

# Cultist

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*Be it the worshiper of a long forgotten entity or the practitioner of an unorthodox religion, all can agree that those that call themselves Cultist will devote everything they have to their cause. Everything, and everyone.*

*"Come closer. Fear not, for though you are already dead, I still have need of you." - The One Who Waits*

## The Cultist Table

| Level | Proficiency Bonus | Features                                     | Curses Known | Curse Uses |
|-------|-------------------|----------------------------------------------|--------------|------------|
| 1st   | +2                | Devotion, Crown of the Believer              | 0            | 0          |
| 2nd   | +2                | Fighting Style, Righteous Feavour            | 1            | 2          |
| 3rd   | +2                | Fleece Weaver, Devout Sermon                 | 1            | 2          |
| 4th   | +2                | Ability Score Increase, Crown Weapon Enhance | 2            | 3          |
| 5th   | +3                | Extra Attack, Swift Action                   | 2            | 3          |
| 6th   | +3                | Devotion Patron Feature                      | 2            | 3          |
| 7th   | +3                |                                              | 3            | 4          |
| 8th   | +3                | Ability Score Increase, Crown Weapon Enhance | 3            | 4          |
| 9th   | +4                | Fate Reader                                  | 3            | 4          |
| 10th  | +4                | Devotion Patron Feature                      | 3            | 4          |
| 11th  | +4                |                                              | 4            | 5          |
| 12th  | +4                | Ability Score Increase, Crown Weapon Enhance | 4            | 5          |

|      |    |                                                                                         |   |   |
|------|----|-----------------------------------------------------------------------------------------|---|---|
| 13th | +4 |                                                                                         | 4 | 5 |
| 14th | +5 | Devotion Patron Feature                                                                 | 4 | 5 |
| 15th | +5 | Extra Attack (x2)                                                                       | 5 | 6 |
| 16th | +5 | Ability Score Increase, Crown Weapon Enhance                                            | 5 | 6 |
| 17th | +5 |                                                                                         | 5 | 6 |
| 18th | +5 | Divine Service                                                                          | 5 | 6 |
| 19th | +5 |                                                                                         | 5 | 6 |
| 20th | +5 | Ability Score Increase, Crown Weapon Enhance, No Longer a Follower...No Less Than a God | 5 | 6 |

### Quick Build:

You can make a Cultist quickly by following these suggestions. First, put your highest ability score in Charisma or Wisdom, depending on which you take for your Crown Modifier. Your next-highest score should be Dexterity if you plan to focus on being harder to hit, or Constitution if you prefer being able to take on stronger attacks from enemies. Second, take the Cultist Initiate feat (if your DM allows you to take a feat at 1st level). Finally, take the Haunted One or [Devotee](#) background.

## Class Features

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As a Cultist, you gain the following class features:

### Hit Points

**Hit Dice:** 1d10 per cultist level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per cultist level after 1st

## **Proficiencies**

**Armor:** Light armor

**Weapons:** Simple weapons, martial weapons

**Tools:** Weaver's tools, playing cards, dice sets

**Saving Throws:** Charisma, Wisdom

**Skills:** Choose three from: Acrobatics, Stealth, Sleight of Hand, Investigation, Nature, Religion, Animal Handling, Insight, Medicine, Survival, Deception, Intimidation, and Persuasion.

## **Equipment**

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

- Any (A) simple or (B) martial melee weapon
- (A) Weaver's tools or (B) a set of playing cards & a dice set
- (A) a Priest's pack or (B) a Dungeoneer's pack
- Leather armor, and a small trinket from your Cult (You can pick or roll on the Trinket table, or you can discuss with your DM what trinket you would carry on your person)

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### ***Optional Rule: Multiclassing***

*If your group uses the multiclassing rules from the Player's Handbook, here's what you need to know if you choose Cultist as one of your classes.*

**Ability Score Minimum.** *As a multiclass character, you must have at least a Charisma score of 13 and a Wisdom score of 13 to take a level in this class.*

**Proficiencies Gained.** If Cultist isn't your initial class, you gain the following proficiencies when you take your first level as a Cultist: light armor, simple weapons, martial weapons, and weaver's tools. You additionally can choose one of the proficiencies from the Cultist list and add it to your proficiencies.

**Multiclassing with Warlock.** If your Cultist follows The Purple Crown and also has warlock levels, add one-third of your Cultist levels (rounded down) to your warlock level and consult the warlock progression table in the Player's Handbook for total spell slots, cantrips known, and spell slot level. You should consider aligning your Otherworldly Patron feature between both classes, but your DM might allow you to have two different patrons at their discretion.

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## Devotion

At 1st level, you have devoted yourself to the worship and following of an otherworldly patron, as a result, you've been granted a portion of your patron's power. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

| Crown                                        | Patron                                                       |
|----------------------------------------------|--------------------------------------------------------------|
| The <b>Red</b> Crown ( <b>Death</b> )        | Ex. Narinder "The One That Waits, Do No Evil"                |
| The <b>Blue</b> Crown ( <b>Ocean</b> )       | Ex. Kallamar "Pestilence, Hear No Evil"                      |
| The <b>Green</b> Crown ( <b>Nature</b> )     | Ex. Leshy "Chaos, The Worm, See No Evil"                     |
| The <b>Yellow</b> Crown ( <b>Famine</b> )    | Ex. Heket "Famine, Speak No Evil"                            |
| The <b>Purple</b> Crown ( <b>Knowledge</b> ) | Ex. Shamura "War, Think No Evil"                             |
| The Grey Crown (Opportunity)                 | Ex. Agares, Bathin, Astaroth, & Allocator<br>"The Witnesses" |

## Crown of the Believer

At 1st level, as a gift for your unwavering loyalty and devotion your patron has granted you a portion of their power in the form of an eldritch crown. The crown is made of an amorphous metal, and is pitch black except for an eye in the center of the crown that glows the color of your patron. This crown is the source of your power, and can only be removed willingly, with all other attempts resulting in the crown warping back to your head or hands. Your crown grants you the following abilities:

