

# The Messiah – A Cleric-Bard Hybrid for preaching chosen!

“Hear me fellow citizens, for He has awakened from his slumber and has come to reclaim His throne!” The old man seemed animated by some weird mix of frenzy and ecstasy while the words flowed out of his mouth. At first, no one seemed to care – too busy they were with their shopping and haggling around the busy marketplace – but as he rambled on, a small crowd gathered around him. “The Lord will punish those who use their brethren for their own profit, those who neglect their kin for hellish chimeras and earthly pleasures will rot in His eternal prisons!” Preachers like him were commonplace in the busy streets of the Citadel, but this one had a strange glow in his eyes, a strange tone in his voice, and a passion that seduced the entire crowd. He told of his god's beauty and strength, of His laws and His powers, cursing the oppressors and glorifying the victims, but more importantly, he spoke like he was speaking the crowd's mind, as if he was merely a mirror of their souls. A voice raised from the crowd : “If your god is so powerful and merciful, why does he leave an honest woman suffering like I do?” said a middle-aged woman. “I can't bask at His splendor for my eyes won't let me see the world, how can I follow His will?”. Then, to the crowd's surprise, the preacher walked to the woman, and put his hands to her eyes. “Here my child, accept the Lord's grace and be healed from your infirmity”. The crowd roared as the woman exclaimed : “I can see Him, I can see all of you! I am cured!”

A divinely inspired orator that combines powerful divine magic with social acumen and a strong leadership, the messiah is more than just an agent of his god, he's his banner man, his spokesperson in the world. In a world where gods are mostly forgotten, he is the bringer of hope, the prophet that will bring his Lord's word to the masses of unbelievers. In a universe where gods rule the world, the messiah is a Chosen in the making, and will likely become an exarch once his days of roaming the world are done.

Messiahs are one in a million. They are incredibly gifted individuals, but they carry a burden that would be daunting to any other hero, they carry their god's will, and gods don't like to be let down.

## Creating a messiah

As you create a cleric, the most important question to consider is which deity to serve and what principles you want your character to embody. Appendix B of the Player's Handbook includes lists of many of the gods of the multiverse. Check with your DM to learn which deities are in your campaign.

Then, work out how and when your revelation happened. were you already a worshiper of your god? Maybe you didn't believe in higher powers at all, but were forced to acknowledge them after miraculous events? Or you were a humble peasant and still wonder why you were chosen? Those questions will define your life and adventures as a messiah.

## **Quick build**

First make Charisma your highest ability score, followed by either Intelligence, Strength or Dexterity (depending on the Ideal you will follow) and then Constitution. Then, pick either the folk hero or acolyte background (although all backgrounds work well with this class.)

## Class Features

As a messiah, you gain the following class features.

Hit Points

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

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

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per messiah level after 1<sup>st</sup>

Proficiencies

**Armor:** Light armor

**Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords

**Tools:** Three musical instruments of your choice

**Saving Throws:** Constitution, Charisma

**Skills:** Religion and any two other skills

## Equipment

You start with the following equipment

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- a holy symbol
- Leather armor and a dagger

The Messiah				Spell Slots per Spell Level								
Level	Prof. bonus	Abilities	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Blessing (d6)	3	2	-	-	-	-	-	-	-	-
2nd	+2	Channel Divinity (1/rest), Divine Patronage	3	3	-	-	-	-	-	-	-	-
3rd	+2	Messianic Ideal	3	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	4	4	3	-	-	-	-	-	-	-
5th	+3	Blessing (d8), Font of Blessings	4	4	3	2	-	-	-	-	-	-
6th	+3	Protective Sermon, Ideal Feature	4	4	3	3	-	-	-	-	-	-
7th	+3		4	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	4	4	3	3	2	-	-	-	-	-
9th	+4	Ideal Feature, Channel Divinity (2/rest)	5	4	3	3	3	1	-	-	-	-
10th	+4	Divine Aura, Blessing (d10)	5	4	3	3	3	2	-	-	-	-
11th	+4		5	4	3	3	3	3	1	-	-	-
12th	+4	Ability Score Improvement	5	4	3	3	3	3	2	-	-	-
13th	+5		5	4	3	3	3	3	2	1	-	-
14th	+5	Ideal Feature	5	4	3	3	3	3	2	1	-	-
15th	+5	Blessing (d12)	5	4	3	3	3	3	2	1	1	-
16th	+5	Ability Score Improvement	5	4	3	3	3	3	2	1	1	-
17th	+6		5	4	3	3	3	3	2	1	1	1
18th	+6	Ideal Feature, Channel Divinity (3/rest)	5	4	3	3	3	3	2	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Divine Ascension	5	4	3	3	3	3	2	2	1	1

## Spellcasting

The Messiah follows the spellcasting rules detailed under the cleric's spellcasting feature (PHB 57) but with an additional prepared spell per level of spell known by the messiah.

