

PRESTIGE CLASSES OF THE GODS

VOLUME I

Nine prestige classes for characters who worship or provide great services to the gods of the Forgotten Realms.

THIS VOLUME INCLUDES PRESTIGE CLASSES RELATED TO:

AKADI, the Queen of Air
AMAUNATOR, the Light of Law
ASMODEUS, the Lord of Indulgence
AURIL, the Frostmaiden
AZUTH, the First Magister
BANE, the Lord of Darkness
BESHABA, the Maid of Misfortune
BHAAL, the Lord of Murder
CHAUNTEA, the Grain Goddess

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USING PRESTIGE CLASSES

The prestige class options presented in this material require aspiring characters to have achieved a high level of skill and accomplishment before they may enter. These prestige classes represent knowledge, expertise and abilities granted by the gods of the Forgotten Realms.

The prestige classes presented here are mechanically identical to character classes and follow the normal multiclassing rules. Characters who wish to join a prestige class must also meet all requirements stated in the prestige class's entry.

In addition, these prestige classes require characters to either be practicing worshippers of a specific god and in good faith with their deity, or to perform an act of great service to agents of that god.

JOINING A PRESTIGE CLASS

Consult with your DM to see if prestige classes will be allowed in your campaign. If you are not an active worshipper of the god related to the prestige class you would like to join, you will be required to perform an act of great service for that religion before you may take levels in the prestige class.

You and your DM should work together to determine an act of service that would be appropriate for your campaign. While

options are provided in the prestige class entries, they are not exhaustive and any prominent act of service will suffice.

A prestige class uses the multiclassing rules outlined in chapter 6, "Customization Options" in the *Player's Handbook*. You may choose to take a level in the prestige class when you advance a level, and your levels in all classes, including prestige classes, are added together to determine your character level.

PREREQUISITES

You must meet all prerequisites specified in a prestige class's entry in order to take a level in that prestige class, in the same manner as when multiclassing into a standard class.

Prerequisites may include character level, class level, a minimum score in at least one ability, proficiency in skills or tools, or having access to certain spells or abilities.

Characters are also required to prove their dedication to the god related to the prestige class. Characters who worship that god and are in good standing with their church automatically meet this requirement. Otherwise, they must complete an act of service that furthers the aims of that specific religion.

EXPERIENCE POINTS

The experience point cost to gain a level is based on your total character level, not your level in a particular class.

HIT POINTS AND HIT DICE

Each prestige class entry specifies the hit points you gain from it. To determine your pool of Hit Dice, add together the Hit Dice granted by all of your classes and prestige classes. If the Hit Dice are the same die type, you simply pool them together.

PROFICIENCY BONUS

Your proficiency bonus is based on your total character level, not your level in a particular class or prestige class.

PRESTIGE CLASS FEATURES

If a prestige class grants Channel Divinity, Extra Attack or Unarmored Defense, treat that feature in the same way as standard multiclassing options.

SPELLCASTING

A prestige class that grants spellcasting will provide details on how to determine your overall spellcasting ability, using the standard rules for spellcasting and multiclassing.

CULTIVATOR OF CHAUNTEA

For the most part, the faithful of Chauntea are unassuming folk, content to make the most of simple lives on a small farmstead, blessed with their goddess's bounty. A select few are chosen by the Great Mother to take a more direct role in her affairs, and are given the power to become Cultivators.

A Cultivator of Chauntea offers protection and comfort to those in need, soothing aches and pains both through magical means and with the healing agents of the natural world. A Cultivator can be told by their simple brown robes and the aura of soft warmth that follows them wherever they go.

Cultivator

Level	Features	-Spell Slots per Spell Level —		
		1 st	2 nd	3 rd
1 st	Spellcasting, Abundance	2	—	—
2 nd	Harvest	3	—	—
3 rd	--	4	2	—
4 th	Ability Score Improvement	4	3	—
5 th	Seed of Renewal	4	3	2

PREREQUISITIES

In order to advance as a Cultivator, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Wisdom 13.** Cultivators must often act as a local authority in small communities, and must be solid decision-makers.
- **Proficiency in the Medicine and Nature skills.** Chauntea demands that not only should her Cultivators care for the people that they guide, but also for the land that they work.
- **Able to cast at least one spell that causes a friendly creature to regain hit points.** While herbs and poultices suffice for most injuries, a Cultivator must be ready to combat the most grievous wounds.
- **Character level 5th.**
- **Act of Service.** Chauntea will look kindly upon you if you serve the farmers and the land they work. You might end a curse that has kept a land fallow for ages or protect a small village from marauding goblinoids.