- You gain the cantrip ***Mage Hand***, with the hand originating from the eye of your crown. You add this cantrip to your spell list, but it does not count towards the total number of spells you know. You can also cast it as a bonus action, and it has a range of 40 ft. when you cast it. Your Crown modifier is your spellcasting modifier for this spell.
- Your crown can absorb the form of a weapon you present it and mimic the weapon with greater power than before. During a long rest, you can sacrifice a weapon you own to your crown, completely destroying it in the process, but granting your crown the ability to transform into a copy of that weapon. The weapon sacrificed must be a melee weapon that you are proficient with, and your crown can store up to 5 different weapons in its memory, with the oldest weapon being forgotten if a new weapon is sacrificed. Any enchantments that the weapon had before being sacrificed are lost (though certain enchantments can be kept at the DM's discretion). Your weapons use your Crown modifier for your Attack rolls (You choose between Charisma or Wisdom. This modifier is used for different abilities and features later on). As a Bonus Action, you can call upon your crown to become one of the weapons stored in its memories, and can use another Bonus Action to either change its form or revert it to its crown state. The crown's weapons are considered magical for the purpose of overcoming immunities and resistances.

## Fighting Style

Starting at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- **Dark Arts (HB).** You learn one cantrip and one 1st-level spell of your choice from the [Cultist spell list](#). Your spellcasting modifier for it is your Crown modifier. If

your cantrip or spell requires a saving throw DC, it is 8 + your proficiency bonus + your Crown modifier. You can cast your 1st-level spell without expending a spell slot. Once you cast your 1st-level spell in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast this spell using spell slots you have of the appropriate level. Your spells count towards your spells known, but do not count towards the total number of spells you can learn.

Whenever you gain a level in this class, you can replace your cantrip and/or 1st-level spell with another cantrip and 1st-level spell from the Cultist spell list.

- **Blind Fighting.** You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.
- **Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Two Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.
- **Interception.** When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

## Righteous Feavour

At 2nd Level, your patron bestows upon you and your crown the ability to cast vicious Curses, channeling your power into righteous strikes of pure energy. Choose one of the curses listed below. You can use your curses a number of times and gain more curses as listed on the Cultist table. Your casting modifier for these curses is your Crown modifier, and if a curse requires a saving throw, the DC is 8 + your proficiency bonus + your Crown modifier. You regain all uses of your Curses when you finish a short or long rest.

- **Fireballs:** Through your burning devotion, you can fire a burning projectile at a target that you can see within 100 feet. You can expend one of your Attacks to make a ranged spell attack against that target. On a success, the target takes 1d8 fire damage. On a failure, the target takes no damage. At 5th level, and then again at 8th, 11th, and 14th, the damage increases by 1d8.
- **Blasts:** In the blink of an eye, you can call upon your patrons power to create a powerful blast of energy originating from you. You can expend one of your Attacks and force all creatures within 10 feet of you that are hostile towards you to make a DEX saving throw. On a failure, each creature takes 1d8 force damage and is pushed back 10 feet. On a success, the creatures take half damage and are not pushed back. At 5th level, and then again at 8th, 11th, and 14th, the damage increases by 1d8 and the distance creatures are pushed back is increased by 5 feet.
- **Slashes:** The fury of your crown is never limited to the creations of man, showing its true colors by becoming the great weapon of your patron. You can expend one of your Attacks to make a melee weapon attack against one creature within your reach. On a success, the target and any creature within 10 feet of it take 1d8 slashing damage. On a failure, the target and the creatures near it take no damage. At 5th level, and then again at 8th, 11th, and 14th, the damage increases by 1d8.
- **Splatters:** The will of your patron cannot be contained, needing to be expelled in a blast of infectious black ooze that leaves a lingering trail. You can expend one of your attacks and target a space within 30 feet of you, launching a black mass of ooze that originates from you and leaves behind a 5 foot wide trail and ends at a 15 foot circle of ooze. Any creature in that space or caught in the trail must make a DEX saving throw. Upon a failure, the creature becomes covered in the ooze and takes 1d8 poison damage. On a success, the creatures take half damage and are not covered in ooze. Creatures covered in ooze take 1d8 poison damage at the start of their turn, and must use their action to shake off the ooze or risk taking future damage. Any creatures starting their turn caught in the ooze or covered in ooze have their speed halved (rounded up). The ooze lingers until the start of your next turn, after which it will dissipate into a black mist. At 5th level, and then again at 8th, 11th, and 14th, the damage dealt and inflicted over time increases by 1d8.

- **Tentacles:** Your patron can be leaked into the realm of the living, creating a cracking line of tentacles that reach out to damage the dissenters and unworthy. You can expend one of your attacks to create a rupture in the ground in a 15 foot long, 5 foot wide line that erupts with black, viscus tentacles originating from your current position. Creatures hostile towards you caught in the initial eruption must make a DEX saving throw, taking 1d8 thunder damage on a failure and half damage on a success. Any creature that is hostile towards you that starts its turn within 5 feet of the lingering tentacle line must make a Strength saving throw or becomes Restrained by the tentacles. The creature can make another Strength saving throw at the start of its turn to break free of the tentacles. The tentacle line lasts until the end of your next turn, sinking back into the ground afterwards. At 5th level, and then again at 8th, 11th, and 14th, the damage increases by 1d8.