## Blessing

By uttering a few words to you deity, you can bless an ally. This works as the Bardic Inspiration feature (PHB 53)

## Channel Divinity

As the Cleric's feature found on PHB page 58, but with Radiance of the Dawn instead of Turn Undead as a base Channel. You gain additional channel options depending on your ideal.

## **Divine Patronage**

Your deity takes a strong interest in your actions, granting you assistance when you are in direct danger and warning you from incoming threats. Under your god's watch, you can never be surprised by non-magical means. Additionally, you can use the following effects once per short or long rest:

- When hit by critical hit, you can cause the attack to become a normal hit instead
- When subjected to an effect that allows a Dexterity saving throw to take only half damage, you instead takes no damage if you succeed on the saving throw, and only half damage if you fail.
- When reduced to 0 hit points, you can spend a hit dice to regain hit points immediately.

## **Messianic Ideal**

At 3<sup>rd</sup> level, you can choose between three ideals to incarnate in your holy mission: Saint, Martyr or Prophet, all detailed at the end of the class description. Your ideal choice grants you features at 3<sup>rd</sup> level and then again at 6<sup>th</sup>, 9<sup>th</sup>, 14<sup>th</sup> and 18<sup>th</sup> level.

## **Font of Blessings**

As the Bard's Font of Inspiration feature (PHB 54)

## **Protective Sermon**

As the Bard's Countercharm feature (PHB 54) with the music being replaced by the preaching of you god's Word.

## **Divine Aura**

Beginning at 10<sup>th</sup> level, you can channel your god's might, causing those around you to become awestruck or frightened. As an action, you can spend one Blessing to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

## **Divine Ascension**

The power of you God is now so strong within your veins that your appearance starts to resemble Its features. You cease to age, become immune to diseases and poisons. You can now activate your protective sermon and your divine aura as a bonus action. Additionally, you can call on your divine patronage to safeguard an ally. This feature works once per long rest on a given creature, up to a maximum equal to your charisma modifier.

# **Messianic Ideals**

## **The Saint**

As a saint, you put life and forgiveness at the center of your preaching, gaining tremendous healing powers to aid those in need.

When choosing this Ideal, you gain proficiency in medicine and insight. Your proficiency bonus is doubled when using those two skills.

### **Channel Divinity: Aura of Vitality**

At 3<sup>rd</sup> level, you can imbue your allies with renewed strength by reciting a small sermon and spending a use of your channel divinity feature during a short rest. Each non-hostile creature that hears your sermon heals 1d8 + charisma modifier hit point at the end of the short rest.

### **Shield of the Faithful**

Starting at the 6<sup>th</sup> level, your healing capabilities can go beyond natural limitations. Whenever you heal a creature and some healing would be lost due to the target reaching its hit point maximum, the lost healing is converted into temporary hit points. Temporary hit points gained with this feature do not stack.

### **Healer of the Soul**

Beginning at level 9, healing a creature with a spell gives it advantage on its next mental saving throw. This effect must be used one minute after the healing was received or else it disappears.

### **Blessing of the Saint**

At 14<sup>th</sup> level, you can use your Divine Aura to protect those around you from harmful magic. While your aura is active, spells targeting non-hostile creatures in the area are cast at disadvantage, and non-hostile creatures have advantage on saving throws against spells and spell-like effects.

### **Celestial Magistrate**

From the 18<sup>th</sup> level, your god places such strong confidence in your judgment that he delegates you a portion of his control on the living's fate. Asking your god to revoke one of fate's tragic turn, you can resurrect a fallen creature as if using the revivify spell without spending any components or spells slots. You can only use this feature once per day on a given creature, up to a total of times equal to your Charisma modifier. You regain expended uses of this feature after a long rest.

## **The Martyr**

You whole existence is dedicated in shouldering the world's suffering, taking on the biggest of challenges to protect your fellow comrades from harm. You do not fear death, you only fear failure in your God's eye.

When you choose this Ideal you gain proficiency in medium armors, shields and all martial weapons.

### **Channel Divinity: Righteous Wrath**

From 3<sup>rd</sup> level onward, you can use your Channel Divinity feature to share your pain with an enemy that just hit you, as a reaction. The target suffers the same amount of damage it just dealt you as radiant damage.

### **Extra attack**

As stated in the Extra Attack Feature in PHB.