CLASS FEATURES

As a Cultivator, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Cultivator level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per Cultivator level

Proficiencies

Languages: Druidic

Tools: Land vehicles, herbalism kit

Saving Throws: None

Skills: None

Equipment

Vigilant Companion: You carry a Tiny plant or animal of your choice with you. This companion warns you in some way (blooming or making noise) when there are undead or abominations within 100 feet of you. You cannot communicate with this companion, unless you have some magical means of doing so, in which case it acts as a normal member of its species.

SPELLCASTING

You are able to call upon the simple powers of the natural world around you to power your spellcasting.

PREPARING AND CASTING SPELLS

The Cultivator table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all

expended spell slots when you finish a long rest.

You prepare your Cultivator spells from the druid spell list. Choose a number of spells to prepare from the druid spell list equal to your Wisdom modifier + your Cultivator level (minimum of one spell). These spells must be of a level for which you have spell slots.

You may also change your list of prepared spells when you finish a long rest. Preparing a new list of Cultivator spells requires time spent quietly connecting with the land around you, at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Cultivator spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Cultivator spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

SPELLCASTING FOCUS

You may use a druidic focus (see chapter 5 of the *Player's Handbook*, "Equipment")

as a spellcasting focus for your Cultivator spells.

ABUNDANCE

You are able to call upon the essence of the land to enhance your magical healing abilities. Starting when you become a Cultivator at 1st level, any time you cast a spell that causes a creature to regain hit points, you also summon a number of *goodberries* equal to your proficiency modifier. These berries appear in your hand and are otherwise identical to those summoned by the *goodberry* spell.

HARVEST

At 2nd level, you are able to reap the life energy from your enemies and use it to restore your allies. When a hostile creature within 30 feet of you regains hit points, you may use your reaction to force that creature to make a Constitution saving throw (DC is equal to your Spell save DC). On a failed save, the amount of hit points gained is reduced by an amount equal to your Wisdom modifier (minimum 1).

If you manage to reduce the amount of hit points gained, you may immediately cause a friendly creature within 30 feet of you gain hit points equal to the amount you Harvested from the hostile creature.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

SEED OF RENEWAL

Beginning at 5th level, you may use your action to plant a Seed of Renewal in one friendly creature within 5 feet of you. This Seed lasts until the beginning of your next turn. If the creature who bears the Seed is reduced to 0 hit points, they immediately regain 3d10 + your Wisdom modifier hit points.

Once the healing from your Seed has been used, you may not use this ability again until you finish a long rest. However, if the healing is not triggered before the Seed expires, you may continue to use your action to apply this ability on subsequent turns.

DEATHSTALKER OF BHAAL

Bhaal's tenets are simple: kill, and kill often. Those that are particularly skilled in the ending of life may be offered a place among Bhaal's favored as a Deathstalker. The price of this power, as each Deathstalker knows, is that at some point in their life, Bhaal will come to enact his dark whims on the Deathstalker. They know firsthand the sort of horrors that await them.

Each soul harvested by a Deathstalker of Bhaal contributes directly to the evil god's power. While a few Deathstalkers walk the path of righteousness, plying their talents on the evil forces of the world, most are less discriminating in who they choose as their victims.

Deathstalker

Level	Feature
1 st	Harvest Soul, Strike Vitals
2 nd	Save for Later
3 rd	Siphon Essence, Mortify
4 th	Ability Score Improvement
5 th	Murder

PREREQUISITIES

In order to advance as a Deathstalker, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Strength 13.** You must be ready to overpower your victims if needed.
- **Dexterity 13.** You must be equally adept at striking when least expected.
- **Proficiency in 4 or more martial weapons.** Though a simple club can end a life, Bhaal prefers that you use more advanced weaponry to expedite the process and move on to the next.
- **Character level 5th.**
- **Act of Service.** Bhaal desires death in his honor, and lots of it. To receive his dark grace, you may deliver souls to him in either great quantity or great quality, perhaps destroying a village or sacrificing a great hero in his name.

CLASS FEATURES

As a Deathstalker, you gain the following class features.

Hit Points

Hit Dice: 1d10 per Deathstalker level

Hit Points per Level: 1d10 (or 6) + your Constitution modifier per Deathstalker level

Proficiencies

Tools: Poisoner's kit

Weapons: Martial weapons

Saving Throws: None

Skills: None

Equipment

Sacrificial Knife. *Magic Dagger.* This knife drips blood at all times, constantly needing to be replenished. When the thin blade is used to end the life of a sleeping or unconscious victim, gain temporary hit points equal to your proficiency bonus.

HARVEST SOUL

When you become a Deathstalker at 1st level, Bhaal grants you the capacity to reap Souls in his name. Any time you reduce a creature to 0 hit points, you generate 1 Soul. Souls last for 1 minute, once generated.

Before you make an attack roll, you may choose to spend 1 Soul. If you do so, you gain advantage on that attack roll.