## Fleece Weaver

Your hands, blessed by your patron, become able to weave a mystical fleece that channels more of your patrons power through you, granting you further power. At 3rd level, during a long rest, you can spend 4 hours and use a set of Weaver's tools to create an ornate, magic fleece for you to wear or infuse into a set of armor (The armor must be light armor). The fleece is considered magical, and loses its magical properties if worn by someone other than you or if destroyed. You can only have one fleece enchantment active at a time, and can spend a long rest to switch to another fleece enchantment. When you create the fleece, choose one of the following enchantments to bestow upon it:

- **Golden Fleece:** When you successfully hit a creature with a melee weapon attack, you gain a stacking +1 to your future melee weapon attack damage rolls (to a maximum of +5). When you are successfully hit by another creature that is hostile towards you, that creature deals additional psychic damage to you equal to the amount of stacks you had accumulated. Your stacks reset to 0 at the end of combat.
- **Fleece of the Glass Cannon:** Your critical hits are now considered from 19 to 20 (Attack Rolls of 19 or 20). When a creature that is hostile towards you successfully hits you, their critical hits are considered from 19 to 20 (Attack Rolls of 19 or 20).

- **Fleece of the Diseased Heart:** When a creature successfully hits you, you take additional necrotic damage equal to your Crown modifier, however you can cause the creature to take damage equal to half the total damage you took (rounded down) in necrotic damage.
- **Fleece of the Fates:** At the start of combat, roll a d4. Your roll grants you the corresponding benefit until the end of that combat:
  - 1: The first attack all hostile creatures make during this combat towards you has disadvantage.
  - 2: The first attack you make during this combat against another creature has disadvantage.
  - 3: You can add your proficiency bonus to any attack rolls and saving throws you make during this combat (If you already have proficiency in that modifier, it is doubled).
  - 4: Your initiative is automatically set to 1 for this combat (Regardless of if you had already rolled your initiative).
- **Fleece of Fragile Fortitude:** At the start of combat, your total hit points are replaced by x1.5 (Rounded Up) of temporary hit points. These hit points can only be healed by gaining additional temporary hit points (I.e. you cannot be healed by a spell like Cure Wounds, but can be healed by spells like False Life). You cannot gain temporary hit points beyond your total amount. At the end of combat, your

## Devout Sermon

Also at 3rd level, Your devotion to your patron has led you to develop incredible skills of persuasion, leading others to join you in your devotion. During a short or long rest, you can perform a sermon, preaching the word of your patron to anyone that may listen. Any creatures passing by or in the immediate area that can hear you and understand you become Charmed while you preach your sermon. Creatures charmed this way will immediately become Uncharmed if directed to perform an act that would harm themselves or others, or are attacked. The creatures remain charmed for 1 minute, but thoughts of the Sermon remain within them after the effect has worn off. The creatures will know that they have been charmed, but will not consider it a hostile act.

In addition, you gain proficiency with Persuasion, and gain Expertise (double your proficiency bonus added to that skill) if you are already proficient in Persuasion.

## Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th 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. You can also choose to gain a Feat instead of the ability score increase bonus.

## Crown Weapon Enhance

Also at 4th Level, your Crown Weapon becomes more acquainted with your being, growing in power alongside you. As soon as you hit 4th level, you may choose one of the following Crown Weapon enhancements. You can switch which enhancement is active during future short or long rests, spending 1 hour to do so, and you can only have one enchantment active at a time (You can also choose to revert your Crown Weapon to its regular damage type during your short or long rests). All weapons mimicked by your Crown have the chosen enhancement. In addition, your Crown Weapons gain a +1 bonus to all attack and damage rolls. This bonus increases to +2 at 8th Level, and +3 at 16th Level.

- **Bane:** Your Crown Weapon deals Poison damage.
- **Necromantic:** Your Crown Weapon deals Necrotic damage.
- **Vampiric** (*Condition: Level 8 Cultist*): Your Crown Weapon deals Piercing damage. When you successfully hit a creature with your Crown Weapon, you regain 1d8 + Your Constitution Modifier of your missing health (Has no effect when at full health).
- **Merciless** (*Condition: Level 8 Cultist*): Your Crown Weapon deals Force damage. When you successfully hit a creature with your Crown Weapon, they get knocked back 5 feet.
- **Zealous** (*Condition: Level 16 Cultist*): Your Crown Weapon deals Radiant damage. It also deals an additional 2d10 Radiant damage when you successfully hit another creature that is hostile against you.
- **Godly** (*Condition: Level 16 Cultist*): Your Crown Weapon deals Thunder damage. It also deals an additional 2d10 Thunder damage when you successfully hit another creature that is hostile against you.

## Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. At 15th level, you can attack 3 times instead of twice.

## Swift Action

Dodging the falsehoods and heretic's preaching has slowly taken on a more literal meaning with you. Also at 5th level, When an attacker that you can see that is within 5 feet of you hits you with an attack, you can use your reaction to reduce the damage by  $Xd6$ , with X being half your proficiency bonus (rounded up), and dash up to 10 feet behind it to the closest unoccupied space (This movement does not trigger Opportunity Attacks).

## Fate Reader

As you continue your service to your patron, signs of what is to come have begun to invade your mind, granting you glimpses of the power that awaits you. At 9th level, during a short or long rest, you can spend 4 hours infusing a deck of playing cards you own with hints of the future, turning them into Tarot cards. At the start of each day (or once during a short or long rest), you can choose to draw a card from your Tarot deck. Roll a d20. You receive the effect of the card for the rest of the day or until you choose to draw another card. You can only draw up to 3 cards from your Tarot deck each day, and can only have 1 Tarot effect active at a time. At 13th level, you can draw up to 6 cards a day, and can draw 2 cards at once instead of 1 at a time (but must choose between which card to take, with the other returning to your deck).

- **1: The Hearts.** *"A major remedy."* A depiction of a heart with two pitch black eyes. You gain additional hit points equal to your Cultist level. (These hit points are separate from temporary hit points and count towards your total hit points). These hit points are removed when this Tarot card is replaced.
- **2: The Weeping Moon.** *"Fear not the terror of night."* A depiction of a moon weeping streams of tears. You gain Darkvision up to a range of 120 feet. If you already have Darkvision, this extends your range by 60 feet.
- **3: The Lovers.** *"A heart offered, a vow made. Fidelity demands sacrifice."* A depiction of two blue hearts end to end with each other. You have advantage on all Charisma ability checks and Saving Throws.