### **Divine Backlash**

Starting at 14<sup>th</sup> level, you can rebuke attackers with furious anger. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 4d8 radiant damage (your choice) on a failed saving throw, and half as much damage on a successful one. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

### **Blessing of the Martyr**

At the 14<sup>th</sup> level, you gain the ability to use your Divine Aura to challenge enemies to fight you as an action. Hostile creatures within your aura must succeed on a Wisdom saving throw or suffer disadvantage on all attacks that don't include you as a target. They repeat that save each round and gain immunity to your aura for 24 hours on a successful save.

### **Celestial Defender**

Beginning at level 18, you can take damage equal to your messiah level to give a blessing die to every allied creature in your Divine Aura. You can do so a number of times per day equal to your Charisma modifier. You regain spent uses of this power after a long rest.

## **The Prophet**

You are the walking embodiment of your god's principles and wisdom. You have seen the world's fate and seek to guide it through the struggles ahead with your powers.

When you select this Ideal you learn two additional cantrips from your spell list. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

### **Channel Divinity: Knowledge of the ages**

At level 3 you gain this Channel Divinity feature which functions as its namesake from the Knowledge Domain (PHB 59)

### **Force of the mind**

Starting at the 6<sup>th</sup> level, you add your Intelligence modifier to the damage roll of any cantrip you cast. You also add your Intelligence modifier whenever you add your Charisma modifier to an effect dice (damage, healing, etc).

### **Anticipate Fate**

At 9<sup>th</sup> level and onward, your understanding of fate allows you to avoid harm. You gain the Uncanny Dodge feature, as detailed in Player's Handbook (page 96).

### **Blessing of the Prophet**

Beginning at level 14, whenever you activate your Divine Aura, you can choose to replicate the effects of Zone of Truth inside it instead of the usual effect.

### **Celestial Messenger**

At the 18<sup>th</sup> level, your connection to your god becomes so strong that you learn how to speak with His voice, giving you the ability to speak to and comprehend any creature within 360 feet that understands a language. When you speak, every listener hears you in his native tongue, no matter which language you are currently using.

## **Spell list**

Cantrips: Blade Ward, Friends, Light, Mending, Message, Resistance, Sacred Flame, Spare The Dying, Thaumaturgy, Thunderclap, Vicious Mockery

1<sup>st</sup> level: Charm Person, Comprehend Languages, Detect Magic, Faerie Fire, Heroism, Sleep, Thunderwave, Unseen Servant, Bane, Bless, Command, Cure Wounds, Create/Destroy Water, Detect Evil and Good, Detect Poison and Disease, Guiding Bolt, Healing Word, Inflict Wounds, Protection from Evil and Good, Purify Food and Drink, Sanctuary, Shield of Faith.

2<sup>nd</sup> level: Aid, Augury, Blindness/Deafness, Calm Emotions, Continual Flame, Detect Thoughts, Enhance Ability, Enthrall, Find Traps, Gentle Repose, Hold Person, Lesser Restoration, Locate Object, Prayer of Healing, Protection from Poison, Shatter, Silence, Spiritual Weapon, Suggestion, Warding Bond, Zone of Truth.

3<sup>rd</sup> level: Beacon of Hope, Bestow Curse, Clairvoyance, Create Food and Water, Daylight, Dispel Magic, Fear, Feign Death, Glyph of Warding, Hypnotic Patterns, Magic Circle, Mass Healing Word, Meld into Stone, Protection from Energy, Remove Curse, Revivify, Sending, Speak with Dead, Spirit Guardians, Tongues, Water Walk.

4<sup>th</sup> level: Banishment, Compulsion, Confusion, Control Water, Death Ward, Divination, Freedom of Movement, Guardian of Faith, Locate Creature, Stone Shape.

5<sup>th</sup> level: Commune, Contagion, Dispel Evil and Good, Dominate Person, Dream, Flame Strike, Geas, Greater Restoration, Hallow, Insect Plague, Legend Lore, Mass Cure Wounds, Mislead, Modify Memory, Planar Binding, Raise Dead, Scrying, Seeming.

6<sup>th</sup> level: Blade Barrier, Find the Path, Forbiddance, Harm, Heal, Heroes' Feast, Planar Ally, Mass Suggestion, True Seeing, Word of Recall.

7<sup>th</sup> level: Conjure Celestial, Divine Word, Etherealness, Fire Storm, Mordenkainen's Magnificent Mansion, Mordenkainen's Sword, Plane Shift, Regenerate, Resurrection, Symbol.

8<sup>th</sup> level: Antimagic Field, Control Weather, Earthquake, Holy Aura.

9<sup>th</sup> level: Astral Projection, Gate, Mass Heal, True Resurrection.