SAVE FOR LATER

Though you do not necessarily harbor any ill will toward your allies, you might want to gift their strong souls to Bhaal later, which means you have to keep them alive for now. Starting at 2nd level, when a friendly creature fails a death saving

throw, you may use your reaction and spend 1 Soul to impart life back into them, granting them 1 hp. Once you have used this ability, you may not use it again until you finish a long rest.

SIPHON ESSENCE

At 3rd level, you are able to impart the fear of death into your foes so strongly that you can siphon off pieces of their soul before they have died. When you land a critical hit, you generate 1 Soul.

MORTIFY

Though Deathstalkers look like normal folk, in combat their eyes take on a hungry gleam that can terrify their foes. At 3rd level, you may use a bonus action and spend 5 Souls to attempt to Mortify a hostile creature within 10 feet of you. The creature must make a successful Wisdom saving throw (DC is equal to 8 + your proficiency bonus + your Strength modifier) or be paralyzed until the end of their next turn.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase

an ability score above 20 using this feature.

MURDER

Starting at 5th level, when you attack an incapacitated creature, your attack deals its maximum damage.

HARBINGER OF BESHABA

Though commonfolk may make small sacrifices to Beshaba to ward off bad luck, no town wants to see one of her Harbingers in their midst. Grandmothers tell tales of the odd and unfortunate happenings that follow these mysterious travelers, and how folk can find themselves in dire circumstances when a Harbinger passes through.

Harbingers of Beshaba know that luck is a two-sided coin, and for every found treasure there is a broken wagon wheel right around the corner. They are able to pluck the strings of fortune, sowing and reaping good luck and bad as they see fit.

Harbinger

Level Feature

1 st	Bane of Beshaba
2 nd	Transfer Fortune
3 rd	Bad Omen
4 th	Ability Score Improvement
5 th	Curse of Beshaba

PREREQUISITIES

In order to advance as a Harbinger, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Charisma 13.** A Harbinger must have the force of personality to manipulate events as needed.
- **Wisdom 13.** A Harbinger must also be wise enough to discern the complex machinations of fate and fortune.
- **Proficiency in at least 1 gaming set.** Games of chance make for good practice and a tidy profit.
- **Character level 5th.**
- **Act of Service.** Beshaba may grant you her favor if you are able to end any tampering with the balance of good and bad fortunes, such as stopping a wizard from enacting a widespread curse on the nation.

CLASS FEATURES

As a Harbinger, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Harbinger level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per Harbinger level

Proficiencies

Tools: Two gaming sets of your choice

Saving Throws: None

Skills: None

Equipment

Magic Die: *Magic Item.* After you take a long rest, roll a d6 and record the result. At any point before your next long rest, you may add this amount to or subtract this amount from the ability check of one creature that you can see. Once you have used this item, you may not do so again until you have rerolled the die during your next long rest. Only you may roll the Magic Die.

BANE OF BESHABA

When you enter this class at 1st level, as a bonus action, you may set Beshaba's unerring gaze on a creature within 30 feet. That creature must make a Wisdom saving throw (DC is equal to 8 + your proficiency bonus + your Wisdom modifier). On a failed save, the next time the target makes a saving throw or attack roll before the end of its next turn, it must roll a d4 and subtract the number rolled from the attack roll or saving throw.

TRANSFER FORTUNE

Starting at 2nd level, when you are forced to make a saving throw by a hostile creature or object, before you roll the die you may choose to reduce the result of the roll by up to 5. If you do so, you gain Tribulation Points equal to the amount you reduced the die roll by. You may hold a maximum of 5 Tribulation Points at any

given time. Tribulation Points last until you take a short or long rest, at which point they disappear.

When a friendly creature within 30 feet of you is forced to make a saving throw, you may spend any number of Tribulation Points to add an equal number to their saving throw after you see the result of the die.

Alternatively, when a hostile creature within 30 feet of you is forced to make a saving throw, you may spend any number of Tribulation Points to subtract an equal number from their saving throw after you see the result of the die.

BAD OMEN

At 3rd level, when a hostile creature within 30 feet of you rolls a 1 on a saving throw, they experience the sudden presence of Beshaba and must succeed on a Wisdom Saving throw (DC is equal to 8 + your proficiency bonus + your Wisdom modifier) or be frightened of you until the end of their next turn.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

CURSE OF MISFORTUNE

Starting at 5th level, you may use your action to level a powerful entropy curse at your enemies. When you use this ability, a creature within 30 feet of you must make a Wisdom saving throw (DC is equal to 8 + your proficiency bonus + your Wisdom modifier) or be afflicted by the Curse. The Curse has a duration of 1 minute. Once you use this ability, you may not use it again until after you finish a long rest.

