or use it to fuel tyranny.

OATH OF MYSTIC FIRE SPELLS

Paladin Level	Spells
3rd	<i>magic missile, identify</i>
5th	<i>invisibility, rope trick</i>
9th	<i>dispel magic, fireball</i>
13th	<i>dimensional door, polymorph</i>
17th	<i>legend lore, teleportation circle</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following Channel Divinity option. See the Sacred Oath class feature for how Channel Divinity works.

Spell Shatter Strike. You use your channel divinity to smite your foes with arcane energy that strips them of magical effects. When you hit with a melee attack, you can use your channel divinity to deal an additional 2D6+your paladin level Force damage. One spell effect of 2nd level or lower on the target ends. If the spell effect is 3rd level or higher, make an ability check using your spellcasting ability modifier. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At certain levels you can dispell a higher spell effect without making a check. You can dispell a 3rd level effect at 5th level, 4th level effect at 11th level, and a 5th level effect at 17th level.

GIFT OF MAGIC

Starting at 3rd level, you learn a number of spells that you can cast as rituals. These spells are written in a ritual book, which you must have in hand while casting them. You gain a ritual book holding two 1st-level spells taken from the Wizard's spell list. These spells must contain the ritual tag. Charisma is your spellcasting ability for these spells.

If you come across a spell in written form, such as a spell scroll or a wizard's spellbook, you might be able to add it to your ritual book. The spell must be on the wizard's spell list, the spell's level can be no higher than half your level (rounded up), and it must have the ritual tag. The process of copying the spell into your ritual book takes 2 hours per spell level and costs 50 gp per level. The cost represents material components you expend as you experiment with the spell to master it and the fine inks you need to record it.

AURA OF ARCAN POTENCY

Starting at 7th level, you constantly emanate an arcane bolstering aura. The aura extends 10 feet from you in every direction but not through total cover. Spells cast while inside your aura have their DC increased by 1.

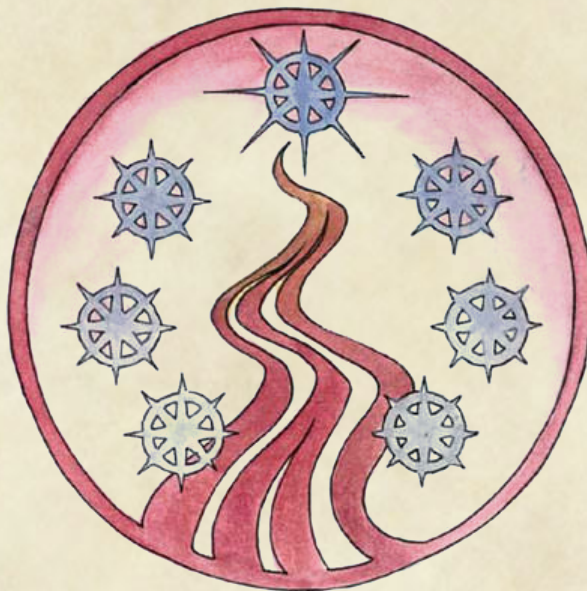
SPELLFIRE SMITE

Starting at 15th level, you learn to harness the power of spellfire. When you hit with a melee attack, as a bonus action, you may deal an extra 4D12 Fire Damage as silvery flames erupt from your weapon. You must finish a short or long rest before regaining this ability.

SPELLFIRE MANTLE

Starting at 20th level, As an Action you wreath yourself in silvery flames. These harmless, magical flames provide several benefits. You gain Cold Resistance As a Bonus Action, you can cast Cure Wounds. Charisma is your spellcasting ability for this spell.

As an Action, you can shoot a 60 foot line of silvery flame. Creatures in the area must make a Dexterity saving throw against your spell save DC. On a failed save they take 6D12 Fire damage, and on a successful save, they take half that damage. This form lasts 1 minute. You must finish a long rest before you can use this ability again.



PALADIN - OATH OF THE UNICORN

The Oath of the Unicorn is undertaken by paladins of Lurue. The oath is about chivalry, grand adventure, and following one's dreams, no matter the height. They are the knights of folk tales who ride in on their mighty steed and save the day at the last second. They are quick to lend a blade to battle against evil and even quicker to lend a hand to those that are suffering. A rare few are said to ride their namesake into battle and become beacons of hope that can turn the tides of any battle.

OATH OF THE UNICORN FEATURES

Paladin Level	Features
3rd	Channel Divinity
7th	Heroic Rescue
15th	Unicorn Mount
20th	True Hero

TENETS OF THE UNICORN

Paladins of the Oath of the Unicorn share these tenets.

Joy. Find the joy in everything and bring that joy to those that have none. Evil crumbles quickest in the face of razor wit and unbridled joy.

Hope. In the darkest hours, be the hope everyone needs and take comfort in knowing that you are the light in the dark.

Love. Be compassionate in all things. Praise everyone for their strengths and comfort them when they are weak, no matter how unique they may be. Be open with your heart and show others the strength of your heart.

