

COUATL HERALD SUBCLASSES

These subclasses offer new and exciting options for players using lore and themes found within the Saddlebag's catalog of items and stories. Consider allowing these to be used in your game, especially if they're accompanied by a compelling story behind them.

Homebrew content gets better with you. If you have a concern regarding a subclass or feature's balance, please reach out and let me know. These player options will get better for you and thousands of other players, dungeon masters, and creators with your input and feedback from your time spent with them.

FIGHTER

As new methods of combat are brought into the world, so too are those that seek to perfect them. Fighters are adept at many things and excellent at what they set their mind to: all with the express purpose of being the last one standing.

Will you rely on augmenting your martial prowess with magic, or focus on pure athleticism? Do you leap into the fray, axe at the ready, or hold back until only one option remains? Regardless of your chosen style of combat, fighters are always worthy allies on the battlefield.

COUATL HERALD

The Couatl Heralds were, or are, martial warriors whose intention was to neutralize threats without always resorting to deadly force. These combatants were a beloved symbol of peace in the once great city of Hearth, whose terrible destruction has been all but entirely lost to history. Perhaps you come from a long line of sequestered heralds who had escaped the city before its collapse, or maybe you found the age-old journals of one of the city's training officers. Regardless of how you come across this knowledge, training, and virtue, a true Couatl Herald defends the lives of all: regardless of their transgressions.



AGENT OF MERCY

When you choose this archetype at 3rd level, you understand that not every villain needs a bloody ending. When you reduce a hostile creature to 0 hit points and choose to knock it out instead of killing it outright, you gain a mote of positive magic that can be used to fuel your interactions with other creatures. These motes are called mercy dice.

You can have up to three mercy dice at a time, which are d6s. Whenever you make a Wisdom (Insight) or Charisma check, you can choose to roll one or more of these dice and add the number rolled to the ability check. You can wait until after you roll the d20 before deciding to use a mercy die, but must decide before the DM says whether the roll succeeds or fails. Alternatively, you can roll a mercy die as a bonus action to gain temporary hit points equal to your Charisma modifier + the number you rolled on the die.

You retain mercy dice until they're used or until you kill an unconscious creature you had already spared. When you reach 10th level, your mercy dice turn into d8s, and at 15th level, they become d10s.

In addition, your carefully placed strikes allow you to knock a creature out with either melee or ranged attacks.

ONE OF THE PEOPLE

At 3rd level, you gain proficiency in the Persuasion and Insight skills.

PEACEBRINGER

Starting at 7th level, your weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, you can use an action to cast the *calm emotions* spell, without expending a spell slot. The saving throw DC for the spell equals $8 +$ your proficiency bonus + your Charisma modifier. Once you cast this spell, you can't cast it again until you finish a short or long rest.

In addition, when you finish a short or long rest and have no mercy dice remaining, you regain 1 mercy die.

CALM MIND

By 10th level, you gain an additional way to regain mercy dice. When you successfully persuade a creature to stand down or deescalate an otherwise violent situation, you regain 1 mercy die. If multiple creatures are persuaded in this way, you regain 1 mercy die for each affected creature.

In addition, your mind is guarded against outside forces that would seek to sway your dedication. You can't be charmed or frightened.

PARAGON

Starting at 15th level, you can have up to five mercy dice at a time. You've also learned how to lead your allies using magic words of empowerment. As a bonus action, you can command a creature you can see within 30 feet of you, spending a mercy die. When you do, roll the die. If the creature can hear you, it gains temporary hit points equal to your Charisma modifier + the number you rolled on the mercy die and can

immediately use its reaction to either make a weapon attack, move up to its speed, or take the Dodge action.

If a weapon attack made in this way reduces a creature to 0 hit points, that creature is magically knocked unconscious instead of killed outright by the attack.

HERALDIC ENFORCER

At 18th level, your training has taught you to strike with the magic and force of a mighty couatl. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d10 force damage to the target. When you deal this force damage, you can choose to spend a mercy die to add an additional 1d10 force damage to the attack.

In addition, if you choose to knock a creature out instead of killing it outright when you reduce it to 0 hit points, the target remains unconscious for 8 hours or until another creature uses an action to shake it awake.

MONK

Traditions are closely kept secrets in many parts of the multiverse. No one monastery wants to be overrun by another that learns its weaknesses. These traditions are made known slowly, and carefully, as their monks seek new adventures with their newfound skills.

Some traditions are as old as time immemorial, whereas others are new and unique. Monks' focus on inner peace and harnessing the energy within makes for a bountiful range of combat and character options. How do you choose to train or advance your pursuit of personal perfection?

WAY OF THE CELESTIAL

Monks of the Way of the Celestial are peacekeepers and protectors of their chosen kin. These monks meditate to achieve a greater understanding of a divine being, granting them the ability to channel celestial energies into their own. These martial defenders are pensive, patient, and understanding, but offer little mercy when evil intentions are made clear.

The Way of the Celestial originated from the lost city of Hearth as a tribute to the city's guardian couatl protectors. While these teachings are far from common knowledge, there's no telling what small, protected monasteries may still exist after the city's untimely destruction. Regardless of how you come upon this tradition, the wisdom of the celestials guide its every principle.