At the beginning of each of the afflicted creature's turns, roll a d10 and consult the list of effects below. The creature experiences the stated effects until the beginning of their next turn.

- 1 - The creature is frightened of you.
- 2 - The creature does nothing this turn.
- 3 - The creature uses its action to make a melee attack against the nearest creature.
- 4 - The creature has disadvantage on attack rolls.
- 5 - The creature is deafened and cannot speak.
- 6 - Your attacks and spells deal an extra 1d8 damage to the target.
- 7 - The creature uses its action to harm itself, dealing damage to itself equal to your Charisma modifier.
- 8-9 - The curse has no effect this turn.
- 10 - The creature gains advantage on the first attack roll it makes this turn.

ICEWIND OF AURIL

Stoic and cold, the Icewinds of the Goddess of Winter travel the most forbidding climates of the world to spread the word of their terrifying mistress. The Icewinds are the elite of Auril's conscripts, with something at the core of them torn out by the Frostmaiden and replaced with nothing but uncaring ice.

An Icewind is easy to distinguish from normal folk, as the touch of Auril quickly drains the pallor from their skin, leaving them looking icy and pale as death itself.

Icewind

Level Features

1 st	Ray of Frost, Rime
2 nd	Glaciate
3 rd	Flash Freeze
4 th	Ability Score Improvement
5 th	Entomb

PREREQUISITES

In order to advance as an Icewind, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Constitution 13.** The process of becoming an Icewind is harsh and not all aspirants are able to survive as the cold breath of Auril fills them.
- **Intelligence 13.** An Icewind must be intelligent enough to gain control over the ice that lies within them.
- **Proficiency in the Survival skill.** The Icewind must not only be able to survive in the frozen tundra, but to travel and thrive.
- **Character level 5th.**
- **Act of Service.** Auril is mainly interested in accumulating items of power and intimidating the commonfolk into her service. Bring her a powerful artifact of cold magic as sacrifice or convert a village to worship her, and she may be pleased.

CLASS FEATURES

As an Icewind, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Icewind level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per Icewind level

Proficiencies

Tools: Navigator's tools, water vehicles

Saving Throws: None

Skills: None

Equipment

Cold Flame. *Magic Item.* A small, everburning ball of icy blue flame that every Icewind carries with them. The Cold Flame can be applied to a flammable object to create a small fire, up to the size of a campfire. This fire provides the survival benefits of a normal campfire, but emits cold instead of heat. The Icewind may touch the Cold Flame without injury, though it will burn any others who touch it.

RAY OF FROST

When you become an Icewind at 1st level, you learn the *ray of frost* cantrip if you do not already know it. Your spellcasting ability for *ray of frost* is Intelligence. Additionally, you add your Intelligence modifier to the damage dealt with *ray of frost*.

RIME

Also at 1st level, whenever you deal damage with a spell that deals cold damage, you imbibe some of the icy energy, generating 1 point of Rime. You may only generate 1 point of Rime per spell cast, even if it damages multiple

targets. Each point of Rime lasts for 1 minute.

You can use this absorbed cold energy to coat yourself with a protective layer of ice. When you are attacked, before you see the result of the roll, you may use your reaction and spend 1 Rime to increase your armor class by 1.

GLACIATE

Beginning at 2nd level, you are able to expel a solid block of icy vapor from yourself, trapping your foes. As an action, you may spend 3 Rime to grapple one enemy within 30 feet. You do not have to be touching the creature to use this ability.

To escape, the grappled creature must make a successful Strength (Athletics) or Dexterity (Acrobatics) check (DC is equal to 8 + your proficiency bonus + your Intelligence modifier).

FLASH FREEZE

Starting at 3rd level, if you roll a critical hit with a spell that deals cold damage, you generate 3 Rime instead of 1.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase

an ability score above 20 using this feature.

ENTOMB

At 5th level, you have been granted complete mastery over the ice that sits heavily in your heart and have learned to share that burden with others. As an action, you may spend 5 Rime to form a block of solid ice around a creature within 30 feet of you. That creature must succeed on a Constitution saving throw (DC is equal to 8 + your proficiency bonus + your Intelligence modifier) or be restrained for 1 minute.

A target that is restrained by this ability may continue to make Constitution saving throws at the end of each of its turns. A successful saving throw ends the effect. Once a creature succeeds on its saving throw, you cannot use this ability again on that creature for 24 hours.

MAGISTRATE OF AMAUNATOR

The faithful of Amaunator work tirelessly to uphold the rule of law throughout the Forgotten Realms. Though each member of the Yellow God's clergy is expected to maintain the customs and regulations of the land, a select few are empowered to make and enforce the laws as they see fit, for the good or ill of all. These powerful few are known as Magistrates.