OATH OF THE UNICORN SPELLS

Paladin Level	Spells
3rd	<i>cure wounds, heroism</i>
5th	<i>aid, find steed</i>
9th	<i>deacon of hope, crusader's mantle</i>
13th	<i>conjure woodland beings, death ward</i>
17th	<i>geis, raise dead</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Shimmering Shield You can use your Channel Divinity to shield you and your allies from harm. As a Reaction, you conjure forth translucent rainbow-colored bubbles around you and your allies. Until the end of your next turn, you and any allies within 30 feet gain +2 to AC.

Touch of the Unicorn You can use your Channel Divinity to empower your healing abilities. When you use your Lay on Hands ability, you can use your Channel Divinity to heal double the number of Hit Points you choose to heal.

HEROIC RESCUE

Starting at 7th level, you gain the ability to teleport your allies out of danger. When an ally within 30 feet becomes the target of an attack, area spell, or effect you can use your reaction to teleport them to a space adjacent to you. You must finish a long rest before you can use this feature again.

At 18th level, you can use this feature twice before you have to complete a long rest to gain it back.

UNICORN MOUNT

Starting at 15th level, when you cast Find Steed you may summon a Unicorn. The Unicorn does not gain its Legendary Actions.

TRUE HERO

Starting at 20th level, you have become a hero of legend. Everything seems to go your way, and your stalwart spirit remains undaunted even in the bleakest of times. You never have Disadvantage on weapon attacks and rolling a 1 on an attack roll is not considered an automatic failure.



ROGUE – FATE GAMBLER

As a Fate Gambler you learn to press your luck and never play the odds. To you, the phrase, “One in a Million Chance” is a guaranteed success. Relying on quick wits and more than your fair share of luck, you can weather nearly every situation unscathed. Fate Gamblers are worshippers of Tymora, the goddess of luck. They seek out and fight for the underdog, the oppressed, and those said to be touched by Beshaba, the goddess of unluck. Rarely do they stay in one place for very long as they believe they should follow chance and their own innate wanderlust.

FATE GAMBLER FEATURES

Rogue Level	Features
3rd	Bonus Proficiency, Lucky Strike
9th	Press Your Luck
13th	Lucky Charm
17th	Reverse Fate

BONUS PROFICIENCY

Starting at 3rd level, you gain proficiency with one type of Gaming Set.

LUCKY STRIKE

Starting at 3rd level, you are able to exploit little moments of luck to find your opponents weakness and drive your weapon home. Whenever you roll Sneak Attack damage and roll all even number or all odd numbers, you deal an additional 2D6 Damage. The amount of damage increases at certain levels in this class. It becomes an additional 3D6 Damage at 5th level, 6D6 at 11th level, and 9D6 at 17th level.

PRESS YOUR LUCK

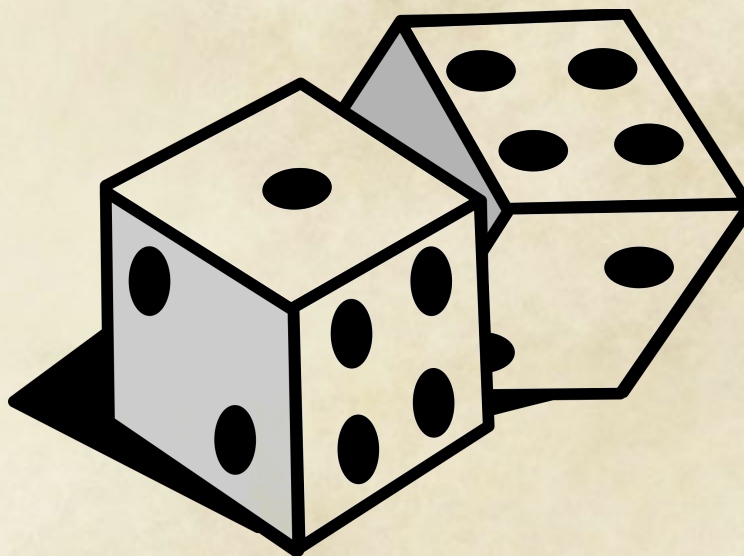
Starting at 9th level, when you gain the upper hand in a fight, you can press the advantage at the risk of setting yourself up for failure. When you hit with a weapon attack, you can make an additional attack once per round. If you take this extra attack and miss your target, you have Disadvantage on all attack rolls, abilities checks, and saving throws until the end of your next turn.

LUCKY CHARM

Starting at 13th level, your luck starts to rub off on your allies. When an ally within 30 feet of you rolls a natural 1 on an attack, ability check or saving throw, as a reaction you can allow them to reroll the dice. They must take the new result.

REVERSE FATE

Starting at 17th level, you gain one of Tymora’s greatest gifts, the ability to change fates. When you are the target of a critical hit, you can instead treat their roll as if they had rolled a natural 1. The next time you make a weapon attack it is an automatic critical hit. You must finish a long rest before you can use this feature again.



ACKNOWLEDGEMENTS

A big thank you to The Homebrewery for the layout editor. Use the link below to make your homebrewed classes look official.

<http://homebrewery.naturalcrit.com/>

PHOTOS

All pictures used in this document were found on google or yahoo under the "free to use or share, even commercially" section of their database.

LEGAL

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.