CELESTIAL STRIKE

Starting when you choose this tradition at 3rd level, you gain the ability to weave celestial energy into ki and empower your attacks. Whenever you hit a creature with an unarmed strike, you can spend up to 3 ki points to deal an extra 5 radiant damage to the target for each point spent, in addition to the unarmed strike's damage.

STABILIZING KI

At 6th level, you can harness healing celestial energy and channel it using your ki. As an action, you can touch a willing creature with less than half its hit points left and spend 1 or more ki points. That creature regains 5 hit points for each point you spend, restoring it to no more than half its hit point maximum.

In addition, you can spend 2 ki points as an action to cast *enhance ability*, *lesser restoration*, or *protection from evil and good*, without providing material components.

HEAVENBORNE

Beginning at 11th level, your connection to celestials can be used to carry you. As an action, you can spend 3 ki points to gain a flying speed of 30 feet for 1 hour.

Once you use this feature, you can't use it again until you finish a short or long rest.

CELESTIAL EMISSARY

At 17th level, your energy is perfectly intertwined with both harmful and healing celestial magic. Your unarmed strikes deal an extra 1d4 radiant damage, and you can use your Healing Ki feature as a bonus action, instead of an action, to heal a creature up to 30 feet away from you.

PALADIN

There are always opposing forces to fight. When a new villain emerges in the world, there are those that fight for their beliefs to fend it off. Paladins are the first and most outspoken line of defense against these forces, and swear an oath to uphold their deepest core beliefs in doing so. The oaths they swear vary in scope and severity, but all paladins believe that their path is the one true answer.

Some oaths focus on peace, whereas others believe in outright combat superiority. There will always be new causes and methods to uphold justice, and with them will be the virtuous paladins who bravely follow them.

OATH OF THE HEARTH

The Oath of the Hearth originates from the city of the same name, whose tragic downfall has been all but lost to history over centuries. These paladins swore an oath to protect this tropical, sunlit city in the name of their celestial guardians. Until the end, they fulfilled their oaths. You may swear this oath because you have an age-old connection to the city through your bloodline, or may have established a connection to the city's principles through stories or interaction with a related celestial being. Regardless of your reasons for taking it, those that swear this oath adorn their armor with symbols of community, fire, and the sun to reflect their commitment to the city and the lives that were led there.



TENETS OF THE HEARTH

The tenets of the Oath of the Hearth are linked directly to the once-flourishing city of the oath's origin. The culture was vibrant and open, and thrived under the tropical sun in the Elsath Jungle. They were supportive of children's imagination and new ideas, and as a community would rush to foster good creativity. With new ideas came progress and prosperity, and with each new generation, the future always looked brighter. The core principles of this oath are devoted to supporting the weak, developing community, and destroying the evils that would seek to harm them.

Shield the Embers. Protect those that can't defend themselves. Every ember is a fount of possibility and strength.

Feed the Fire. Keep the fires of passion burning. New ideas light the way to progress and salvation.

Share the Warmth. Offer guidance and kindness to those that need it. Respite and rest are always free to give.

Burn Away Evil. Turn those that would harm the innocent or douse the peoples' flames to ash.

OATH OF THE HEARTH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE HEARTH SPELLS

Paladin Level Spells

3rd	<i>burning hands, find familiar</i>
5th	<i>aid, continuous flame</i>
9th	<i>beacon of hope, daylight</i>
13th	<i>fire shield, guardian of faith</i>
17th	<i>flame strike, telepathic bond</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Burning Weapon. As an action, you can ignite one weapon that you're holding with fiery energy using your Channel Divinity. For 1 minute, you deal extra fire damage with that weapon equal to your Charisma modifier (minimum 1). The weapon also emits bright light in a 20-foot radius and dim light for an additional 20 feet. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn (no action required). If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Warming Respite. Your Channel Divinity can enhance the healing powers of a good rest. When you or any friendly creatures who can see you finish a short rest, you can use your Channel Divinity to grant each of those creatures temporary hit points for equal to your Paladin level.

AURA OF WARMTH

Starting at 7th level, you and friendly creatures within 10 feet of you have resistance to cold damage while you are conscious.

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

REKINDLING

Beginning at 15th level, when you take fire damage, you can use your reaction to take no damage and instead regain a number of hit points equal to the fire damage dealt. Once you use this ability, you can't use it again until you finish a long rest.

Additionally, your own divine warmth has acclimated you to hotter temperatures. You can tolerate temperatures as high as 120 degrees Fahrenheit without any additional protection.

BURNING SPIRIT

At 20th level, as an action, you can magically ignite yourself to embody your fiery soul for 1 minute. These flames are harmless to you, and cast bright light in a 40-foot radius and dim light for an additional 40 feet. The flames invigorate you, giving you 10 temporary hit points at the start of each of your turns. While in this form, you become more lithe and fluid in your movements, increasing your speed by 10 feet and allowing you to move through and enter a hostile creature's space and stop there.

Hostile creatures are hurt by these flames as punishment for their transgressions. A hostile creature takes fire damage equal to your twice your Charisma modifier (minimum of 1) whenever it touches you, hits you with a melee attack, or whenever you enter its space for the first time on your turn.

Once you use this feature, you can't use it again until you finish a long rest.