A Magistrate invokes Decrees in combat, dictating the flow of the battlefield. In Amaunator's eyes, the word of his Magistrate is law and the punishment for breaking the law is death.

Magistrate

Level	Features	Decrees Known
1 st	Invoke Decree	2
2 nd	Blinding Proclamation	2
3 rd	Fundamental Values	3
4 th	Ability Score Improvement	3
5 th	Rule of Law	4

PREREQUISITES

In order to advance as a Magistrate, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Constitution 13.** Those who make the laws often find themselves on the defensive.
- **Wisdom 13.** Amaunator demands that his Magistrates act with forethought and discretion in all situations.
- **Proficiency in the History skill.** A Magistrate must learn from the past to prevent a poor decision.
- **Character level 5th.**
- **Act of Service.** To gain the favor of Amaunator, you might bring down an unlawful usurper, capture an infamous vigilante or suppress a rebellion.

CLASS FEATURES

As a Magistrate, you gain the following class features.

Hit Points

Hit Dice: 1d10 per Magistrate level

Hit Points per Level: 1d10 (or 6) + your Constitution modifier per Magistrate level

Proficiencies

Armor: Shields

Languages: One standard language of your choice

Tools: Calligrapher's supplies

Saving Throws: None

Skills: None

Equipment

Horn of Declaration. *Magic Item.* Once per long rest, you may use your action to activate the Horn of Declaration. When you do so, for 1 minute, your voice can be heard from up to 1 mile away.

INVOKE DECREE

When you become a Magistrate at 1st level, Amaunator invests in you the power to Invoke and enforce decrees of your choosing. You learn two Decrees of your choice, which are detailed under “Decrees” below.

As a bonus action, you may Invoke one Decree. This Decree requires concentration and has a duration of one minute. If you Invoke a second Decree, the effects of the first Decree end immediately. For the duration of the Decree, all creatures within 30 feet of you are subject to its effects and aware of the Decree.

Each Decree consists of an Order and a Penalty. The Order does not actually stop a creature from performing the action specified, but it does allow you to enact the Penalty when they do so. Whenever a creature within 30 feet of you performs the activity prohibited by the Order of the active Decree, you may enact the Penalty on them, as specified in the entry for the Decree.

You learn an additional Decree at 3rd level, and again at 5th level. If one of your

decrees requires the target to make a saving throw to resist the Decree’s effect, the DC is calculated as follows:

$$\text{Decree save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

BLINDING PROCLAMATION

At 2nd level, you may use an action to let out a blazing flash of light, causing the misdeeds of those that you deem guilty to flicker before their eyes. All hostile creatures within 10 feet of you must make a Wisdom saving throw (DC is equal to 8 + your proficiency bonus + your Wisdom modifier). On a failure, the creature is blinded until the end of your next turn.

FUNDAMENTAL VALUES

Starting at 3rd level, your Invoke Decree feature no longer requires concentration. You may still only have one Decree active at any given time.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

RULE OF LAW

Beginning at 5th level, you may choose one of the 4 decrees you know and make it permanently active. Once you have chosen which Decree to make permanent, it may not be changed and you may no longer Invoke it. This permanent Decree does not count toward the one Decree you may have active at any given time.

If the Decree you choose for Rule of Law targets a creature, you may use your bonus action to select or change the target of this Decree. You must still abide by any entry that specifies that the Decree's Penalty may only be activated once per short or long rest.

DECREES

Aiding and Abetting

Order: Friendly creatures may not roll a 1 on damage or healing dice.

Penalty: You may use your reaction to allow the creature to reroll one die that was formerly a 1 and use the second result.

Checks and Balances

Order: Hostile creatures may not cast spells.

Penalty: You may use your reaction to deal 1d6 + your Wisdom modifier fire damage to the triggering creature.

Death Penalty

Order: Hostile creatures may not regain hit points.

Penalty: You may use your reaction to reduce the number of hit points gained by an amount equal to your Wisdom modifier (minimum 1)

Double Jeopardy

Order: Hostile creatures may not succeed on saving throws.

Penalty: You may use your reaction to force the triggering creature to reroll the saving throw with disadvantage. Once you enact this penalty, you may not enact it again until you have completed a short or long rest.

Embargo

Order: Hostile creatures may not make ranged attacks.

Penalty: You may use your reaction to deal 1d6 + your Wisdom modifier fire damage to the triggering creature.

Incarceration

Order: A hostile creature that starts its turn within 5 feet of you may not move more than 5 feet away from you.

Penalty: You may use your reaction to force the triggering creature to make a Wisdom saving throw. On a failure, the creature's speed is reduced to 0 for the rest of its turn.

Power of Attorney

Order: Friendly creatures may not have a critical hit scored against them.