- **4: The All Seeing Sun.** *"Destruction wastes at noonday."* A depiction of a black sun with two piercing red eyes. Your melee weapons deal an extra 1d8 fire damage.
- **5: The True Sight.** *"Weakness begs exploitation."* A depiction of a large piercing red eye. You gain Blindsight to a range of 60 feet. If you already have Blindsight, this extends your range by 30 feet.
- **6: The Hand of Rage.** *"Such violent wrath cannot be contained"* A Depiction of a flaming hand with a red eye in the middle. Your reach increases by 5 feet, and your ranged weapon attacks are increased by 15/30 feet.
- **7: The Burning Dead.** *"Service, even in death."* A depiction of a skull with two black bones crossing it. When you drop to 0 hit points but are not outright killed, you can make one melee weapon attack against any creature within your reach.
- **8: The Arachnid.** *"The venom of fear knows no cure.,,,,"* A depiction of a large black spider lowering itself from its web. When you successfully hit a creature with a melee weapon attack, the creature must succeed a WIS saving throw (Curse DC) or become Frightened of you for 1 minute. They can make another saving throw at the start of their turns to become unfrightened. Creatures frightened this way cannot be frightened this way again.
- **9: The Master of the Arts.** *"Strike hard, strike fast, strike true."* A depiction of your crown between the sun and the moon. You deal extra damage equal to your proficiency bonus when you successfully hit another creature with a melee or ranged attack.
- **10: The Soul Snatcher.** *"One's loss is the gain of another."* A depiction of three tendrils reaching down to steal a small blue heart. When you successfully down another creature, you regain 1d8 + your Constitution modifier of your hit points (has no effect if at full hit points).
- **11: The Shield of Faith.** *"Take refuge in your devotion."* A depiction of a black shield with a single red eye in the center. A black shield resembling your Crown manifests to protect you, hovering at your side. Your AC increases by +2.
- **12: The Bomb.** *"Leave carnage in your wake."* A depiction of a large, oozing black bomb with 3 red eyes on its center. When you perform your "Swift Action" feature, you leave behind a black oozing bomb. Creatures within 5 feet of the bomb that are hostile towards you must succeed a DEX saving throw or take 4d8 Force damage, taking no damage on a success. If you have another feature that adds to your "Swift Action" feature, you must choose which ability activates between that ability and this one, and cannot have both abilities activate at once.

- **13: The Blazing Trail.** *"Punish those who dare stand in your way."* A depiction of a broken star held together by streaks of red and five red eyes. When you perform your "Swift Action" feature, you can make a melee Crown Weapon attack against a creature within 5 feet of you as you are moving. This feature works together with any other features that add on to your "Swift Action" Feature.
- **14: The Divine Curse.** *"The well within deepens, the power grows."* A depiction of a quiver with two black and red arrows. You gain 2 additional uses of your Curses.
- **15: The Ocean's Curse.** *"Send 'em to sleep with the fishes."* A depiction of a large blue fish with its eyes crossed out. You no longer have to eat or sleep, feeling well rested and well fed. You also gain a swim speed of 30 feet, or gain an additional 15 feet if you already have a swim speed, and can breathe underwater if you cannot already.
- **16: The Blessing of Fortune.** *"O, blessed vessel, Fortune bestows her gift upon thee."* A depiction of two hearts face to face, both with one red center eye and two small stick-like arms. All healing you receive is rolled at the max possible die (I.e. when rolling for Cure Wounds or a similar spell, the die is always considered the max possible roll), and all Cultist hit dice you roll are considered having rolled the highest number.
- **17: The Deal.** *"The deal is done, but at what cost?"* A depiction of a piece of paper being signed by a black quill, with two eyes staring down at it. When you are brought down to 0 hit points but are not outright killed, you can instead drop to 1 hit point instead as a reaction. You can only use this ability once during the day you draw this card.
- **18: The Rabbit's Foot.** *"Feels lucky ...and fluffy."* A depiction of a rabbit's foot with a four leaf clover on the edge of it. When you roll a 1 or 2 on an ability check, saving throw, or attack roll, you can reroll it, but must take the new roll, even if it's another 1 or 2.
- **19: The Ambrosia.** *"Drink deep the liquor of Gods."* A depiction of a bottle filled with a black liquid and a skull floating around in it. Your Curses deal an extra 1d8 of its damage type.
- **20: The Gift From Below.** *"A generous return for your offering."* A depiction of a blue heart floating above two long, thin arms reaching out for it. When you successfully down another creature, you gain 1d8 + your Cultist Level in temporary hit points. These hit points are removed when this Tarot card is replaced.

## Divine Service

Your power has grown to be recognized by the denizens of your patrons realm, allowing you to summon them to perform your bidding. At 18th level, you can prepare a ritual over the course of 1 minute. Depending on your patron, you can use one of the following spells without expending a spell slot. You can only use the indicated spell once, regaining use of it once you finish a long rest. The spell is added to your spell list, but does not count towards the total number of spells you know.

| Patron                                       | Spell                                                |
|----------------------------------------------|------------------------------------------------------|
| The <b>Red</b> Crown ( <b>Death</b> )        | Summon Shadowspawn (6th Level, Fury Restricted)      |
| The <b>Blue</b> Crown ( <b>Ocean</b> )       | Summon Elemental (6th Level, Water Restricted)       |
| The <b>Green</b> Crown ( <b>Nature</b> )     | Summon Elemental (6th Level, Earth Restricted)       |
| The <b>Yellow</b> Crown ( <b>Famine</b> )    | Summon Greater Demon (6th Level)                     |
| The <b>Purple</b> Crown ( <b>Knowledge</b> ) | Summon Aberration (6th Level, Star Spawn Restricted) |
| The Grey Crown (Opportunity)                 | Mordenkainen's Faithful Hound                        |

## No Longer a Servant, No Less Than a God

At 20th Level, you have far surpassed the expectations of your Patron, and have reached a point of no return. Choose one of the following features:

- **Peace in Arms:** You choose to continue your service to your patron, becoming a Bishop of your patron's faith:
  - You have resistance to necrotic and radiant damage, and you have resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.

