



DIVINE TRICKSTER

Mask Your Intentions Under a Veil of the Divine

Some rogues enhance their fine-honed skills of stealth and agility with magic, learning tricks of certain divine clerics. These rogues include holy spies and monks, but also pranksters, mischief makers, and a significant number of adventurers.

LEVEL 3: SPELLCASTING

You gain the ability to cast spells.

Cantrips. You know three cantrips: *Guidance* and two other cantrips of your choice from the Cleric spell list.

Whenever you gain a Rogue level, you can replace one of your cantrips, except *Guidance*, with another Cleric cantrip of your choice.

When you reach Rogue level 10, you learn another Cleric cantrip of your choice.

Spell Slots. The Divine Trickster Spellcasting table shows how many spell slots you have to cast your level 1+ spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose three level 1 Cleric spells.

The number of spells on your list increases as you gain Rogue levels, as shown in the Prepared Spells column of the Divine Trickster Spellcasting table. Whenever that number increases, choose additional Cleric spells until the number of spells on your list matches the number in the Divine Trickster Spellcasting table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Rogue, your list of prepared spells can include five Cleric spells of level 1 or 2 in any combination.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Cleric spells for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Cleric spells.

Spellcasting Focus. You can use a Holy Symbol as your Spellcasting Focus for your Cleric spells.

LEVEL 3: CHANNEL DIVINITY

You can channel divine energy directly from the gods of trickery to fuel magical effects. You start with two such effects: *Misleading Presence* and *Turn Undead*, each of which is described below. Each time you use this subclass's Channel Divinity, choose which Channel Divinity effect from this subclass to create.

You can use this subclass's Channel Divinity twice. You regain one of its expended uses when you finish



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DIVINE TRICKSTER SPELLCASTING

Rogue Level	Spells Prepared	—Spell Slots per Spell Level—			
		1	2	3	4
3	3	2	—	—	—
4	4	3	—	—	—
5	4	3	—	—	—
6	4	3	—	—	—
7	4	4	2	—	—
8	5	4	2	—	—
9	6	4	2	—	—
10	7	4	3	—	—
11	8	4	3	—	—
12	8	4	3	—	—
13	9	4	3	2	—
14	10	4	3	2	—
15	10	4	3	2	—
16	11	4	3	3	—
17	11	4	3	3	—
18	11	4	3	3	—
19	12	4	3	3	1
20	13	4	3	3	1

a Short Rest, and you regain all expended uses when you finish a Long Rest.

If a Channel Divinity effect requires a saving throw, the DC equals your Divine Trickster spell save DC from this subclass's Spellcasting feature.

Misleading Presence. As a Magic action, you present your Holy Symbol and cast *Mislead* without expending a spell slot. When you do, the spell lasts for 10 minutes and ends if you are ever more than 120 feet from the illusory double.

Turn Undead. As a Magic action, you present your Holy Symbol and censure Undead creatures. Each Undead of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its save, it has the Frightened and Incapacitated conditions for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die.

LEVEL 9: HOLY AMBUSH

If you have the Invisible condition when you cast a spell on a creature, it has Disadvantage on any saving throw it makes against the spell on the same turn.

LEVEL 13: MARKED HERETIC

You can mark heretics of your deity for holy execution. As a Bonus Action, you can designate a creature within 30 feet of you as your Marked Heretic. You gain Advantage on attack rolls against that creature until the end of your turn.

LEVEL 17: LIFE SNATCHER

You gain the ability to magically steal back life from the clutches of death.

Immediately after another creature you can see within 10 feet of you would drop to 0 Hit Points as a result of taking damage, you can use your Reaction to cause the target to instead drop to 1 Hit Point. The creature then has Advantage on all d20 Tests it makes until the end of its next turn.

You can use this feature a number of times equal to your Proficiency Bonus and regain all expended uses when you finish a Long Rest.