Penalty: You may use your reaction to force the attacker to reroll their attack with disadvantage. Once you enact this Penalty, you may not enact it again until you have completed a short or long rest.

Restraining Order

Order: Target one friendly creature within 30 feet of you. No hostile creature may move within 5 feet of the targeted creature.

Penalty: You may use your reaction to force the triggering creature to make a Wisdom saving throw. On a failed save, the creature's speed is reduced to 0.

Stay of Execution

Order: Friendly creatures may not be reduced to 0 hit points.

Penalty: You may use your reaction to reduce the triggering ally to 1 hit point instead. Once you enact this Penalty, you may not enact it again until you have completed a long rest.

Witness Protection

Order: Target one friendly creature within 30 feet of you. No creature may make a melee attack against the targeted creature.

Penalty: You may use your reaction to deal 1d6 + your Wisdom modifier fire damage to the triggering creature.

SPELLCRAFTER OF AZUTH

The Spellcrafter of Azuth is a soldier on the frontlines of the effort to forward the pursuit of magical knowledge throughout the Realms. These wizards sacrifice some of their mastery over their particular school of study in favor of a more workmanlike approach to magic as a whole.

Spellcrafters often act as tutors and masters to promising young apprentices, or as scribes and librarians in the greatest repositories of knowledge in the Realms. Adventuring Spellcrafters use their talents to bring back powerful magical relics for study and supervision.

Spellcrafter

Level Features

1 st	Continued Studies, Master Scribe
2 nd	Practiced Ritual
3 rd	–
4 th	Intellectual Pursuit
5 th	Arcane Wellspring

PREREQUISITES

In order to advance as a Spellcrafter, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Intelligence 15.** You must have reached the peaks of mortal knowledge before Azuth will show you how much more there is to learn.
- **Proficiency in the Arcana skill.** Azuth demands not only proficiency, but mastery of the arcane.
- **Wizard level 5th.** Azuth accepts followers of all types, but he will only grant the title of Spellcrafter to a proven wizard.
- **Act of Service.** Azuth's interest in an aspiring Spellcrafter is piqued whenever he is presented with new knowledge. Finding a lost relic or library and returning it to the world would please him. Founding a school for magical studies may also be enough to enter the ranks of the Spellcrafters.

CLASS FEATURES

As a Spellcrafter, you gain the following class features.

Hit Points

Hit Dice: 1d6 per Spellcrafter level

Hit Points per Level: 1d6 (or 4) + your Constitution modifier per Spellcrafter level

Proficiencies

Tools: Calligrapher's tools

Saving Throws: None

Skills: Choose one from Arcana, History, Insight, Investigation, Medicine and Religion

Equipment

Bound Spellbook. *Magic Item.* Your spellbook is infused with a portion of Azuth's energy. If it is lost or destroyed, you may meditate for an hour over a book of blank paper and it will be refilled with an exact copy of your previous spellbook.

CONTINUED STUDIES

Though you have pulled back from study of your specific school of magic in favor of a more general approach, you have continued your studies of wizardry, as Azuth demands. When you gain a level, you learn new spells and gain spell slots as though you had gained a level in the Wizard class.

For example, a 6th level wizard/4rd level Spellcrafter has spell slots and spells known as though they were a 10th level wizard, and when they gained another level in the Spellcrafter class, they would gain spell slots and spells known as if they had advanced to wizard level 11.

MASTER SCRIBE

Starting at 1st level, the gold cost and time required to scribe any spell into your spellbook is reduced by half.

Additionally, during a long rest, you may inscribe one wizard spell you know of 2nd level or lower onto a spell scroll. This process takes 10 minutes and does not cost gold or use a spell slot. Anyone may use this scroll to cast the inscribed spell at its lowest level, and the scroll is destroyed upon use. If you attempt to inscribe another scroll through this process before the existing scroll has been used, the first scroll will be destroyed.

At 3rd level, you are able to scribe a spell of up to 3rd level on this scroll. At 5th level, you are able to have two scrolls scribed at the same time.

PRACTICED RITUAL

By 2nd level, you have practiced casting ritual spells enough to be able to use them more efficiently. When you cast a ritual, you may cast it at its normal casting time, without any increase for casting it as a ritual. Once you have used this feature, you may not do so again until you finish a long rest.

INTELLECTUAL PURSUIT

Azuth has granted you knowledge beyond mortal means. At 4th level, your Intelligence score increases by 2 points. The maximum for your Intelligence score is now 22.

ARCANE WELLSPRING

When you use the Arcane Recovery feature granted by your levels in the wizard class, Azuth intervenes and grants you additional insight. Your Arcane Recovery feature now recovers expended spell slots equal to or less than half your wizard level and your Spellcrafter level + your proficiency bonus. You may still not recover spell slots of 6th level or higher.