- Your allies have advantage on death saving throws while within 30 feet of you.
- You have advantage on saving throws for your Crown Modifier, as do your allies within 30 feet of you.
- **Total Dissent:** Your worth has grown past the need for servitude under any idol except you, cutting off all ties to your patron and absorbing the full power granted to you:
  - You, as well as any creature friendly towards you within 10 feet of you, gain a bonus to weapon damage rolls equal to your Crown modifier (minimum of +1). A creature can benefit from this feature from only one Cultist at a time.
  - As an Action, you exude the ruthless emotion of a mortal becoming a god, striking creatures with the darkest fear they've ever known. Each creature of your choice within 30 feet of you must make a Wisdom saving throw (DC Curse) if it can see you. On a failed save, the targets are frightened of you for 1 minute. It can make a Wisdom saving throw at the start of its turn with disadvantage to become unfrightened. A creature frightened this way cannot be frightened this way again on the same day.

## **Subclasses:**

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### **The Red Crown**

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*“Fear not, for you are my chosen vessel and death cannot halt you. I shall not allow it, for I still have need of you. Take what you have gathered...This is how power is gained. Continue on, undaunted. Each time you are brought down, you rise again stronger.” - Narinder, “The One That Waits”*

#### **Death's Denial**

As a servant and worshiper of the Red Crown, your patron values your life above all else, and will grant you a second chance when you are slain by a non-believer. At 1st level, when you drop to 0 hit points (both when you are and aren't outright killed), you can instead drop to 1 hit point as a reaction, your patron flowing into you the raw energy of life and death. You can only use this ability once, regaining use of it when you finish a long rest. If you have another ability that lets you drop to 1 hitpoint instead of 0

(except for abilities granted through your “Fate Reader” feature later on), this ability consumes use of it when you use it, and is consumed when you use that ability. You gain an additional use of this ability at 10th level.

## **Second Thoughts**

Your companions and friends sow seeds of doubt and deceit into your mind, and your Patron will not tolerate disloyalty, to themselves or you. At 6th level, you can cast Detect Thoughts at will. This spell is added to your spell list, but does not count towards your spell list total. Your spellcasting modifier for it is your Crown modifier.

## **Sacrificial Knowledge**

Knowledge and power come at a cost, one that enemies of your Patron will pay dearly for. At 10th level, when you down or kill another creature that was hostile towards you, you can offer it to your patron in exchange for a temporary boost in Knowledge of the battlefield and strength to trample more dissenters. You can spend an action at the start of your turn to open a rip in the ground that sprouts black, viscous tentacles that drag your target into the realm of your Patron. In exchange, you receive advantage to all Intelligence ability checks, and can add your proficiency bonus to your attack and damage rolls for 1 hour (if your DM allows you to naturally add your proficiency bonus to your attack or damage rolls, it is instead doubled for that roll). Creatures sacrificed in this way cannot be revived or retrieved by any means, except through means such as a *Wish* spell or a power similar (Your DM decides). You can only perform this ritual once a day, regaining use of it when you finish a long rest.

## **Do No Evil**

Your devotion is stronger than that of any other follower, and this has not gone unnoticed by your Patron. At 14th level, as a reward for your undying servitude, your Patron grants you a gift in the form of an eldritch third eye (Be it one of their own, or a portion of their pure power that manifests in such a form) that rests upon your temple (forehead). This third eye grants you True Sight up to a range of 30 feet, and grants you advantage to Wisdom (Perception) and Intelligence (Investigation) ability checks while it rests in your temple. As a bonus action, you can call upon your third eye to manifest in a physical form: a Small Aberration that takes the form of a floating white eye with a red

pupil and 6 small, black tendrils that dangle from each of its sides. It uses the stat block and ruling of the [Summon Aberration](#) spell at 5th level, restricted to the *Beholderkin* form. While it is in its physical form, you lose the benefits granted previously. You can use a bonus action to recall the eye to your temple. If your third eye is reduced to 0 hit points, it returns to its position on your temple, requiring you to take a long rest before it can be summoned again and return its previous benefits to you. Your third eye can only regain hit points while it is in your temple, regaining any hit points that you would, and having healing spells (such as Cure Wounds) that directly target it to have no effect.

## **The Blue Crown**

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*“With this final sacrifice, the Prophecy will be impossible to fulfill.” - Kallamar, “Pestilence”*

### **Caeruleum Passage**

At 1st level, your patron takes notice of your devotion to The Blue Crown, and grants you a piece of the power that your patron resides in: The Deep Ocean. As an action, you can manifest a watery portal below you that follows you if you use your movement speed in the same turn that you summon it. As a bonus action, you may sink into your watery portal, traveling temporarily through your patrons domain, and reappearing in a spot within 30 feet of where you were standing of your choice. This movement does not trigger Opportunity Attacks. Once you reappear this way, your watery portal dissipates into a blue mist. You can use this feature a number of times equal to your proficiency bonus, regaining all uses of it once you finish a long rest.

### **Anchordeep Baptism**

Also at 1st level, you gain a swimming speed of 40 feet, and you can breathe underwater.

### **Globus Cruciger**

Starting at 6th level, your patron grants your Crown an additional 6th transformation: a Globus Cruciger, a small, gold-black orb with a small cross vaguely resembling your patron fitted atop it. This transformation cannot be forgotten by your Crown once learned. While wielding the Globus Cruciger, you can expend one of your Attacks to target one creature within 30 feet that you can see. A swarm of flying parasites (of your choice) begin to exit your Globus Cruciger and circle the target. At the start of the

target's turn, it must make a Constitution saving throw. Upon a failure, the swarm begins to chip away at the target's body and mind, dealing 2d6 Poison damage. On a success, the swarm dissipates, dealing no damage. There can only be one swarm active at a time, and the swarm lasts until the target succeeds its Constitution saving throw. If the target dies or is downed while afflicted by a swarm, you can use a bonus action to move that swarm to another creature within 30 feet that you can see, dissipating into blue mist otherwise if your swarm goes a turn without a target. The damage increases by 1d6 at 10th level, and again at 14th level.