Followers of Asmodeus are known to cavort with devils and other fiendish creatures, but only those known as Tempters are granted the silver-tongued prowess that the evil creations of the Lord of Indulgence possess. Asmodeus searches constantly for desperate souls who would be willing to make a dark bargain. When he finds them, his Tempters come along to sweeten the deal.

Unlike many deities, Asmodeus requires no great feats be performed in order to receive a taste of his power. His only price is your soul. In return, though, the Tempter's already potent powers of seduction and persuasion are heightened to an irresistible level.

Level	Features	–Spell Slots per Spell Level –		
		1 st	2 nd	3 rd
1 st	Spellcasting, Indulgence	2	–	–
2 nd	Devilish Ambition	3	–	–
3 rd	–	4	2	–
4 th	Ability Score Improvement	4	3	–
5 th	Possession	4	3	2

In order to advance as a Tempter, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Charisma 13.** Asmodeus enlists only those who already show extreme promise in the art of temptation.
- **Proficiency in the Persuasion and Deception skills.** Lies and sweet talk are part and parcel of the games played by devils.
- **Able to cast one 1st level or higher spell from the enchantment school.** When words fail, Asmodeus demands you resort to stronger methods.
- **Character level 5th.**
- **Act of Service.** Asmodeus only requires a simple promise: that your eternal soul belongs to him.

As a Tempter, you gain the following class features.

Hit Dice: 1d8 per Tempter level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per Tempter level

Proficiencies

Tools: Disguise kit

Weapons: Whip

Saving Throws: None

Skills: None

Equipment

Fiendish Apparition. An incorporeal being travels along with you. This being is unseeable and cannot be found by any normal means. It will not communicate normally with you or perform tasks. Any time a celestial comes within 1 mile of you, the Apparition will whisper their presence in your ear.

SPELLCASTING

You are able to tap into a devilish font of magic provided to you by Asmodeus to turn your enemies and victims to your cause, at least temporarily.

SPILLS KNOWN

At 1st level, you know one enchantment spell of your choice from any class's spell list. Every time you gain a level in the Tempter prestige class, you may learn one new enchantment spell from any class's spell list. Each of these spells must be of a level for which you have spell slots, as shown on the Tempter table.

If you are able to learn a spell and there are no enchantment spells available to learn, you may learn an illusion spell from any class's spell list instead.

PREPARING AND CASTING SPELLS

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

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Tempter spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Tempter spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You may use a whip (see chapter 5 of the *Player's Handbook*, "Equipment") as a spellcasting focus for your Tempter spells.

INDULGENCE

You take immense pleasure from bending another being's mind to your whims. Starting at 1st level, when a creature fails a saving throw against one of your enchantment spells, gain temporary hit points equal to the level of the spell + your Charisma modifier.

DEVILISH AMBITION

Failure to act quickly could mean a rival Tempter snatching your quarry up before your plans come to fruition. Beginning at 2nd level, you may add your proficiency bonus to initiative rolls.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

POSSESSION

At 5th level, you may use an action to take direct control of your victims. A creature within 50 feet of you must succeed on a

Wisdom saving throw (DC is equal to your Spell save DC) or be dominated by you. This effect requires concentration and has a duration of 1 minute. For the duration of the Possession, you are rendered unconscious.

On a Possessed creature's turn, you dictate all of its actions. At the end of its turn, the creature may make another Wisdom saving throw. On a successful saving throw, the effect ends.

For the duration of the Possession, at the beginning of your turn, you may choose to end the effect as a free action. If you choose to do so, the effect ends, you are no longer unconscious and you may take your turn as normal. Once you have used this ability, you may not use it again until you have completed a long rest.

TYRANT OF BANE

The evil god Bane will not be satisfied until he has control of the entirety of the world and all of the planes. His mortal agents work toward that goal, while attempting to secure as much favor for themselves when this new world order comes to fruition.

When a follower of Bane shows considerable strength and cunning, he will sometimes grant them the power of a Tyrant. These fearsome combatants develop brutal means of subjugating their enemies, holding them down mentally and physically until they submit to the Tyrant's will.

Tyrant

Level	Features
1 st	Show of Strength
2 nd	Oppress
3 rd	Resist Challenge
4 th	Ability Score Improvement
5 th	Subjugate

PREREQUISITES

In order to advance as a Tyrant, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Strength 15.** Though Bane values cunning and strategy, in the end, his followers must be strong enough to force their enemies down.
- **Proficiency in the Intimidation skill.** When an enemy is cowed enough to willingly bend a knee, you save your strength for the next conquest.
- **Proficiency in 4 or more martial weapons.** Superior arms can win the day should you find an unlikely opponent of greater skill.
- **Character level 5th.**
- **Act of Service.** Bane demands power and conquest, and will reward those who fulfill those simple needs. Delivering a village of subjugated commoners or a weapon capable of massive destruction will please Bane.