### **Protection From Pestilence**

Your patron further rewards your unyielding devotion to the deep with protection from the dangers that emerge from it. At 10th level, You gain resistance to cold and poison damage. In addition, you become immune to disease.

### **Davy Jones's Prisoners**

Also at 10th level, your Patron appoints you a small legion of drowned and long passed pirate crews that are ready to protect you at a moment's notice, atoning for their sins of dissent and heresy. As an Action, you can call forth your appointed protectors. They flit around you to a distance of 15 feet for the duration. You decide their appearance and jolly roger, and whether they are vicious or calm in nature. When you summon your legion, you can designate any number of creatures you can see to be unaffected by them. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw (Curse DC). On a failed save, the creature takes 5d8 piercing damage (if your legion is calm) or 5d8 slashing damage (if your legion is vicious). On a successful save, the creature takes half as much damage. This damage increases to 7d8 when you reach 14th level. You can use this feature a number of times equal to your proficiency modifier, regaining all uses on a long rest.

### **Hear No Evil**

Your patron has taken notice of your unwavering bravery in the face of heretics and dissenters, and grants you the power to block out any and all feelings of dread and fear, reflecting it back towards your attackers ten fold as a final direct gift for your continued

service. As 14th level, you become immune to the Frightened and Charmed conditions. In addition, when a creature you can see attempts to Frighten or Charm you, they instead must make a Constitution saving throw (Curse DC) or become Frightened or Charmed (whichever they were attempting to inflict on you) of you, feeling your presence as that of the deep abyssal blue itself.

## **The Green Crown**

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*"I grow tired of you...Time to put an end to this **FRIVOLOUS MASQUERADE!**"* - Leshy,  
"Chaos, The Worm"

### **Nature's Passage**

Your patron feels your devotion through your Green Crown, and grants you the ability to travel through nature's soils and stones as though it were empty space, a trial of power that is to come with continued worship. At 1st level, you gain a burrow speed equal to half of your movement speed. While burrowing, you can dig or drill through basic natural ground such as dirt and rock, but cannot burrow through metal and certain stones (DM's discretion).

### **Gaia's Blessing**

Nature's gifts are yours to take and use as you see fit, serving your patron and their will of the natural. Also at 1st level, you can choose one of the following cantrips and add them to your spell list. This cantrip counts as a Cultist spell for you, and does not count towards the total number of spells you can know. You use your Crown modifier and DC when casting your chosen cantrip: *Thorn Whip*, *Magic Stone*, *Mold Earth*, or *Druidcraft*

### **Volatile Serration**

Starting at 6th level, your patron grants you further access to the power of nature it wields, allowing you to channel the more vile and vicious aspects of the natural world. As a bonus action, you can enter a state of natural monstrosity, your teeth growing jagged and sharp and nails growing razor thin and serrated, both dripping with a corrosive poison. While in this state, you can expend one of your attacks, make a melee spell attack against one creature within your reach. On a hit, the target takes 2d8 poison damage. This damage increases to 3d8 at 10th level, and 4d8 at 14th level. Your Claws and Teeth are affected by your Crown Weapon enhancement feature, but do not gain the

damage type bonus (I.e. your damage always remains as poison damage unless changed otherwise by a spell or other effect). You remain in this state for 1 minute, or if you are knocked unconscious or killed. You also can only wield weapons with the Light or Finesse properties while in this state. You can use this feature a number of times equal to your proficiency bonus, regaining all uses on a long rest.

### **Jagged Retreat**

At 10th level, your descent into the more vile and dangerous parts of your patron's power grows ever more rapid, with your patron granting you further means of avoiding your enemies attacks while making them regret ever crossing your faith. When you perform your "Swift Action" feature, you can force your attacker and any creature you pass within 5 feet to make a Dexterity saving throw (Curse DC). On a failure, your targets are skewered by piercing spikes covered in green poison that quickly emerge from the ground you once occupied, dealing the damage you reduced in poison damage. On a success, your targets take no damage. Either way, the spikes sink back into the ground after the saving throw is made.

### **See No Evil**

Starting at 14th level, your full potential in the ferocity and volatility of nature has been seen by your patron, and with that they grant you the gift of sight and awareness, knowing what is going on around you at all times, and knowing who is around you at all times. You gain a Blindsight up to 60 feet, and gain advantage to all Wisdom (Perception) checks. You also can no longer be surprised, and have advantage on your initiative rolls at the start of combat, being the first one to react and never being caught off your guard.

### **The Yellow Crown**

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*"Finally. I have been looking forward to this. Make your peace, creature. You will not be leaving this temple." - Heket, "Famine"*

### **Famished Lashing**

At 1st level, your Patron can feel your desire; an unquenchable hunger to serve and consume the lifeforce of the heretics. As a sign of good faith between yourself and your Patron, they grant you a weapon fitting of a hungry worshiper: A mystic whip

capable of sapping the life from those unfortunate enough to meet its famished lashes. Your crown gains this whip as a 6th weapon transformation that it cannot forget. The whip deals 1d6 slashing damage, and has the Finesse and Reach properties.

Additionally, when you successfully hit a creature with your Whip, you regain hit points equal to the damage you dealt. Your whip's damage increases by 1d6 at 6th level, then again at 10th, and 14th level.

### **Crushing Leap**

You can feel your hunger as though it is a beast ready to leap from your chest and devour the doubters of your Patron. As such, at 6th level, your Patron grants you the ability to leap towards your enemies and crush them beneath you. Once during your turn, you can expend one of your Attacks and jump a number of feet equal to five times your proficiency bonus, without provoking opportunity attacks, towards a target within your range. The target must make a Dexterity saving throw contested by a Dexterity (Acrobatics) of yours. Upon a success (Your target rolls lower than you), the target takes 2d8 bludgeoning damage and is knocked directly back 5 feet from you. Upon a failure (Your target rolls higher than you), the target takes no damage and is not pushed back. This damage increases by 1d8 at 10th level, and then again at 14th level.

### **Ensnaring Grasp**

Also at 6th level, your Whip becomes capable of ensnaring its targets, leaving them open to further devouring. Expending one of your Attacks, you can target a creature and attempt to lasso your whip around them. The target must make a Strength saving throw (DC Curse). On a failure, the target becomes Grappled, your whip detaching and leaving them bound in a dark, mystic yellow binding. On a success, the creature is not Grappled. While Grappled, the creature can attempt another Strength saving throw at the start of their turn.

### **Insatiable Hunger**

At 10th level, your Patron is satisfied enough with your worship to allow you to temporarily summon a portal to their realm, allowing you to toss dissenters into it as an offering to your Patron in exchange for rejuvenation and improved health. When you successfully down or kill another creature that was hostile towards you, you can use an

Action to open a gateway directly to your Patron and throw the creature directly through it. Your Patron, in exchange, heals you for  $Xd10$  hit points, with X being half your current Cultist level (rounded down) and heals you of all negative conditions currently affecting you (The DM decides if a certain Condition is healed or not). Creatures sacrificed in this way cannot be revived or retrieved by any means, except through means such as a *Wish* spell or a power similar (Your DM decides). You can perform this ritual once a day, regaining use of it when you finish a long rest.

## **Speak No Evil**

At 14th level, you baffle your Patron, having sated your hunger, but continuing to provide your worship. As a gift for your continued servitude, your Patron grants you the ability to bring health to your allies, and famine to your enemies, with an utterance of a single thought. You gain the following features:

- **Plague of Starvation:** As an Action, you can target a creature within 90 feet of you. That creature must make a Constitution saving throw (Curse DC). Upon failure, the creature becomes overwhelmed with hunger, taking  $10d6$  psychic damage and being unable to speak until the start of your next turn. Upon success, the creature takes half damage and is not silenced, overcoming the starvation. You can perform this feature once, regaining use of it after taking a long rest.
- **Hearty Feast:** As a Bonus Action, you can target a number of creatures friendly towards you equal to your proficiency bonus. They each regain  $6d4$  + your Crown modifier in hit points, and become cured of any Conditions affecting them (The DM decides if a certain Condition is healed or not), all feeling as though they were fed their favorite meal. You can use this feature once, regaining use of it after taking a long rest.

## **The Purple Crown**

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*"Five becomes four becomes three becomes two becomes one becomes nothing."* - Shamura, "War"

## **Arachnid's Whispers**

Your patron takes notice of your interest in them, and begins to whisper their magic slowly to you through your Purple Crown. At 1st level, you gain access to the ability to

cast spells from your patron's realm. The spells you can learn can be found on the [Cultist spell list](#).

| Purple Crown Spellcasting |                |             |                  |
|---------------------------|----------------|-------------|------------------|
| Cultist Level             | Cantrips Known | Spell Slots | Spell Slot Level |
| 3rd                       | 1              | 1           | 1st              |
| 4th                       | 1              | 1           | 1st              |
| 5th                       | 1              | 1           | 1st              |
| 6th                       | 2              | 2           | 1st              |
| 7th                       | 2              | 2           | 2nd              |
| 8th                       | 2              | 2           | 2nd              |
| 9th                       | 2              | 2           | 2nd              |
| 10th                      | 3              | 3           | 2nd              |
| 11th                      | 3              | 3           | 2nd              |
| 12th                      | 3              | 3           | 2nd              |
| 13th                      | 3              | 3           | 3rd              |
| 14th                      | 4              | 3           | 3rd              |
| 15th                      | 4              | 4           | 3rd              |
| 16th                      | 4              | 4           | 3rd              |
| 17th                      | 4              | 4           | 3rd              |
| 18th                      | 4              | 4           | 4th              |
| 19th                      | 4              | 4           | 4th              |

|      |   |   |     |
|------|---|---|-----|
| 20th | 4 | 4 | 4th |
|------|---|---|-----|

**Cantrips.** You learn one cantrip of your choice from the Cultist spell list. You learn an additional Cultist cantrip of your choice at 6th level, and again at 10th & 14th level. When you level up in this class, you can choose to keep certain cantrips and switch out others.

**Spell Slots.** The Purple Crown Spellcasting table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your Cultist spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

**Spells Known of 1st Level and Higher.** When you choose this patron, you learn spells equal to your Crown modifier (If you haven't unlocked the Righteous Favour feature, you choose your curse modifier at this level, from Charisma or Wisdom). When you level up in this class, you can choose to switch out certain spells and keep others.

**Spellcasting Ability.** Your chosen Crown modifier (Charisma or Wisdom) is your spellcasting ability for your Cultist spells, so you use your Crown modifier whenever a spell refers to your spellcasting ability. In addition, you use your Crown modifier when setting the saving throw DC for a Cultist spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Crown modifier.

Spell attack modifier = your proficiency bonus + your Crown modifier.

### **Predator's Focus**

Also at 1st level, your Crown becomes the center of your spellcasting, being the generator of your power. You can use your Crown Weapons as a spellcasting focus for your Cultist spells.

### **Spider Bite**

At 6th level, when you cast any cantrip or 1st level spell with a range of touch, you can use your bonus action to make a melee weapon attack against a creature within your range.