CLASS FEATURES

As a Tyrant, you gain the following class features.

Hit Points

Hit Dice: 1d10 per Tyrant level

Hit Points per Level: 1d10 (or 6) + your Constitution modifier per Tyrant level

Proficiencies

Tools: Poisoner's kit

Weapons: Martial weapons, shields

Saving Throws: None

Skills: None

Equipment

Subjugator's Chains. *Magic Item.* This set of manacles cannot be broken by any means. The DC to escape or pick the lock on them remains the same as normal manacles, but they are impervious to damage.

SHOW OF STRENGTH

When you become a Tyrant at 1st level, your brutal weapon strikes pierce into your enemy's resolve. When you roll maximum damage on a weapon attack, your opponent must succeed on a Wisdom saving throw (DC is equal to 8 + your proficiency bonus + your Strength modifier) or be frightened of you until the end of their next turn.

OPPRESS

Starting at 2nd level, if you take the Attack action on your turn, you can shove a creature within 5 feet of you as a bonus action before or after the attack.

RESIST CHALLENGER

At 3rd level, you have become so accustomed to others challenging your dominance that you have developed

methods of standing tough against them. When an enemy hits you with an attack, after taking damage, you may use your reaction to gain temporary hit points equal to the damage dealt by the attack. These temporary hit points disappear after 1 minute. Once you have used this ability, you may not do so again until after you finish a long rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

SUBJUGATE

At 5th level, your power grows to the point where a kneeling enemy cannot rise against you without great effort. You may enter the same space as a prone creature that is up to one size larger than you. Once you do so, that creature's speed is reduced to 0 until you leave their space.

The creature may use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check, contested by your Strength (Athletics) check. If the creature is successful, you must move to a space of your choice 5 feet away from the creature.

ZEPHYR OF AKADI

The chosen of Akadi, Lady of Air and Winds, scream across the battlefield in service of their primordial goddess. Many foes will not even realize that they face a Zephyr until they hear the telltale rush of wind and feel the shock of air slamming into them.

Quick and nimble, the influence of Akadi shows in each Zephyr as their every movement is infused with the grace of a gently blowing breeze.

Though Akadi remains mostly uncaring as to the machinations of the mortal world, her followers work to shout word of her power to every part of the Realms that the wind reaches.

Zephyr

Level Features

1 st	Cyclone Strike (15 ft.)
2 nd	Extra Movement
3 rd	Gust
4 th	Ability Score Improvement
5 th	Cyclone Strike (20 ft.), Updraft

PREREQUISITES

In order to advance as a Zephyr, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Dexterity 15.** A Zephyr must be as quick and graceful as the wind to attract Akadi's favor.
- **Proficiency in the Athletics and Acrobatics skills.** Zephyrs must be able to sprint, jump, tumble and fall to match their goddess's rigid expectations.
- **Character level 5th.**
- **Act of Service.** Akadi is most pleased with adventurers that manage to damage or inconvenience the forces of the Plane of Earth.

CLASS FEATURES

As a Zephyr, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Zephyr level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per Zephyr level

Proficiencies

Tools: Glassblower's tools, one musical instrument (bagpipes, flute, horn, pan flute or shawm)

Saving Throws: None

Skills: None

Equipment

Flash of Clean Air. *Magic Item.* As an action, you may unstopper the Flask. For a number of turns equal to your proficiency bonus, this items protects you from any gas, steam or vapor in the air around you and provides breathable air.

CYCLONE STRIKE

At 1st level, you are able to channel the winds of Akadi through your body, surging forward and buffeting any enemies who stand in your way. As an action, move up to 15 feet. This movement does not provoke opportunity attacks. You may pass through spaces occupied by other creatures, but you may not end your movement in the same square as another creature. This movement must be taken all at once when this action is taken and cannot be split.

Any creature whose space you pass through when using this ability must make a Dexterity saving throw (DC is equal to 8 + your proficiency bonus + your Dexterity modifier). On a failed save, the creature takes 1d8 + Dexterity modifier bludgeoning damage.

At 5th level, the movement from this ability increases to 20 feet.

EXTRA MOVEMENT

Beginning at 2nd level, your speed increases by 10 feet.

GUST

Starting at 3rd level, when a creature within 30 feet of you that you can see makes a ranged attack, you may use your reaction to impose disadvantage on that attack.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

UPDRAFT

At 5th level, whenever you use your Cyclone Strike ability, you are able to fly until the end of your turn, including the movement granted by Cyclone Strike. If you do not land at the end of your turn, you fall.