### **Web of Ill Will**

At 10th level, your Patron feels your devotion growing like the webs spun in their realm. As encouragement, your patron lets you sew their power into your Curses, granting them power they could not reach before. You can empower your Curses using your spell slots, granting them new effects and further power based on which curse is empowered:

- ***Hounds of Fate (Fireballs)***: You can now fire 2 projectiles instead of just one as a part of the same attack. Your projectiles now manifest as flaming hounds, rushing towards your targets and bursting upon impact. Each of your Hounds must target different creatures within your range, targeting the same target only when there is only one target. When using a spell slot of 2nd level or higher, you gain an additional hound, up to a maximum of 5 Hounds.
- ***Divine Guardian (Blasts)***: Until the start of your next turn, you gain a +1 to your AC. When you empower this with a spell slot of 2nd level or higher, you gain an additional +1 AC, up to a maximum of +4 total. AC gained this way cannot stack with itself.
- ***Death's Attendants (Slashes)***: Targets successfully hit by this Curse must make a WIS saving throw (Curse DC) or become Frightened of you until the end of their next turn, spectral visages rising from their wounds to whisper the horrible fate that awaits them. When using a spell slot of 2nd level or higher, your reach with this curse increases by 5 feet, up to a maximum of 15 additional feet of reach.
- ***Point of Corruption (Splatters)***: Any creatures caught in the initial landing of the Ooze or the initial trail (but not any creatures that enter the Ooze afterwards) that fails the DEX saving throw takes a 1d8 fire damage as the Ooze emits a powerful, fiery explosion upon landing. When you empower this with a spell slot of 2nd level or higher, the fire damage increases by 1d8, to a maximum of 4d8.
- ***Maelstrom (Tentacles)***: Your tentacles, now long, thin spider legs, burst from the ground in a 15 foot circle (rather than a 15 foot long 5 foot wide line), creating an area ridden with eldritch spider tendrils. Creatures traversing through this area treat it as difficult terrain, and creatures starting their turn in the area or entering the area for the first time must make the same Strength saving throw (following the same rules as an unempowered Tentacles). When you empower this

with a spell slot of 2nd level or higher, the range of the circle increases by 5 feet, up to a maximum of 30 feet.

## **Think No Evil**

At 14th level, your patron is satisfied with your progress in wielding the whispers of power they have granted you. As a reward for your loyalty and fruitful labors, you are granted a special Curse:

- **Strike of the Crown:** Your influence goes far past that of any follower, channeling your raw devotion into a projectile capable of converting enemies into allies temporarily. Once during combat, expending one of your attacks, you can make a ranged spell attack against any creature you see within 120 feet. On a hit, the target takes 5d8 radiant damage and must succeed a Charisma saving throw (Curse DC) or become Charmed by you for 1 hour. While Charmed this way, the target will follow your word like a follower to their god, doing things they wouldn't do otherwise such as attacking allies, or harming themselves for your benefit. They will treat you and your allies as their leaders, and will do anything within their power to appease you. After 1 hour, the creature becomes uncharmed, but thoughts of worship will continue to sit in their head, potentially causing them to follow you even after they have been uncharmed.

## **The Grey Crown**

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*"Each time a Bishop dies, a nasty beast called a Witness takes its place...They say these creatures have seen all there is to see, and stood in silent judgment for millenia" - Plimbo, The Traveling Merchant*

***"When one is left without a patron to worship, who are they left to turn to but themselves?"***

## **Opportunist**

You have found a long abandoned crown, be it in an ancient ruin or by pure luck, you have stumbled across a crown left without a patron to fuel it, so who is left to fuel it but you? Becoming your own patron, at 1st level your crown glows a light grey as it attunes to your life force. It works to the same effect as a crown fueled by a patron, but you are

free to mold it in your image and color (Though hints of light gray will always linger, and it will always retain its small size and black, amorphous metal as its material).

### **Witness to Beginnings**

Also at 1st level, your hearing and sight seem to grow stronger the longer you spend attuned to your crown, gaining enhanced vision and further awareness of your surroundings. You gain a Darkvision of up to 60 feet (an additional 30 feet if you already have Darkvision), and can add your proficiency bonus to your initiative rolls. You also gain proficiency in Perception (Expertise if you already have proficiency in perception).

### **Soul Seeker**

At 6th level, you and your Crown have grown accustomed to the feeling of each other's lifeforce, making it easier to sniff out sources that aren't your own. You have advantage on Wisdom (Survival) checks to track other creatures as well as on Intelligence checks to recall general information about the creature you are tracking (You and your DM can determine what information would be well known by your character).

### **Ancient Recall**

Your Crown seems to have a library of memories of its own, granting you knowledge of ancient combat tactics and the results of battles waged long ago. Also at 6th level, you can no longer be surprised. In addition, when a creature makes an attack towards you or targets you with a spell that requires you to make a saving throw, you can roll a d6 before the attack is determined a failure or success and subtract it from the creature's attack roll or add it to your saving throw, potentially causing you to succeed or them to fail. You can use this ability a number of times equal to your proficiency bonus, regaining all uses of it when you finish a long rest.

### **Will of the Mortal**

At 10th level, your bond to your crown has helped you grow not just in power, but as a mortal being, embracing mortality and those living their lives alongside you. As a result, you work to quickly shut down all who would ridicule or put down those of the mortal coil. Whenever you or a friendly creature you can see within 30 feet of you succeeds on a saving throw of your Crown Modifier (I.e. if a creature succeeds a Charisma/Wisdom saving throw), you can deal 1d8 + your Crown modifier force damage to the creature that

forced the saving throw. This damage increases to 2d8+ your Crown modifier at 14th level.

### **Become No Evil**

At 14th level, you have become fully attuned to your crown, its power becoming yours and your power its own. In a twist of irony, your worship of the mortal life force has driven you to extend your own to an indefinite amount, allowing you to continue preaching the word of mortality for as long as fate will allow. You no longer age, retaining the form and age you had when you reach this level, and cannot die of old age. You also gain advantage on all Charisma and Wisdom ability checks and saving throws, letting you live on preaching your teachings for future generations to come.